



Leap Into The Void

Escapade

List of sounds:

Absorber

Smooth fresh layered evolving pad with sequence.

Filters used are Bantreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to bandwidth of filter 1. Knob 8 control filter 2 cutoff sequence amount. Crossfade between patterns with knob 7.

FX used are Reverb and synced Delay.

Airy

Airy evolving pad with subtle fresh "trem" modulation.

Use knob 1 to color the sound and change the modulation character. Filters used are Scream and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.
Knob 7 control filter cutoff sequence amount of both filters (default tremolo feel).
Crossfade between patterns with knob 8.
FX used, Reverb and Delay (knob 5 and 6).

Andromeda Flyby

Tempo-synced sequenced rhythmic escapade.

Use knob 1 to color the sound (poly saw amount).
Crossfade between Allpass and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control filter 2 cutoff sequence amount.
Knob 7 crossfades between patterns.
FX used are reverb and synced delay.

Attention

Tempo-synced pulsating sequenced escapade.

Control color and pattern variation with knob 1.
Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Both filters are modulated by a performer sequence each. Control mod amount of filter 1 sequence with knob 7 and filter 2 sequence with knob 8.

Bewildered Sky

Tempo-synced layered sequenced rhythmbed and actionpad with a "narrow" mid organ color.

Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Use knob 1 to control bandwidth of filter 1. Filter 2 cutoff is controlled by a performer with a faster subtly clicky sequence. Control mod amount with knob 8 and crossfade between patterns with knob 7. FX used are dimension expander and synced delay (knob 5 and 6).

Bliss Silker

Woosh evolving padscape.

Use knob 1 for variation. Turn it up to color and add a subtle rhythmic layer.
Crossfade between Daft and Scream with knob 2. Control filter cut and res with knob 3 and 4.
Filter 1 cutoff is modulated by a evolving envelope. Use knob 7 to control the amount.

Knob 8 control the amount of a slow smooth synced LFO modulation of filter 2 cutoff.
FX used are Chorus and Reverb.

Breezer The Winds

Evolving escapade with tempo-synced polyrhythmic sequences and bitcrush (noise-breeze) layer.

Use knob 1 to morph the sound which change both color and character.
Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 6 control filter 2 evolving envelope amount.
Knob 7 control filter 1 sequence amount and knob 8 crossfades between patterns.
FX used are Delay and Reverb (knob 5 and 6).

Brilliance Vivid

Bright rich evolving pad with tempo-synced slow pulse sequence.

Color the oscillators with knob 1. Many colors on offer from min to max position.
Filters used are Scream and Bandpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 control filter 1 cutoff sequence amount.
Knob 8 control filter 2 cutoff sequence amount.
FX used are Phaser and Reverb.

Buildups

Sharp attack and rich tempo-synced layered sequences.

Use knob 1 to morph the sound and character. Turn it up for a more dampened pad character.
Crossfade between Double Notch and Daft with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 is assigned to amp feedback.
Knob 8 control filter 2 cutoff sequence amount.
FX used are Reverb and Delay.

Calmenation

Ambient padscape with a tremolo layer.

Use knob 1 to color the sound. Turn it up for a brighter more airy color.
Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 control insert bitcrusher dry/wet together with LFO modulation of the crush

amount.

Knob 8 control filter cutoff modulation amount with a softer saw/sine shaped LFO.
FX used are Delay and Reverb.

Calmer Passion Raise

Fresh evolving pad with two layered slower sequences.

Color the oscillators with knob 1. Turn it up for a brighter color.

Filters used are Bandreject and Double Notch placed serially. Knob 2 functions as a filter crossfader from either bandreject (min) or both (max). Control filter 1 cut with knob 3 and res of both filters with knob 4.

Knob 7 control filter 2 cutoff (slower sweep) amount.

Knob 8 control cutoff sequence amount of filter 1.

FX used are Reverb and Delay.

Choir For Airies

Tempo-synced sequenced evolving pad.

Use knob 1 for color and pattern variation.

Crossfade between Bandreject and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to shaper amount.

Knob 8 control filter 2 cutoff sequence amount.

FX used are Reverb and Delay.

Contemplation Swept

Airy rich evolving padscape with sequence.

Use knob 1 to shape the slow LFO osc color modulations from sine to saw.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Both filters cutoff is driven by a performer sequence.

Knob 7 crossfades between two patterns and knob 8 control cutoff sequence amount.

FX used are synced delay and reverb.

Cosmology

Tempo-synced layered sequenced polyrhythmic and evolving escapade and soundscape.

Use knob 1 for coloring and pattern change.

Filters used are Daft and Allpass. Crossfade between them with knob 2. Control filter

cut and res with knob 3 and 4.
Knob 7 is assigned to amp feedback routed to the allpass filter.
Knob 8 control filter 1 cutoff sequence amount.
FX used are delay and reverb.

Creation State

Layered unison pad and polyrhythmic sequences.

Use knob 1 to color the sound. Turn it up for a midband color.
Filters used are Daft and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Both filters cutoff is driven by it's own performer sequence.
Control modulation amount of both with knob 8.
Crossfade between patterns for filter 1 with knob 6 and for filter 2 with knob 7.
FX used are Delay and Reverb.

Daydream

Sequence-driven padscape with evolvment.

Use knob 1 to color the sound and add osc 3 seq layer when turned up (default).
Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control cut and res with knob 3 and 4.
Control modulation (sequence) amount of filter 1 with knob 7 and filter 2 with knob 8.
FX used are delay and reverb.

Deep Organa Wish

Layered evolving pad and synced cutoff repetition with a softer organ-ish staccato color.

Use knob 1 to color the oscillators. Raise it to add brightness.
Crossfade between Double Notch and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control cutoff sequence amount.
FX used are Chorus and Reverb. Knob 5 (chorus dry/wet), knob 6 (chorus color), knob 7 (reverb dry/wet).

Deeper Fall The Coin

Evolving padscape layered with high "metallic" sequence.

Use knob 1 to color the sound. Raise it to add brightness.
Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control filter cutoff sequence amount of both filters.
FX used, Reverb and Delay (knob 5-7).

Delight The Elegant

Tempo-synced sequenced escapade with polyrhythm and evolvment.

Use knob 1 to color the sound and crossfade between patterns.
Filters used are Lowpass 4 and Lowpass 4. Filter 1 cutoff has a performer assigned to it and filter 2 cutoff a evolving envelope. Crossfade between the filters with knob 2.
Control filter cut and res with knob 3 and 4.
Use knob 7 to add bitcrush dirt.
Knob 8 control filter 1 cutoff sequence amount. It shares the same performer as osc 3 and functions as a brightness layer adder.
FX used are reverb and synced delay.

Depths

Deep, layered escapade with multi-sequence.

Use knob 1 for coloring. Turn it up to add activity and subtle color.
Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control osc 1 volume. Turn it down for a very low/deep scape sequence.
Knob 8 control filter cutoff sequence amount.
FX used are Delay and Reverb.

Embrace

Evolving pad with sweep subtle puff sequence.

Use knob 1 to color the sound (multiple destinations).
Filters used are Highpass 2 and Lowpass 4. Crossfade between them with knob 2.
Control filter cut and res of filter 2 with knob 3 and 4.
Knob 7 control sequence amount (puffs) and knob 8 is used for crossfading between patterns.
FX used are Reverb and synced Delay (knob 5 and 6).

Please note: when turning up knob 1, the filter placement is changed from parallel to serial.

Endramaesque

Attack, ambient layer and fast tempo-synced repetition.

Use knob 1 to color the sound. Turn it up for a brighter color.

Crossfade between Bandpass and Scream filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 control filter 2 cutoff envelope amount.

Knob 8 control sequence amount of both filters cutoff.

FX used are synced Delay and Reverb (knob 5 and 6).

Entire

Tempo-synced sequenced layered evolving polyrhythmic escapade.

Use knob 1 to crossfade between cutoff patterns.

Filters used are Daft and Daft. Both are driven by a performer each. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 control filter 1 cutoff sequence amount and knob 8 control filter 2 cutoff sequence amount.

FX used are synced Delay and Reverb.

Entokener Ciraa

Tempo-synced sequenced layered escapade with evolvment.

Use knob 1 for crossfading the oscillator sequence pattern.

Both filters cutoff is driven by a performer sequence each.

Control cutoff 1 sequence amount with knob 7 and cutoff 2 sequence amount with knob 8.

Crossfade between cutoff patterns with knob 6.

Filters used are Daft and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

FX used are synced delay and reverb (knob 5).

Entrance Mesmer

Padscape with fast tempo-synced pulser.

Use knob 1 to change depth of the modulation destinations.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 control bitcrush dry/wet amount. Turn it up to add a dirt layer.

Knob 8 control the amount of the fast pulser.

FX used, Delay and Chorus (knob 5 and 6).

Equasive

Tempo-synced rich escapade with polyrhythmic sequence.

Use knob 1 to subtly change character. Turn it up for a subtle (pre filter-seq) tremolo

feel.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Filter 2 cutoff is driven by two performers, creating the polyrhythmic feel.

Control sequence 1 (3/16) with knob 7 and sequence 2 (1/4) with knob 8.

Knob 6 control amp feedback which is routed to the notch filter.

Evolve Lament

Ambient slowly evolving pad/soundscape.

Use knob 1 to color the sound, add/remove modulation movement.

Filters used are Daft and Double Notch. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback, routed post amp and affects both filters.

FX used are reverb and phaser (knob 5-7).

Feather And The Angel

Tempo-synced fresh escapade padscape with sequence and evolvment.

Use knob 1 to color the movement.

Filters used are Daft and Comb. Crossfade between them with knob 2. Control filter cut and res of filter 1 with knob 3 and 4.

Use knob 7 as master Lopass filter.

Knob 8 control filter 1 cutoff sequence amount.

FX used are delay and reverb.

Fieldjumper

Tempo-synced deep layered evolving padscape with light sequence.

Knob 1 control coloring and variation.

Filters used are Scream and Bandreject. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 control filter cut sequence amount of filter 1.

FX used are Reverb and Phaser (knob 5-7).

Flare

Huge tempo-synced rhythmic sequenced escapade.

Use knob 1 to change attack character and for coloring.

Crossfade between Double Notch and Scream filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 6 is assigned to Bitcrush dry/wet and adds a subtle "noisy" layer when turned

up.

Knob 7 control sequence amount. Turn it down for evolving pad.
FX used are Delay and Reverb.

Flower Brightness

Bright layered evolving pad with sequence.

Use knob 1 to color the sound.

Crossfade between Scream and Scream filters with knob 2. Both filters are driven by a performer each and a evolving envelope.

Control filter cut and res with knob 3 and 4.

Knob 7 control filter cutoff sequence amount.

Knob 8 crossfades between patterns for filter 2.

FX used are Phaser and Reverb.

Foreldergent Puff

Tempo-synced sequenced rhythmic escapade with smooth sync risers.

Use knob 1 for coloring. Turn it up for a brighter fresher sound and add pronouncement.

Crossfade between Daft and Double notch filter with knob 2. Control cut and res with knob 3 and 4.

Knob 7 control the sync riser mod amount.

Knob 8 control filter 1 cutoff sequence amount.

FX used are synced delay and reverb.

Forever Consistency

Ambient pad with subtle evolvment.

Use knob 1 to color the sound. Turn it up to add a brighter more harsh color.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 control bandwidth of filter 1.

Knob 8 control performer sequence amount of both filters cutoff. Turn it up to add a rhythmic (16th) filter sequence.

FX used are dimension expander and reverb.

Fresh Win Rider

Deep and rich evolving pad with sequence.

Use knob 1 to color the sound and change character. Turn it up for brightness and to add a bitcrush sequence.

Filters used are Bandpass and Lowpass 4. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Use knob 7 to morph from sequenced to sustained subtly evolving pad. Knob 8 crossfades between patterns. FX used are synced Delay and Reverb (knob 5 and 6).

Fullfill The Orchestra

Richer pad with subtle sequence.

Use knob 1 to subtly control movement. Crossfade between Scream and Daft filters with knob 2. Control filter cut and res with knob 3 and 4. Knob 6 control bitcrusher crush amount. Turn it up to add a noise layer. Knob 7 control filter 1 cutoff sequence amount and knob 8 control filter 2 cutoff sequence amount. FX used are Reverb and synced Delay.

Glistening

Tempo-synced sequence and evolving pad.

Use knob 1 to color the sound. Filters used are Scream and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 7 control clip sequence. Knob 8 control filter 1 cutoff sequence. FX used are Reverb and synced Delay.

Glymyot

Tempo-synced sequence and returning swells.

Use knob 1 to color the sound. Filters used are Scream and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 7 is assigned to cutoff envelope rise of both filters. Crossfade between sequence patterns with knob 8. FX used are Delay and Reverb.

Great Scapade

Larger "epic" layered pad with sequence and modulation.

Use knob 1 to color the sound. Turn it up to both color and to add slow LFO modulation of the cutoff sequences.

Crossfade between Daft and Lowpass 4 filter with knob 2. Control filter cut and res with knob 3 and 4.

Both filters have a performer sequence assigned to cutoff. Control modulation amount with knob 8 and crossfade between patterns with knob 7.

FX used are Phaser and Reverb (knob 5 and 6).

Hall Star Formation

Tempo-synced evolving pad and synced polyrhythmic cutoff sequence.

Use knob 1 to control evolving envelope cutoff amount of both filters.

Crossfade between Scream and Daft filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 control shaper sequence amount.

Knob 8 control filter cutoff sequence amount of both filters.

FX used are Reverb and synced Delay.

House Organ

Tempo-synced rhythmic sequence.

Color the sound with knob 1.

Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Filter 1 is driven by a rhythmic performer sequence and filter 2 by a slower sine LFO.

Control cutoff modulation depth of both with knob 8.

Knob 7 functions as a morpher for osc 3.

FX used are synced Delay and Reverb.

Hypnotizer

Spacious sequenced evolving padscape.

Control pattern crossfade of the filter 1 sequence with knob 1.

Crossfade between Daft and Bandpass filter with knob 2. Control cut and res with knob 3 and 4.

Knob 7 controls dirt amount (bitcrush).

Knob 8 control cutoff sequence modulation amount.

Hypnotizer Traveller

Tempo-synced rhythmic escapade with brr evolvment.

Use knob 1 to color the sound.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 control filter 2 cutoff sequence amount.
Knob 7 control shaper dry/wet amount.
FX used are Phaser and synced Delay (knob 5 and 6).

Immense

Huge layered tempo-synced sequenced escapade.

Use knob 1 to control amount of filter 1 repeating cutoff swell modulation.
Crossfade between Bandreject and Daft filters with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter 2 cutoff sequence amount.
Knob 8 crossfades between sequence patterns.
FX used are Reverb and Chorus.

Largo The Seeker

Big escapade with layered evolving pad and sequence.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to filter 1 bandwidth.
Filter 2 cutoff is driven by a performer sequence.
Control sequence amount with knob 7 and crossfade between patterns with knob 8.
FX used are Chorus and Delay (knob 5 and 6).

Layer The Sky

Tempo-synced sequenced escapade with dirt-layer.

Use knob 1 to crossfade between patterns.
Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Use knob 7 to add bitcrush (dirt layer).
Knob 8 controls filter 2 cutoff sequence amount.
FX used, synced delay and reverb (knob 5 and 6).

Layered Dramaesque

Subtle crush layered drama escapade with multiple sequences and swell.

Use knob 1 to variate the sound. Turn it up for subtle coloring and reduce the swells, creating a darker suggestive character.
Filters used are Lowpass 4 and Allpass. Crossfade between them with knob 2.
Control cut and res with knob 3 and 4.
Knob 7 control bitcrush dry/wet amount.
Knob 8 control filter 1 cutoff sequence amount.

FX used are synced Delay and Reverb (knob 5 and 6).

Legantz Du Waltz

Tempo-synced sequenced padscape with polyrhythm and tremolo.

Use knob 1 to crossfade between patterns. Turn it up for more activity.

Filters used are Daft and Daft. Filter 1 is controlled by a LFO (tremolo). Filter 2 is controlled by a performer sequence.

Crossfade between the filters with knob 2. Control filter cut and res with knob 3 and 4.

Control modulation amount of both filters cutoff with knob 8.

Knob 7 control shaper amount and noise amp.

FX used are delay and reverb.

Marcato Cutter

Tempo-synced polyrhythmic sequenced maracatto escapade.

Use knob 1 to color the sound.

Filters used are Scream and Scream. Both driven by a performer each. Crossfade between the filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 control filter 1 cutoff sequence amount.

Knob 8 control filter 2 cutoff sequence amount.

Crossfade between patterns with knob 6.

FX used are synced Delay and Reverb.

Marcatto Pronouncer

Tempo-synced sequenced evolving rhythmic escapade.

Use knob 1 to crossfade between filter 2 cutoff patterns.

Filters used are Double Notch and Scream. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 6 control sequence amount of the sync knob of osc 2. Crossfade between patterns with knob 7.

Knob 8 control filter 2 cutoff sequence amount.

FX used are Delay and Reverb.

Massy Determinant

Huge pad with rhythmic sequence.

Use knob 1 to color the oscillators and control osc mod amount.

Filters used are Allpass and Lowpass 4. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Filter 2 is modulated by a performer sequence set to 1/8. Control sequence amount with knob 8.

Knob 7 control bitcrush and adds a "lush" noise layer.

FX used are synced Delay and Reverb (knob 5 and 6).

Mendory

Tempo-synced pulsating padscape with evolvment.

Use knob 1 for coloring. Turn it up to add a subtle rhythm, some dirt and color it darker.

Crossfade between Daft and Bandreject filter with knob 2. Control cut and res with knob 3 and 4.

The Daft filter is controlled by a performer sequence. Control the modulation amount with knob 8.

The Bandreject filter is controlled by a slow sweeping LFO. Control the modulation amount with knob 7.

FX used are synced delay and reverb (knob 5 and 6).

Motion Escapade

Tempo-synced layered escapade with evolving sequence and pad.

Color the oscillators with knob 1.

Crossfade between Lowpass 4 and Daft with knob 2. Control filter cut and res with knob 3 and 4.

Both filters cutoff is modulated by a performer each.

Knob 7 control cutoff sequence amount of filter 1 and knob 8 control cutoff sequence amount of filter 2.

FX used are Reverb and synced Delay.

Move Hecter

Tempo-synced softer evolving "tremolo" padscape.

Use knob 1 to color the oscillators and variate modulations.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control filter cutoff modulation amount.

FX used are phaser and synced delay (knob 5-7).

Mover Demarcation

Tempo-synced layered evolving pad with sequence.

Use knob 1 to color the sound. Turn it up for a brighter color.

Filters used are Daft and Double Notch. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Add bitcrush crushing by raising knob 6.
Knob 7 control modulation variation of the oscillators.
Knob 8 control filter 1 cutoff sequence amount.
FX used are Chorus and Delay.

Navigation Sky

Airy pad with tempo-synced evolvment, tremolo coloring and sequence pattern.

Use knob 1 to control evolving filter 2 cutoff envelope amount.
Filters used are Bantreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter 2 cutoff sequence amount.
Knob 8 crossfades between patterns.
FX used are synced Delay and Reverb (knob 5 and 6).

Nighttime Reflections

Deep layered tempo-synced polyrhythmic sequence.

Use knob 1 to color the sound.
Filters used are Daft and Daft. Both are driven by a performer each. Crossfade between the filters with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter 1 cutoff sequence and knob 8 control filter 2 cutoff sequence.
FX used are Chorus and Reverb.

Noise Swell And Escapader

Tempo-synced multi-layered sequences, evolvment and noise swells escapade.

Use knob 1 to color the oscillators.
Filters used are Comb and Scream. Crossfade between them with knob 2. Control filter 2 cut and res with knob 3 and 4.
Knob 7 control noise swells volume.
Knob 8 control filter 2 cutoff sequence amount.
FX used are Reverb and synced Delay.

Oleon Reeves

Pronounced attack and tempo-synced polyrhythmic multi-sequence with pulse on and off.

Use knob 1 to color the sound. Turn it up to brighten the color and to emphasize the polyrhythm.

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control cut and res with knob 3 and 4.

Knob 7 is assigned to bitcrush and adds a ultra distorted sequence character when turned up full.

Knob 8 control envelope amount of filter 2 cutoff (pronounced attack).

FX used are chorus and reverb.

Ombient Layer

Tempo-synced sequenced rhythmic layered evolving atmospheric sound with crush layer.

Use knob 1 to crossfade between patterns and character.

Filters used are Daft and Comb. Crossfade between them with knob 2. Control cut and res of filter 1 with knob 3 and 4.

Knob 7 control bitcrush dry/wet amount.

Knob 8 control filter 1 cutoff sequence amount.

Orbitol Embracer

Tempo-synced lush, rhythmic sequence/padscape and movement.

Control color and movement with knob 1.

Filters used are Daft and Double Notch. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Add drive with knob 7.

Control cutoff mod amount (performer sequence) of filter 1 with knob 8.

FX used are delay and reverb.

Pause Infliction

Slowly and subtly evolving pad/soundscape with an organ-ish character and sea shore.

Use knob 1 to color the sound. Turn it up for a darker color.

Filters used are Daft and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 controls bitcrush modulation, slow waves.

Knob 8 control the LFO shape of filter 1 cutoff from sine to saw (turn up for synced 1/1 pulses).

FX used are synced Delay and Reverb.

Peaceful Activity

Layered ambient padscape with evolving softer/lush polyrhythmic filter cutoff sequence.

Use knob 1 for osc color and volume pattern variation.
Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter 2 cutoff sequence amount and knob 8 crossfades between patterns.
FX used are synced Delay and Reverb.

Persuasion Escapade

Deep layered tempo-synced sequenced escapade with evolvment and a tremolo feel.

Use knob 1 to color the sound. Turn it up to dampen the modulation "tremolo" amount.
Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Control the filter 2 cutoff sequence with knob 7 and 8. Crossfade between patterns with knob 7 and control sequence modulation amount with knob 8.
FX used are chorus and synced delay (knob 5 and 6).

Pleiasuir

Tempo-synced sweeping and evolving pad/soundscape and slow pulse.

Use knob 1 to change color, character of the performer patterns and evolvment.
Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 is assigned to sweep amount (filter 2 cutoff modulation).
FX used are Reverb and synced Delay.

Plotter

Tempo-synced synth sequence with polyrhythm and subtle evolvment.

Use knob 1 to color the sound and for pattern variation of the cutoff sequence.
Filters used are Scream and Double Notch. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 control shaper amount.
Knob 8 control filter 1 cutoff sequence amount.

Pock

Tempo-synced rhythmic harsher sequence with overdriven percussive character.

Use knob 1 to color the sound and to crossfade between sequence patterns.
Filters used are Bandreject and Lowpass 4. Crossfade between them with knob 2.
Control cut and res with knob 3 and 4.
Knob 6 morphs between sequenced and sustained osc 2. Turn it up for a more fuller sound.
Knob 7 control amp feedback sequence which is routed to the bandreject filter.
Knob 8 control filter 2 cutoff sequence amount.
FX used are synced delay and phaser (knob 5).

Proceeder

Rich tempo-synced sequenced evolving sweeping pad/escapade.

Filters used are Daft and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to filter 2 bandwidth.
Knob 7 control shaper amount (dirt layer).
Knob 8 control filter cutoff sequence amount of both filters.
FX used are synced Delay and Reverb (knob 5 and 6).

Pudder

Tempo-synced staccato sequence and evolving layer.

Use knob 1 to color the sound. Turn it up for a more mid color, add drive and more active pattern.
Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 control filter cutoff modulation amount of both filters.
FX used are chorus and reverb (knob 5-7).

Quakker

Harsher more aggressive layered tempo-synced sequenced sound.

Use knob 1 to crossfade between patterns. Turn it up for more aggressiveness/activity.
Filters used are Double Notch and Lowpass 4. Crossfade between them with knob 2.
Control cut and res with knob 3 and 4.
Knob 7 is assigned to a amp feedback sequence which creates the chugga sequence character.
Knob 8 control filter 2 cutoff sequence amount.
FX used are distortion and synced delay (knob 5 and 6).

Rapture The Sweeper

Layered escapade with evolving sweep pad, pulse and sequence.

Use knob 1 for osc coloring and mod depth.

Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 functions as a morpher. Turn it up to morph towards a deep/low sustained layer.

Knob 8 control filter 2 cutoff sequence amount.

FX used are synced Delay and Reverb.

Rasper Dancer

Subtly evolving pad with tempo-synced rhythmic sequences.

Color the oscillators with knob 1, from saw-ish to square-ish (min-max).

Filters used are Daft and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 7 for slow sine LFO modulation of filter 1 cutoff.

Knob 8 control filter 2 cutoff sequence amount.

FX used are Delay and Reverb.

Repend Deluxe

Tempo-synced cutoff sequenced escapade with evolvment.

Use knob 1 to crossfade between two filter 1 cutoff sequences.

Filters used are Lowpass 4 and Allpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 control sequence amount of amp feedback which is routed to filter 2.

Knob 8 control filter 2 cutoff sequence amount.

FX used are synced delay and reverb.

Rider

Tempo-synced layered sequenced evolving rhythmic escapade.

Use knob 1 to add sequence intensity.

Filters used are Scream and Bandreject. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Filter 1 cutoff is modulated by a performer sequence and filter 2 cutoff is modulated by a slow sine LFO.

Knob 7 control sequence amount of filter 1 and knob 8 crossfades between patterns.

FX used are Chorus and Reverb.

Rise Your Massive

Woosh evolving padscape.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to bandpass bandwidth. Add faster (16th) tempo-synced filter cut mod of both filters with knob 8.

Riser

Layered unison escapade with pad and rhythmic filter cutoff sequences.

Use knob 1 to color the sound. Turn it up for more harshness. Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Both filters cutoff is modulated by it's own performer sequence. Knob 6 control filter 1 cutoff sequence amount and knob 7, filter 2 cutoff sequence amount. Crossfade between patterns with knob 8. FX used are synced Delay and Reverb.

Sedate Tremlit Air

Lighter ambient evolving pad with tremolo and a wooshing layer.

Use knob 1 for filter 2 cutoff modulation amount. Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 7 is assigned to bitcrush (affects filter 2). Knob 8 control LFO shape of the filter cut modulation, from sine to saw. FX used are Phaser and Reverb (knob 5 and 6).

Serpatina

Padscape ambience with subtle evolvment and sequence.

Use knob 1 to change character. Raise it to subtly color the sound and change the evolvment. Filters used are Allpass and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 7 control bitcrush dry/wet. Knob 8 control filter cutoff sequence amount of both filters. FX used are Reverb and Delay (knob 5 and 6).

Skew Underwater Propeller

Tempo-synced layered sequenced rhythmic cave sound and evolvment. Slightly percussive.

Use knob 1 for coloring of osc 1 and 2.
Crossfade between Daft and Bandreject filters with knob 2. Control filter cut and res with knob 3 and 4.
Knob 6 control osc 1 and 2 rhythmic sequences amount.
Knob 7 control osc 3 (fast) sequence amount.
Knob 8 control (fast) sequence amount of both filters cutoff.
FX used are Reverb and Delay.

Sky Embracer

Big rich layered airy evolving padscape with sequence.

Use knob 1 to color the sound. Turn it up for a more midbright stringpad color.
Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control bitcrush dry/wet and adds a "crushed" noise layer when turned up.
Knob 8 control filter cutoff sequence amount of both filters.
Both FX slots have reverb inserted (knob 5 and 6) to enable different ambiances.
Reverb 1 is smaller and brighter and reverb 2 is bigger a darker.

Solitudor

Layered deep evolving pad with subtle sequence.

Color the oscillators with knob 1.
Crossfade between Bandpass and Scream filters with knob 2. Control filter cut and res with knob 3 and 4.
Use knob 8 to "morph" the character from slow mod to a steady faster pulse.
FX used are synced Delay and Reverb (knob 5-7).

Spring Runner

Rich evolving pad with synced cutoff sequence.

Use knob 1 to morph the sound. Turn it up to change both color and modulation character.
Filters used are Bandreject and Scream. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 control a polyrhythmic sequence assigned to shaper and osc color.
Knob 8 control filter 2 cutoff sequence amount.
FX used are Reverb and synced Delay.

Try: Hold a chord and turn knob 1 and 7 to max.

Star Formation

Layered pad and synced polyrhythmic cutoff sequence.

Use knob 1 to control filter cutoff envelope amount of both filters.
Crossfade between Acid and Daft filters with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control shaper sequence amount.
Knob 8 control filter cutoff sequence amount of both filters.
FX used are Reverb and synced Delay.

Still The Night

Tempo-synced multisequence ambient escapade.

Filters used are Daft and Bandpass.
Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 1 control bandwidth of filter 2.
Use knob 6 to change color and character. Turn it up for a brighter more gritty sound.
Knob 7 control filter 2 cutoff envelope amount.
Knob 8 control filter 1 cutoff sequence amount.
FX used are Phaser and Delay.

Still The Pulse

Evolving padscape ambience and slow pulse.

Use knob 1 to color the oscillators. Turn it up for a bright crisp color.
Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control bitcrush dry/wet amount. Turn it up for a "fresh" dirt layer.
Knob 8 control filter 2 cutoff sequence amount, containing both swell and pulse.
FX used are synced Delay and Reverb.

Stringer Ensembler

Rich pad with tempo-synced sequence and subtle evolvment.

Use knob 1 to color the sound and variate sequence destinations. Use knob 8 for further coloring and variation.
Filters used are Daft and Double Notch. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 control cutoff sequence amount of filter 1.
FX used are Reverb and synced Delay (knob 5 and 6).

Stringer Pleasure

Tempo-synced sequenced layered evolving padscape.

Use knob 1 for variation of the movement.

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 6 adds bitcrush sweeps/waves.

Knob 7 crossfades between sequence patterns.

Use knob 8 to morph from sequence to sustained pad.

The Big The Ambient

Rich layered slowly evolving pad/soundscape.

Filters used are Lowpass 4 and Double Notch. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 1 to add a repetitive filter 1 cut sequence.

Knob 8 is assigned to amp feedback which is routed to the notch filter.

FX used are Reverb and Delay (knob 5-7).

The Deep Sea Waltz

Deep tempo-synced polyrhythmic sequence with glitter. Deep-sea ambient waltz.

Use knob 1 to morph the sound. Turn it up for coloring and add a fast sequence.

Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 control the amount of the "glitter" sequence.

Knob 8 control filter cutoff sequence amount of both filters.

FX used are synced delay and reverb.

Thicker

Heavy, driven tempo-synced rhythmic sequence.

Three performer sequences drives the sound and creates the character.

Knob 1 is used to crossfade between patterns.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 6 control amp feedback sequence.

Knob 7 control filter 1 cutoff sequence.

Knob 8 control filter 2 cutoff sequence.

FX used are dimension expander and delay (knob 5).

Trainorgani

Tempo-synced rhythmic sequence with a marcato feel.

Use knob 1 for pattern variation (osc amp sequences).
Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Control filter 1 cutoff sequence with knobs 7 and 8. Pattern crossfade with knob 7 and mod amount with knob 8.

Tranquility Sequence

Softer ambient escapade with pad layer and rhythmic sequence.

Color the oscillators with knob 1.
Filters used are Daft and Daft. Both filters cutoff is modulated by it's own performer.
Filter 1 a faster rhythmic sequence and filter 2 a slower swell sequence.
Crossfade between the filters with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control cutoff sequence amount of filter 1 and knob 8 control cutoff sequence amount of filter 2.
FX used are Reverb and synced Delay.

Tremaembro

Tempo-synced layered polyrhythmic tremolo escapade.

Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Control bandwidth of Br filter with knob 1.
Knob 8 control filter cutoff sequence of filter 2.
Knob 7 is assigned to bitcrush dry/wet. Use it to add a atmospheric dirt layer.
FX used are synced delay and reverb (knob 5 and 6).

Tribute

Tempo-synced escapade with slow attack, rhythmic sequence and evolvment.

Two performer sequences control filter 2 (daft) cutoff.
Use knob 1 to control filter 2 sequence 1 amount.
Use knob 8 to control filter 2 sequence 2 amount.
Crossfade between Double Notch and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 is assigned to amp feedback, routed to the notch filter.
FX used are reverb and delay (knob 5 and 6).

Tropo Delcatro

Heavy (fat) cutoff sequence and subtle layer.

Use knob 1 to variate the sequence patterns.
Filters used are Bantreject and Daft placed serially.
Control cutoff and res with knob 3 and 4 respectively.
Knob 7 is assigned to clip dry/wet and drive amount.
Knob 8 control filter 2 cutoff sequence amount.
FX used are chorus and synced delay (knob 5 and 6).

Unison Sweeper

Big unison pad ambience with evolvment and subtle sequence.

Use knob 1 to color the sound. Turn it up for less mod and to add a square color.
Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter 2 cutoff sequence amount.
FX used are Reverb and Chorus (knob 5-7).

Victory Moonlight Rhythm

Pronounced synth attack and pad ambience with rhythmic sequence.

Knob 1 control modulation depth i.e. movement.
Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 and 8 functions as sequence pattern variations.
Knob 7 for filter 1 cutoff amount and knob 8 for osc amp sequence variation.
FX used are Reverb and Delay.

Vision Foresight

Tempo-synced sequenced evolving escapade.

Filters used are Bantreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 controls bandwidth of filter 1.
Filter 2 cutoff is driven by a rhythmic performer pattern. Control mod amount with knob 8 and crossfade between patterns with knob 7.
FX used are delay and reverb.

Wainter The Pulse

Tempo-synced layered slower escapade with pulse and evolvment.

Use knob 1 for coloring and variation. Turn it up for a darker color and to add a polyrhythmic feel
Filters used are Scream and Double Notch. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.

Knob 6 controls shaper amount.
Knob 7 controls amp feedback which is routed to the notch filter.
Knob 8 control filter 1 cutoff sequence amount.

Wand Continuation

Tempo-synced sequenced evolving polyrhythmic escapade.

Use knob 1 to control movement. Turn it up for more modulation and 3/16 feel.
Both filters cutoff are driven by a envelope each and a performer each.
Crossfade between Scream 1 and Scream 2 filters with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter 1 cutoff sequence amount and knob 8 control filter 2 cutoff sequence amount.
FX used are synced Delay and Reverb (knob 5 and 6).

When Time To Think

Layered evolving padscape with slow swells and subtle synced modulation.

Use knob 1 to color the sound, turn it up to add brightness.
Filters used are Daft and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter envelope cutoff modulation amount (filter attack and synced swells).
Knob 8 control a faster performer sequence assigned to shaper dry/wet.
FX used are reverb and synced delay.

Whipper Escapade

Pronounced attack and tempo-synced fast dirty rhythmic sequence.

Use knob 1 to change the attack portion, pattern and coloring.
Filters used are Comb and Daft placed serially.
Use knob 2 to color the sound further, which changes both placement and mix.
Control filter cut and res of filter 2 with knob 3 and 4.
Knob 7 and 8 functions as sequence variators. Try both for different coloring and pattern variations.
FX used are Phaser and Delay (knob 5 and 6).

Mikael Adle
Leap Into The Void