



# Leap Into The Void

## Entropy Module

A couple of notes about the controller assignments.

All presets have modwheel (CC1) and expression (CC11) assigned for sound manipulation, coloring and morphing. Half or more also have breath (CC2) assigned for further manipulation, pattern variation and more. If you have a controller with knobs, please do assign these controllers for full exploration of all dimensions available in each preset.

### List of sounds:

Analog Bass Lead

Mono bass/lead synth with envelope and drive.

MWheel -> Cutoff.

Xpress -> Resonance.

Argumentation Of Fractal Seq

Layers of sample and hold, synced random lfo fractalizer and saw riser.

MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Fractalizer attenuation.

### Batcave Nursery Modul

Batcave nursery atmo.  
MWheel -> Vol 1 attenuation.  
Xpress -> Vol 2 attenuation.  
Breath -> Osc 1 coloring.

### Bendus Alias Alarmus Loop

Tempo-synced modulatus bendus alarmus.  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Calm Evolving Pad

Calm subtly evolving pad.  
MWheel -> Cutoff.  
Xpress -> Resonance (flt 1).

### Candrummer Pulser

Tempo-synced percussive polyrhythmic pulses.  
MWheel -> Cutoff.  
Xpress -> Coloring.  
Breath -> Variation.

### Classic Fattener Bass Lead

Mono bass/lead synth envelope and with grit.  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Dooh Flute Civilization

Flute civilization. Expressive singing with a scrape.  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Drifter Poly Lead Bass

Poly synth lead/bass sound.  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Dronescape In Bits

Distorted dronescape with res feedback ramps.  
MWheel -> Cutoff.  
Xpress -> Res feedback ramp attenuation.  
Breath -> Morpher (add sine pulse).

### Electricity Alert Loop

Tempo-synced electricity alert modularus with velocity sensitive character.  
MWheel -> Adds bassdrum seq and gate synth.  
Xpress -> Modularus ptn variation.

### Electronic Squelch Sequence

Tempo-synced sequence with bassdrum, snare and random blips synth.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Ptn variation.

### EP Overdrive

Expressive and overdriven dx e-piano-ish synth sound with morphing option.  
MWheel -> Cutoff.  
Xpress -> Morphing (dx piano -> saw synth).

### Et Sub Bass

Sine bass with subtle saw swell.  
MWheel -> Coloring (towards "pure" sine).  
Xpress -> Coloring (turn up to add saw).  
Breath -> Morph (add pulse layer).

### Evolve Padscape Ramp

Evolving pad with synced ramps.  
MWheel -> Cutoff.  
Xpress -> Color.  
Breath -> Osc 3 (character, color).

## Factory Soundscape

Soundscape and narrow synced ramps.

MWheel -> Filter 1 (scream).

Xpress -> Filter coloring 1.

Breath -> Filter coloring 2.

## Fast Mallet Repetitor

Fast mallet repetition seq.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Add layer (saw swells).

## Faster The Spring Seq

Tempo-synced panned clicks and polyrhythmic pulse in a spring atmo.

MWheel -> Clicks vol attenuation.

Xpress -> Res attenuation.

Breath -> Polyrhythmic pulse vol attenuation.

## Fizzle Cavewater Modul

Cavewaterfizzle.

MWheel -> Cave activity.

Xpress -> Cutoff.

Breath -> Resonance.

## Flanger Wah Synth

Flanger wah synth.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Colormorpher.

## Flurbs And Pulse Seq

Tempo-synced experimental sequence with flurbs and high freq pulse.

MWheel -> Cutoff.

Xpress -> Coloring.

Breath -> Ptn change.

## Gamerasper Lead Bass

Mono rasper synth.  
MWheel -> Cutoff.  
Xpress -> Resonance.

## Gater Padscape

Gater padscape.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Gater reduction (sustained syn).

## Gatergrit Padscape

Tempo-synced evolving gritty gater-padscape.  
MWheel -> cutoff.  
Xpress -> Resonance.

## Gaterscaper

Fast repetition seqscaper with sonar.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Osc 4 (sonar) attenuation.

## Glitter Seq Padscape

Tempo-synced softer padscape with high pulses.  
MWheel -> Cutoff (hipass).  
Xpress -> High pulses (osc 3, 4) vol attenuation.

## Gritty Pulse And The Squeaker

Tempo-synced gritty pulse and modularus with velocity sensitive character.  
MWheel -> Cutoff.  
Xpress -> Modularus ptn variation.  
Breath -> Pusher morph.

## Harpsi Grit Syn

Digital and gritty, bright synth with pulse sequence (hold long).  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Impulse And Res Lead

Velocity sensitive impulse and res osc lead synth.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Envelope shape (decay).

### Impulse Calmness Pad

Soft subtly evolving pad.

MWheel -> Cutoff.

Xpress -> Resonance.

### Irregularity Synth Looper

Random loop envelopes.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Turn up to fade out pitch modulation.

### Joy Square Lead Syn

Expressive square lead sound with filter cut envelope.

MWheel -> Coloring.

Xpress -> Resonance.

### Kalkylator Berserk Seq

Chipsound bleeper with CC2 morphing.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Morpher (turn up to x-fade towards bd seq).

### Keyharp And Soundscape

Pluck attack followed by a long evolving scape and/or pad.

MWheel -> Flt 2, 3, 4 cutoff.

Xpress -> Flt 2 resonance.

Breath -> Keyharp vol attenuation.

### Keys Steelpan

Expressive synth "steelpan" with a buzz layer on high velocity.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Colormorph.

#### Kickbeat And Respuff Seq

Tempo-synced multitrack sequence with bassdrum, syn/drone, noise seq and add 5th seq.  
MWheel -> Cutoff (res feed attenuation).  
Xpress -> Kick seq vol attenuation.  
Breath -> Pitch seq attenuation.

#### Kickseq Agressor

Tempo-synced sequence with kick pattern and aggressive synth-line.  
MWheel -> Coloring (add synth aggression).  
Xpress -> Flt cut (kick).  
Breath -> Add layer (sine offbeat pulse).

#### Kickstab And Siren

Tempo-synced multitrack experiment. Bassdrum and siren.  
MWheel -> Cutoff (flt 1).  
Xpress -> Resonance (flt 1).  
Breath -> Kickseq vol attenuation.

#### Klopp And Smatter Loop

Tempo-synced clopp and clocked oscillators seq.  
MWheel -> Smatter speed.  
Xpress -> Coloring.  
Breath -> Clopp seq vol attenuation.

#### Kricket Electro Beat

Tempo-synced modularus with velocity sensitive character and kickbeat.  
MWheel -> Variation (random alarm layer vol).  
Xpress -> Osc 3 (random syn ptn variation).  
Breath -> Osc 3 vol attenuation.

#### Lead Overtone Twister Dly

Digital lead with PM twister and delay.

MWheel -> Cutoff and add sine.  
Xpress -> Resonance.

### Lead Overtone Twister

Digital lead with PM twister.  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Lush Uni Square Pad

Unison and digital (square-ish) pad.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Synced cutoff ramps.

### Meat Bass

Meat bass.  
MWheel -> Morph coloring 1.  
Xpress -> Morph coloring 2.  
Breath -> Fractalize burner, osc color.

### Modern Talk Loop Modular

Tempo-synced modern talk modularus with velocity sensitive character.  
MWheel -> Cutoff.  
Xpress -> Modularus ptn morphing.  
Breath -> Add bassdrum ptn.

### Mono Scrap Bass

Rectify mono bass with a scrap/pick attack character.  
MWheel -> Cutoff.  
Xpress -> Resonance.

### Motordroner Metallic Pulse

Motordroner and metallic pulse.  
MWheel -> Cutoff.  
Xpress -> Osc 2 vol attenuation (ring-noise).  
Breath -> Add pattern.



## Moving Digirich Pad

Digitally rich evolving pad.

MWheel -> Cutoff.

Xpress -> Resonance.

## Mutemallet And Sub

FM Mallet with sub sine layer.

MWheel -> Cutoff.

Xpress -> Resonance.

## Mystic Sinescaper

Mystic ghost "sine/mallet" synth with tempo-synced slow S&H (hold long).

MWheel -> Cutoff.

Xpress -> Osc 2 (sine) vol attenuation.

Breath -> Turns down S&H seq (i.e. plain synth).

## Next Level Chip Seq

Chipsound bleeper seq with velocity -> mod amount.

MWheel -> Cutoff.

Xpress -> Bleep 1 pitch sequence attenuation.

Breath -> Bleep 2 pitch sequence attenuation.

Try: Play a bass-riff (ostinato) with different velocity.

## Noise Gallop Seq

Rhythmic noise gate sequence with morphing possibilities.

MWheel -> Cutoff.

Xpress -> Morph towards disturbance.

Breath -> Ptn variation.

## Noise Layer And Click Seq

Tempo-synced scape with clicks sequence and noise layer.

MWheel -> Cutoff (clicks sequence).

Xpress -> Morph (attenuate noise).

Breath -> Ptn variation (osc 4).

## Noise Stab Seq

Tempo-synced noise stab sequence.

MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Ptn variation.

#### Overdrive Collider Seq

Tempo-synced distorted sample and hold sequence.  
MWheel -> Cutoff.  
Xpress -> Morphing (S&H amount and fading).  
Breath -> Ptn variation.

#### Overdriven The Feeds Seq

Tempo-synced rhythmic overdriven feedback sequence.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Osc coloring.

#### Pad Glitch Layer Obscurum

Tempo-synced pad with obscure scape layer.  
MWheel -> Cutoff colorer.  
Xpress -> Osc 3 vol (sustained seq syn).  
Breath -> Morpher (attenuate layer obscure).

#### Padscape Pulse Triplet

Multilayered sequenced evolving mystic padscape and triplet pulse.  
MWheel -> Cutoff.  
Xpress -> Resonance.

#### Pan Clicknoise Saw Seq

Tempo-synced panned clicks, noise seq and sustained saw.  
Modwheel -> Ptn change.  
Xpress -> Osc layer volume.  
Breath -> Osc color (saw->sine).

#### Panflute Marcato Keys

Keys sound with a panflute-ish marcato attack, digital (quantized) "string" resonance and long release.  
MWheel -> Cutoff.  
Xpress -> Coloring (reduce buzz, add mallet).

Breath -> Decay (turn up towards staccato).

### Panner Pulse Padscape

Pulse and panned ramps scape.

MWheel -> Cutoff (hipass) and pulse osc color.

Xpress -> Resonance.

Breath -> Cutoff (lopass) pulse.

### Phaser Smooth Pad

Evolving unison saw-ish pad.

MWheel -> Morph (adds cutoff env swells).

Xpress -> Resonance.

### Pluck Mallet Keys

Expressive synth sound with subtle dx mallet attack and longer release.

MWheel -> Cutoff.

Xpress -> Resonance.

### Pronounced Subbass Plucker

Fat bass and/or plucky lead.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Envelope decay (subtle attack coloring).

### Pseudo Chasm Alarm Loop

Tempo-synced alarm seq with pseudo random pitch seq.

MWheel -> Cutoff (attenuate res feedback).

Xpress -> Colorizer 1.

Breath -> Colorizer 2.

Turn up all three for a pure-in-tune gater sequence.

### Pulse And Ramp Polysynth

Pulse and ramp gatesynth.

MWheel -> Cutoff.

Xpress -> Resonance.

### Pulse And Scratch Seq

Tempo-synced pulse and scratch sequence.  
MWheel -> Cutoff (scratcher).  
Xpress -> Colorizer (add decay and saw).  
Breath -> Pulse ptn variation.

#### Pulse Seq And Graster

Tempo-synced multitrack sequence with crackle ramp and pulses.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Cutoff (flt 3, graster).

#### Pulseclick Res Seq

Tempo-synced pulse, click and res sequence.  
MWheel -> Res screamer.  
Xpress -> Cutoff.  
Breath -> Ptn variation.

#### Punch Square Bass Lead

Digital quantizer bass and/or lead synth with punch attack.  
MWheel -> Cutoff.  
Xpress -> Crossfade towards quantized sine.

#### Push Square Lead

Square lead with quantize coloring and fast pitch envelope giving a bit of punch.  
MWheel -> Colorfader.  
Xpress -> Resonance.

#### Quan Chip Lead

Chip lead ad noisum.  
MWheel -> Cutoff (attenuate noise layer).  
Xpress -> Cutoff (synth layer).  
Breath -> Resonance (synth layer).

#### R2 Loop

Tempo-synced (clocked) pitch modulation, glitches and ramp.  
MWheel -> Cutoff.  
Xpress -> Resonance.

## Ramp Dronescape Seq

Tempo-synced dronescape with pulse and ramp.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Coloring.

## Ramp Pad

Evolving pad with soft ramp swells.

MWheel -> Cutoff.

Xpress -> Resonance (flt 1).

## Random Climbing Pulse Seq

Random climbing blips and tempo-synced pulse.

MWheel -> Blips cutoff.

Xpress -> Pitch amount seq 1 attenuation.

Breath -> Pitch amount seq 2 attenuation.

## Rectified Flapper Static

Tempo-synced incompatibility and your rectified flapper.

MWheel -> Cutoff (layer 1 vol).

Xpress -> Layer 2 vol.

Breath -> Layer 3 vol.

## Rectified Gritglide Seq

Tempo-synced pitched and rectified grit sequence.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Attenuate pitch sequence.

## Robotski Break Seq

Tempo-synced velocity sensitive robotski.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Morpher.

## Saw Gater Slow Ramp

Gater and slow ramp.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Fractalize amount (screamer).

### Scape Pulse And Scrape

Tempo-synced scape with pulse and scraping. Hold long.  
MWheel -> Osc 1 (noise texture) cutoff and res.  
Xpress -> Resonance (osc 3 layer).  
Breath -> Cutoff and color (osc 3 layer, selfres).

### Scream And The Metal Seq

Tempo-synced polyrhythmic electronic sequence with scream and metal.  
MWheel -> Morph 1.  
Xpress -> Morph 2.

### Sine And Scrape

Sinescape.  
MWheel -> Cutoff (osc 2 scraper).  
Xpress -> Resonance (osc 2 scraper).  
Breath -> Colorizer (attack and add subtle saw).

### Smooth Wobbling Loop

Smooth wobbling fx and loop.  
MWheel -> Coloring extravaganza.  
Xpress -> Cutoff.  
Breath -> Resonance.

### Smoothbright Pad

Subtly evolving bright pad.  
MWheel -> Cutoff and morph.  
Xpress -> Coloring.

### SnH Rotor

Sample and hold and rotor.  
MWheel -> Cutoff.  
Xpress -> Resonance.

Breath -> Osc 3 PM pitcher.

### Spacerkick Seq

Tempo-synced sequence with sci-fi bassdrum and sub ohm.

MWheel -> Turn down sci-fi (fractalize amount).

Xpress -> Osc color.

Breath -> Ptn variation.

Try: mwheel and xpress at max.

### Square Calmness Res Pad

Slowly evolving pad.

MWheel -> Cutoff.

Xpress -> Resonance.

### Square Lead Chipsound

Chipsound square lead synth with pronounced attack.

MWheel -> Color (square->sine).

Xpress -> Attack color.

Breath -> Decay (turn up for staccato).

### Squeaker Pulse Seq

Tempo-synced sequence of squeak, pulse and blip space divider.

MWheel -> Cutoff (squeak layer).

Xpress -> Fractalizer (osc 1).

Breath -> Random pitches attenuation.

Try: mwheel and breath at max. Use as bass and turn xpress for growl.

### Stab Lead Scifi

Stab lead with PM twister and res envelope.

MWheel -> Cutoff.

Xpress -> Resonance.

Breath -> Colorizer.

### Stabber Alarm Seq

Tempo-synced multitrack stabber, dist and ramp down pitcher.

MWheel -> Cutoff (flt 3).

Xpress -> Volume for dirt dist layer.

Breath -> Osc 3 vol attenuation (high ramp down).

Try: Set mwheel and breath to max.

### Stabber Sub Bass Lead

Stabber sub bass and lead.  
MWheel -> Cutoff.  
Xpress -> Character morph.

### Syn Pluck Gatertrem

Expressive pluck-ish synth with tremolo and flutter.  
MWheel -> Tremolo attenuation.  
Xpress -> Resonance.  
Breath -> Flutter attenuation.

### Tambura Mallet

FM Mallet with tambura layer.  
MWheel -> Cutoff.  
Xpress -> Tambura color.  
Breath -> Mallet vol attenuation.

### Terminator Bass

Distorted mono bass.  
MWheel -> Cutoff (and adds a envelope).  
Xpress -> pink noise PM mod.

### Tuna And Electronic Beat

Tempo-synced multitrack sequence with detuned oscs, cling and noise snare seq.  
MWheel -> Cutoff (cling and snare).  
Xpress -> Variation.  
Breath -> Detune coloring (max = zero).

### Twister Rise Seq

Clocked experimental twister rise.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Add sine pulse layer.

### Unpredict Loop Modular



Tempo-synced modularus blipus with velocity sensitive character.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Add bassdrum ptn.

#### Wide Excellence Lead Pad

Unison and stereo saw and impulse synth.  
MWheel -> Cutoff.  
Xpress -> Resonance.

#### Wobble Electronica Beat

Computer sequence with bd, snare and wobble.  
Needs to be re-triggered to stay in sync.  
MWheel -> Cutoff (snare and wobble).  
Xpress -> Wobble coloring.  
Breath -> Ptn variation.

#### Xylophone Fairies

Xylophone fairies with tempo-synced pulse (hold long).  
MWheel -> Cutoff.  
Xpress -> Resonance.

#### Zykick Sustain

Kickdrum with sustain.  
MWheel -> Cutoff.  
Xpress -> Resonance.  
Breath -> Color morph.

Mikael Adle  
Leap Into The Void