



Leap Into The Void

Crystalline Textures 1

For u-he Bazille.

List of sounds:

001 Molecule A

Atmospheric texture and subdomain.

Texture, soundscape, atmosphere.

MWheel -> Cutoff.

Xpress -> Resonance.

002 Ion Glocken

Glocken mallet sound with sustained abandoned factory.

Mallet and/or atmo.

Wheel -> Cutoff (applicable with Xpress).

Xpress -> Adds high pitched digital osc.

003 Fragment

Dark tempo-synced evolving atmosphere and pulse (hold long).

MWheel -> Cutoff.

Xpress -> Subtle coloring (add saw).

004 Scape.

Tempo-synced soundscape with pulse and modulation.

MWheel -> Filter 1 resonance (add).

Xpress -> Filter 2 resonance (add).

005 Crystal

Tempo-synced sequenced sound with clicks, pulse and crystals.

MWheel -> Cutoff.

Xpress -> Adds two pulse sequences.

006 Scrape.

Tempo-synced sequenced scraping, pulse, screams and volume swells.

MWheel -> Cutoff and res (feedback) reduction.

007 Ion Bell

Soft bell-ish (e-piano) sound with evolving texture (hold long) and long release.

MWheel -> Cutoff.

Xpress -> Res.

008 Atom

Slowly and subtly evolving scape and scrape atom (tempo-synced).

MWheel -> Flt 1 cutoff.

Xpress -> Flt 2 res (keytracked cutoff).

009 Texture

Evolving texture and soundscape (tempo-synced). Hold long.

MWheel -> Cutoff.

Xpress -> Coloring, variation.

010 Polyatomic

Tempo-synced sequenced atmo of pulse, scrape and growl.
MWheel -> Cutoff.
Xpress -> Res (reduction).

011 Nucleus

Evolving tempo-synced soundscape and atmospheric of nucleus.
MWheel -> Cutoff.

012 Polyatomic

Tempo-synced panned clicks, sub swell and subtle noise sequence rhythm.
MWheel -> Fly 3, 4 cutoff (clicks).
Xpress -> Variation (removes fact noise pattern).

013 Scrape

Evolving soundscape (tempo-synced).
MWheel -> Cutoff.
Xpress -> Coloring.

014 Polyatomic Sem

Multitrack sequence with bass drum, clicks and res feedback rhythm.
MWheel -> Cutoff (feedback seq).
Xpress -> Variation.

015 Static

Digital static (sci-fi bass) sound for melodic use with Modwheel and Expression control to enable sequenced patterns.
MWheel -> Add under seq.
Xpress -> Add noise swells.

016 Drone Seq

Tempo-synced drone with two layers of repetitive pulses.
MWheel -> Cutoff.
Xpress -> Resonance.

017 Glitter Scrape.

Noisy crackled drone sound with tempo-synced glitter.

MWheel -> Cutoff.
Xpress -> Coloring (oscillation 2).

018 Molecule

Tempo-synced pulse, hiccup and narrow noise.
MWheel -> Flt 2 cutoff (narrow sound).
Xpress -> Flt 2 Resonance.

019 Scrape

Tempo-synced grungy amp swells and evolvment.
MWheel -> Cutoff.
Xpress -> Morphing (oscillation 1 character).

020 Ion Bell

Mystic dark bell-ish sound with tempo-synced evolving texture (hold long), glitch and long release.
MWheel -> Add sub layer and subtle cutoff.
Xpress -> Cutoff and resonance.

021 Polyatomic

Tempo-synced multitrack sound with rhythmic pulse, sinus swells and the occasional click.
MWheel -> Opens fly 1 cutoff (noise seq).
Xpress -> Flt 1 resonance.

022 Ion Bell

Bell-ish sound with glitch and pulse sequence.
MWheel -> Cutoff.
Xpress -> Resonance.

023 Molecule B

Texture, soundscape, atmosphere.
MWheel -> Cutoff.
Xpress -> Add sub ramp seq.

024 Atom Alarm

Tempo-synced noise, glitch and alarm sequenced atmo.
MWheel -> Fly 1 cutoff (noise source).
Xpress -> Flt 1 resonance.

025 Ion Mallet

Mallet sound with subtle evolvment and long release.
Mallet sound with subtle evolvment and long release.
MWheel -> Opens fly 1 cutoff (adds narrow evolving layer 1).
Xpress -> Adds narrow layer 2.

026 Texture

Evolving texture/scape with drifting synth and crackled noise, can be used as pad.
MWheel -> Flt 2, 3, 4 cutoff.
Xpress -> Flt 1 resonance.

027 Scape

Tempo-synced noise scape with filter feedback and repeating pulse.
MWheel -> Reduce fat 1 resonance (feedback).
Xpress -> Ptn variation.

028 Polyatomic

Tempo-synced noise and glitch sequence.
MWheel -> Flt 1 cutoff.
Xpress -> Add noise seq layer.

029 Polyatomic

Tempo-synced noise sequence, sinus and glitches.
MWheel -> Adds fast repetition.
Xpress -> Repetitor coloring.

030 Ion Bell Glitch

Tempo-synced initial bell-ish sound with rhythmic glitch sequence.
MWheel -> Cutoff (bell-ish atmo).
Xpress -> Add sustained layer.

031 Texture

Tempo-synced clucks and evolving atmo.
MWheel -> Fly 1 cutoff (high freq).
Xpress -> Hipass filter (attenuates clucks seq).

032 Texture

Tempo-synced clucks, helicopter noise and evolvment.
MWheel -> Fly 1 Cutoff (high pitch, osc 4).
Xpress -> Reduce clicks seq (flt 2, hi cut).

033 Atomic Seq

Tempo-synced multitrack sequence with rhythmic, synth, noise and coloring. Osc 3 tuned up 6 semi.
Devilish atmo sequence.
MWheel -> Coloring.
Xpress -> Cutoff flt 2 (noise ses).

034 Magnesium

Tempo-synced noise sequence with pulse and panned clicked helicopter.
MWheel -> Cutoff (pulser).
Ctrl B -> Res (pulser).

035 Organ Obscure

Organ sound with tempo-synced res feedback rhythm.
MWheel -> Color add saw.
Ctrl B -> Cutoff (tuned filter -12 semi).

036 Atom Split

Tempo-synced rhythmic glitter sequence, pulse and sonar.
MWheel -> Cutoff (glitter seq).
Ctrl B -> Sonar cutoff.

037 Rhythm

Tempo-synced short amp pulses and evolving scrape synth sequence.
MWheel -> Cutoff (glitches).
Ctrl B -> Ptn var.

038 Poly Zinc

Tempo-synced multitrack sequence with pulse and zinc.
MWheel -> Cutoff.
Ctrl B -> Var.

039 Atomic Amp

Tempo-synced multitrack sound with pulsating sequence, dirt swells and res feedback.
MWheel -> Cutoff (pulser seq).
Ctrl B -> Coloring.

040 The Porch

Tempo-synced sequence with bass drum, panned res rhythm and mouth-harp.
MWheel -> Cutoff (res rhythm).
Ctrl B -> Coloring.

041 Keys

Keys synth sound with tempo-synced clicks, subtle noise character and long release.
Synth keys and clicks.
MWheel -> Open up cutoff, add clicks seq.
Ctrl B -> Variation.

042 Texture

Evolving bright layered texture and scape.
MWheel -> Cutoff.
Ctrl B -> Var.

043 Noise Seq

Tempo-synced reverse noise (dirt) sequence.
MWheel -> Cutoff.
Ctrl B -> Variation (add sequence).

044 Atomic Amp

Tempo-synced fast pulse, feedback and bright swell in amp sim environment.
MWheel -> Coloring.
Ctrl B Coloring, var.

045 Ion Mallet

Mallet sound with subtle disturbance and tremolo. Hold long for evolving texture.

MWheel -> Coloring.

Ctrl A -> Cutoff (clean term layer).

Ctrl B -> Cutoff (scrape layer).

046 Sweller

Tempo-synced saw swells and filtered noise seq.

MWheel -> Res feed.

Ctrl B -> Cutoff.

047 Texture

Tempo-synced color sequence and bright texture.

MWheel -> Cutoff.

Ctrl B -> Ptn var (no ptn).

048 Polyatomic

Tempo-synced sequence with pulse and evolving scraper (high res).

MWheel -> Cutoff.

Ctrl B -> Var (add pulse).

049 Ion Bell

Noisy distorted occult bell sound with evolving texture and long release.

MWheel -> Cutoff.

Ctrl A -> Coloring.

Ctrl B -> Res.

050 Polyatomic

Tempo-synced multitrack sequence with pulse, saw swells and clicks rhythm.

MWheel -> Cutoff.

Ctrl A -> Coloring.

Ctrl B -> Coloring.

051 Polyatomic

Multitrack sequenced sound with rhythmic glitches/clicks and sub pulse.

MWheel -> Cutoff (layer 1, 2).

Ctrl B -> Color.

052 Nucelus

Evolving tempo-synced occult scraping nucleus.

MWheel -> Cutoff (noisescrape layer).

Ctrl B -> Color.

053 Ion Vibes

Vibes mallet sound with evolving pad (hold long).

MWheel -> Cutoff.

Ctrl A -> Seq.

Ctrl B -> Tremolo.

054 Drone Seq

Drone, tempo-synced percussive metal hit and feedback pulses.

Tempo-synced evolving percussive atmo.

MWheel -> Cutoff.

Ctrl B -> Var.

055 Polyatomic

Tempo-synced sequenced noise and slow repeated noise.

MWheel -> Cutoff and 16th pulser res.

Ctrl B -> Cutoff (slow pulse layer).

056 Polyatomic

Tempo-synced dirty noise sequence, clicks and pulse.

MWheel -> Cutoff.

Ctrl B -> Variation.

057 Atom

Tempo-synced sequence of bright drone and slow noise pulse.

Sequenced atmo.

ModW -> Cutoff.

058 Polyatomic

Tempo-synced multitrack sound with bassdrum, sinus perc and noise swell.

ModW -> Cutoff (flt 1).

Ctrl A -> Cutoff (flt 4).
Ctrl B -> Cutoff (flt 3).

059 Ion Bell

Bell sound with following evolving noise dirt and rumble sequence.
ModW -> Cutoff.
Ctrl A -> Variation.
Ctrl B -> Coloring.

060 Texture

Tempo-synced evolving drone soundscape.
ModW -> Cutoff (flt 1).
Ctrl A -> Variation.
Ctrl B -> Variation.

061 Polyatomic Occult

Tempo-synced rhythmic drone sequence of bends, subtle glitch and colliding frequencies.
Dark occult rhythmic drone bending atmo.
ModW -> Cutoff.
Ctrl B -> Variation.

062 Texture Scrape

Slowly evolving drone texture/scrape.
ModW -> Cutoff.
Ctrl A -> Variation (slow env trig seq).
Ctrl B -> Res.

063 Texture

Evolving texture/scape with high res pitch, synth and warm noise swells, can be used as pad.
ModW -> Cutoff (high pitch res layer).
Ctrl A -> Variation (dronesynth layer).

064 Fragment

Tempo-synced evolving scape/atmospheric pulse.
ModW -> Cutoff.
Ctrl A -> Variation (color env trig).

Ctrl B -> Res.

065 Ion Bell

Bell sound with subtle evolvment (hold long).

ModW -> Cutoff.

Ctrl A -> Coloring (add saw).

Ctrl B -> Add sub layer.

066 Keys

Soft synth keys/lead sound with long release.

ModW -> Color (add saw).

Ctrl B -> Tremolo.

067 Texture

Texture/ambience (static).

ModW -> Res feedscream.

Ctrl A -> Cutoff (high pitch layer).

Ctrl B -> Add pulser seq.

068 Polyatomic

Tempo-synced multitrack sequence with swells, pulse and panned rhythmic clicks.

Multitrack glitch and pulse groove.

ModW -> Cutoff.

Ctrl A -> Colorize.

Ctrl B -> Variation (sub pulse ptn).

069 Texture

Tempo-synced evolving texture/atmo with res feedback click seq.

ModW -> Cutoff.

Ctrl B -> Res feedback (attenuate).

070 Polyatomic

Tempo-synced percussive repetitive synth sequence with noise and broken oscillators.

ModW -> Cutoff.

Ctrl A -> Variation.

Ctrl B -> Colorize.

071 Atomic Seq

Tempo-synced sequence with percussive dark noise, evolving synthdrone and rhythmic coloring.

ModW -> Cutoff.

Ctrl A -> Colorize.

Ctrl B -> Variation.

072 Polyatomic Occult

Dark, occult tempo-synced multitrack sequence with bends, pulse and noise (hold long).

ModW -> Cutoff.

Ctrl A -> Colorize.

Ctrl B -> Variation.

073 Texture

Evolving tempo-synced texture/ambience.

ModW -> Cutoff.

Ctrl B -> Colorize.

074 Polyatomic

Tempo-synced clicks sequence, wind and res feedback pulse.

ModW -> Add pulser.

Ctrl A -> Cutoff (flt 4).

Ctrl B -> Res feed.

075 Texture Pulse

Evolving texture with added pulse.

Tempo-synced soundscape.

ModW -> Cutoff.

Ctrl B -> Add pulse layer.

076 Polyatomic

Tempo-synced multitrack sequence with bassdrum, clicks rhythm and feedback.

ModW -> Cutoff.

Ctrl A -> Res feed seq.

Ctrl B -> Var res seq.

077 Atomic Seq

Tempo-synced resonant/digital evolving texture and syncopated pulse.
ModW -> Cutoff.
Ctrl B -> Add dotted pulser.

078 Scrape

Evolving tempo-synced scraping and short pulse.
ModW -> Cutoff.
Ctrl B -> Res feed.

079 Polyatomic Occult

Multitrack sequence with bassdrum, clicks and res feedback rhythm.
ModW -> Colorize.
Ctrl A -> Add feed seq.
Ctrl B -> Variate feed seq.

080 Ion Bell Pulse

Tempo-synced bell sound with repeating pulser and glitch.
ModW -> Cutoff.
Ctrl A -> Colorize.
Ctrl B -> Variation (attenuate pulser).

081 Polyatomic

Tempo-synced noise sequence, short pulse and static noise.
ModW -> Cutoff.
Ctrl A -> Variation (attenuate pulse).
Ctrl B -> Coloring.

082 Texture

Tempo-synced texture.
ModW -> Cutoff.
Ctrl A -> Variation (env 2, 3 trigger).
Ctrl B -> Colorize.

083 Molecule

Evolving scape with slow plucks.
ModW -> Cutoff.
Ctrl A -> Variation (pluck seq).
Ctrl B -> Colorize.

084 Texture

Slowly evolving tempo-synced texture, scrape, atmo.

ModW -> Cutoff.

Ctrl A -> Colorize.

Ctrl B -> Res feed.

085 Atom Seq

Evolving drone and tempo-synced sequence of clicks and feedback.

ModW -> Cutoff (flt 1, 3).

Ctrl A -> Attenuate sub drone layer.

Ctrl B -> Attenuate res feed click seq.

086 Ion Clock

Bright bell-ish (broken clockwork) sound with tempo-synced evolving texture (hold long).

ModW -> Cutoff.

Ctrl B -> Res.

087 Poly Zinc II

Tempo-synced multitrack sequence with pulse and panned rhythmic clicks.

ModW -> Cutoff.

Ctrl A -> Attenuate click seq.

Ctrl B -> Variation (sub pulse seq).

088 Polyatomic

Tempo-synced multitrack sequence with sub pulse and panned rhythmic clicks.

ModW -> Cutoff.

Ctrl B -> Variation (pulse seq).

089 Padscape

Evolving pad with dirt noise layer.

ModW -> Cutoff.

Ctrl A -> Attenuate noisedirt.

Ctrl B -> Res.

090 Lead

Unison lead sound.
Ctrl A -> Filter tremolo wobble.
Ctrl B -> Res.

091 Pad

Evolving pad.
ModW -> Res (res sweep).
Ctrl B -> Colorize.

092 Synth

Dirty synth lead/bass sound.
ModW -> Cutoff (flt 2).
Ctrl A -> Env time (faster).
Ctrl B -> Colorize.

093 Synth Mellow

Expressive mellow filtered "brassy" synth bass/lead sound.
ModW -> Brighter (filt).
Ctrl B -> Res.

094 Synth

Expressive synth sound with a subtle filtered steel-pan character.
ModW -> Brighten (filt).
Ctrl B -> Res.

095 Lead

Expressive lead synth sound, slightly dirty.
ModW -> Brighten (filt).
Ctrl B -> Res.

096 Pure And Seq

Sinus with added sequence of pad, pulse and click.
ModW -> Cutoff.
Ctrl B -> Add glitch pulse ptn.

097 Poly Synth

Poly synth bass/lead sound.
ModW -> Cutoff.
Ctrl B -> Add gater/pulser sequence.

098 Synth keys

Soft expressive synth keys sound with added "warm" dirt and long release.
Synth keys.
ModW -> Cutoff and crossfade sinus tone.
Ctrl B -> Tremolo.

099 Pure And Pad

Sinus keys sound with evolving pad (hold long).
ModW -> Tremolo (filt).
Ctrl A -> Attack color sine-saw.
Ctrl B -> Res.

100 Pad

Evolving brassy pad.
ModW -> Cutoff.
Ctrl A -> Coloring (saw-sine).
Ctrl B -> Res.

101 Synth Mellow

Expressive filtered "brassy" synth bass/lead sound.
ModW -> Cutoff.
Ctrl A -> Colorize.

102 Pad

Evolving pad.
ModW -> Cutoff.
Ctrl B -> Res.

103 Pluck

Expressive short (pluck) bass and lead sound.
ModW -> Cutoff env decay.
Ctrl B -> Res.

104 Sub

Sub bass.

ModW -> Filt env decay.

Ctrl B -> Cutoff (sustain layer).

105 Pad

Evolving pad.

ModW -> Colorize.

Ctrl A -> Variation (env trig seq).

Ctrl B -> Res.

106 Sub Seq

Tempo-synced sub sequence with clicks.

ModW -> Cutoff.

Ctrl B -> Add noise feedback.

107 Pad

Evolving pad.

ModW -> Cutoff (filt 1).

Ctrl B -> Res (filt 1).

108 Pick Bass

Pick bass.

ModW -> Cutoff (open, more aggressive).

Ctrl A -> Colorizer.

Ctrl B -> Res.

109 Sub

Sub kick and/or kickbass.

ModW -> Color (add saw).

110 Kickbeat

Simple kickbeat with sci-fi color.

ModW -> Cutoff.

Ctrl B -> Variation.

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