



CYCLICK SAMPLES

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Glitch Drums

This sample set is a big ol' bag of beat loops: 342 loops across 9 tempos. The beats are, on the whole, dense and twitchy (triplets mixed with dotted, swings against straight beats, that kinda thing), though there's plenty of groove available too. The beats were created with multiple sampler layers (all electronic, either from drum machines or synths), though only 3 or 4 were used simultaneously, and the sum was sent to eight effects groups. The output was then edited down into highlights, and then the groups and sampler settings tweaked again to produce a second batch, i.e. 16 groups stripes across the tempo ranges. The highlights were, again, edited out and then chaff discarded.

The groups ranged from Stutter Edit effects, through bit reduction (UAD OTO Biscuit) and distortion (iZotope Trash2), to randomised extreme filter effects (Arturia Minifilter V and UAD Moog Multimode XL), with plenty of compression and tonal tweaking along the way. Strapping a bx_limiter over every group buss helps keep the clips at bay, as running long stripes can throw up some unforeseen spikes.

It's a fun process as much as anything, creating pseudo-randomised stripes of material to edit from, sort of beat-mining your own seam.

Obviously these samples are just in their first iteration, so make them your own with filtering, stretching, pitching, mangling, chopping and blending.

Stuff Used:

Cyclick Archive (Drum samples)
Eventide plugins
Soundtoys plugins
UAD2 plugins
Unfiltered Audio Dent/Indent 2
Arturia Minifilter V
Plugin Alliance bx_limiter plugin

Sonic Charge Echobode plugin
reFuse Lowender plugin
Valhalla FreqEcho plugin
Waves RBass plugin
iZotope Trash2 & Stutter Edit
Steinberg Nuendo 5.5
NI Kontakt 5

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