

# ENCHANTMENT OF ABSYNTH VOL 1

ORGANIC EXPRESSION AND THE MYSTIQUE

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LEAP INTO THE VOID

## Leap Into The Void

Enchantment Of Absynth Vol. 1

### List of sounds:

A Evil Theme

Tempo-synced evolving organ-like mass of the underworld.  
Aetherizer tuned down -6 semi.

Absence Of Light

Tempo-synced destruction.  
Velocity -> cutoff.

Alluring Winds

Ride of the fractals. Evolving soundscape with waveshaper feedback and aetherizer ride.  
Velocity -> cutoff.

An Determined Order

Pulsating synth/bass sequence.  
Velocity -> cutoff.

Await

Soundscape of the mystique.

Beat

Industrial machinery.  
Tempo-synced sequence.  
Velocity -> cutoff.

Bowed Filth With Fairies

Tempo-synced sequenced scraping soundscape with aether. The bowed sub double bass in lower register.  
Aetherizer tone transpose -6 semi.

Calm Unstable

Evolving soundscape/pad.

Chant

Tempo-synced soundscape with ghosts.  
Velocity -> cutoff

Chlorine Parade

Multitrack sequenced sound.  
Bass drum, drifting feedback, dirty swells and a cracked metal snare.  
Velocity -> Cha A (feedback) amp and cutoff.

Close The Eyes

Evolving cloud soundscape of the myst.  
Velocity -> cutoff.

Comb Distortion Of Plucks

Distorted plucked.  
Velocity -> cutoff and comb Lp dampening.

Delight

Saw pad.  
Velocity -> cutoff.  
Modwheel -> Osc phase

Destruction Seducement

Tempo-synced sequenced ominous sound with waveshaper and feedback.  
Cha C tuned down -6 semi.

Dist Bass Agressor

Velocity -> distortion and cutoff.

Suited as sub bass around C1 and "normal" distorted bass around C2.  
Try high register (C6) for a lead sound with interesting attack character.

Eat

Analog brassy bass/lead.  
Velocity -> cutoff and attack env.  
Modwheel -> unisono.

Echoes Of The Steel

Steel pan the second (with sustained tempo-synced sequence).  
Velocity -> amp.

Ecological Biohazard

Evolving pad and soundscraper.  
Velocity -> cutoff.

Enter Framedrum

Frame drum

Eternal

Dark tempo-synced soundscape.  
Velocity -> cutoff.

### Eternal Oxygene

From soft dreamy to brassy/distorted lead synth sound.  
Velocity -> cutoff.

Play hard shorter notes in C1 registry for brass ensemble.

Lots of Aetherizer tweakability. Eternal feedback...

### Ether Of Moist

Evolving, tempo-synced, slightly dirty pad/soundscape.  
Velocity -> cutoff.

### Evolve Growling Night

Dirty evolving pad/soundscape.  
Velocity -> cutoff.

### FM Noise Burst

Snare drum.  
Velocity -> cutoff

### Factor Play

Soundscape of other worlds.  
Tempo-synced.  
Hold C2 and step inside the resonances of the slowly scraping bowed double bass.

### Far Far

Evolving slightly dirty pad/soundscape with feedback-like chants.  
Hold long, sit back, meditate.

### Fat

Analog bass synth.  
Velocity -> cutoff.

Fate

Trip.

Tempo-synced soundscape.

Velocity -> cutoff.

Try short staccato notes in higher registry with varying velocity.

Feed Distortion

Feedback sound.

Velocity -> cutoff and distortion amount.

Field Of Echo

Tempo-synced, evolving with echoing pulses.

Velocity -> cutoff.

Flute Lead

Flute-like lead sound. Add subtle organ (Cha B) character with high velocity.

Velocity -> cutoff and amp env attack.

Modwheel -> LFO tremolo.

Bass clarinet (soft velocity) in lower (C1) register.

Forbidden

Tempo-synced fractal soundscape of pulse and scrape with psychedelic flavour (env assigned to fx time).

Force

Tempo-synced evolving echoing synth sound with velocity assigned to filter cutoff.

Playing soft-hard will also change the attack character from a rounded attack to a guitar picking-like character.

Fractal Widths

Fractalized.

Evolving soundscape with hollow scraping.

Velocity -> cutoff.

## Gigantus Tree

Drama.

Tempo-synced pulsating ominous sequence with alternating pitch down six semi.

Velocity -> cutoff.

## Go Low

Brassy bass with subtle noise dirt.

Velocity -> cutoff and amp env attack.

Modwheel -> Osc mod balance and uni.

## Granular Winds

Subtly evolving granular pad/soundscape of the cold ambivalent winds.

## Hell Genius

Tempo-synced sequenced, evolving, hypnotizing insanity.

Aetherizer transpose set to +6 semi.

Velocity -> amp -> insanity.

## Holler Process

Tempo-synced sequenced soundscape with distorted feedback screams.

Hold long.

## Hymn Of Seq

Pulsating synth/bass sequence.

Velocity -> cutoff.

## In Termoil

Evolving slightly dirty pad in higher register.

Soundscape of industrial darkness in lower register.

## In The Depths

Tuned bass drum.

## Instrument Lead

Lead with a woodwind character in lower register and lets say vibraphone-flute character in higher.

Velocity -> cutoff and attack env.

Modwheel -> LFO tremolo.

## Intimate Speculation

Tempo-synced sequenced soundscape.

Both dark and bright metallic.

## Introduce

Tempo-synced granular swells.

## Involve Of Dirt

Dirty evolving pad/soundscape.

Velocity -> cutoff.

## Jam Fractal Lead

Fractal lead.

Velocity -> cutoff and comb damp.

## Journey Of Rituals

Tempo-synced aggressive combed FM screams of polyrhythms.

Velocity -> cutoff.

## Laboratory Parade

Tempo-synced pulsating shimmery. Hold long.

Velocity -> cutoff.

## Lead Of Demon O

Dirty lead/bass for the skilled keyboard player.

Velocity -> cutoff.

## Legend

Pulsating ominous and the drained bell.

## Log

Rhythmic synth sequence.

Velocity -> cutoff.

Modwheel -> WT-morph.

Works nice with short staccato for synth lead/bass solo playing.

## Lunacy Prolog

Breathing windy soundscape and noise scraping.

## Majestic Of Dark

Otherworldly dark evolving soundscape.

Velocity -> cutoff.

## Marcato Of Misc

Smooth expressive "marcato" synth sound.

Velocity -> amp

## Meditation Feed

Evolving pad/soundscape. Slightly dirty and mysterious.

Velocity -> supercomb LP.

## Molecule Of Poly

Polyrhythm.

Tempo-synced sequenced percussive soundscape.

Velocity -> cutoff.

## Mono For The Skilled

Mono lead for the skilled keyboard player.

Velocity -> cutoff.



## Mount Massive

Hypnotizing fractal soundscape.  
Velocity -> cutoff.

## Mystery Initialisation

Slightly dirty, feedback-ish evolving tempo-synced pad/soundscape.  
Velocity -> cutoff.

## Natural Thinking

Dark evolving tempo-synced sequenced soundscape.  
Step envelope modulated freq shifters.  
Velocity -> cutoff.

## Noise State

Static noise or, a world within.  
Velocity -> cutoff.

## Obscured

Soundscape of mysticism.  
Tempo-synced with subtle markings.

## Ominous Tree

Tempo-synced sequenced metallic spooky ominous soundscape with cha C tuned down six semitones.  
Velocity responsive from more mellow to sharp metallic.

## Opus

Analog.  
Velocity -> cutoff.  
Modwheel -> Osc Mod Balance.

## Orbit Saw In Sub Domain

Sub bass saw.  
Velocity -> cutoff.

### Pad Of Band

Soothing. Hold long. Tempo-synced everchanging soundscape/pad. Use as soft lead in higher register.

### Pass Defile

Evolving soundscape. Destructive winds.  
Very velocity sensitive.  
Velocity -> cutoff and Cha B amp scale of the amp attack.

### Pendel Eve

Soft tempo-synced pad of mysticism.

### Phor

Static, organic.  
Granular and combed.  
Tuned 0, +6, -6.  
Velocity -> cutoff.

### Pluck Or Bow

Synthetic physical model.  
Monophonic lead/bass sound.  
Velocity -> cutoff and comb dampening.

### Poeme

Evolving pad/soundscape.  
Velocity -> cutoff.

### Polar Magnetic Sky

Sweeping evolving evil soundscape. Cha A main pitch -6.

### Polychant

Polyrhythm Comb Feedback Dark Aether Metallic flavour.  
Velocity -> cutoff.

Prepared Cimbalom

Prepared cimbalom.

Process Arise

Evolving trumpet pad.  
Velocity -> cutoff.

Pulse Scraper Feed

Pulse scraper feed.

Purify

Tempo-synced soundscape of the 3 dimensional mysteries.  
Velocity -> cutoff.

Push For Brass

Brassy bass/lead.  
Velocity -> cutoff and attack.  
Modwheel -> Osc unison detune.

Quantities

At the comb industry.  
Tempo-synced sequenced percussive soundscape.  
Velocity -> cutoff.

Quence

Rhythmic synth/bass sequence.  
Velocity -> cutoff.  
Modwheel -> osc wave morph.

Play short notes for classic square/saw shaped poly lead/bass.

Regenerate

Evolving tempo-synced soundscape.

Velocity -> cutoff.

Repeater Of Ence

Rhythmic synth sequence.

Velocity -> cutoff.

Rough

Brassy "trombone" lead synth sound.

From very soft to brassy/distorted.

Longer sustained notes enables a brass swell after the initial attack followed by a tremolo effect.

Velocity -> cutoff.

Modwheel -> Env sustain tremolo amount.

Rupercussive Shapes

Tempo-synced sequenced percussive and distorted soundscape.

Velocity -> cutoff.

Sequential

Rhythmic synth sequence.

Velocity -> cutoff.

Modwheel -> WT-morph.

Shock

Glocken under a spell.

Long release.

Velocity -> cutoff.

Cha A uni and comb pitch tuned up +6 semi.

Sick

Tempo-synced sequenced sound with reverse metallic shimmer.

Spray Of Steam

Evolving pad/soundscape with a breathing/windy character.

## Steel Glock Thrill

Glocken-organ soundscape thrill.

Hold long for evolving soundscape. Play soft shorter notes for a bell-ish "glocken" sound.

Cha A ringmodulator pitch is modulated, subtly playing octaves and a major third, creating a repeating overtone-like atmosphere.

## Steel Pan

Steel pan.

Velocity -> cutoff.

## Subkick Of Tune

Tuned sub-kick or sub kick-bass.

## Succession

Classic synth sound with rhythmic pattern and sweeps.

Velocity -> cutoff.

## The Darkened

Slowly evolving pad/soundscape.

Velocity -> cutoff.

## The Deep

Syn sub kick.

## The Dirtier

Dirty evolving pad/soundscape with Organ wavetable.

Velocity -> cutoff.

## The Distance Was

Tempo-synced sequenced evolving soundscape/pad.

Try soft two note chords. Velocity is assigned to master 2 waveshaper in dB.

## The Seq

Rhythmic synth/bass sequence.  
Velocity -> cutoff.

## Theory

String theory.  
Marccato cello (around C1-C3) with sustained bow.

Fantasy reversed lead sound when playing melodies in higher (C4) register.

## Thrust

Digital bass.  
Velocity -> cutoff.

## Tone Of Self Contain

Evolving pad.

## Transformosis

Tempo-synced sequenced soundscape of reversed FM metal.  
Play short notes for use as bell-ish lead sound.

Osc A main and Osc C mod tuned up 6 semi, aetherizer tuned down 6 semi.

## Trombone Orb

Evolving pad/soundscape.  
Velocity -> cutoff.

## Tyr

Tempo-synced sequenced soundscape of the dark winds.

## Vibrant

Vibra bell.  
Velocity -> cutoff.  
Modwheel -> Amp mod depth.

Use Cha B (macro 5) to add extra layer and color it with macro 6.

### Volve The Seq

Rhythmic synth/bass sequence.

Velocity -> cutoff.

Try short staccato notes.

### Wabba Ceramics

Hand drum.

Velocity -> Resonator effect time.

### Welcome Mr Resonance

Bowed string resonance.

Dreamy lead synth sound when playing soft and, a bowed string resonating character when playing harder.

Velocity -> cutoff.

### What Do You See

Tempo-synced dark evolving organ pad/soundscape.

### Wrecked Dulcimer

Second prepared cymbalom.

Velocity -> hammer character.

### Mikael Adle

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