



**Glitch Hero** is the ultimate collection of meticulously designed percussive hits, stingers, swells, risers, pads, and glitches -- all from the brain of **Spencer Nunamaker (JunoVHS)**. He created all the sounds using a variety of anachronistic sources like antique radios, tapes, glasses and anything else he could find and pumped it all through a diverse palette of modern effects in order to manipulate them. The results are suitable for any style of modern hybrid production, from minimalist, Trap, EDM, IDM, dubstep, chillwave and glitch, to post rock, soundtrack, hip hop, downtempo, dub and ambient music. Glitch Hero is also fantastic for sci-fi sound design and creating user interface SFX for games and apps.

This library includes all of our JunoVHS libraries: Crystal, Drip, Lo, Shimmer, Shudder, Tape and the newly-released Cube. The different preset types allow users to interact with the content in different ways. The Dual Layer preset type allows every articulation to be played tuned spread across the key range exposing the sonic qualities of all the sounds. There are two fully configurable layers in this preset type, each with sound selection, LFO, filter and sound shaping controls: volume, attack, offset, release, bass, treble, pitch and panning.

The Single Effects preset type gives users access to all the special single-shot effects that didn't fit into any velocity or round-robin based articulation. Each Single Effects preset has the same sound controls as each layer in the Dual Layer presets. The Ensemble preset types spread all the articulations across the available key range. LFO, filter, and sound shaping controls are available, as well as mapping customization. Users can remap any articulation to any key, and we include a Random button to really let users explore how a midi beat changes when randomly selected percussive sounds are assigned to the keys.

Every preset type includes our integrated ARP arpeggiator system, featuring a suite of options like rhythm, direction, swing and randomization. The easy Glide feature is also included, instantly turning sustaining content into a monophonic legato/portamento instrument with adjustable pitch bend speed control, and adds an adjustable pitch bend to percussive content.

All LFOs are configurable with user selectable shape and target, as well as free or tempo-synced speed, depth and attack. Every Filter is powerful, letting users select from 12 different filter types and modulation options such as sustain pedal and step sequencer.

Finally, don't forget to fire up the FX rack panel and load your patch up with your choice of dozens of DSP effects with modular signal routing ,including convolution reverb with over 100 of our custom real-world and special FX spaces to perfect your sound.

Glitch Hero has been built for the free Kontakt Player (VST, AU, AAX) and Komplete Kontrol, including full support for all Native Instruments S-Series keyboards. It requires either the free Kontakt Player or the full retail version of Kontakt, versions 5.6.8 or later.

# SOUNDIRON GLITCH HERO

## Master Glitch Collection

- 28 powerful Kontakt Player .nki instrument category bank presets
- 4,000+ Samples
- 7.8 GB Installed with Lossless NCW compression (13.2 GB source wavs)
- Thousands of hand-crafted, glitched percussive sounds.
- Dual Layer tuned presets
- Legato Glide Mode
- Powerful Arpeggiator
- Random mapping generator
- Modular Rack Multi-FX, including convolution reverb with dozens of Room, Hall and Special Effect Acoustic Environments

**Note:** Native Instruments Kontakt Player or Kontakt (full version) required, version **5.6.8** or later. Windows 7 (or later) or OSX 10.9 (or later) is required. Complete Kontrol required for NKS features. S-Series Keyboard required for Light-Guide features.



## TABLE OF CONTENTS

---

INTRODUCTION - Pages 1 - 2
OVERVIEW - Page 3
SYSTEM REQUIREMENTS & INSTALLATION - Pages 4 – 5
MAIN CONTROLS - Page 6 - 8
ENSEMBLE PRESETS - Page 9
DUAL LAYER & SINGLE PRESETS - Page 10
FX RACK - Pages 11 - 15
LICENSE AGREEMENT - Page 16
CREDITS - Page 17



GLITCH HERO

SOUNDIRON



## System Requirements

This library requires Native Instruments **Kontakt Player version 5.6.8 or later**, or the full retail version of **Kontakt version 5.6.8 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.10 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have *at least* 3GB of system ram, a multi-core cpu and an 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

## Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Libraries window, Files Browser or Quick Load Window in Kontakt. You can load Kontakt as a virtual instrument plugin inside your host sequencer or as a stand-alone application.

## Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to.



# Library Activation

1. If you don't already have Kontakt 5 or the Kontakt Player installed, download the Free Kontakt Player (WIN / OSX) from the Native Instruments website. You need Kontakt or Kontakt Player version 5.6.8 or later to use this library:

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/>

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we sent you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it. Copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

4. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

5. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

6. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quickload or Database browser windows in Kontakt, or through the main File load/save menu.

7. Please allow any current preset to finish loading completely before loading a new one.

## Trouble-shooting

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt or Native Access from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Native Access.



GLITCH HERO

SOUNDIRON



# MAIN CONTROLS



## SOURCE CONTROLS

### SOURCE TOGGLE

Toggles the Layer On and Off. If turned off the corresponding Layer will not produce any sound.

### BANK DROPDOWN MENU

This dropdown menu is used to select the current sample bank for the respective Layer. The list varies depending on the preset, but all nki presets feature this menu.

### PRESET DROPDOWN MENU

This dropdown menu is used to select the current active sound that will play for the given Layer. The list varies depending on the preset and Bank.

### VOLUME

This knob controls the dynamic volume of the corresponding Layer.

### ATTACK

This knob controls the initial note attack time of the corresponding Layer. Low values are quick, but higher values can be used to sweep up in volume over a longer period of time.

### OFFSET

This knob controls the sample start offset of the corresponding Layer. Turning the knob up causes the sample playback to start further and further into the sample.

### RELEASE

This knob controls the release fade time of the corresponding Layer. This controls the amount of time it takes for the sound to reach silence once a note is released.

### BASS

This option adjusts the bass (low frequency) level of the corresponding Layer.

### TREBLE

This option adjusts the treble (high frequency) level of the corresponding Layer.

### PITCH MODE

Toggles pitch adjustment mode between course (ST) and fine (CT).

### PITCH

This option adjusts the pitch, in semitones, or cents, of the corresponding Layer.



## LFO OPTIONS



### LFO TOGGLE

Turns the LFO for the Layer On/Off

### SHAPE

This dropdown menu sets the shape of the LFO: sine, rectangle, triangle, sawtooth or random.

### TARGET

This menu sets the instrument parameter that the LFO will modulate.

### TEMPO SYNC

This button sets the LFO rate to free (in milliseconds) or locked to host tempo (time division).

### RATE

Controls the rate of the LFO. This parameter is in milliseconds when tempo sync is off, and in various time divisions when on.

### DEPTH

This knob controls the depth (intensity) of the LFO modulator.

### ATK (ATTACK)

This knob controls the attack, or fade in, of the LFO modulation effect.

## FILTER OPTIONS

### FILTER TOGGLE

Turns the Filter for the Layer On/Off

### TYPE

This dropdown menu sets the type of filter from 12 different types.

### MOD

This menu sets the modulator that can affect the filter frequency or resonance.

### REZ (RESONANCE)

This knob controls the resonance level of the associated filter.

### FREQ (FREQUENCY)

This knob controls the cutoff frequency of the associated filter.

### INVERT MOD

This button toggles inversion of the active mod (if set). When on, turning up the associated mod value turns down the parameter

### GRAPH

This allows users the draw value for modulating the filter when the Mod menu is set to Graph Frequency or Graph Resonance.

### STEPS

This sets the number of steps in the modulator graph. Each key press increments the current step.



## ARPEGGIATOR OPTIONS (“ARP”)



### ARP TOGGLE

This button turns the arpeggiator On/Off.

### GRAPH TOGGLE

This turns the graph On/Off. When on, graph levels are used for arp velocity. When off, incoming note velocity is used for the sequencer step velocity.

### GRAPH

This table allows for the velocity of each step in the arp sequence to be manually entered. The number of steps in the sequence is controlled by the **Steps** option. To use the graph, the **Graph** button must be enabled. The **Clear** button is used to quickly clear the entire velocity graph.

### MODE

This dropdown controls the direction of the arpeggiation.

### TIME

This dropdown controls the rhythmic length of each step in the arp sequence.

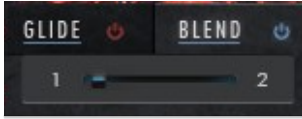
### NORMAL/HOLD/HOLD+-

This option adjusts how the arpeggiator behaves. **Normal** stops playback when released. **Hold** and **Hold +-** keeps playing even after notes are released and **Hold +-** allows users to add or remove notes from the sequence as it plays.

### SWING / RAND / DUR

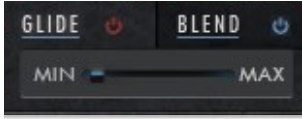
These knobs allow even more customization for the Arpeggiator. **Swing** adds or removes swing to each beat. **Rand** adds humanization to both the rhythm and the velocity of each step. **Dur** controls the duration of each step as a percentage of the length set by the Time dropdown.

## BLEND & GLIDE\*



### BLEND TOGGLE

Turns the Layer crossfading On/Off. When set to On, each Layer (if active) sounds independently and can be crossfaded using the slider or MIDICC #71



### BLEND SLIDER

This slider controls the fade balance between the two Layers when crossfade is turned on

### GLIDE TOGGLE

Turns Glide On/Off. For sustaining content like Ambiences, this turns the instrument into a

monophonic legato instrument with configurable pitch bend length. With percussive content like Dual Layer presets, this adds an interesting pitch bend effect to the note attack with depth based on the last pushed key.

### GLIDE SLIDER

This slider controls the length on the pitch bend of the Glide effect.

\* These two controls are only available in Dual Layer and Ambience preset types.



# ENSEMBLE PRESET CONTROLS



Ensemble Presets spread all articulations in the instrument across the whole key range. Mapping is fully customizable with preset saving/loading, and Source level controls can be global, linked to Bank or per preset.

## SOURCE LINK

This dropdown selects how the Source level controls are linked between articulation, if at all. Global makes the controls effect all articulations. Per Bank makes the controls apply to every preset in the active Bank. Per Preset makes the controls only apply to the current Preset.

## MAP PRESETS

This dropdown can be used to select the current articulation map. Antidrum Machine only ships with one default preset, but users can create their own. The name of the Map Preset can also be changed.

## MAP SAVE

Saves the active articulation map and adds it to the menu.

## MAP DELETE

Deletes the currently selected articulation map (is it is a user-created map).

## KEY/ASSIGN

When the currently selected preset is mapped to a midi key, this displays that key and can also be used to change which key it is assigned to. If the articulation is not mapped, an “Assign” button will be here, and when pressed it will assign it to a key.

## MAP BY MIDI

Press this button, then a midi key on the keyboard and the current articulation will be mapped to that key.

## APPLY/CLEAR

Mapping changes need can be tested before being committed. When a mapping change is pending, the Apply and Clear buttons will colorize. Users can audition changes but the keyboard coloring and Map won't be updated until applied.

## UNMAP

This button unmaps the currently selected articulation.

## MAP WINDOW

This large window displays all the articulation presets in the instrument as well which note they are mapped to (or N/A if note mapped). Users can click any item to make that the active articulation for mapping and play a preview of it (if Mute is off). Playing midi keys also highlights the item in the window.

## RANDOMIZE

This button randomizes the articulation mapping. Articulations are randomly mapped to keys until the key range is filled. Careful as this apply automatically.

## PAGES

Instruments contain more preset articulations than will fit in the window at once, so they are separated into a number of pages. Just click a page number to go to it.

## MUTE

When turned Off (icon is black) items clicked in the Map window will play a preview of the articulation. This lets users audition sounds quickly.

## MIDI SELECT

When On, users can press a key on the keyboard to make the preset articulation mapped there the active one.



## DUAL LAYER/AMBIENCE PRESETS



Dual Layer and Ambience Presets share the same controls. They let users play tuned all the velocity and round-robin based articulations. Two independent layers allow for 2 different articulations to be stacked or crossfaded between one another. All controls for these preset types are described earlier in the document.

## SINGLE EFFECTS PRESETS



Single Effects presets contain all of the non-round-robin, velocity based articulations that don't have a place in other preset types, like single-shot effect. They have a single layer with all the same controls as other preset types, and since the key range varies between preset articulations, a dynamic keyrange display is included that shows active keyswitch and the keyrange for the current preset articulation.

GLITCH HERO

SOUNDIRON



# DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



## EQ

**Power Button** - Toggles the effect on and off.

**Low, Mid and Hi Frequency Gain** - Use these sliders to adjust the level of the low, mid and high EQ bands.

**Low, Mid and Hi Frequency** - These knobs control the center frequency of the low, mid and high frequency EQ bands.



## CHORUS

**Power Button** - Toggles the effect on and off.

**Sync** - This button synchronizes the rate to your BPM.

**Rate** - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

**Phase** - This knob controls the phase.



**Depth** - This knob controls the depth of the chorus sweep.

**Mix** - This adjusts the wet/dry output mix.

## TAPE SATURATOR

**Power Button** - Toggles the effect on and off.

**Gain** - This knob controls the amount of gain added.

**Warm** - This knob allows you to add tonal warmth

**Rolloff** - This knob controls the high frequency attenuation.



**Volume** - This knob controls the overall output level.



## DSP EFFECTS RACK (continued...)

### JUMP

**Power Button** - Toggles the effect on and off.

**Boost** - This boosts the incoming signal strength.

**Drive** - This knob controls the amount of gain added.

**Tone** - This shapes tone brightness.



**Low, Mid & High** - These knobs control the low, mid and high frequency gain

**Volume** - This sets the overall output volume.

### DISTORTION

**Power Button** - Toggles the effect on and off.

**Drive** - This knob controls the amount of gain added.

**Damping** - This shapes tone brightness.

**Volume** - This sets the overall output volume.



### DELAY

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - This controls the echo rate. In synch mode, it changes time signature by note divisions.

**Damping** - This knob controls high frequency roll-off



**Pan** - This knob controls the left-right ping pong effect.

**Feedback** - This knob controls delay loop feedback

**Mix** - This adjusts the wet/dry output mix.

### REVERB

**Power Button** - Toggles the effect on and off.

**Type menu** - This menu selects the environment category.

**Impulse Menu** - This menu selects the impulse response.

**Size** - This knob controls the reflection decay time.



**Lopass** - This knob controls high frequency roll-off.

**Hipass** - This knob controls low frequency cut-off

**Mix** - This adjusts the wet/dry output mix.

### AMP

**Power Button** - Toggles the effect on and off.

**Drive** - This knob controls the amount of gain added.

**Bass, Mid & Treble** - These knobs control the low, mid and high frequency gain

**Volume** - This sets the overall output volume.



## DSP EFFECTS RACK (continued...)

### TRANSIENT MASTER

**Power Button** - Toggles the effect on and off.

**Attack** - This knob controls the amount of signal boost or cut for the note attack transient.

**Sustain** - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



**Gain** - This knob controls the amount of gain added to the output signal.

### CABINET

**Power Button** - Toggles the effect on and off.

**Size** - Use this knob to adjust the simulated size of the speaker cabinet.

**Air** - Use this knob to adjust the simulated distance between the speaker and the microphone.



**Treble & Bass** - Use these knobs to adjust the level of the low and high EQ bands.

**Output** - This sets the overall output volume.

### FILTER

**Power Button** - Toggles the effect on and off.

**Type** - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

**Cutoff/Talk** - This controls the filter cutoff and/or peak frequency.



**Resonance/Sharpness** - This controls the amount of resonance added at the cutoff or peak node.

**Gain/Size** - This controls signal pass-through level.

### FLANGER

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - Controls mod rate, in milliseconds or note divisions.

**Feedback** - This adjusts the amount of feedback.



**Phase** - This knob controls the phase.

**Depth** - This knob controls the depth of the sweep.

### COMPRESSOR

**Power Button** - Toggles the effect on and off.

**Threshold** - This adjusts the signal threshold needed before compression is applied.

**Ratio** - This controls the ratio of gain added or removed based on the incoming signal level above the threshold.

**Attack** - This controls the compressor attack speed once signal exceeds the threshold



**Release** - This knob controls the release speed once signal drops below the threshold.

**Makeup** - This adjusts the wet/dry output mix.



## DSP EFFECTS RACK (continued...)

### APOCALYPSE MICRO FI

**Power Button** - Toggles the effect on and off.

**Bits** - This sets the amount of bit depth reduction.

**Sample Rate** - This sets the sample rate reduction.

**Noise** - This knob adds noise to the signal.



**Noise** - This knob adjusts tone brightness and apparent fidelity.

**Output** - This sets the overall output volume.

### PHASER

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - Controls mod rate, in milliseconds or note divisions.

**Feedback** - This adjusts the amount of feedback.



**Phase** - This knob controls the phase.

**Depth** - This knob controls the depth of the sweep.

### ROTATOR

**Power Button** - Toggles the effect on and off.

**Speed** - This button toggles between fast & slow speaker cabinet rotation speeds.

**Size** - Use this knob to adjust the simulated size of the speaker cabinet.



**Air** - Use this knob to adjust the simulated distance between the speaker and the microphone.

**Output** - This sets the overall output volume.

### SKREAMER

**Power Button** - Toggles the effect on and off.

**Drive** - This knob controls the amount of gain added.

**Tone** - This sets the overall signal tone.

**Bass & Bright** - These control low & high frequency gain



**Clean** - This sets the amount of clean signal pass-through.

**Output** - This sets the overall output volume.

### STEREO MODEL

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

**Phase** - This knob controls the phase.

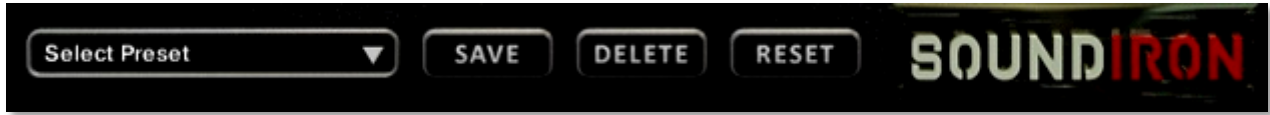


**Depth** - This knob controls the depth of the chorus sweep.

**Mix** - This adjusts the wet/dry output mix.



## SAVING & LOADING PRESETS



**Select Preset** - This menu lets you select from any of the factory presets or any presets you've created.

**Save** - Once you've customized your FX chain, you can save it for later use in this rack by pressing the Save button.

**Delete** - Use this button to delete the currently selected custom preset. Factory presets can't be deleted.

**Reset** - This unloads all effects and resets the entire FX rack to its default state.

# SOUNDIRON

## SOFTWARE LICENSING AGREEMENT

### LICENSE AGREEMENT

By installing this product, you the Customer accept the following product terms.

### LICENSE GRANT

The license for this product is granted only to a single individual user. A retail license must be purchased from Soundiron or its authorized resellers prior to use. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, LLC. This software is licensed, but not sold, to Customer by Soundiron, for commercial and non-commercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron LLC allows Customer to use any of the sounds and samples in library(s) that Customer has purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or non-commercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or code, through any means, including but not limited to re-sampling, reverse engineering, decompiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where fully rendered and integrated into the finished soundtrack or audio mix of an audio, visual or interactive multimedia production, broadcast, live performance or finished work of sound design,

with a running time no less than 8 seconds in total length. Licenses cannot be transferred or sold to another entity without specific prior written consent of Soundiron LLC.

### RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by the terms of this agreement.

### REFUNDS

Downloaded libraries can't be returned, so we do not provide refunds or exchanges. Be aware that as soon as the product has been downloaded from our servers or physically sent to the Customer, it can not be returned, exchanged or refunded.

### RESPONSIBILITY

Using this product and any supplied software is at the Customer's own risk. Soundiron LLC holds no responsibility for any direct or indirect loss, harm or damage of any kind arising from any form of use of this product.

### TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, LLC. The license is terminated if Customer breaks any of the terms or conditions of this agreement. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past, present and future versions of this product, including versions sold by companies other than Soundiron LLC, are covered under the terms of this agreement.

### VIOLATION

Soundiron LLC reserves the right to prosecute piracy and defend its copyrighted works to the fullest extent of US and International civil and criminal law.





# THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at [team@support.soundiron.com](mailto:team@support.soundiron.com)!

Thanks from the whole Soundiron team!

## CREDITS

---

Recording Engineers  
Spencer Nunamaker

UI Design & Artwork  
Darin Leach, Spencer Nunamaker, Chris Marshall

Sound Designers  
Spencer Nunamaker

Documentation  
Chris Marshall

Scripting, Programming and Instrument Design  
Spencer Nunamaker  
Chris Marshall



Version 1.0 was released on September X, 2017

---

WWW.SOUNDIRON.COM

All programming, scripting, samples, images and text © Soundiron 2017. All Rights Reserved.  
Soundiron is a Registered Trademark of Soundiron LLC.

GLITCH HERO

SOUNDIRON

