



Leap Into The Void

Canto Con Brio Electric

The complete library contains 128 presets and are sorted into three subfolders.

01. Misc: Contains tempo-synced sequences, atmospheres, textures and experimental sounds.

02. Synth: Contains melodic sounds i.e. leads, bass, pads, keys, vibes etc. also sequenced "rhythm beds" as I like to call them.

03. One-shots: Only a few sounds, to avoid clutter, contains single hits, a couple of bass drums, hits and snare.

All presets have been named to be self-explanatory.

List of sounds:

01. Misc:

Amp Groove

Tempo-synced fast pulse, two rhythmic click sequences and off-beat.
MWheel assigned to resonance.

Art Industry Scape

Industrial texture based on noise and returning high frequency. Hold long.
MWheel assigned to cutoff and resonance.
PWheel (up/down) assigned to pattern variation (character change).

Avant-garde Seq

Tempo-synced clocked oscillators, random boilers and self res synced filter blips.
MWheel assigned to resonance.

Bells Occult Scape

Bell-ish and evolving soundscape (osc 3 +6 semi).
MWheel assigned to cutoff and res.
PWheel (up/down) assigned to modulation pattern (character change).

Birth Of Omin Breed

Soundscape of digital noise wind and tempo-synced evil seq.
MWheel assigned to cutoff and resonance.

Building Block Seq

Tempo-synced multitrack sound with sinus pulse, digital bursts seq and pad synth.
MWheel assigned to coloring and slight pattern change.

Chucka Atmo Seq

Tempo-synced grungy seq pulse and returning pad, all in a amp sim environment with subtle feedback.
MWheel assigned to cutoff, color and pattern change.

Coma Awakening Atmo

Tension hospital. Evolving soundscape with clocked res pulse signal.
MWheel assigned to cutoff and resonance.

Cozy Rhythmscape Seq

Tempo-synced sequence with returning swell synth, clocked oscillators and rhythm. MWheel assigned to resonance (with filter key-track) and creates a distorted obscured steelpan character. Try it.

Dark Arctic Electro Beat

Dark arctic electro. Tempo-synced multitrack sound with bass drum, glitch/clicks and ominous winds.

MWheel assigned to multiple destinations and creates feedback, coloring and pattern change.

Determined And Crackle Seq

Tempo-synced multitrack sound with bassdrum, synth-line and crackles.

MWheel assigned to multiple destinations with color change and self resonance.

Discordant Symphony Seq

Tempo-synced polyrhythmic synth sequence with noise, note sequence (0, 1) and osc 4 tuned up +6 semi.

MWheel assigned to variation and new note sequence (0, 1, -2, 6).

Doom Swells Of Poseidon

Tempo-synced sequenced sound with sub "kick" pulse and reverse noise swells.

MWheel assigned to cutoff.

Eerie Scape

Soundscape with osc 2 tuned up +1. Hold long.

MWheel assigned to brightness.

Electricity Walk Scape

Texture and/or soundscape with tempo-synced noise PM sequence.

MWheel assigned to osc 2 amp, adding a pure sine.

PWheel (up/down) assigned to pattern variation (character change).

Experimental Modul Repetition

Tempo-synced experimental modularity repetition with bending clock and pd seq.

MWheel assigned to seq pattern variation with vast colors in between.

Fire Alarm

Tempo-synced high pitched distorted ostinato and sinus with pink noise winds.

MWheel assigned to cutoff and res.

PWheel assigned to pattern variation (up/down).

Foreboding And Arise Scape

Tempo-synced foreboding padscape with osc 3 tuned up one semi.

MWheel assigned to multiple destination and turns the sound into a glitchy character, repeating impulse pad and note sequence (0, +1).

Funeral And Arise Scape

Tempo-synced dark padscape with note sequence +1 semi up and back.

MWheel assigned to multiple destinations transforming the sound to (arise) a glitchy sequenced and repeating impulse pad sound.

Generator Iterator

Tempo-synced rhythmic ostinato with fast pulsating synth, noise and impulse.

MWheel assigned to cutoff and resonance.

Glitchdrone Evolver

Tempo-synced panned clicks and evolving drone/scape.

MWheel assigned to osc 3 amp, adding a repeated noise stab.

Groove Underground

Tempo-synced multitrack sound. Bd, noise snare and synth pulse.

MWheel assigned to cutoff.

Grotesque Scape

Tempo-synced mysticism with pm mod, noise and sinus, colliding frequencies.

MWheel assigned to cutoff and osc color.

Grouse Song Modular Seq

Tempo-synced experimental sequence with slow clocked "grouse song", crackles

and overtone polyrhythm.

MWheel assigned to resonance and caters for a metallic windshime mallet sound, suitable for melodies. Try it.

Grunge Rectify Seq

Tempo-synced grungy seq and repetitive clucks.

MWheel assigned to cutoff and pattern change.

Harsh Condition Atmo

Extreme noise and fast short panned clucks.

MWheel assigned to seq pattern (fades out the panned clucks).

Index Beat

Tempo-synced rhythmic multitrack sequence with kick, dotted syn and glitch pattern.

MWheel assigned to resonance.

Industry Parade

Tempo-synced thunder noise pulse, clicks and evolving drone/scape.

MWheel assigned to resonance.

Into The Woods Line

Saw synth-line with modwheel morph into sub and glitch.

MWheel assigned to cutoff, pd amount and fades in osc 2 with glitch seq.

Jesters Experimental Seq

Tempo-synced experimental sequence with clocked oscillator, harsh noise pulse, returning synth and self resonance.

MWheel assigned to resonance and creates a flute-ish character suited for rhythmic chords and arpeggios. Try it.

Kaputt Repeat Seq

Kaputt. Tempo-synced clocked oscillators, returning noise and repetitive tone.

MWheel assigned to cutoff and resonance with many colors in between.

Klick And Pulse Repeat

Pulsating synth and two rhythmic click sequences.
MWheel assigned to coloring.

Machine Atmosphere Drone

Mystic and industrial soundscape with noise ring mod.
MWheel assigned to cutoff and subtle movement.

Mid Range Harshness Seq

Harsh mid range tempo-synced noise sequence.
ModW assigned to create a "tremolo" effect and reduces some noise.

Modulator Squeaks Seq

Tempo-synced experimental modular sequence with squeaks and changes.
MWheel assigned to cutoff and res with many colors from 0 - 127.

Mysticism Collider Atmo

Tempo-synced dirty mysticism pulse with pm mod, noise and sinus, colliding frequencies.
MWheel assigned to cutoff and osc color.

Noise And Morse Seq

Tempo-synced noise soundscape modularity, unison and midband dist.
MWheel assigned to resonance.

Nucleus Texture Installation

Tempo-synced nucleus texture, install scape.
MWheel assigned to seq pattern variation and completely transforms (morphs) the sound.

Obvious And The Noise

Tempo-synced sequenced pulse synth sound with evolving noise.
MWheel assigned to seq pattern variation (0-2).

Occult Industry Drone

Industrial soundscape with steam-noise and osc 3 +6 semi.
MWheel assigned to cutoff.

Occult Seance Noise Pulse I

Tempo-synced sequenced soundscape with noise pulse and impulse pad sound, auto re-triggered by a LFO. Pitch sequence 0, 1 semi.
MWheel assigned to osc 4 volume and adds a layer of +6 semi.

Occult Seance Noise Pulse II

Tempo-synced sequenced darkness with noise pulse and impulse pad sound, auto re-triggered by a LFO. Pitch sequence 0, 1 semi.
MWheel assigned to osc 4 volume and adds a layer of +6 semi.

Ornis Logos Modul Iterator I

Tempo-synced sequence with clocked oscillators, noise snare pulse, rhythmic glitch and modulation.
MWheel assigned to resonance, enabling key-tracked self resonating filter tones, good for interesting rhythms and experimental melodic playing.

Ornis Logos Modul Iterator II

Tempo-synced sequence with clocked oscillators, noise snare pulse, rhythmic glitch and modulation.
MWheel assigned to FM (1k amount) and resonance. Extreme amounts of delicate surprises from 0-127.

Ostinato Ornamenta Seq

Tempo-synced pulses with polyrhythm, pm and fractal seq in a amp cab environment.
MWheel assigned to cutoff and resonance.

Panned Clicks Seq

Tempo-synced, panned clicks sequence.
MWheel assigned to decay, pattern add and slight change in osc character.

Piercingly Evolver

Tempo-synced superfast panned clicks, high tones and drifting.
MWheel assigned to coloring.

Pounder Bell Mistreatment

Tempo-synced distorted bell pulse repetition.
MWheel assigned to cutoff.

Processed Oscillator Iterator

Tempo-synced sequence with bright saw pulse and a somewhat unstable processed saw syn.
MWheel assigned to coloring and seq pattern variation.

Pulse And Glitch Repetition

Tempo-synced simple pulse with glitch.
MWheel assigned to 1/8 dotted wah-wah.

Repetition Clock Clang

Tempo-synced repetitive clocked oscillators and self res bells.
MWheel assigned to resonance.

Ritual Of Black Art

Tempo-synced dirty occult polyrhythmic pulses and swells.
MWheel assigned to cutoff.

Seance Of The Drum

Tempo-synced multitrack sound with bassdrum, processed evolving synth and subtle feedback.
MWheel assigned to resonance.

Sinus Glitch Scape

Tempo-synced panned clicks, pure sinus and noise pad.
MWheel assigned to cutoff.

Sneak Into The Woods Seq

Tempo-synced rhythmic sequence with clocked oscillators and variations.
MWheel assigned to resonance which adds a key-tracked self res noise layer.

Stabbing The Drama

Tempo-synced pounding and cut through sequence with pd mod.
MWheel assigned to coloring.

Straight Sub Kick Beat

Tempo-synced 4/4 kick seq with off-beat noise "hat".
MWheel assigned to hihat amp.
PWheel assigned to hihat pattern variation (up/down).

Sub Bass And Glitch Seq

Tempo-synced sequenced sub bass sound with rhythmic glitch/crackles.
MWheel assigned to cutoff.

The Dark Pronoun Beat

Tempo-synced multitrack sequence with bd, clocked oscillator, glitch and dotted noise synth.
MWheel assigned to multiple destinations for coloring and enables a synth, bass-line sequence.

The Full Of Darkness Seq

Glitchy polyrhythmic sequenced padscape with note sequence (0, 1, -2, 6).
MWheel assigned to cutoff.
PWheel (up/down) assigned to seq pattern variation (same notes, different order).

Tin Can Glitch Drop Seq

Tempo-synced clocked oscillators, random boilers, self res synced filter blips and repetitive tin can.
MWheel assigned to character and variation.

Tunnel Debris Seq

Tempo-synced, clocked sequence in cave/tunnel.
MWheel assigned to osc 1 clock speed with multiple destinations and vast amounts of experimental variations.

Ultraglitch Drone Evolver

Tempo-synced panned clicks and evolving drone.
MWheel assigned to osc 3 and 4 amp (adding a sinus foundation with color).

Underscore

Tempo-synced multitrack sound. Bd, noise snare and modulated synth.
MWheel assigned to cutoff.

Vinyl Crackle Beat

Tempo-synced noise clicks pattern and subtle repeating random pad synth.
MWheel assigned to resonance.
PWheel (up/down) assigned to pattern variation.

XOX Bassdrum Seq

Tempo-synced bassdrum pattern.
MWheel assigned to seq pattern variation with eight patterns available.

Xperimental Beat Modularus

Tempo-synced sequenced sound with clocked oscillator, kick and bell-glitter.
MWheel assigned to several destinations for color and pattern change.

02. Synth:

Beautiful

Sweet key-like sound with added pad/evolvment and long release.
MWheel assigned to cutoff.

Brassy I

Expressive brassy synth sound.
Velocity assigned to cutoff envelope amp and speed.
MWheel assigned to cutoff and resonance.

Brassy II

Brassy synth sound.
Velocity, MWheel and Pressure assigned to cutoff.

Cinema Padscape

Tempo-synced drifting padscape.
MWheel assigned to cutoff.

Dark Performer Seq

Tempo-synced dirty polyrhythmic synth sequence with fractal modulation.
MWheel assigned to cutoff, res and fades in osc 4, tuned up 6 semi.

Delicacy Flow Pad

Pad with a slow subtle swell.
MWheel assigned to LFO amount (slow movement).

Dominator Sub

Dominator sub bass with filter envelope.
Velocity assigned to envelope color.
MWheel assigned to (saw up) LFO cutoff modulation.

Enjoy Pad Seq

Tempo-synced rhythmic pad sound with high freq pulse set to 4/1 creating a key-like attack that repeats.
MWheel assigned to cutoff.

Euphony Pad Drone Glitch

Soft pad with slowly emerging tempo-synced clicks and evolving drone/scape. Hold long.
MWheel assigned to osc 3 which is a repeated sinus pulse.

Evolving Pad

Evolving pad with initial filter cutoff envelope.
MWheel assigned to cutoff.

Expressive Dist Lead

Expressive distorted lead.
Velocity assigned to brightness.
MWheel assigned to cutoff.

Fade In Pulse Pad

Evolving pad sound with repetitive amp mod (pulse) on osc 3.
MWheel assigned to subtle character change with an added sine.

Fat Bass And Glitch Seq

Sub bass with glitch sequence.
MWheel assigned to LFO amount which activates a morphing of the pattern sequencer (with filter wah-wah character).

Flight Arctica Clicks

Tempo-synced distorted synth sequence with 1/16 glitches.
MWheel assigned to osc 1 brightness.

From Pluck To Open

Square synth sound with velocity assigned cutoff envelope rate.
Low velocity = pluck-ish. High velocity = long, bright.
MWheel assigned to resonance.

Full Pad Polyrhythm

Evolving pad with polyrhythmic slow tempo-synced click pulses.
MWheel assigned to seq pattern (fades out the click pattern).

Glare Of The Sun

Tempo-synced syn pulse with high res feedback glitter.
MWheel assigned to harmonic reduction and cutoff and creates a subtle color change.

Graveyard Waltz Atmo

Tempo-synced sinus pulse, slow fractal mod and rising overtone. Hold long.
MWheel assigned to cutoff.

Grinding Of Stacks

Very dirty and stacked synth sound with noise/phase distortion pattern.
MWheel assigned to cutoff (catering for a sub bass with pulse seq).

Growler Evolve Seq

Tempo-synced growling pad with pulse, polyrhythm, pd env and the occasional click.
MWheel assigned to cutoff.

Guitar Plucked Nylon

Guitar. Plucked nylon.
MWheel assigned to fade in osc 2 (square).

High Res Calm Keys

High res and calm keys sound with long release.
MWheel assigned to resonance (subtraction).

Impelled Driven Pad

Tempo-synced evolving pad sound with glitches and polyrhythmic fractal modulation.
MWheel assigned to cutoff and varies the seq pattern subtly.

Introvert Padscape Swells Seq

Atmo/soundscape with saw swells and noise ring mod.
MWheel assigned to add noise layer.

Le Motif

Tempo-synced distorted "synth-line" with pulse and varying S&H modulation.
MWheel assigned to harmonic subtraction.
PWheel (up/down) assigned to pattern character change.

Lead Express

Expressive synth sound with velocity assigned cutoff envelope rate.
Low velocity = pluck. High velocity = long, bright.
MWheel assigned to osc 3 and 4 volume and adds two sustained sinus layers, one octave down and up respectively.

Mallets

Mallet, hybrid vibes/marimba/bell.
MWheel assigned to tremolo.

Mono Sub Square

Mono bass/lead with filter cut envelope.
MWheel assigned to cutoff.
Velocity assigned to cutoff.

Motion Rhythm Bed Pad

Tempo-synced polyrhythmic syn seq.
MWheel assigned to seq pattern variation.

Motion Rhythm Brass Pad

Evolving pad sound with rhythm and glitches.
MWheel assigned to cutoff.

Mountain Lead

Dirty square-ish bass/lead sound with noise coloring, PD modulation and subtle filter cutoff envelope.
MWheel assigned to cutoff.

Multipulse Plucky Seq

Tempo-synced rhythmic pulsating synth with punch.
MWheel assigned to resonance and color variation.
PWheel (up/down) assigned to pattern variation.

Nova Star Seq

Tempo-synced (gater pad/synth) pd env, fract seq and pulse.
MWheel assigned to cutoff together with a subtle seq pattern variation.

Organ And Subtle Dirt

Organ sound with pink noise layer and subtle panning movement.

MWheel assigned to pan speed.

Overdrive Sub

Sub bass overdrive.
MWheel assigned to LFO rate.

Pad Of Solitary

Evolving pad with slow tempo-synced pulse.
MWheel assigned to movement and pulse pattern variation.

Panorama Of Pulse Pad

Tempo-synced pad with panned pulse glitch.
MWheel assigned to subtle character change.

Polyrhythm Groove I

Tempo-synced sequenced synth sound with polyrhythm, subtle glitches and fractal modulation.
MWheel assigned to cutoff.

Polyrhythm Groove II

Tempo-synced polyrhythmic synth sound with pm and fractal seq.
MWheel assigned to pattern variation and shapes the filtered saw swell syn towards a raw saw shape.

Saxophone Barytone Seq

Barytone saxophone with following simple sequence.
MWheel assigned to cutoff.

Smooth Opus Pad

Subtly evolving pad.
MWheel assigned to movement and subtle character change.

Sub Aggressor

Sub bass with aggressive attack.

MWheel assigned to tempo-synced filter cutoff swells.

Sweet Expression

Expressive and delicate synth lead sound.
Velocity assigned to harmonics.
MWheel assigned to resonance.

Syn Of Dirt

Dirt synth sound with pulse volume pattern and modhwheel morphing to add panned noise.
MWheel assigned to seq pattern (fades in the panned noise source).

Synth Rhythm

Tempo-synced synth sequence with reverse swells.
MWheel assigned to resonance.

Synthetic Clarinet

Synth sound with a clarinet character. Velocity assigned cutoff envelope.
Low velocity = pluck. High velocity = long, bright.
MWheel assigned to LFO and enables a sustained tremolo layer.

Tebe Duck Rectify

Mono bass/lead, future tb.
MWheel assigned to cutoff.
Velocity assigned to cutoff.

The Dark Bass

Dark distorted bass with filter envelope and flanger.
MWheel assigned to cutoff.

The Scape Of Pad

Pad with evolvment and soft noise. Hold long.
MWheel assigned to cutoff and resonance.

Theme Motif

Tempo-synced sequence with pulse, pm, pd env and fractal seq.
MWheel assigned to cutoff.

Trooper Of The Storm

Stormy dirty stacked bass/lead with 1/8 Phase mod pattern.
MWheel assigned to cutoff.

Unison Evolving Pad

Unison evolving pad.
MWheel assigned to add a noise layer.

Vibes

Expressive vibes with overdrive and delay.
MWheel assigned to tremolo.

Welcome Gate Pad

Tempo-synced rhythmic evolving gate pad.
MWheel assigned to brightness.

Wood Brass

Expressive square wood brass synth sound.
Velocity assigned to cutoff.
MWheel assigned to amp and cutoff modulation (tremolo) and adds osc 3 sine +12 semi.

03. One-shots:

Chemical

Crackled hit (envelope controlled clocked osc) with key tracking filter for tonal playing.
MWheel assigned to add a noise layer.

Low Long

Bass drum one-shot.

Snare Of Panned Delay

Deep snare drum one-shot.
MWheel assigned to resonance.
Velocity assigned to cutoff.

Sub Kick Wood Knock

Bass drum with wood beater.
MWheel assigned to color.

Sub Kick

XOX one-shot kick.
MWheel assigned to add osc 2 (square) with a overdrive character.

Thunder Plate

Distorted tonal hit.
MWheel assigned to morphing towards a noise layer (whip).

Mikael Adle
Leap Into The Void