



[www.resonance-sound.com](http://www.resonance-sound.com)

## Q&A with Oliver Schmitt aka Sounds of Revolution (SOR)



### **Q: How did you get started into the sampling business?**

**A:** When I was about 18 I only listened to heavy metal and hard rock. But the genre's similar sounding guitars, basses and drums began to bore me. A guitar always sounds like a guitar, doesn't it?

Then I heard Jean Michel Jarre (Oxygene Album) for the 1st time. I was totally blown away from these never heard sounds. This was like a revelation to me. The versatility of electronic sounds/music fascinated me immediately.

My first Synthesizer was a Roland JD800. As I recognised sound design is like a passion to me I started to program synthesizer patches (e.g. for Access Virus, Roland JD800/990/JP8000 etc.) about two decades ago. But nowadays I am much more specialized in sample packs.

Sampling is the best way to express my creativity. Most of my samples are suitable for producers of

just about any kind of House or Techno.

My passion is producing versatile and unique kick-free loops. As my dad was a passionate drummer I think the love to rhythm is also in my veins.

**Q: What's your favourite Hard & Softsynths?**

**A:** My studio is fairly simple. I've replaced most of my hardware with software. But some hardware gems will surely stay forever: Access Virus TI and Arturia Matrixbrute for example.



For softsynths, I love U-He's plug-ins, especially Diva. It's slick, accessible interface and really mind-blowing sound make it a great addition to my arsenal. I can also highly recommend the tools from the D16 Group, their drum machine emulations and LUSH-101 are simply state-of-the-art! Also some synths from Arturia are unbeatable for me – one of the most perfect emulations of the classics.



Of course, I mustn't forget the kick drum specialist [D16 Punchbox](#), whose concept we (CFA Sound) developed in collaboration with D16-Group. We also programmed the presets and therefore can say that Punchbox is incredibly quick to use and delivers extremely professional results in no time.

**Q: What are your essential tools/plugins?**

**A:** I love to try everything new in terms of plugins. Here are a few I use actually most of the time: D16 Group Silverline, Punchbox, U-He (simply everything), Fabfilter Total Bundle, GRM Tools, Cableguys Shaper Box2, Output Movement/Portal, Soundtoys Bundle and Accusonus ERA bundle.

**Q: What's the toughest part of designing samples?**

**A:** As I do a lot of field recordings the raw material sounds always totally different. To bring them all together and give them a particular/unique shape for a specific sample pack could be tricky. Editing is definitely the most time-consuming part and I spent many of hours cleaning, and trying to get the best of my recordings.

**Q: Obviously there are lots of sample developers out there and that means competition. What sets your products apart from other companies?**

**A:** I believe, my samples offer a lot of details. I try to create sounds and loops that work in several applications. This is why most of my drumloops do not include bass- and snare drums because both sounds would limit the stylistic application significantly.

I often connect up to 10 plug-ins at once in series to come to a desired result. Also the area of field-recording seems pretty interesting to me. It is amazing how common noises and sounds of everyday life can be turned into wonderful sounds or used as a layer sample. I love to experiment in all imaginable directions. That's hopefully remarkable in all my productions and defines SOR.



**Q: What hours suit your work? Is there a particular time of day when you feel you work better?**

**A:** I am a real night person and love the quietness at night. There's no regular daily routine. Especially when it comes to sound programming, creativity is needed. There are days I sit and work in the studio for 10 hours and don't bring up more than I usually do in 2 hours. Creativity just can't be released at the push of a button. But I definitely have better success at night.

**Q: What is your favourite sound designer ?**

**A:** Richard Devine

**Q: What advice would you give to readers that want to design sounds?**

**A:** Always try to have your own sonic signature. Be true to yourself and to your process. There is no wrong way to create samples/loops. Simply find what works for you, stick with it, and never stop learning and growing.

And most important to me: Let fortune be a part of your creativity and use tools in a way they normally should not be used. You can create your own style/fingerprint with the use of field recordings. I accustomed myself to take a field recorder with me wherever I go as it's a great provider of ideas. You can turn common noises and sound of everyday life into a new world. It's just fun to experiment in all imaginable directions.

**Q: What were the most important projects so far?**

**A:** In 2011, I teamed up with Martin from CFA-Sound to launch our corporate soundlabel and distributor Resonance Sound. The platform [www.resonance-sound.com](http://www.resonance-sound.com) opened new doors for us. Also that I was involved in the creation of the Kick Drum Synthesizer D16 Punchbox was amazing.

**Q: What are your bestsellers ?**

**A:** These are my favorite products among music producers. Even the classic Roland JP8000 soundset is still really popular.





**Q: Do you have any production tips?**

**A:** Yeah, of course. Just have a look at my blog under [www.sounds-of-revolution.com](http://www.sounds-of-revolution.com) where i talk about producing techniques etc.

**Q: Your life doesn't consist of music only, does it? How about some other hobbies?**

**A:** Sex, beer and Techno! :-)