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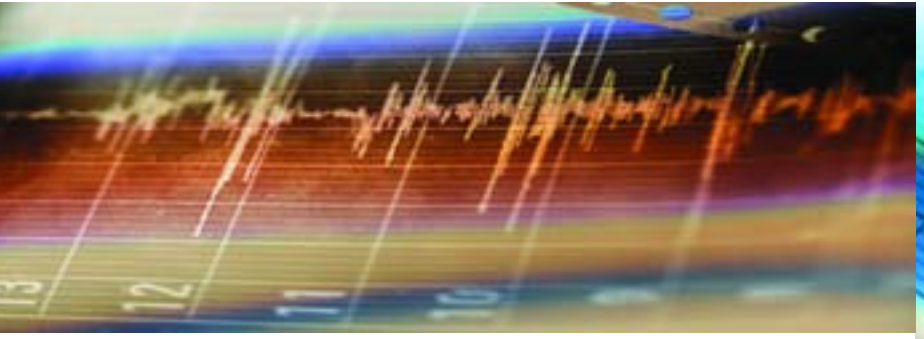

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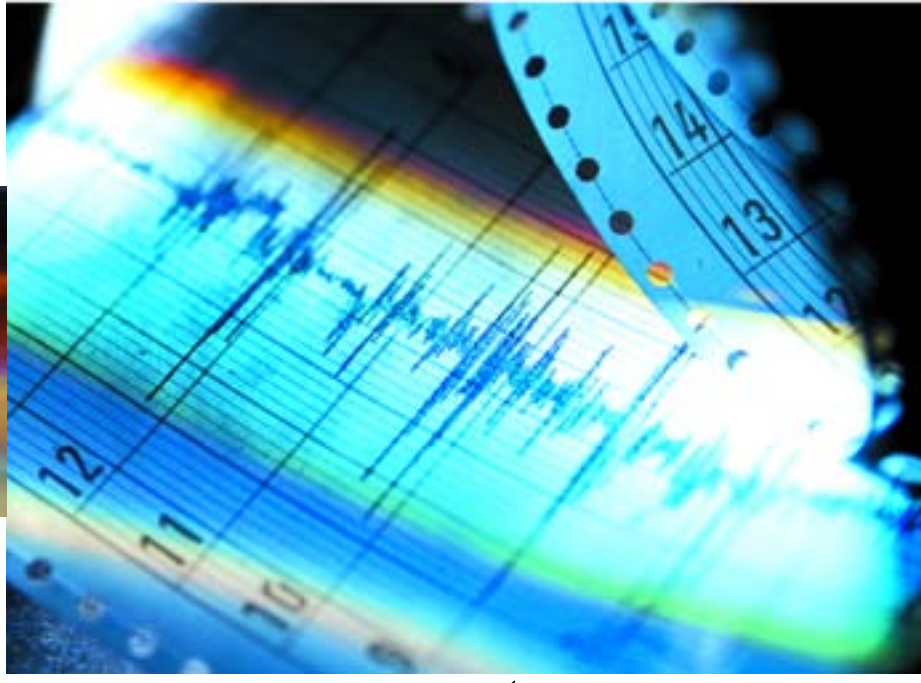
TAS CD 103

SEISMIC FREQUENCIES



Tk	Name	Key	BPM
DISC A (Audio)			
Ambient			
1	Arctic-Breeze		
	Birdscape	C	
	Desert-Call	G	
2	Dust-Pipe	D#	
	Gas-Flow 1	C	
	Gas-Flow 2	E	
3	Glass-Flow	D#	
	Ice-Tunnel 1	F	
	Ice-Tunnel 2	G#	
4	Interference 1	G	
	Interference 2	E	
	Nuclear-Freeze	D#	
5	Spaceous		
	Spooky-Shaft 1		
	Spooky-Shaft 2		
6	Springboard	F	
	Springy		
	Star-Sparkles 1	E	
7	Star-Sparkles 2	A	
	Star-Sparkles 3	E	
	Vacuum	A	
8	Ventilate		
	Windpipe	F	
	Woodnotes 1		
9	Woodnotes 2	A	
	Woodnotes 3	G#	
	Woodnotes 4	B	
Ambient FX			
10	Boomerang-Swerve		
	Dew-Drop 1		
	Dew-Drop 2		
	Flicker-Flush		
	Freezer		
	Grub 1		
	Grub 2		
	Ice-Drop		
11	Ice-Grinder1		
	Ice-Grinder2		
	Ice-House		
	Icicle		
	Scraper		
	Screech 1		
	Screech 2		
	Snow-Drop		
Ambient Loops			
12	Fatal-Morgana		
	Fuse		
	Pulsator		
	Throttle-Valve		
	Tremulous		
Ambient Pads			
13	Dust-Wind	G#	
	Fog-Pad	A	
	Frost-Pad	C	
	Helium-Flute	E	
	Ice-Temple	A	
14	Major-Fog	D	
	Major-Mist 1	C	
	Major-Mist 2	A	
	Major7-Mist 1	C	
	Major7-Mist 2	G	
15	Mistchoir	B	
	Misty	E	
	Nimbus 1	E	
	Nimbus 2	E	
	Nimbus 3	E	
16	Space-Monks	E	
	Space-Nuns	A	
	Sunrise 1	E	
	Sunrise 2	F#	
	Vocal-Mistpad	D	
Ambient Shots			
17	Bassdrum-Reverb 1		
	Bassdrum-Reverb 2		
18	Cathedral-Oneshot 1		
	Cathedral-Oneshot 2		
	Cathedral-Oneshot 3		
	Cathedral-Oneshot 4		
	Cathedral-Oneshot 5		
	Cathedral-Oneshot 6		
	Cathedral-Oneshot 7		
	Cathedral-Oneshot 8		
	Cathedral-Oneshot 9		
19	Door 1		
	Door 2		
	Door 3		
	Door 4		
	Door 5		

FREQUENTLY ASKED QUESTIONS ABOUT USING ZERO-G SAMPLE LIBRARIES

• *Do I have to pay additional licensing fees if my use of these samples ends up on a hit record or other high-profile projects?* ☆ NO, your original purchase of the disc is your only license fee. We hope you do get to use our sounds on a hit!

• *Do I have to credit this disc if I use it on a recording?* ☆ NO, but it would be appreciated!!

• *Can my writing partner, colleagues or friends use these samples once I've bought the disc?* ☆ NO, each person who uses the sounds must purchase their own copy (which licenses them to use the sounds). Anyone other than the original purchaser of the disc, who uses the sounds is doing it illegally - risking legal action against both them and their clients!

• *Are these samples legally safe to use?* ☆ YES, we guarantee that all Zero-G libraries are 100% copyright clean and that you can use them safely in your music.

• *Can I offer these sounds to clients as part of my recording studio or rental company services?*
☆ NO, sorry, but each person who uses the sounds (the creative person) has to be a licensed user. This situation could cause tremendous legal problems for studio or rental clients.

• *Can I use these samples to make "Music Libraries"?* ☆ YES, unlike some Soundware companies, this is fully allowed with Zero-G products. The samples have to be used within a musical context, however, and cannot be presented isolated or "solo'ed". So, for the purposes of creating so called 'library music' clips or 'production music' clips intended for commercial exploitation, the included sound samples may be used 'in combination' within musical compositions. For such usage, any rhythm loop samples (which Zero-G regards as being musical clips in themselves) must also be combined with other types of samples or sounds to effectively form a new composition, rather than simply being looped.

• *Is it OK to loan the disc to a friend to check it out as long as I bought it?* ☆ NO, please don't let your copy out of your possession. Instead, show them the sounds in person.

• *Can I post my favourite Zero-G sounds to people or sites on the Internet?* ☆ NO, but you're welcome to comment on them! All forms of user copying and distribution are prohibited.

• *Is it OK to sell the disc used to someone else if I'm finished with the project that I needed it for?*
☆ NO, this is VERY IMPORTANT. Unlike your musical gear or even software, you can't give away or sell this disc used to someone else - YOU DIDN'T PURCHASE THE DISC, YOU PURCHASED A LICENSE TO USE OUR SOUND RECORDINGS IN YOUR MUSIC. The disc is merely the container of the sounds we licensed to you. The license you bought is not transferable to another person.

• *When there is a demo song on the CD, can I use it?* ☆ NO, these are the only samples on the discs that you cannot use, since they're for demonstration purposes only.

• *Can I use these sounds in Multimedia projects?* ☆ MAYBE. If you use it in a musical context then YES, but it is best to have all multimedia use cleared with Zero-G first. A "musical context" specifically means that you are using the sounds to create a new musical composition or arrangement. Any other application such as sound FX, icon sounds, ambiences, game noises, etc is NOT allowed without an additional license from Zero-G.

• *As a freelance sound designer, can I put custom compilation discs together which include Zero-G sounds for my composer clients?*
☆ NO, not unless they already own the original Zero-G products. Remember that each person who uses the sounds MUST have a license to use them. Otherwise, they can get in serious legal trouble.

• *Is there any limit to how often or how long I can use these samples in my music?* ☆ NO, you're free to use them in as many musical recordings as you want. We hope that you find them inspiring and useful for many years to come!

• *Why does any of this matter?*
☆ Basically, if you respect our work by purchasing the sounds, we'll be able to make more exciting products. You may also be asked some of these same questions by people who are contracting your services and this information can protect you and your clients from potential misuse of Zero-G sounds. You can avoid legal hassles if you use this product properly.

☆ If you are still in doubt over any particular kind of usage, please contact Zero-G on Fax +44-1491-873080 or Email: info@zero-g.co.uk

Tk	Name	Key	BPM
Rhythm FX Loops			
80	Bone Drums		108
81	Deformed Drum Loop 1		85
	Deformed Drum Loop 2		97
	Deformed Drum Loop 3		98
	Deformed Drum Loop 4		98
	Deformed Drum Loop 5		98
	Deformed Drum Loop 6		98
	Deformed Drum Loop 7		98
82	Deformed Drum Loop 8		98
	Deformed Drum Loop 9		98
	Deformed Drum Loop 10		99
	Deformed Drum Loop 11		100
	Deformed Drum Loop 12		102
	Deformed Drum Loop 13		107
	Deformed Drum Loop 14		140
83	Hi-Loop		100
84	Perc. Loop 1		120
	Perc. Loop 2		120
	Perc. Loop 3		120
85	Sludge Loop		72
86	Tap-Drips		108
	Tap-Drums		108
Sci-Fi			
87	SF-Pass 1		
	SF-Pass 2		
	SF-Pass 3		
	SF-Pass 4		
	SF-Pass & Shots 1		
	SF-Pass & Shots 2		
	SF-Shot 1		
	SF-Shot 2		
	SF-Shot 3		
Steel Pads			
88	Steelpad 1	D	
	Steelpad 2	G	
	Steelpad 3	D	
Stingers			
89	Stinger 1		
	Stinger 2		
	Stinger 3		
	Stinger 4		
	Stinger 5		
	Stinger 6		
	Stinger 7		
	Stinger 8		
	Stinger 9		
Sweep FX			
90	Cowboy1		
	Cowboy2		
	Snarespin 1		
	Snarespin 2		
	Swamp-Sweep		
	Sweepspin		
	Sweepy		
	Torn		
Synth			
91	Air-Bass 1	G	
	Air-Bass 2	E	
92	Cracker 1	G#1	
	Cracker 2	D2	
	Cracker 3	G#2	
	Cracker 4	D3	
	Cracker 5	G#3	
	Cracker 6	D4	
93	Dirtstab 1	C2	
	Dirtstab 2	G2	
	Dirtstab 3	C3	
94	DistortionSynth 1	C3	
	DistortionSynth 2	G#2	
95	Guitary 1	E	
	Guitary 2	A	
96	Massive Lead 1	A2	
	Massive Lead 2	F#3	
	Massive Lead 3	C4	
Washes			
97	Deep-Whale		
	Mermaid		
98	Oceancall		
	Savannah		
99	Water-Spirit 1		
	Water-Spirit 2		

DISC B (.WAV Files)

All samples from Disc A, but in WAV format.

Produced by: Coen Lagerweij.
Inspiration by Harry Koopman.

Tk	Name	Key	BPM
	Door 6		
	Glass-Impact		
Ancient Drones			
20	Pillar Drone 1	E	
	Pillar Drone 2	E	
	Pillar Drone 3	E	
	Pillar Drone 4	B	
	Pillar Drone 5	E	
	Pillar Drone 6	F	
	Pillar Drone 7	C	
	Pillar Drone 8	C#	
21	Temple Drone 1	F	
	Temple Drone 2	E	
	Temple Drone 3	E	
	Temple Drone 4	E	
	Temple Drone 5	C#	
	Temple Drone 6	A	
	Temple Drone 7	E	
22	Tomb Drone 1	E	
	Tomb Drone 2	A	
	Tomb Drone 3	A	
	Tomb Drone 4		
	Tomb Drone 5	C	
Archaic			
23	Diorama 1	C	
	Diorama 2	C	
24	Mellow-Tron 1	E	
	Mellow-Tron 2	E	
Atmospheres			
25	Down-to-Earth		
	Dream-Shower		
	Gusty		
	Incinerator		
26	Nightheat		
	Phantasmagoria		
	Phosphorous		
	SmokeScreen		
27	Subway-Terror 1		
	Subway-Terror 2		
	Terminal-Station		
	Tunnelvision		
28	Uranium-Train		
	Vinyl-Breeze		
	WindUp		
	Xenon-Plane		
	Zirconium-Tank		
Beats			
29	Beat Mutilation 1		105
	Beat Mutilation 2		105
	Beat Mutilation 3		105
	Beat Mutilation 4		93
	Beat Mutilation 5		98
Bells			
30	Bell-Pass		
	Bellsweeper	F	
	Bellwind		
31	Dead-Valley 1	C#	
	Dead-Valley 2	C#	
	Dead-Valley 3		
	Dead-Valley 4		
	Dead-Valley 5		
32	Fog-Bells		
	Sand-Bells		
Creatures			
33	Cricket		
	Froggish		
	Reed-Call		
	Sandworm		
34	Steel-Crickets		
	Steel-Spiders		
	Virtual-Insects 1		
	Virtual-Insects 2		
	Water-Fly		
Drones			
35	Bell Drone	C	
	Black-Pit	C	
	Crater	E	
36	Deep-Hum	E	
	Flux-Drone 1	E	
	Flux-Drone 2	A	
37	Flux-Drone 3	A	
	Flux-Drone 4	C	
	Flux-Drone 5	C	
38	Flux-Drone 6	F	
	Freezing	D	
	Ghost Train	C	
39	Ice-Fields	C	
	Luminous-Flux 1	B	

Tk	Name	Key	BPM
	Luminous-Flux 2	G	
40	Major-Radiation	A#	
	Mist-Drone	C	
	Night Train	B	
41	Radiation	G	
	Rumble 1		
	Rumble 2		
42	Swelling		
	Synth Drone 1	F	
	Synth Drone 2	D	
	Tropospheric		

Drums

43	Bass-Drums 1-9		
44	Hi-Hats 1-10		
45	Lo-Noise 1-8		
46	Percussive-Noise 1-12		
47	Snare-Noise 1-19		

Explosive

48	Blaze 1		
	Blaze 2		
	Blow-Up 1		
	Blow-Up 2		
	Dirt-Hit		
	Eruptive 1		
	Eruptive 2		
	Ignition		
	Implode		
	Outburst 1		
	Outburst 2		
49	Shot 1		
	Shot 2		
	Shot 3		
	Shot 4		
	Shot 5		
	Shot-Sweep		
	Steel-Flash		
	Thunderbolt 1		
	Thunderbolt 2		
	Thunderbolt 3		
	Thunderbolt 4		
	Torpedo		

Flyers

50	Fly-Away		
	Flyer 2		
	Flyer 3		
	Fly-Over 1		
	Fly-Over 2		
	Flyer 1		
	Hyper-Flyer		
51	Jetpass		
	Jetstream		
	Mini Rocket		
	Rocket 1		
	Rocket 2		
	Rocket 3		
	Rocket 4		

FX

52	Drain Pipe		
	Engine-Rise 1		
	Engine-Rise 2		
	Fragments		
	Froster	G	
53	Insert		
	Mud-Hammer1		
	Mud-Hammer2		
	Mud-Hammer3		
	Proton-Swerve		
54	Schism		
	Sling		
	Speedy 1		
	Speedy 2		
	Swamp-Dive		
	Swamp-Drop		

Game FX

55	Game FX 1		
	Game FX 2		
	Game FX 3		
	Game FX 4		
	Game FX 5		
	Game FX 6		
	Game FX 7		
	Game FX 8		
	Game FX 9		
	Game FX 10		
	Game FX 11		
	Game FX 12		
	Game FX 13		
	Game FX 14		
	Game FX 15		
	Game FX 16		

Hi Metals

56	Eerie 1		
	Eerie 2		
	Windchimes		

Lunar Drones

57	Moon-Chill 1		
	Moon-Chill 2		
	Moon-Drone	A#	
58	Moon-Scape 1	A#	
	Moon-Scape 2	A	
	Moon-Scape 3	F	
59	Moon-Wind 1	B	
	Moon-Wind 2	F#	
	Moon-Wind 3	E	

Machine Loops

60	Bang-Machine		
	Engine-Room		

Metal Washes

61	Cavern-Steel 1		
	Cavern-Steel 2		
	Cavern-Steel 3		
	Cavern-Steel 4		
	Cavern-Steel 5		
62	Metal-Glide 1		
	Metal-Glide 2		
	Metal-Glide 3		
	Metal-Glide 4		
	Metal-Glide 5		
	Metal-Shaft		
63	Razor-Bite		
	Razor-Blunt		
	Razor-Sharp		
	Shimmer 1		
	Shimmer 2		

Motoric Drones

64	Distant-Tank	A	
65	Drone Machine 1	C	
	Drone Machine 2	E	
66	Metal Machine	C	

Moves

67	Break-Through		
	Doorslide 1		
	Doorslide 2		
	Doorslide 3		
	Doorslide 4		
68	Glider 1		
	Glider 2		
	Glider 3		
	Heavy-Doorslide 1		
	Heavy-Doorslide 2		
69	Looming 1		
	Looming 2		
	Looming 3		
	Looming 4		
	Looming 5		
70	Slide-Track 1		
	Slide-Track 2		
	Slip-Slide		

Noisy

71	Gas-Leak		
	Gaseous 1		
	Gaseous 2		
72	Trolley 1		
	Trolley 2		
	Trolley 3		
73	Waggon 1		
	Waggon 2		

Propeller Drones

74	Dream-Machine	A	
	Fogbank	D#	
75	Propeller-Haze 1	C	
	Propeller-Haze 2	A	
76	Radar 1	A	
	Radar 2	E	

Rhythm Drones

77	Flange-Machine	C	130
	Gas-Mask	A	
	Gas-Tank	A	
78	Molecules		
	Sick-Organ	A	164
79	Under-Ice		
	Vaporize		