



# 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