

About ZERO-G "AMBIENT" by IAN BODDY

Over 1100 samples of dreamy atmospherics and effects for use in ambient dance, film soundtrack work or futuristic & spacey music of all kinds. A goldmine of analogue sounds and techniques from the early days of the synthesiser. (490Mb of Data comprising 1181 programs and 1143 samples)

ATMOSPHERES, DRONES, FX & TEXTURES FROM BOTH CLASSIC & STATE-OF-THE-ART SYNTHS E.G. ROLAND SYSTEM 100M, JD990, VCS3, OBERHEIM MATRIX 12.

- SYNTHETIC PERCUSSION • VOCODER LOOPS • PPG WAVES
- SYNTH WAVEFORMS • NATURAL ENVIRONMENTAL • ETC, ETC

Sound Quality. Every effort has been made to obtain the highest sound quality by compiling and mastering the sounds digitally. However some of the the old analogue sounds may have some inherent noise as well as some tape hiss being evident on some of the old tape delay/loop atmospheres. Equalisation has been applied to minimise extraneous noise wherever possible and it is felt the best possible sound quality has been obtained with what, after all, are some fairly unique sounds which by and large are not reproducible on modern day equipment.

The Music. Ian Boddy is one of the UK's leading synthesists and has been producing sample libraries since 1992. His work includes *Ambient Volumes 1 & 2*, *Malice in Wonderland*, *Morphology*, *Analogue Sequencer Loops & Outer Limits*. His musical career actually goes all the way back to 1980. Since then he has released over 30 solo & collaborative CDs, performed over 100 concerts in the UK, Europe & the USA and runs the highly respected ambient music label *DiN* which has currently released 31 CDs. Furthermore he also composes library music for the UK's largest independent library music company *DeWolfe* having written 10 such titles for them to date.

Technical Bits...

This sample collection contains the majority of the samples from the two sample CDs *Ambient Volumes 1 & 2* edited, looped and mapped out into programs ready to load directly into your Kontakt sampler. All the programming was originally done on an Akai S3000 (V1.3) and has been batch converted to Kontakt format.

Where possible the volume size was kept to 2Mb but for many of the more atmospheric textures this proved impossible although the

volume size has been restricted to a maximum of 8Mb. The sounds were arranged into 10 partitions of about 50Mb each.

The index lists the Partition Name, Volume Name, Number of Programs and Samples and Memory Size Required in Mb. This should enable the user to quickly find the sound type they are looking for. (Partition D: Natural Ambiences does have some extra sounds towards the end which are present to fill up this partition to capacity). There is 490Mb of Data, comprising 1181 instrument patches and 1143 samples.

I do hope you the user have as much fun using these sounds as I had in creating them. There's nothing quite like a good resonant filter sweep first thing in the morning to set you up for the day!?

- Ian Boddy.

Volume Name	No. Progs	No. Samps	Mb
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Partition A: Analog Synths

Raw Oscillator Pads	18	4	2.2
Raw Sync Pads	10	4	0.2
Sync & FM Pads	12	7	0.4
PWM Pads	10	5	2.6
VCO Env FM	4	2	1.5
FM Loops	6	6	2.4
Noise	10	6	1.7
Fat PWM's	8	4	1.7
Ring Mod Pads	5	3	1.1
Memorymoog	10	3	1.9
Matrix Bass Drone	5	3	1.8
OBI Drones	10	5	1.9
OBI Basses	8	12	2.2
OBI Pads	8	7	2.6
OBI Chords	7	4	1.8
Doom Bass	6	6	2.0
Fat Synth	8	6	2.4
VS Drone	3	6	4.8
Vocoder Ahhs & Hits	7	12	0.9
PPG Wave No.1	4	4	1.5
PPG Wave No.2	8	4	2.0
PPG Wave No.3	6	5	1.8
PPG Voices	4	4	1.1
PPG Bass	8	5	1.5

Ring Mod No.1	10	5	2.0
Ring Mod No.2	8	4	1.8
Buzz Bass	4	2	1.1

Partition B: Analog FX

Sci Fi Alarms 1	10	10	2.0
Oscillation	4	4	2.0
Osc. Delays	3	3	0.8
Windrattlers	7	5	3.5
Burbly FX	6	5	1.9
Oscillator FX	8	6	1.8
Pulsations	10	5	1.7
Sci Fi Alarms 2	6	5	1.9
Dr. Who FX	6	3	1.7
Rise & Fall	3	1	2.8
Bouncesweeps	6	4	1.8
VCS FX	9	9	2.7
Misc. VCS No.1	8	4	2.0
Rattlesweeps	8	5	3.1
Crazy FX	7	4	1.3
Extreme Stuff	16	8	1.8
Sci Fi Alarms 3	9	6	2.0
Noisefalls	5	3	1.5
Analog Echo No.1	14	11	1.5
Analog Echo No.2	11	7	1.0
Misc. VCS No.2	10	10	1.8
Rattle FX	6	4	1.7
OBI FX	9	6	2.7
Horrid & Farty	10	4	2.9

Partition C: Ethnic Percussion

Misc. Shakers	1	14	1.9
Misc. Percussion	1	19	2.0
Finger Cymbals	1	4	1.7
Ethnic Cymbals	4	4	1.7
Gongs	3	2	2.0
Rattlers	2	4	1.0
Ethnic Drums	1	12	0.6
Thumb Piano	1	9	1.5
Rainmakers	4	2	1.1

Windchimes	3	2	2.6
Metal Percussion	4	5	1.9
Bowed Cymbals	6	4	3.9
Metal Hits	15	12	3.8
Ambient Bell Atmos.	5	4	7.9
Ambient Bell Tree	5	4	5.8
Synth Bells	12	11	4.0
Synth Chimes	8	5	2.4
Echo Bells	6	3	0.8
Bamboo Gamelan	8	6	1.3
Whistle FX	6	6	0.8

Partition D: Natural Atmospheres

Subaqueous	3	6	2.0
Seashore	3	2	1.4
Estuary	2	7	1.5
Hotlands	4	5	1.5
Hot Insects	5	5	1.1
Jungles	7	6	1.8
Primates	5	4	1.2
Jungle Birds	2	7	2.2
Birds & Bats	5	4	1.5
Rivers	6	5	2.0
Thunder & Rain	2	6	1.5
Misc. FX No.1	4	4	1.7
Misc. FX No.2	3	3	2.0
Misc. FX No.3	12	6	1.5
Synth Jets	7	6	6.9
Phasy Train	3	2	4.0
Spacy Atmosphere	2	2	5.1
Cosmic Drones	4	4	7.9
Matrix Distortion	4	4	2.9

Partition E: Synth Atmospheres

Alien Winds	8	6	2.6
Stereo Winds	4	6	3.6
White Noise Atmos	3	6	1.2
Analog Spacecraft	5	5	2.5
Deep Space Atmos.	4	4	6.9
Spaceship Drones	6	4	5.3

2001	4	6	5.3
Weightless	3	6	3.6
Weird Space	7	6	1.6
Synth Bombs No.1	7	5	1.9
Synth Bombs No.2	6	4	1.7
Synth Waves	7	4	3.5
Alien Waves	6	4	5.3
Monsters	5	6	4.9

Partition F: Synthetic Percussion

Bass Drums	3	18	1.3
Analog Percussion	1	15	1.5
Synth Percussion	1	28	1.8
Machine Percussion	2	20	1.7
Synth Guiros	2	16	1.3
Analog Bells 1	20	20	1.7
Analog Bells 2	12	11	1.7
Analog Bell Percussion	3	13	1.3
RM Percussion Hits	4	22	1.1
Hammer Percussion	3	14	2.0
Metal Percussion	5	16	1.3
Machine Beats	7	6	2.0
VCS Beats No.1	5	4	1.8
Analog Loops	4	4	3.1
Clicks & Pulses	6	3	1.5
Heartbeats	5	3	1.5
VCS Beats No.2	3	3	0.8
Vocoder Loops No.1	6	3	1.1
Vocoder Loops No.2	7	4	1.5
Vocoder Loops No.3	6	3	1.1
Vocoder FX Loops	5	10	7.1
Misc. Digital Percussion	6	6	2.6
Pulsings	6	6	5.1
RM Madness	3	1	2.9

Partition G: Sequence & Machine FX

Spacey Sequences	9	3	1.2
Computer Chatter	7	10	1.8
Random Sines	6	4	2.0
Stereo Random Sines	5	4	3.0

Machines Talk	8	4	1.5
Robot Vox	6	8	1.0
Radio Chatter	7	3	2.6
Radio Static	7	7	5.3
Sequencer Loops	4	6	1.7
Magic Arpeggios	5	3	1.5
Strange Arpeggios	6	4	3.1
Contrary Motion	5	4	4.0
Vocoder Countup	4	22	1.5
Vocoder Speech	4	12	1.1
Arpeggio Atmos.	5	3	2.2
Vibrations	5	2	1.5
Bass Arpeggios	6	2	1.1
Feedback Loops	4	2	3.3
Spaceosphere	1	2	7.4
VCS Raw Waves	8	2	1.3

Partition H: Ambient Atmospheres

Glass Loops No.1	7	6	4.0
Mystery Glass	6	6	6.9
Ethereal Pads	8	4	4.0
Bell Arpeggios	7	8	3.5
Bell Drones	6	4	4.0
Flutterings	10	10	6.7
Drippings	9	5	2.0
Sci Fi Atmospheres	3	6	1.5
Weird Atmos No.1	3	6	1.3
Weird Atmos No.2	3	6	1.3
Ambient Loops	4	7	1.8
Flute & Sax	6	6	1.5
Ambient Drones	12	6	2.2
Glass Loops No.2	6	4	3.8
Mutant Bells	5	4	3.3
Descending Echos	3	2	2.2

Partition I: Evil Atmospheres

Machine Drones No.1	7	7	3.5
Machine Drones No.2	4	4	3.2
Machine Throbs	5	6	2.9
Very Low Drones	5	3	1.1

Metal Drones	6	3	4.4
Metal Alarms	6	6	5.7
Mystery Drones No.1	9	6	3.6
Mystery Drones No.2	8	10	8.0
Threatening Drones	8	4	2.9
Nasty RM FX	9	5	3.5
Evil Machines	4	2	2.6
Odd Atmosphere	5	5	4.5
Reverb Synth	4	4	2.9

Partition J: Digital Synths

Digital Pads No.1	8	4	4.0
Digital Pads No.2	6	4	3.3
Swirling Synth	6	2	1.9
Ring Mod Drone	6	2	0.6
Breathy Pads	12	8	3.6
Ambient Digital Pads	6	4	3.1
Digital Analog FX	4	4	2.9
Metallic Drones	6	4	2.9
Resonant Drones	10	4	2.9
Soft Pads	9	3	1.3
Sub-Aqueous Synth	6	4	3.5
Wet Drones	6	6	5.3
Esoteric Pads	6	4	2.4
Deep Atmosphere	3	4	4.2
Weird Loops	6	4	2.9
Inharmonic Synth	8	3	1.8
Vectoring	6	6	1.8

Production Credits:

AMBIENT programmed and produced by IAN BODDY.
Produced at Something Else Studios (Jan - Apr 1994).