

**SCHOOL OF MEDIA ART
BACHELOR OF DIGITAL MEDIA**

**SESSION 2 2003
STATEMENT OF EXPECTATIONS**

**SOUND MEDIA TWO
SOMA3615**

LECTURER: SIMON HUNT
CLASS CODE: 6778 / 6872
DAY & TIME: Weds 4-7 / Thurs 6-9
LOCATION: F110 / F115 and the world!

COURSE DESCRIPTION:

“Sound Media Two” more closely examines sound/music genres and audio/visual relationships, while expanding upon the techniques and ideas taught in previous courses. Projects can be based around the sound design and sound/music score of audio/visual works or can be “stand-alone” sound/music works. The relationship of sound to editing within time-based and interactive works will be examined. Technical knowledge of sound recording and editing will be refined, further techniques such as MIDI composition and analogue synthesis will be explored. A screening and listening lecture program will examine further sound/music pieces, installations and soundtracks. Students must complete Sound Media One or Sound Studio : Introductory Workshop before attempting Sound Media Two.

COURSE CONTENT:

The following elements are covered: Protocols hard disk recording, sound editing and mixing, digital and analogue audio effects, DAT recording, studio patching, sampling, sequencing, midi, sound synthesis, foley, the sound recording process both in the studio and in the field, microphones, audio/visual techniques.

COURSE OBJECTIVES:

Students will gain an extended conceptual, artistic and technical skills to develop studio based sound/music or soundtrack works as related to their practice. All students will gain proficiency on the basic operation of the sound studio. Various conceptual, stylistic, aesthetic and philosophical approaches to sound and sound design will be introduced through critical discussion of examples and project work.

ASSESSMENT:

To qualify for a passing grade all students must complete all set work, which is to be submitted on time.

Where absences in excess of three (3) classes occur, students may be given a fail grade (UF). We enforce this.

Students must be punctual and participate in all class activities. The student should be expected to show evidence of the achievement of the course’s objectives.

One formal evaluation of Satisfactory, or Unsatisfactory will be made mid-session and students will be informed by their class lecturer of this determination.

COURSE SCHEDULE

Week 1 : starts JULY 28TH

Course intro, **PLUGGO** demonstration, individual discussions.

Week 2 : starts AUGUST 2ND

Protools and **PLUGGO** exercises, individual discussions.

Week 3 : starts AUGUST 11TH

MultiVSTshell – VST instruments and effects

Week 4 : starts AUGUST 18TH

CG-09 and CG-15 studios includ. voice recording & additional effects.

Week 5 : starts AUGUST 25TH

AUDIOVISUAL TECHNIQUES and **IDEAS**. **PROJECT PLAN HAND IN.**

Weeks 6-7 : starts SEPT 1ST / SEPT 8TH

GROUPED CONSULTATIONS for projects – **location CG-15**

Week 8 : starts SEPTEMBER 15TH

REAKTOR – Guest Lecturer Nigel Kersten

Week 9 : starts SEPTEMBER 22ND

MID-SESSION PRESENTATIONS Mid-session break Sept 29th – Oct 5th

Week 10 : starts OCTOBER 6TH

“RESEARCH WEEK” (no classes) / **PROGRESS REPORT** and **FILE send in**

Week 11-12 : starts OCTOBER 13TH / 20TH

GROUPED CONSULTATIONS for projects – **location CG-15**

Week 13 : starts OCTOBER 27TH

INTERACTIVE sound – Guest Lecturer Wade Marynowsky

Week 14 : starts NOVEMBER 3RD

PROJECT WORK and **ADVICE** as needed.

Week 15 : starts NOVEMBER 11TH

ASSESSMENT - In-class Presentation of final work.

DESCRIPTION OF ASSESSMENT TASKS

PROJECT PLAN –10%

Week 5 (Aug 27 or 28) before class via email s.hunt@unsw.edu.au

The purpose of the PROJECT PLAN is to inform me of your needs and ideas one week prior to the first set of group consultations. Details as to the ideas / techniques / software to be used in the construction of the Final Project, together with notes and questions about your technical and other needs. Minimum A4 typed page. Any hard copy material (videos etc) should be left in my pigeonhole *before* that time.

Graded as follows : 10% on time, 5% one day late, 0% two days late. Unless you are ill for the entire four week period leading up until this, illness will not be accepted as an excuse for late submission.

MID-SESSION PRESENTATION – 25%

Week 9, during class

In-class presentation of your WORK-IN-PROGRESS.

This will be graded on the development of your initial ideas, the further exploration of possibilities around those ideas, ability to adapt to changed ideas, and your success in dealing with all aspects/levels of an audio or audio-visual work-in-progress (i.e. capacity to gather and work with sources, effort, attempt an overall structure *etc*)

You will also be graded on your ability to sensibly prepare for deadlines with work that involves computers – i.e. proper attention to file management, and not leaving things like mastering/mixing and file transfers until the day before or the day of the presentation, with resulting computer crashes and data loss.

PROGRESS REPORT and FILE - 15 %

Week 10, deadline Thursday Oct 9 @ 5pm

Like the PROJECT PLAN, the PROGRESS REPORT is a written document that outlines your needs and ideas one week prior to a set of Group Consultations (held in Weeks 11-12). It will be graded in the same way as the PROJECT PLAN and must deal with the same concerns (see above).

In addition, you must submit an AUDIO FILE (Single-Stereo Sound Designer) or AUDIO-VISUAL OUTPUT (VHS, Quicktime or DVD, not mini-DV) of the entire work as it stands at that time. This will not be played in class but will be referred to by the lecturer in preparation for the second grouped consultations. The written component should refer to this file.

FINAL PROJECT – 50%

Week 15, Monday November 11th Presented in class

The FINAL PROJECT may be: a sound/music piece; a film/video/web/DVD soundtrack; an installation including a sound component; or a performance including a sound component. It may be a group of projects comprising elements of several of these. The project will be presented to the lecturer and other students in the final class. It is accepted that the project may and most probably will change considerably over the semester. You may work together (and be graded together) on projects upon lecturer approval.

ADVICE AND INSTRUCTIONS TO STUDENTS REGARDING WORKPLACE SAFETY AND HAZARDOUS SUBSTANCES:

Students should be aware of their responsibility to avoid causing injuries to themselves or to others. These injuries could include; eyestrain, hearing damage, back, neck and repetitive strain injury (RSI), burns, chemical poisoning, inhalation damage, lacerations and the like. Students using, or planning to use, unorthodox materials, or materials/processes/performances in a potentially damaging manner in their class, or related work, **ARE REQUIRED** to complete a Risk Assessment Sheet. This form must be signed by the lecturer and lodged with the relevant Technical Officer. Unorthodox materials are considered to be material, solvents, chemicals, paints, electricity etc. not covered by standard practice or tuition within the area. All potentially dangerous materials **MUST** be used in consultation with the mandatory material safety data sheets (MSDS) available at the point of acquisition of such materials. It is UNSW policy that no bodily parts or fluids are used on any campus for any purpose.

*** When using headphones, students must ALWAYS play a short segment of sound BEFORE putting headphones on in order to avoid hearing damage.**

IT IS YOUR RESPONSIBILITY TO BACK UP ALL YOUR WORK.

- Backup all work that is important to you at regular intervals.
- By COFA regulations, extensions of time for assignments will not be granted to students who lose work through software/ hardware /operator error. If you fail to back up your work and someone erases it the day before assessment, you won't get an extension.
- It is recommended that BDM students purchase their own hard drive for storage.

CONTACT

SIMON HUNT s.hunt@unsw.edu.au Office G104; telephone 9385-0657 or x50657

QUESTIONS?

Post questions, news, complaints, rants, gossip at COFA's sound phorum "**SoundMusicNoiseWhatever**" at <http://phorum.cofa.unsw.edu.au/list.php?f=31>

SOUND RESOURCES

- COFA Library : **Sound effect CDs** kept at front desk, campus loan only.
- COFA Library : "Future Music" and "Computer Music" – monthly magazine/CD containing **software and music samples**, CDs kept in audio/visual section.
- BDM labs : Apple menu – Audio – Sound Notes – "**SOUND_LINKS.pdf**" – includes pages of links for sound FX and sample sites (*also end of this document*)
- BDM labs : Core – Software Archive – Audio : **Software installers and demos**
- BDM labs : Core – Documents – Audio : **Various pdf instructions.**

COFA RESOURCE CENTRE

- See their site at <http://www.cofa.unsw.edu.au/units/resource/>
- Keep the staff there happy by learning the names for various **CONNECTORS** : http://www.cofa.unsw.edu.au/units/resource/equipment_guide/av_connectors/connectors.shtml
- And by learning the names for various **ADAPTORS** : http://www.cofa.unsw.edu.au/units/resource/equipment_guide/av_connectors/adapters.shtml

RECOMMENDED READING (not textbooks)

BOOKS

Kahn, Douglas: *Noise, Water, Meat : A History of sound in the arts* , Cambridge, Mass : MIT Press 1999

Kostalanetz, Richard: *Sound Art*.

Nyman, Michael : *Experimental Music: Cage and Beyond*, Studio Vista. 1974

Schaffer, Murray R.: *The Soundscape: Our Sonic Environment and the Tuning of the World* , Destiny Books, 1993

Chernoff, John Miller : *African Rhythm and African Sensibility* , Uni Of Chicago Press, 1979

Toop, David : *Ocean Of Sound : ether talk, ambient sound and imaginary worlds*, London : Serpent's Tail , 1995.

Weis & Belton (ed.): *Theory and Practice of Film Sound*, Columbia Uni Press, 1985.

**SOUND LINKS INDEX
STARTS OVER PAGE
... click **HERE****

sound links

for COFA sound courses – *Simon Hunt July 2003*
View **ACTUAL SIZE** pdf. **CLICK HEADINGS BELOW**

THINK

SOUND EVENTS

SOUNDSCAPE AND SOUND ART

FILM SOUND

RADIO, SCULPTURE AND INTERACTIVE SOUND

IMAGE AND SOUND INTERACTIVITY (software/ideas)

SAMPLE THAT THANG

AFRICA AND SOUND

INSTRUCTIONAL MUSIC STUFF

TRICKS

DO

COFA-RELATED SOFTWARE SITES

FREE PLUGGO DEVELOPERS

VST INSTRUMENTS AND FX

FREE EXPERIMENTAL SOUND SOFTWARE

AUDIO PRODUCTION

MIDI FILES

SOUND FX SEARCH SITES

SOUND FX *LINK* SITES

SOUND FX SITES

SPECIALIST FX SITES

MUSIC SAMPLES (beats etc.)

MUSIC SAMPLES - LINK SITES

THINK

SOUND EVENTS

<http://www.thisisnotart.org/>

"This is Not Art" – festival /conference in Newcastle 2-7 October 2003, always a good party. Includes the following two "sub festivals" :

<http://www.octapod.org.au/soundsummit/>

Sound Summit –electronic music / hiphop festival. (from "This is Not Art")

<http://www.electrofringe.org/2003/>

Electrofringe – new media arts festival (from "This is Not Art")

<http://laudible.net/impaud/>

Impermanent Audio - Sound art events in Sydney

<http://www.theNOWnow.net/festival/>

The NowNow – has a guide to sound events in Sydney

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SOUNDSCAPE AND SOUND ART

<http://www.l-m-c.org.uk/LMCframeset3.html>

Resonance magazine articles.

<http://www.thewire.co.uk/>

"The Wire". Click interviews and essays - Magazine and CDs from "The Wire" available in the COFA library.

<http://www.sonicartsnetwork.org/>

Sonic Arts network

<http://www.sounddesign.unimelb.edu.au/site/news.htm>

the Australian Sound Design project

<http://pages.eidosnet.co.uk/~qamutiik/database.html>

Over the top **link page** on experimental sound/music

<http://autonomous.org/soundsite/>

SoundSite : online sound journal – not updated for some years but good stuff there.

<http://autonomous.org/soundsite/csa/eis2content/index.html>

Essays In Sound 2: Technophonia

<http://autonomous.org/Links/links.cgi?AREA=SND>

"Sound Music and Noise related sites" – more dead links than you can poke a stick at, but some gold to be found

<http://www.sukothai.com/xebec.html>

XEBEC - Japanese sound art site

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FILM SOUND

<http://hem.passagen.se/filmjud/filmsound.htm>

FILM SOUND theory, terminology, essays etc ... great link site.

<http://www.birka.fhsk.se/sven/links.htm#filmsound>

Links to articles

<http://www.filmsound.org/>

FILM SOUND SITE – great resource site.

<http://www.filmsound.org/cliche/>

Film Sound **cliches** !

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RADIO, SCULPTURE AND INTERACTIVE SOUND

<http://www.transom.org/shows/2001/200103.shows.audioart.links.html>

radio-sound-art

<http://www.hearingvoices.com/>

radio art

<http://music.dartmouth.edu/~kov/soundArt/index.html>

sound sculpture

<http://www.ircam.fr/equipes/analyse-synthese/wanderle/Gestes/Externe/> Interactive
sound resources and ideas

<http://www.noogenesis.com/binaural/binaural.html>

Binaural sound link page

http://groups.yahoo.com/group/cnfractal_music/

Fractal music discussion

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IMAGE AND SOUND INTERACTIVITY (software / ideas)

http://www.youngmonkey.ca/nose/articles/CU-Amiga_9711/SoundLab.html image
processing for audio

<http://www.awn.com/mag/issue1.2/articles1.2/moritz1.2.html>

Mary Ellen Bute: Seeing Sound

http://www.artwrite.cofa.unsw.edu.au/0124/features/Pegus_colour_music_rooms/pegus_colourmusic.html

Coloursound

<http://www.webcenter.ru/~vsoft/BitmapPlayer.htm>

bitmaps and waves – converters (software).

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SAMPLE THAT THANG

<http://www.digitalmusicworld.com/html/hardware/Samplers/BriefHistory.php>
a history of the sampler

<http://www.low-life.fsnet.co.uk/copyright/index.htm>
Good article on ethical/legal questions about sampling from UK online hip-hop magazine "Low Life", plus many links to other related sites.

<http://www.music-law.com/sampling.html>
U.S. legal perspective on sampling

<http://www.instrumentality.com/themanual.html>
How to get a number 1 hit

<http://www.evolution-of-minor.com/images/MSHitWizard.JPG>
How to get a number 1 RnB hit

<http://www.negativland.com/albini.html>
Why the music industry sucks

<http://www.negativland.com/>
Negativland – fun bunch of guys

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AFRICA AND SOUND

<http://www.cnmat.berkeley.edu/~ladzekpo/PrinciplesFr.html>
African rhythm – methods, culture, history, social context

<http://www.acslink.aone.net.au/christo/histmain.htm>
African music concepts and historical overview

<http://www.kubatana.net/html/archive/artcul/030521music.asp?sector=ARTCUL>
African Music styles glossary

<http://www.afrofuturism.net/text/about.html>
Afrofuturism – the sci-fi link to cultural production and politics

<http://www.jahsonic.com/ASVanDorston.html>
the Afro-Alien Diaspora – more on afrofuturism

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INSTRUCTIONAL MUSIC STUFF

<http://www.musictheory.net/>

Musictheory.net - comprehensive music theory basics. Flash-based, simple.

<http://www.looknohands.com/chordhouse/piano/>

Chordhouse - virtual piano chord building

<http://www.cnmat.berkeley.edu/~ladzekpo/Foundation.html>

african drumming Foundation course

<http://www.people.fas.harvard.edu/~desmith/guitar/chords/chords.htm>

Dansm's Guitar Chord Theory. -good on chords in general

<http://www.learnjazzpiano.com/>

learn Jazz piano

<http://members.aol.com/chordmaps/index.htm>

music Theory for songwriters

<http://www.xs4all.nl/~marcz/Polyrhythm.html>

The **polyrhythm** page

<http://www.people.fas.harvard.edu/~desmith/guitar/notate/meter.htm>

Dansm's **measures and meters**

<http://www.musicplay.com/>

Musicplay - Play ze **piano**

http://www.tweakheadz.com/how_to_get_started_with_midi.html

MIDI for beginners.

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TRICKS

<http://www.tios.cs.utwente.nl/say/>

Make robot speak (record to **SPIG**)

<http://neuro.caltech.edu/~lshams/demo.html>

Sound-Induced Illusory flashing

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DO

COFA-RELATED SOFTWARE SITES

<http://www.hitsquad.com/smm/>

Hitsquad - source of audio freeware/shareware/demos for all platforms.

<http://www.digidesign.com/>

Protools homepage. Click SUPPORT then USER CONFERENCES for your home setup problems.

<http://www.digidesign.com/ptfree/>

Protools FREE download page.

<http://www.digidesign.com/compato/mainfreewin.html>

Protools Free PC compatibility notes.

<http://www.wildfrontear.co.uk/standalones.html>

MultiVSTShell – host that feeds VSTs into Protools

<http://www.native-instruments.net/>

Native Instruments : Reaktor etc

<http://www.soundhack.com/>

SoundHack homepage

<http://www.spies.com/~franke/SoundApp/>

Sound App homepage.

<http://www2.arnes.si/~mmilut/BladeEnc.html>

Blade encoder

<http://www.wildfrontear.co.uk/>

SPIG

<http://www.macmusic.org/softs/?lang=EN>

MacMusic

<http://www.bjoernbojahr.de/downloads.html>

Wizcalc - good delay calculator

<http://www.osxaudio.com/index.php?story=393>

OSX Audio.com

<http://www.audio-units.com/home/applications.html>

Audio Units (OSX) info.

See also the **VST** and **PLUGGO** sections below

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FREE PLUGGO DEVELOPERS

<http://www.cycling74.com/products/pluggo.html>

Pluggo Free Runtime installer – go down page

<http://www.sonorita.pl/jk/myrtas.html>

JK –

http://postsomnia.com/archives/mtr/cat_pluggo.php

Matthew Lyon

<http://www.wildfrontear.co.uk/plugs.html>

The Lone Roger

<http://www.music.columbia.edu/PeRColate/>

The Percolate Collection

<http://members.xoom.virgilio.it/gleetchplug/>

Tobor Experiment

<http://www.angelfire.com/sd2/wheat/>

Wheat's collection (a few ad pop-ups)

<http://gdavis.dyndns.org/plugins.html>

Greg Davis

<http://refusesoftware.com/freeware.html>

Refuse Software

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VST INSTRUMENTS and FX

<http://www.kvr-vst.com/index.php>

KVR - VST resources : best resource for VSTs

<http://www.wildfrontear.co.uk/standalones.html>

MultiVSTShell – host that feeds VSTs into Protools

<http://www.vstcentral.com/>

VST Central

<http://www.patcharena.com/>

Patcharena – patches for VST instruments.

<http://www.macmusic.org/softs/softcat.php/lang/EN/id/7023/>

MacMusic

<http://st2n.com/daw/en/>

Cubase site for **VST plug-in search**

CONTINUES OVER

VST INSTRUMENTS and FX *continued ...*

<http://www.bjoernbojahr.de/downloads.html>

Smart Electronix – great experimental VST FX

<http://www.kvr-vst.com/forum/viewtopic.php?t=9780&postdays=0&postorder=asc&start=0>

KVR thread with links to **free VST effects** (*note* : no Mac/PC distinctions)

<http://www.computermusic.co.uk/tutorial/tutorialmain.asp>

Computer Music - Good tuts for **DS-404, SR-202, CM-505 and CM-101 VSTs**

<http://www.em411.com/>

EM411 : Good broad based electronica makers' site –interviews, reviews etc. Login required but no spam.

<http://www.osxaudio.com/index.php?story=393>

OSX Audio.com

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FREE EXPERIMENTAL SOUND SOFTWARE

<http://www.ixi-software.net/content/software.html>

IXI - experimental software

<http://www.sineqube.com/software.html>

Sineqube - experimental software

<http://www.audiosynth.com/>

Supercollider - real time audio synthesis programming

<http://www.audioease.com/Pages/Free/FreeMain.html>

Thonk - random granular synthesis

<http://shoko.calarts.edu/%7Etre/CompMusMac/>

Tom Erbe's list of programs

<http://www.csounds.com/>

C-Sound resources

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AUDIO PRODUCTION

<http://www.studiocovers.com/articles.htm>

Studio Covers : Music/sound production article links, frighteningly well organised and constantly updated. Almost possible to forget the rest of this section and just surf from here.

<http://www.digidesign.com/disk/diskflix/>

Some online **Protools** instructional videos

<http://www.silcom.com/%7Ealudwig/contents.htm>

Sound physics

http://www.saecollege.de/reference_material/index.html

School Of Audio Engineering's reference centre on all things sound.

<http://www.sospubs.co.uk/>

Sound On Sound - click "articles" – music and audio production.

<http://www.mixarchives.com/archives/default.asp?UserName=SimonHunt&UserID=s89rYB4058dvdvfhDIIVS1134700>

MIX magazine – back issues

http://www.tweakheadz.com/how_to%20articles.html

Useful **home studio stuff**, lots of ads, a few popups (maybe even Britney) but ignore (unless you like Britney).

<http://www.computermusic.co.uk/tutorial/tutorialmain.asp>

Computer Music tutorials, aligned often with Cubase software, who buy lots of ads in the magazine, but still useful.

<http://crca.ucsd.edu/~msp/techniques/latest/book-html/>

Theory and techniques of electronic music – scary maths stuff

<http://shoko.calarts.edu/~eric/gs.html>

granular synthesis – what is it?

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MIDI FILES

<http://www.manythings.org/midi/search.html>

Find that MIDI file

<http://www.manythings.org/midi/>

Standard MIDI files on the net

<http://www.midiworld.com/midifile.htm>

Classical and jazz MIDI files . Owwww ...

<http://www.midifarm.com/files/>

MIDIfarm

<http://www.musicrobot.com/>

MIDI explorer

<http://www.midi.com/>

MIDI.com

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SOUND EFFECTS section :

NOTE : Free online sounds will generally be of a lower quality than the **SOUND FX CDs** that you can ask for at the Library front desk. Have a look through them. They are for on-campus loan only.

SOUND FX SEARCH SITES

<http://www.findsounds.com/>

FindSounds.com – good search engine. Try 16 bit 44100 kHz if possible/

<http://www.musicrobot.com/cgi-bin/windex.pl>

Music Robot : “Let music robot find your sounds” *POPUPS*

<http://www.wavcentral.com/>

WAV Central : ‘FX’ section and ‘search’ section are useful.

SOUND FX LINK SITES

<http://www.stonewashed.net/sfx.html>

Stonewashed : **Link site** for various SFX sites. *POPUPS*

<http://www.soundhunter.com>

Sound Hunter : Click “Sound Effects Links” for the link page.

http://thefreesite.com/Free_Sounds/Free_WAVs/index.html

The FreeSite : Links to free WAV sites

<http://www.echovibes.com/Autorank/autorank.html>

“Echovibes Top 50 Sound Sites” Let the popups begin

SOUND FX SITES

<http://www.hollywoodedge.com>

Hollywood Edge : Click “Free Effects” section – good quality MP3s (convert via Sound App)

<http://www.partnersinrhyme.com/contents/contentssfx.html>

Partners In Rhyme : Has sound effects section. Any “au” sounds can be converted via Sound App.

<http://www.soundamerica.com/>

Sound America : ‘Sound effects’ section is low quality, but where else are you going to find a vomiting cat ? *POPUPS (lots)*

SPECIALIST FX SITES

<http://nauticom.net/www/mudhut/game.html>

Some gaming FX

<http://www.historychannel.com/speeches/index.html>

Classic speeches from the History Channel

<http://www.geocities.com/CollegePark/3812/tubesounds.html>

English tube underground voices – “Mind the gap”

<http://www.acapella-heaven.tk/>

Acapella heaven

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MUSIC SAMPLES (beats etc.)

<http://web.iol.cz/mpc/sa/index.htm>

Sample Arena –BPM-labelled beats but you need to dig a bit.

<http://www.bbc.co.uk/radio1/onemusicdata/samples/index.shtml>

BBC collection –quite good ! Watch the categories date ...

<http://www.e-lab.se/>

E-Lab Sweden : good free downloads. Login (free) required, no-spam.

<http://www.users.globalnet.co.uk/~spufus/>

Loopasonic – well organised site. Login (free) required.

<http://www.tplm.com/samples/boucles/groove/home.htm>

Tout Pour La Muusique ! - Beats labelled with BPM but not style

<http://www.waveform.dk/showall.phtml?order=date&how=DESC>

Waveform.dk - Good varied collection

<http://www.djsamples.com/djsamples/freesamples/?CFID=6587414&CFTOKEN=36022132&samplepack=>

Djsamples.com – big collection, SEARCHABLE.

<http://www.16bitsamples.com>

16bitsamples.com – slow site, but big SEARCHABLE archive.

<http://www.e-drummer.net///freeloops.html>

E-Drummer - Drum loops

<http://www.superloops.com/listen.htm>

Superloops : check those crazy categories

<http://meanbeat.cjb.net/>

Mean Beat – click “Samples”

<http://www.breakbeatsonly.com/preview1.htm>

Breakbeats only.com – prof site with freebies.

<http://www.zero1media.com/samples.htm>

ZeroMedia – Short hits & some loops

<http://www.nskit.com>

NS Kit - acoustic drum kit, high quality and mega MB

<http://theremin.music.uiowa.edu/MIS.html>

Uni Of Iowa- Classical instruments

<http://studio.dubroom.org/samples/>

Dubroom - Dub samples

<http://www.modarchive.com/waveworld/>

The Mod Archive – synth focus.

<http://kontakt.daw-mac.com/>

Kontakt (sampler) resource site with good instrument WAVs.

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MUSIC SAMPLES - LINK SITES

http://directory.google.com/Top/Arts/Music/Sound_Files/Samples_and_Loops/

Google Directory link page – BIG !

http://dmoz.org/Arts/Music/Sound_Files/Samples_and_Loops/

Dmoz - really really big list

<http://www.loops.net/>

Loops.net - good link site, also for software

<http://www.synthzone.com/sampling.htm>

Sampling Zone – good link site, some dead links

<http://www.midiworld.com/sounds.htm>

MIDIWORLD Links list

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