

HYDRATEK

A N G E L

- Evocative Pad Design for Pigments



• Overview & Installation:

First of all, special thanks for purchasing my third soundbank made for Pigments, called "A N G E L". I am HydraTek, a sound designer, sound engineer & producer based in Italy, but firstly an artist *like you*.

My mission is to bring you fresh inspiration for your own projects by employing my creativity and vision of sound's aesthetics.

In this soundbank you will find 100 **presets** for the latest version of Arturia's Pigments 3 super powerful softsynth, all about evocative and evolutive pads, soundscapes, melodic sequences and arpeggio lines! Plus, as a bonus, 100 **sample loops** made with those presets to showcase how they can be employed and to hopefully inspire your next creations!

To install the presets, inside of Pigments in the top left open menu you just need to click 'Import' and choose the file with extension '.pgtx' found inside the folder 'Soundbank'.

After the message saying that the bank with the presets was successfully imported you will find it in the browser, under the tab 'My banks'.

Unfortunately there is not a way right now to export a bank with the associated artwork so if you want to see it you need to do the following:

Copy the .png file with the artwork inside the 'Thumbnail' folder of this soundpack and whether you are on PC or MAC paste it to the following directory:

On a Mac:

Mac HD/Library/Arturia/Shared/images/vc8_images/packs/

On a PC:

C>ProgramData>Arturia>Shared>images>vc8_images>packs

After doing that, reopen a fresh new instance of Pigments and it should appear properly like this in your collection of banks:



The concept behind the creation of this pack was to give it a special focus on lush pads, cinematic ambiences and atmospheres; so even if they can work great in contexts such as soundtracks or genres like Ambient, Chillout, LoFi, SynthWave, DownTempo and alike, they can be helpful to provide the harmonic and atmospheric backbone of any track you are creating.

I wanted to dedicate this very soundpack ANGEL to the sudden death of my uncle, may these sounds reach your soul wherever you are. Also special thanks to Stephan Scholz (aka deScign), who once again helped me making some demoes for my soundpack.

All of the presets have 4 *macros* assigned: three of them are meant for some basic customization and enhancement of the current patch while the fourth, the “**EVOLVE**” macro, was conceived to make the sound more evolutive and organic over time, making it more dynamic and timbrically interesting.

I’ve tried my best to make them ‘**production-ready**’ straight from the synth, but I encourage you to *tweak* the macros to suit the project you are working on and to experiment by automating them for bringing the sounds to life like I did for the samples provided.

Also every patch is sensible to **velocity** changes so you can play around with that too and if you like to dig deeper into dynamic playing, try assigning the velocity modulation source to various parameters in the synth!

A great sound design exercise is to reverse engineer a patch you like, so maybe start by assigning it to the same destinations I chose for the macros then go forward and make the patch your own ;)

IMPORTANT: The presets and samples provided are royalty-free for commercial use in your projects. Reselling or unauthorized distribution of this content is forbidden.

Until next time..

Happy Music Making! 😊

HydraTek
seeking the soul of sound

*Electronic Music Producer,
Sound Designer & Sound
Engineer based in Milan, Italy*

