Welcome to PSY FX !

Your profession is sounddesign for Games, Trailers and Animation or mixing and creating exciting SFX - layers for Cinema- and Video Post Production? You want to design amazing soundscapes and moods for electronic and ambient music? You need a soundbase for interactive, multimedial productions realized on systems like Macromedia Flash or Director?
This CD is your place to be!
PSY - FX contains over 900 Samples and gives you a wide range of imaginative sounds from wide, celestial pads and atmos to strong, aggressive and hard events cutting through every mix. We added layers, moods, impacts, buttons, transitions and themes like danger, codes, energetic, cyborg, esoteric, machinery, emotions, bizarre or scratched. You can use the *Construction Kits* to realize complex, professional sounding layers in a very short time. Diving into the *PSY – Section* will thrill you with really new, surreal moods showing themes like paranoia, brainwaves, deja vu, nightmares, mushroom sessions or the mind´s eye. Inside the *CI – Section* you will find a big pool of useful melodic and non-tonal events often needed for Coorporate Media Productions, Advertising and Logo Animation. Moreover we added a big *Movement Section* containing swishes & swoshes, objects, sweeps and a robot animation pool with mechanical motion events. Another big part of this CD is the *Creature Design Section* with lots of hollywood – styled monster, creature and alien noises. The *Interactive Media Section* gives you a fine collection of tones, button-, console- and confirm sounds as well as optimized multimedia button- and mouseover – kits. All the additional sounds we found exciting and useful are placed inside the big *Soundpool*. Here you find noise pulses, energizers, feedbacks, guitars, reverse swells or modulated events. To embed all this in a well matching surrounding the last Section of this CD is filled up with atmos, clusters, pads and collages of very different styles. Of course every event has its own Subtrack ID and therefore can be accessed directly.

naming conventions:

example	*meaning:*
PSY layer, mysterious, ambient	PSY layer, mysterious sounding, with ambience / reverb
vinyl rubbing 1, 2	two versions of vinyl rubbing
psychedelic sessions cut 1 – 4	psychedelic sessions cuts , four versions

license agreement:

credits:

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Artworks by deepcode one / Birgit Leonhard and Alfred Driemel / www.deepcode1.com
Produced by Total Control / www.totalcontrol.de

track	index	content
01		**PSY FX demo**
		Construction Kits
02		**space jungle mix**
03		**space jungle layers & samples**
	01 - 10	assorted fantasy creatures, ambient
	11 - 15	monster roar, ambient
	16 - 17	baby monster, dry
	18	dolphin chirps, dry
	19	background atmo, synthetic, ambient
	20	atmo birds & insects, ambient
	21	atmo cicadas
04		**breath - mix**
05		**breath - layers & samples**
	01 - 05	monster style deep breath, ambient
	06 – 07	smooth breath, ambient
	08 - 11	monster style deep breath, dry
	12 – 14	smooth breath, dry
06		**mystery - mix**
07		**mystery – layers & samples**
	01	fantasy creature, soft, ambient
	02	resonant sweep and phased noise, ambient
	03	bones percussion, ambient
	04	deep sweep, soft, hollow, ambient
	05	ambient noise
	06	deep forest, atmo, ambient
	07	phased noise, ambient
	08	metallic drone, ambient
	09	PSY layer, mysterious, ambient
	10	PSY layer, strange voices, ambient
	11	bones percussion, dry
	12	resonant sweep, dry
	13	noisy burst, soft, dry
	14	deep sweep, soft, hollow, ambient
	15	rainstick, atmo, ambient
	16	smallband noisy sparkling, ambient
	17	rainstick, atmo, dry
	18	smallband noisy sparkling, dry
08		**paranoid - mix**
09		**paranoid – demo and samples**
	01	metallic ambience, ambient
	02	high resonant sweep, dry
	03	flanged and phased atmo, tonal
	04	paranoid layer, complex, ambient
	05	diffused feedback layer, ambient
	06	guitar hit, ambient
	07	paranoid layer, ambient

	08	pulse, ambient
	09	mysterious signal, swell, ambient
	10	high noisy swell, ambient
	11	pad atmo, tonal, ambient
	12	high noisy sweep, ambient
	13	high interferenced noisy sweep, ambient
	14	nu trailer voc FX, ambient
	15	feedback swell, ambient
	16	distorted guitar sweep, ambient
	17	strings hit, ambient
	18	fast guitar sweep, ambient
	19	short guitar burst, ambient

10   **brainstorm - mix**

11   **brainstorm – layers and samples**

	01	big metallic impact, ambient
	02	high resonant sparkling, dry
	03	deep resonant modulated, swell, dry
	04	mid resonant modulated, swell, dry
	05	mysterious signal, swell, dry
	06	noisy impact and signals, ambient
	07	tonal noisy swell, ambient
	08	heavy distorted highfrequent layer, ambient
	09	PSY layer, sweeps and drones, ambient
	10	resonant sweep down, dry
	11	hollow noisy reversed swell, ambient
	12	synthetic modulated sweep down, dry
	13	electric style rough sound, dry
	14	short bassy sweep, dry
	15	noisy modulated hit, echoic
	16	short sparkling, dry
	17	vowel swell, dry
	18	noisy tonal layer swell, ambient
	19	high interferenced noisy burst, ambient
	20	modulated synthetic sweep up down, dry
	21	hard and short interferenced burst, dry
	22	flies cluster swell, ambient
	23	interference signal bursts, dry
	24	weird synthetic sweep, dry
	25	short distorted swell, pulsed, dry
	26	vowel swell, short, dry
	27	diffused layer feedback swell, ambient
	28	synthetic modulated sweep down, dry
	29	pulsed high sweep and phased noise, dry
	30	rough metallic swell, ambient
	31	noisy synthetic modulated sound, dry
	32	short mid-fq burst, dry
	33	rough interferenced metallic swell, dry
	34	3 short mid-fq bursts, dry
	35	modulated, synthetic sweep up, dry
	36	interference burst, dry
	37	feedback / cluster swell, dry

Themes

12   **bizarre**

01   diffused creatures layer, ambient
02   bizarre brainwaves, dry
03   midfrequent noise layer, ambient
04   distorted modulated burst, dry
05 - 06   noisy, tonal stressed layers, dry
07   distorted random modulation, dry

13   **broken impacts**

01 - 02   initial sweeps
03 - 04   impact - explosions
05   initial sweep
06   explosion

14   **midfrequency bursts**

01 - 03   noisy, modulated, dry
04   electric style, ambient
05 - 07   metallic, tonal, modulated, dry
08   vocoded, mellow, tonal, dry

15   **codes**

01 - 04   digital codes, hard sounding, dry
05   sparkling code, dry
06   digital code, hard sounding, dry
07   handy connection, dry
08   code swell, echoic, ambient
09   distorted code, aggressive, dry

16   **crazy**

01   strong distorted sweep, dry
02   random modulated layer, dry
03   fat distorted random sweeps, dry
04   mad sweep, distorted, dry
05   crazy synthetic laughter, ambient

17   **cyborg**

01   short neuronal pulses, dry
02 - 05   biochemical network layers
06   distorted drone, dry

18   **danger & darkness**

01   growling deep noise, phasing
02   deep noisy rumbling
03   deep noisy breath, ambient
04   cold phasing breath
05   growling phasing breath
06   dissonant noisy cluster, tonal, ambient
07   dangerous breath, ambient
08   bassy drone, hollow
09   tonal sync sweep, dry

19		**emotions - aggressive**
	01	wide energetic sweep down, ambient
	02	cluster dissonant hit, ambient
	03	narrow energetic sweep up, dry
	04	high frequent distorted event, echoic
20		**emotions - soft**
	01 - 03	harmonic pads
	04	harmonic sweep down, mellow
	05	mellow steady pad phase
	06	positive colored basic layer
21		**energetic**
	01 - 08	8 current styled, tonal sounds
22		**esotheric**
	01	didgeridoo dreamtime layer, ambient
	02	surreal feedback layer, ambient
23		**eternity**
	01 - 07	7 mysterious deep events, long ambience
24		**funny**
	01	comic sweep
	02 - 03	toy robot 1, 2
	04	bones percussion
	05	toy car honk
	06 - 07	plastic wobble impacts 1, 2
25		**granular**
	01	random pulsed layer, dry
	02	transformed voice, dry
	03	noise storm layer, dry
	04	metallic event, ambient
26		**haunted**
	01	demonic flies cluster, ambient
	02 - 04	haunted string noises 1 – 3, ambient
27		**infinity**
	01	eternal choir, ambient
	02	bells & phasing layer, echoic
	03	weird random pulsed layer, echoic
	04	smooth, hollow noise atmo, dry
28		**interference**
	01 - 06	6 interferenced and sweeping strong events
29		**liquid**
	01 - 08	8 short bubbling events
	09 - 10	2 bubbling layers, dry

30 **machinery**

01	strong servo burst, echoic
02 - 03	big servo moves 1, 2, ambient
04	metallic machine loop, ambient

31 **morphed**

01	deep metal modulation pulses
02	tonal feedback layer, ambient
03	noisy resonant pulses, dry
04	metallic feedback pulses, dry

32 **mystery**

01	dream creature squeal, ambient
02	tibetan vowel, ambient
03	didgeridoo drone, ambient
04 - 06	imaginative creatures

33 **scratched**

01	rhythmic scratching 1, dry
02 - 03	vinyl rubbing 1, 2, dry
04 - 15	assorted scratches, dry

34 **streams**

01	noisy modulated light, dry
02	noisy modulated sweeping, ambient
03	sharp distorted noisy, dry
04	hollow windy stream, ambient
05	midfrequent stream flow, ambient
06	tonal steamy flow, ambient
07	machine flow noise, tonal, ambient

35 **subfrequent**

01	heartbeat styled pulse, dry
02	deep modulated pulse, fast, dry
03 - 04	low frequent drones 1, 2, dry

36 **vowels**

01	inharmonic vowel, ambient
02	jew´s harp, ambient
03	formant sweep up, ambient
04	inharmonic vowel, feedback, ambient

PSY Section

37   **brainbeats**

01   steamy beat, dry
02   code style staccato sequence, dry
03   metallic string sequence, dry
04   ambient beep sequence

38   **brainwaves**

01   neuronal granular beat, dry
02   neuronal staccato signals, dry
03   highfrequent random beat, ambient

39   **deja vu**

01   thrilling harmonic loop, dry
02   machinery styled slow loop, ambient

40   **dreams**

01   dream clouds light pad, ambient
02   slight pulsing warm pad, ambient
03   soft emotional pad, ambient
04   high diffused chord pad, ambient
05   ambient pad styled swell, ambient
06   flanged emotional pad, ambient

41   **nervous breakdown**

01   heavy distorted breakdown, dry
02   confused nerve signals, dry
03   strong modulated downsweep, dry
04   nervous random sequence, dry
05   aggressive highfrequent signals, dry
06   silly sweepers, dry
07   strong signal pulse, dry
08   fast noisy pulse, dry
09   hard randomized staccato, dry
10   sharp aggressive highfrequent pulses, dry

42   **nightmares**

01 - 03   nightmare orchestra loops 1 - 3

43   **paranoid**

01   paranoid noisy staccato loop, dry
02   big distorted metallic loop, ambient
03   bizarre reverse loop, dry
04   distorted granular loop, dry
05   tonal metallic rumble loop, dry

44   **psychotic**

01 - 05   5 strong psychotic orchestra loops

45		**surreal**
	01	wide atonal sweep, ambient
	02	noise burst, dry
	03	randomized sequence, ambient
	04	feedback morphed tone, ambient
	05	atonal sweep steady phase, ambient
	06	strange surreal drops, echoic
	07	flanging sharp sweep, dry

46		**the mushroom sessions**
	01 - 04	psychedelic sessions cut 1 – 4, ambient

47		**the mind´s eye**
	01	after the yellow pill ...
	02	operatic mindblow

CI Section

48		**assorted beats**
	01	big stompin´ beat
	02	electro arpeggio staccato
	03	randomized electric beat
	04	atonal staccato sequence
	05	scratch burst loop
	06	classic electro drum pattern
	07	classic electro sequence overlay
	08	percussive filter sweep loop

The following CD - Tracks 49 – 51 gives you a collection of small sound events matching perfectly to typical CI- and logo – animations.

49		**melodic CI elements**
	01 - 09	assorted short melodic lines

50		**non - tonal CI elements**
	01 - 10	assorted short non - tonal, diffuse events

51		**tonal CI elements**
	01 - 16	assorted short tonal events

52		**vocoded CI elements**
	01 - 08	vocoded, soft - melodic CI events

53		**nu style trailer elements**
	01 - 08	rough, granularic sounds for nu-style trailer design

Movement Section

54		**object movements**
	01 - 17	object movements, noisy and tonal
55		**strong movements**
	01 - 10	energetic movements and tape spins
56		**fluttered movements**
	01 - 13	noisy, modulated movement sounds
57		**pitched movements**
	01 - 07	tonal and resonant movements
58		**swishes & swoshes**
	01 - 06	noisy animation elements
59		**movements up & down**
	01 - 06	assorted movements upwards
	07 - 11	assorted movements downwards
60		**aggressive motion cuts**
	01 - 07	thrilling, resonant and noisy elements
61		**power down moves**
	01 - 06	switching off energy controls
62		**reverse**
	01 - 12	assorted reverse sounds and swells
63		**robotic movement elements 1**
	01 - 05	mechanic and servo action sequences style 1
	06 - 07	mechanic and servo action style 2
	08	small servo out of control
64		**aggressive robotic movement**
	01 - 06	hard, blast – styled servo movement sounds
65		**robotic movement elements 2**
	01 - 09	additional styles to Track 63
	10 - 11	small robot mechanic sequences

Creature Design

66   **funny creatures**

01   duck style
02 - 04   small creature chirps
05   small creature chuckling
06   robo creature talking
07   dolphin laughter
08 - 09   strange creature talking

67   **dangerous creatures 1**

01 - 09   dangerous growling, 3 styles
10 - 12   ambient versions

68   **dangerous creatures 2**

01 - 07   dangerous growling, additional styles

69   **small creatures**

01   friendly chirping
02   noisy tickering
03   like frogs or cicadas
04   metallic seagull
05   screeping
06   chirping 1
07   mad duck babbling
08 – 09   chirping 2, 3
10   insects cluster
11   aggressive bird
12 - 17   small ducky monsters

70   **alien speech 1**

01 - 08   8 processed and generated speech takes

71   **alien speech 2**

01   evil creature talk
02 - 06   more processed and generated speech

Interactive Media Section

72   **alarms**

01 - 10   10 assorted alarm sounds and -loops

73   **button activation sounds**

01 - 21   21 sounds when activating control buttons

74   **console control events**

01 - 12   12 control and display acoustic messages

75   **confirmation tones**

01 - 14   14 sounds confirming process activation

| 76 | | **interactive buttons and mouseovers** |

7 optimized media-sets for interactive presentations. each contains 3 button- and 3 mouseoversounds, optimized to sound together perfectly.

01 - 06	media - set 1
07 - 12	media - set 2
13 - 18	media - set 3
19 - 24	media - set 4
25 - 30	media - set 5
31 - 36	media - set 6
37 - 42	media - set 7

Soundpool

| 77 | | **assorted events** |

| 01 - 24 | 24 impulsive sounds matching to no category but your mix ... |

| 78 | | **ambient events 1** |

| 01 - 11 | 11 ambient and echoic hits and blasts
ambient bell, big metallic impact |

| 79 | | **ambient events 2** |

| 01 - 08 | 8 additional ambient and echoic hits and blasts |

| 80 | | **energizers** |

| 01 - 11 | 11 strong and incisive sounds |

| 81 | | **distortion & rough sounds** |

| 01 - 23 | collection of 23 hard, distorted sounds |

| 82 | | **harmonic events** |

| 01 - 22 | 22 harmonic, tonal swells and hits |

| 83 | | **feedbacks and guitars** |

| 01 - 04 | 4 feedback styled soundscapes and events |
| 05 - 17 | 12 guitar styles and FX – distorted and clean |

| 84 | | **high frequency** |

| 01 - 12 | 12 high frequent distorted bursts and layers |

| 85 | | **metallic and rough styled sounds** |

| 01 - 22 | 22 metallic and rough impacts and scratches |

| 86 | | **modulated** |

| 01 - 20 | 20 low- and highfrequent modulated events, slow and fast |

| 87 | | **noise bursts** |

| 01 - 09 | 9 short noisy, diffuse events of different colors |

88		**nu cinematic cutz & impacts**
	01 - 42	what shall we say? crash boom bang ! – 42 events

89		**noise pulses**
	01 - 03	3 modulated, noisy pulsating sounds

90		**sweeps**
	01 - 11	11 tonal and noisy sweeps in all directions

91		**reverse swells and whistling events**
	01 - 04	4 assorted swells, tonal and noisy
	05 - 10	6 whistling, modulated tones

Atmos, Clusters, Pads and Collages

92		**strong pads**
	01	chord pad, warm
	02	distorted sweep pad, hard
	03	sync – resonant pad, cutting

93		**clusters and pulses**
	01	big room noisy pulses
	02	weird sequence pulses
	03	wide atonal chord pad
	04	interferenced sweep collage
	05	rough dark tone pad
	06	deep warm noisy distortion layer

94		**pads**
	01	frozen planet
	02	rough harmonized pad
	03	celestial sweep, noisy, light
	04	resonant flange sweep pad
	05	big resonant sweep pad
	06	fast modulated hard sweep pad

95		**resonant and highfrequent layers**
	01	hard resonant multisweep pad
	02 - 04	highfrequent layers 1 - 3

96		**scenes and collages**
	01	octave wave swells
	02	distorted machine and birds
	03	random driven pulse layer

97		**space styled layers**
	01	surreal layer, structures and slight pulses
	02	metallic fast modulated, ambient
	03	eternal moods, hollow, warm
	04	friendly moods, flanged and phased

98 **sphera**

01 timewind – eternal pad
02 - 05 harmonic wind layer 1 - 4

99 **spirit drones**

01 noisy, granular cluster drone
02 didgeridoo transform cluster
03 deep narrow drone
04 metallic space ambience
05 resonant feedback layer