- CINETOOLS PRESENTS -

DISTURBIA

PSYCHOLOGICAL HORROR + THRILLER

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EQUIPMENT LIST:

Rode NTG3
Rode NTG4
Rode NT4
Zoom H6 Handy Recorder
Zoom F8 Field Recorder
Adam A77X Monitors
Yamaha NS-40M Studio
Lexicon PCM70
Dynacord DDL12
Symetrix 525 Dual Gate Compressor Limiter
Yamaha SPX900
Waldorf Micro Q
Waldorf Rocket
Teenage Engineering OP1
Teenage Engineering PO-14 Sub
Roland SH201
Access Virus TI 2 Polar
Apogee Quartet
MacPro 8core

TECHNICAL SPECIFICATIONS :

Library Size: 6.44GB
Number of Files: +1000
File Format: High Quality WAV
Sample Rate: 24bit / 96kHz

CONTENT :

127 Atmospheres & Backgrounds
025 Bizarre & Creepy Atmospheres
029 Cacophonies
030 Dark & Scary Backgrounds
020 Disturbing Ambiences
023 Psychotic Drones
183 Disturbing Fx
015 Aleatoric Orchestral Fx
060 Drastic
037 Psychological
030 Stingers
041 Voices
032 Downers
129 Hits
064 Hard
034 Shockers
021 Soft
010 Subs
048 Pulses
124 Raw Sources & Field Recordings
366 Transitions
118 Glitches & Noises
033 Markers
046 Reverses
044 Risers
088 Stutters & Choppers
037 Whooshes & Swishes

CINETOOLS
PRO SOUND DESIGN

Fear doesn't always come from the outside sometimes it's hidden inside of you. Did you hear something? Or is your mind playing tricks on you? Cinetools's nightmarish and existential "Disturbia" takes a deep dive into the psyche of madness and human depravity and will haunt your dreams for nights to come.

Cinetools present Disturbia featuring +1000 cutting-edge cinematic sound effects with modern psychological horror and thriller aesthetic, covering a wide range of trailer type sfx and haunted scoring elements to spice up your Trailers, Cut Scenes, Games and Movies. This giant SFX library focuses on fear, panic, psychosis and neurotic themes with tons of unnerving tensions, suspense, unsettling soundscapes and dark sounding sfxs. If you are looking for something to create a brief flutter of paranoia and push the audience's heart rate up a little you've come to the right place. Disturbia comes with pensive, anxious and disquiet feelings and will definitely help you to make your audience jump out of the chair and hit the ceiling.

This sinister, foreboding and disturbing themes inspired library brings you production-ready elements as: huge cinematic hits to chest-crushing impacts, frightening whooshes to obscure textures, gritty soundscapes to ear-destroying cacophonies, blood-freezing sweeps to goosebumps-evoking reverses, piercing stingers to theatre shaking sub fx, most terrifying shockers to drastic heavy braams, dank atmospheres to paranormal stutters, tension-builder rises to creepy transitions, weird morphing layers to mysterious pads, mad vocals to lunatic groans - that are made exclusively to provide cinematic lovers a truly diverse sonic palette for creating high definition cinematic beds for any psychological horror and thriller scene or project also be well suited in many other situations where film standard sound is required. You can use these sound FX as they are or mix and match them with other elements from this collection to create your own ideas. Full of shocking, unnerving tensions and haunted moods. Dank atmosphere and creepy sounds will not let you fall asleep. Guaranteed to make you want to consider leaving the lights on at night.!

Disturbia comes with +6GB of high quality 24bit 96kHz .wav audio content, which has been sourced from an assortment of boutique hardware devices, synthesizer modules and hybrid soft synths. Also a diverse selection of foley sound sources and field recordings were utilized, ranging from giant industrial pipes to simple kitchen tools, abandoned factories to creepy mine-hole and industrial machines to ensure the perfect array of raw SFX material. These sounds were then skillfully layered and processed in the studio using literally hundreds of different manipulation tools and an eclectic variety of specialized software with unconventional production techniques.

In detail expect to find 6.44GB of raw content including +1000 powerful sound elements - consist of; 127 Atmospheres & Backgrounds contains 25 Bizarre & Creepy Atmospheres, 29 Cacophonies, 30 Dark & Scary Backgrounds, 20 Disturbing Ambiences and 23 Psychotic Drones, 183 Disturbing Fx includes 15 Aleatoric Orchestral Fx, 60 Drastic, 37 Psychological, 30 Stingers and 41 Voices, 32 Downers, 129 Hits consist of 64 Hard, 34 Shockers, 21 Soft and 10 Subs, 48 Pulses, 124 Raw Sources & Field Recordings and 366 Transitions contains 118 Glitches & Noises, 33 Markers, 46 Reverses, 44 Risers, 88 Stutters & Choppers and 37 Whooshes & Swishes. All sounds are hyper-detailed, layered and manipulated they can easily be added to your projects. Every sound was originally recorded at 24 bit / 96kHz to ensure the highest quality for today's cinematic production needs.

All of the samples have been pre-cleared and are 100% original & royalty-free for your use without any additional licensing fees. 'Disturbia' will find its place in your library as an indispensable reference point for your next movie, trailer, game, documentary, advertising or any kind of cinematic and multimedia project. A suspense theme collection including mysterious and dark sounding tunes to build tension and suspicion in any scenes. Perfect for any brain twisting psychological horror, mystery and thriller production.

We recorded various sounds by lifting and dropping a big metal chain onto a concrete floor, and iron dumbbells. Also dragging the chain across the floor to get a good loud rattle sound.

Heavy metal things banging into concrete as well as hitting against each other - Recorded using Rode NTG-3 - then layered on top of each other and slightly processed (some pitched and compressed) to get very big metallic hit sounds.

50kg iron dumbbells, various metal plates, aluminum ladder.

This bathroom faucet was sounding very irritating when scraped across the floor.

These knives produces a very good and strong metallic swoosh sound when layered in other ringing metallic elements.

All of these metal pieces sounded great when granulated, reversed and mutated into other sounds

We captured many old and new cymbals, in different shapes and sizes from rides to crashes, splashes to trashes, hihats to bells

These source sounds perfect for building stingers, piercers, screeches, metallic screams and drones.

Sound was great in this very reverberant acoustic place. After recording all of these source material we heavily manipulated them in various ways and got some very interesting heavy industrial and metallic sounds.

These cymbals gave us some really nice dirty metal screams and screeches. Adding big reverb made sound more ethereal and horrific.

Heavily tortured cymbals for disturbing noises and rattling metallic hits as well as shockers.

We used different mic setups to capture the heavy complex metallic sounds of this library and we recorded in different locations to expand the variation in sound.

Bowed slowly to create vibrating dark overtones. Perfect for psychological drones and horror ambiences. Also you can create really interesting sounds by simply reversing the sample.

Capturing the sounds of melting and crackling ice. It was prety cold but fun !

After recording ice cracking - slow the sound down and increase the low end also a bit high end - you can create a very interesting and quiet effective earth-quake / ground cracking & floor splitting.

Very close recording of a single person's footsteps in the snow on a winter's day. The snow was dry, so the sound is crunchy. Recorded using a Rode NTG-3, Zoom F8.

Recording snow ambiences on a windy day.

When creating our soundscapes we layered min. 4 different source sounds as low, mid-range, high and rumble - changed their length, envelope shapes, filters and played with the EQ and pitch and the result is rich, complex and dramatic. Some of these were then animated with LFOs and arpeggiators to give movement and chaotic feeling.

"Dron-e" is a NI Reaktor instrument that is able to generate rich ambiences and lush soundscapes - it has great options to layer and manipulate the sounds that we recorded - We used it frequently for making our drones, atmospheres as well as cacophonies in this project. We also used "Dron-e" with other plug-ins such as stereo imagers, harmonic exciters and big reverbs to sweeten sounds.

Eventide's Blackhole reverb plug-in was largely used on evolving sounds in the pack - It's incredibly rich and lush sound and great for creating drones or otherworldly soundscapes.

For our "stutters" and "glitch" sounds we used multiple granular synthesis techniques to manipulate the sound microscopically - Omnisphere 2 was used for this process - It creates a constant stream of short crossfading sections of the source sample, and the pitch, position and volume of each grain can be modulated in many ways to create a great variety of interesting sounds.

"Hit" sounds in the library were designed using all kinds of metal, wood, glass, plastic and debris recordings. We recorded very big metal plates, iron tubes, aluminum radiators, old fridge, chains, broken cymbals, plastic water tanks, stone and ytong blocks, sandbags, crunching ice, fire, sizzles and ignites and much more. Then combined these elements to achieve big slamming and powerful hits - Choosing the right source materials for layering is the key to a steady and phat impact sound.

When combining low-end, mid-range and high-end elements we applied different filters to each layer to get some nice clean punchy sounds without any muddiness and frequency overlap. Of course we used bunch of plug-ins such as compressor, transient, distortion and saturation to add some color and gritty character.

For the "shockers" we used heavy impact sounds as a main source with layering other heavy and disturbing sounds in the library - like braams, drastic basses, screams, stingers and piercers - to get most horrifying and shocking sound.


Pitched down man scream combined with dog bark then morphing with Zynaptiq Morph and the result is monster breathe that you can find in "Voices" folder in the library

The first step to do after recording the samples is trimming and editing. It requires time to carefully listen the recorded sound, cut out the errors or false takes, and to decide which takes or which sounds are the best.
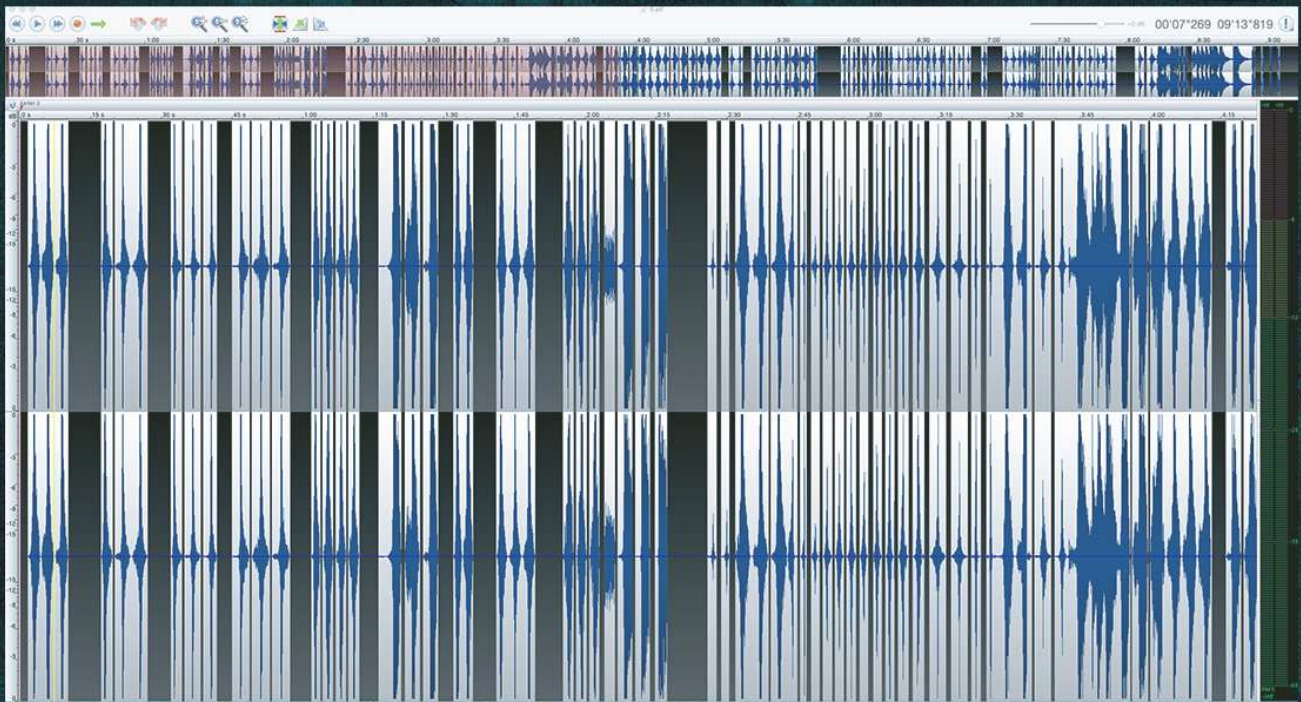
Editing our whooshes, swooshes and stutters sounds.
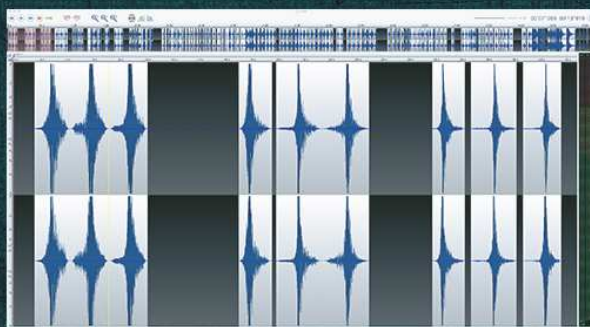
Adding fades are also important - without fades, clicks would be heard at the start point and end point, if they were not at the zero line and applying EQ or noise reduction is also good way to reduce unwanted noises in the recording. The use of compressors helps to balance the overall amplitude of sound.

Adding fades to our atmosphere sounds

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THANK YOU!

Thank you for enjoying Disturbia a modern psychological horror and thriller SFX library by Cinetools focuses on fear, panic, psychosis and neurotic themes with tons of unnerving tensions, suspense, unsettling soundscapes and dark sounding fxs. If you enjoy this pack, we hope you'll check out some of our products. If you have any questions or need anything at all, just let us know.

We're always happy to hear from you..

Email: info@cine-tools.com

Thanks!
Cinetools Team

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