

HYDRATEK

F U T U R A

- *Hectic Sequences*



• **Overview:**

First of all, special thanks for purchasing my ninth soundbank called “**F U T U R A**” made by programming and sampling the quirky, mighty **KORG Volca Drum**. It is conceptually a *sequel* of my previous sample packs **M A G M A** and **T H R O N**, following the same experimental ethos.

I am HydraTek, a sound designer, sound engineer & producer based in Italy, but firstmostly 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 sample pack you will find **+470 samples divided into Kits & One Shots** for ease of identification and workflow.

Kits are divided into folders and inside each of them you’ll find similar patterns, that go after some ‘*transformations*’: since they were programmed live, doing jam sessions and then rendering and editing, you’ll likely chain them and find a musical flux that makes sense to you (not necessarily following the numerical order).

The loops are (almost) all at an experimental playground of **120 BPM**, all having in common a sense of **urgency** and **digital edge** trying to achieve a modern, futuristic sound by combining some **IDM, Techno, Noise & Glitch influences**.

The one shots are compiled after the sound they mostly represent, but as you’ll hear, one variation at a time, they can easily go into *foreign* territories mainly thanks to the **resonators** models inside of

the Volca Drum. For this reason, I tried to label the most closed key whenever there was a prominent tonal element in both one shots and loops.

Other times there could be multiple tonal elements in a loop not necessarily following a precise scale and that adds to the weird character of it, which even if mostly percussive in origin it does sometimes have a certain *melodic* element for an hybrid result.

I tried my best to bring you unique kits for instant access and use in your productions, but I encourage you to build your *own* kit in your sampler or drum machine of choice using the one shots provided; I've put a lot of **variations**, even very tiny, so that you can even *round-robin* similar sounds giving enough sonic variation not to sound too robotic (wait, that could be what you're after! :D).

Talking of overall processing, I kept the original sonic character of the Volca Drum and just **enhanced** it a little bit with stereo wideners and limiting, without getting too far to *preserve* it.

During the recording process I kept an overall optimal *signal-to-noise* ratio to achieve **clean, pristine** results; other times, to mess up creatively, I've kept some *analog noise* intentionally or even **saturated** the input of my audio interface to get really **dirty, blasted** results (on top of wave folding and bit crushing inside the machine at times :D).

It's my sincere hope that you will find my pack inspiring and handful to bring some **unique oddness** and **digital power** to your beats or productions!

Feel free to get in touch with me and share what you come up with by tagging me on Instagram [@hydratek_official](#).

I'm super curious to hear your creations and reshare them! 😊

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

Until next time..

Happy producing! 😊

HydraTek
seeking the soul of sound

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

