SVL Squall - FX, textures and atmospheres for any genre

WHAT'S INSIDE

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```

129 sounds in 9 folders, plus the demo track (WAV + MP3).

All sounds were made by SubverseLab from scratch with our own synthesis and processing code. No third-party samples or sample libraries are used anywhere in this pack.

FORMATS

- Audio: WAV, 24-bit, 44.1 kHz, stereo. Every file peaks at -1.1 dBFS or lower, true peak at or below -1.1 dBTP.
- Files with a BPM and a bar count in the name are exactly that many bars long at that tempo (bars of 4 beats).
- Textures and Atmospheres are seamless loops, 16.000 s each (= 8 bars at 120 BPM; they have no beat, so they fit any tempo).
- Demo: a short piece made only from the files in this pack (WAV + MP3).
- measurements.csv / measurements.html: our measurement of every file (length, samples, peak, true peak, loudness, key, decay).

NAMING

SVL_Squall_<Type>_<Name>.wav	e.g. SVL_Squall_Impact_Meteor.wav
SVL_Squall_<Type>_<Key>_<Name>.wav	e.g. SVL_Squall_SubDrop_C2_Abyss.wav, SVL_Squall_Pad_Cmin_Drift.wav
SVL_Squall_<Type>_<BPM>_<Bars>Bar_<Name>.wav	e.g. SVL_Squall_NoiseRiser_120_8Bar_Monsoon.wav
SVL_Squall_<Type>_<BPM>_<Key>_<Bars>Bar_<Name>.wav	e.g. SVL_Squall_TonalRiser_120_G_4Bar_Ignite.wav

BPM, key and bars appear only where they apply. s = sharp (Fs = F#, As = A#).

HOW TO USE

- Risers (NoiseRiser, TonalRiser), ReverseCymbal, ReverseSwell and SweepUp build into a downbeat: place the file so it ENDS on the bar line of your drop. At the BPM in the name, start it that many bars earlier on a bar line. They start from near-silence on purpose and end with a short fade on the downbeat; put an impact or sub drop on that downbeat.
- Downlifters start with a hit on the downbeat and fall to silence within their bar count: start them on a bar line.
- Impacts, Booms, Sweeps and Glitch hits are one-shots that start right on the transient: drop them on the grid.
- Stutters are one bar long at the BPM in the name: start them on a bar line (the last beat leading into the next bar).

- At another tempo, switch on your DAW's warping / stretching for the bar-length files.
- Sub drops: the key is the note the sub starts on before it dives. Names use scientific pitch (middle C = C4, A4 = 440 Hz, C2 = 65.4 Hz). DAWs name octaves differently: Ableton and Logic call this C2 "C1", FL Studio "C3" - same pitch.
- Tonal risers land on the pitch class in the name; drones and reverse swells sit on that root; pads are the chord in the name (min = minor, maj = major). Pick the file that matches your track's key, or transpose it in your sampler.
- Textures and Atmospheres: loop them for as long as you need (loop on in your DAW clip or sampler); the loop point is seamless. Layer a texture quietly under a mix for air and movement.

LICENCE
See LICENCE.txt. In short: use the sounds in your music and videos royalty-free; do not share or resell the sounds themselves.

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