An Impact Soundworks / Braille.Audio Sample Library
Produced by Jordan Aguirre (bLiNd)

Introduction

This collection is a one-stop, battle-tested, all-purpose sample library for the most popular modern electronic music styles. It fits perfectly in both EDM genres like future bass, techno, trance, house, and synthwave, as well as TV/film/game soundtracks which are using more electronic influences than ever before.

Library creator Jordan Aguirre (**bLiNd**) brought his 15+ years of expertise as an EDM producer and composer in designing the library. All the sounds have been used in his own productions in a huge variety of styles, and come from his personal collection; painstakingly crafted and polished to perfection.

Use the genre-categorized drumloops and MIDIs to get your tracks started, or build hard-hitting drum tracks with the huge collection of oneshots. And if you have the incredible, industry standard Xfer Audio **Serum** synth, you'll find a treasure trove of massive 808s, arps, basses, leads, and much more.

Whether you're an EDM producer or film composer looking to supercharge your tracks with fresh modern sounds, we're sure **Cyclops** will give you plenty of inspiration. Enjoy!

Installation

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed!

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your **Cyclops** download code. Follow the instructions to download and install the library.

3. Look in the downloaded library folder to find and use the WAV and MIDI files. These can be used in any DAW. No particular plugin or sampler is required.

4. To install the **Serum Presets**, move the folder labeled **Cyclops - Serum Presets** to your **Serum** user preset location. On Windows, that would be inside the following folder.

Users\%userprofile%\Documents\Xfer\Serum Presets\Presets\

If you can't find it, or you're using a Mac, open your **Serum** plugin. Go to the **Menu** and click on "Show Serum Presets Folder". Note, you need *Serum v1.286* or higher.

Content

Drum Oneshots
211 Kicks in 10 Genres (Synthwave, Deep House, Electro House, Dubstep, Future Bass, Hip Hop, Jungle, Subs, Techno, and Trance)
91 Claps (Single and Preshifted)
93 Cymbals (Crashes, Rides)
78 Closed Hihats (Electronic and Acoustic)
71 Open Hihats (Electronic and Acoustic)
114 Snares (80's & Synthwave, Hip Hop & Pop, Dubstep, and Drum & Bass)
136 Percussions (Electronic, Acoustic, Toms)
20 Rimshots
10 Reverse FX
65 FX Shots

Demo MIDIs
7 808 MIDI
49 Bass MIDI
1 Arp MIDI
9 Keys MIDI
21 Lead MIDI
12 Pluck MIDI
10 Pads MIDI

Serum Presets
39 808s
13 Arpeggios
62 Analog Basses
16 FX
26 Keys
70 Leads
38 Modern Basses
56 Pads
47 Plucks

Drum Loops
10 80's Drum Loops
10 Dubstep Drum Loops
10 Minimal & Techno Drum Loops
10 Drum & Bass Drum Loops
10 Hip Hop & Trap Drum Loops
10 Trance Loops
13 Future Bass Loops

Drum loops are split into categories of Kicks, Snares, Tops, and Full Loops.
Mix and Match Kicks, Snares and Tops to create your own custom loops.

Troubleshooting and Feedback

Have you used **Cyclops** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: https://www.facebook.com/ImpactSoundworks

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

 For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

License Agreement

The following license is granted non-exclusively to all purchasers of our products. This version (updated December 4, 2014) supersedes any prior printed or digital versions of our license.

<u>Overview</u>
All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Impact Soundworks unless otherwise noted, and remain the property of Impact Soundworks after the product is purchased. When purchasing an Impact Soundworks product, you are purchasing a non-exclusive license to use, edit, perform, or otherwise utilize these recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

<u>Authorized Users</u>

Depending on the type of customer and usage scenario, authorized users of this license will vary. ALL purchases fall into category A or B.

A. Individual Purchase

This license is extended to customers who are purchasing as the primary user of the product, OR are purchasing on the behalf of another primary user (i.e. as a gift).

The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase

This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the *institution* and not any one user.

In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered authorized users.

However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License

The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee **MAY NOT** use the product in the production of any other sample library or virtual instrument products.

The licensee **MAY NOT** sell individual sounds from a product in any context.

For clarity: The licensee **MAY** use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

Ownership, Resale, and Transfer

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product, and may not be transferred to any other individual for any reason.