

Leftovers From Galactineers – Sample Library

42 .wav Files + .ods File List
48000 khz / 16 bit – Mono
Metadata added in WaveAgent

Thank you for downloading the Leftovers From Galactineers Sample Library.

All samples were produced for the use in the independent computer game „Galactineers“ which was recently released as an Early Access on Steam:

<http://store.steampowered.com/app/424850/>

These 42 files didn't find the way into the final version of the game (along next to 200 others), so I decided to give them away for free. Please feel free to use them for your project (commercial or non-commercial), just don't sell the samples „as is“ as a sample library or similar. Of course I am always happy to be notified or credited.

The sfx were created in Cubase 6.5 using my own recordings, synth & samples from libraries. Manipulated with software from Rob Papen, Waves, iZotope, PSP, Camel Audio, Native Instruments, IK Multimedia & Paul Stretch.

Sorry for the low bit rate, but this was necessary for this game.

If you want to support my work, buy any other library from www.nilsmosh.jimdo.com (or buy the game).

If you need individual sfx or sample libraries (recorded or created) for your projects (game, feature film, advertisement, audio play...), please contact me at nils@itd-music.com or 0049 (0) 1779419987.

Twitter: [www.twitter.com/nilsmosh](https://twitter.com/nilsmosh)

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