

Producers notes to the audio demos

01 demo_ambience

This track demonstrates the typical ambience sound of China. It can be named "4 seasons". The starting region is recorded in a village; it sounds so typical Asian – quiet, peaceful with distant temple bells. Can you imagine such a beautiful scene? And this is the ambience which can tell stories and that's the target of the SFX pack. After that, spring, summer, autumn and winter are following. And then the fireworks like a battle field. That's the craziest day for most of the Chinese people, fireworks everywhere. After the holiday, he's back to the fact: rush with bus and taxi, back to another pretty busy year. At the end, the taxi car window is turning up, a little sadness. This is our life.

02 demo_foley

It's a short story track to present: 1st the typical Chinese kung fu sounds with high quality in a library status; 2nd the ambience is quite important for telling a story. In the western culture, insect ambience at night usually means "bad things are going to happen". But in Asian culture, quiet insect ambience sound means "peaceful" and "quiet". So I collected this ambience into this demo for getting both perceptions. In the fight scene, they are: cloth swishes, rod swishes, kung fu sword, foley fist and body impact, foley footsteps and blood. At the end, that's the typical sound of putting sword back to the shell. Not any FX plug-in used in this track. For every type of kung fu sound, there are multiple tacks and multiple sub-types. That's rather important for games or further complex creative issues. For example the cloth swishes, their different weight, or clothes for different type of body actions have been recorded.

03 demo_footsteps

Very usual and typical footsteps sounds. Most of the libraries about footsteps are not useful for games. So most of the game projects have to cut and mix the elements from different libraries for making sets of step sounds for different characters, even for very common characters. Grass and bushes are very common for DOTA or other MMORPM games, but that's hard to find in existing libraries. Also that kind of grass or bush sounds can be used for various performing of steps or body movements.

04 demo_HomeElectronics

If without the name of this track, most of the people might consider it's a Sci-fi library. This is one of the original ideas actually. Just like Star Wars movies, most of those Sci-fi sounds are actually from our common life. And this track contains the main types of home electronics. At the beginning there is a Mac a Book Pro DVD drive. I used to have 4 different Mac Book Pro and the DVD drives offered a high tech but very tiny sound. I recorded them all. And later I record more DVD drives from Acer and IBM. And at 54", there is a heavy drone sound like the "light saber". It's a common but old fan.

05 demo_life properties

This pack contains the most common staffs in life like bags, curtains, glass bottles, ice and more. It's too hard to have a story-telling like method to make the demo. You might find out that the regions in this track are working smoothly well. It's quite important for a high quality sound effects pack to bring more space and capacity for the users.

06 demo_materials

The materials in this pack are collected types of material sounds like rocks, metals, gears, woods. Those materials are very often-used for creating more specific sound. For example the lock sound can be edited and mixed into a general gun clips sound.

07 demo_synth_scifi

In recent years Synthesizer sounds have not been that kind of cute laser pistol shot sound only. For Sci-fi movies, documentaries and magical story movies, advanced visual FXs have forced sound designers to create more fresh sounds for matching the visual or physical effects. Another example is the video game industry. The MMORPG game contains thousands of special FX for rich magical power or weapons. The project sound designers always have to spend too much time for making those type of sounds basically because of 2 reasons: 1st they are too hard to create because good analog synths are rare and expensive and need a lot of knowledge for programming. Second there is less choice in existing SFX libraries! This huge pack contains over 1000 tracks of "root material" for the user. It's designed and named by physical properties that can be helpful for the users to figure out. This demo track offers a short story of sci-fi. There are various shuttles with different power and emotional robot energy roar, energy blast and explosions. That's just a typical way to use sound effects from a library. But we can hear those typical sound elements from movies of recent years.

08 demo_synth_signals

The signals sound pack is also part of the Synthesizers sound pack. It's an independent demo track, just because there are too many sounds in this huge pack. The signal sound pack is one of the biggest. In recent years many games, featured movies or documentaries used a lot of fresh signal sounds which have been custom designed by some rare sound designers. But for most of the projects or sound designers those types of signal sound are hard to get. This was the idea of this pack. The audio demo track just contains some main types of the signals, but you will find tons of variations in the retail pack of course.

09 demo_tools

It's too hard to make up a story by this type of sound. So I started with another idea – musical beats. This demo track easily presents the main materials of tools in a common life of us. This pack doesn't cover all possible usual tools in life, just because the tools sound in this pack are the most-often-used elements in my experience. You might be able to find similar tools from other libraries, but most of them are not dry enough and recorded with a lot of room reverb. And also you can't find enough varieties of them.

10 demo_toys

The mind of designing sound has been changing drastically in the past. In recent years no one tried to re-record toy sounds with the latest recording technique in mind. Most of the toys in existing libraries are wet and very flat performing. But in this demo you can clearly hear my "living" toys, because I recorded all the toys I could get in their deepest details. If you are an experienced sound designer, this pack is a gold mine for you!

11 demo_water

In the early beginning I just want to record and create some "absolute Chinese" sounds because the Chinese element SFX in recent Hollywood movies were too ugly! They were not fresh enough for the western audience and unconscious to Asian people. The water sound is the most typical sound in Asian culture because it's not just water. It's singing and peaceful. But all the existing libraries do not represent it. Even most of fountains or waterfalls just sound like white noise. In this demo track you can easily feel the flowing of liquid layers.