

# FIELDS OF SERENITY

SOUNDS OF CALM AND DELIGHT FOR MASSIVE



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LEAP INTO THE VOID

## Leap Into The Void

Fields Of Serenity

### List Of Sounds:

Alluring Charm

Layered evolving pad/soundscape, both deep and fresh as a breeze.

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

Color the sound with knob 1 which adds brightness and more drive (subtle distortion).

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

Try: Set knob 2 to 50% and turn up knob 8 slowly all the way while holding a chord.

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

Arise

Layered, slowly evolving pad/soundscape with slow attack.

Use knob 1 to change character of the sound. Raise it to add a subtle meditative sequence/pulse.

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.

Try: Hold a chord (middle C) and raise knob 8 all the way for a completely different rumbling storm-bed character.

## Base

Low bass with subtle character fast filter cut envelope.

Color the sound with knob 1. Raise it to make it brighter and add more bite.

Crossfade between Daft and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4. Filter 1 has a envelope assigned to cut and filter 2 a slow LFO assigned to cut. Control the modulation depth of both with knob 8.

FX used are Chorus and Delay. Knob 5 (chorus dry/wet), knob 6 (chorus color) and knob 7 (delay dry/wet and feedback amount).

## Be Above

Basic subtly evolving pad with a slight church character and gentle, bright poly saw movement.

Color the oscillators with knob 1. Crossfade between

Daft and Double Notch with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to amp feedback which is routed to the notch filter.

Knob 8 is assigned to insert LP and serves as a master lowpass filter.

FX used are Delay and Reverb.

## Beautiful Thee

Soft lead and evolving pad when holding long.

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

Control filter cut and res with knob 3 and 4.

Knob 1 is assigned to modulation depth.

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

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

## Breeze Starlight

Soundscape with starlight sequence and breeze.

Use knob 1 to morph the sound from soundscape with breeze to a more basic evolving pad.

Filters used are Bandpass and Scream. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback. Use it to create whistling feedback mysticism.  
FX used are Delay and Reverb (knob 5-7).

### Buzz Oh Moon

Mono lead sound with fast offset chorus for "detuned" character.

Color the oscillators with knob 1. Crossfade between Double Notch and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.  
Control synced Delay dry/wet with knob 5 and control Chorus dry/wet, color and offset with knob 6, 7 and 8 respectively.

Derivative of Monolake Odonata.

### Correspond

Pad with a gentle tempo-synced sequence/pulse.

Use knob 1 to add brightness and to emphasize the sequence/pulse.  
Filters used are Scream and Bandpass. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to modulation depth of the sequence/pulse.  
FX used are Reverb and Delay (knob 5-7).

### Cos Traveller

Classic synth sound.

Use knob 1 to both color the oscillators and change the attack character. Raise it to add brightness and envelope amount.  
Filters used are Scream and Double Notch. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to add a tremolo effect with fae-in.  
FX used are Reverb and Delay (knob 5-7).

### Create

Rich evolving pad sound.

Knob 1 controls character by enabling a subtle performer sequence, additional movement and coloring.  
Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 controls filter cut modulation depth of filter 2 which enables a reversed (saw

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

### Dance Magnetic

Pad/soundscape with rhythmic sequence and evolving (sweeping) synth.

Use knob 1 to color the sound from more hollow bright to full mid (min-max).  
Filters used are Double Notch and Lowpass 4. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 morphs the sound by changing (crossfading) the shapes of the modulation sources, from more percussive (rhythmic) to more continuous, evolving.  
Knob 7 is assigned to amp feedback.  
FX used, Reverb and Delay.

### Deep Bright Layer

Layered, both deep and bright evolving pad.

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.  
Knob 8 is assigned to amp feedback.

### Delight Para

Mono sub bass and/or lead with glide.

Color the oscillators with knob 1. Crossfade between two Lowpass 4 filters with knob 2. Filter 1 has velocity assigned to cutoff and filter 2 LFO modulation. Control filter modulation amount of filter 2 with knob 7 and rate with knob 8. Control filter cut and res of both filters with knob 3 and 4.  
FX used are Dimension expander and Chorus.

### Depth Of Solitude

Soft lead and fantasy pad. Works as sub bass and dark soundscape in lower (C1) register.

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 is assigned to amp feedback.  
FX used are Chorus and Reverb. Knob 5 (chorus dry/wet), knob 6 (chorus color), knob 7 (reverb dry/wet).

## Eloquence

Mallet-like synth lead sound.

Use knob 1 to change character. Raise it to add brightness and to lengthen the envelope attack color, making the "mallet" attack more rounded.

Filters used are Scream and Double Notch.

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

Both filters cutoff have a envelope assigned. Control the envelope amount with knob 8.

Knob 7 is assigned to amp feedback. Use it preferably when knob 8 is set to min.

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

## Emit Change

Slowly evolving pad with a touch of organ character.

Knob 1 functions as a morpher. Raise it to add a sequence/pulse pattern of glitter. Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback.

FX used are Dimension expander and phaser. Knob 5 (DmXp dry/wet), knob 6 (phaser dry/wet and knob 7 (phaser color).

## Enter The Dream

Tempo-synced synth pad with with a "gate" sequence/pulse and saw strings.

Use knob 1 to color the sound from saw character to square-ish.

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 amp feedback.

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

## Eventually

Evolving pad/soundscape with slow attack.

Use knob 1 to change character. Raise it to subtly color the sound and to add a slow sequence/pulse.

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

Knob 8 is assigned to amp feedback.

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

## Ever

Slowly evolving pad.

Use knob 1 to color the sound. Crossfade between Double Notch and Daft filter with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to amp feedback. FX used are Chorus and Reverb (knob 5-7).

### Evolution Of Plucks

Tempo-synced pulses and evolving synth. Use as lead, pad or soundscape.

Use knob 1 to morph the sound from pulses and evolution into a random windchime character. Filters used are Scream 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 which is routed to the notch filter for whistling feedback together with enabled resonance. FX used are Reverb and synced Delay.

### Expressive Calm Myst

Expressive lead sound with subtle filter cut modulation.

Use knob 1 to morph the character/timbre from smooth square (min) to a mid character duck-ish lead sound (max) which is the init preset. Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to LFO amount assigned to filter 2 cutoff. Use it for a tremolo character. FX used are Reverb and Chorus.

### Extension Space

Slowly and subtly evolving pad/soundscape.

Use knob 1 to change character. Raise it to add brightness, slow tempo-synced timbre-pulses and a reverse/sweep sequence. 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 shaper and creates a subtly fuller sound. Knob 8 is assigned to amp feedback routed to the allpass filter. Try: hold C maj 7 and raise knob 8 to around 4 o'clock. FX used are synced Delay and Reverb.

### Fields Of Serenity

Soft lead, deep hybrid bass.

Use knob 1 to color the sound. Raise it to subtly add punch and harmonics.  
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 controls insert 1 shaper which is routed post filter 1.  
Knob 8 is assigned to amp feedback. Check soundcloud tune "Fields Of Serenity" for example usage.

Flange

Soft, expressive and cut-thru lead sound with flanger.

Use knob 1 to color the oscillators. Raise it to add a subtle e-piano character.  
Filters used are Bandpass and Lowpass 4. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback routed to the bandpass filter.  
FX used are Flanger and Reverb. Knob 5, flanger dry/wet, knob 6, flanger color and knob 7, reverb dry/wet.

For Peace

Slowly moving "basic" pad with chorus.

Use knob 1 to color the sound, (crossfading between drive and digi cook waveforms).  
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 amp feedback, routed to the notch filter.  
FX used are Chorus and Reverb.

For Phrases

Expressive lead sound.

Use knob 1 to color the oscillators from a brighter square-ish color to a filtered saw-ish color.  
Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.  
FX used are Phaser and synced Delay with control of dry/wet, color and feedback.

Form Mellow Depth

Soft lead and sub bass.

Use knob 1 to control sub volume.

Crossfade between

Double Notch and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback. Try it at two o'clock and play C1-C3 register.

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

## Fulfill

Tempo-synced, pulsating, sweeping and evolving pad/soundscape.

Use knob 1 to change 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 amp feedback.

FX used are Reverb and synced Delay.

## Fuzz Fuzz

Lead sound with digital (clip/fuzz) character.

Use knob 1 to color the sound from more hollow to more full.

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

Control filter cut and res with knob 3 and 4.

FX used are Chorus and synced Delay. Knob 5 control chorus dry/wet, knob 6 chorus color, knob 7 control Delay dry/wet and feedback.

Knob 8 controls clip dry/wet.

## Gater And Sweep

Tempo-synced peaceful soundscape with rhythmic "gater" and sweep synth.

Use knob 1 to add brightness.

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

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to the shapes of the LFO's and performer, creating the gates and sweeps. Turn it down for a sustained, subtly moving (chorus-ish) character.

FX used, Delay and Reverb.

## Gentle

Pad and lead with flute-ish character.

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 8 control shaper dry/wet and drive.



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

### Gently Glow

Pad of beauty and atmosphere of angels. Slow attack, slowly evolving.

Filters used are Scream and Bandpass. 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 is assigned to amp feedback.  
Knob 8 controls filter cutoff modulation amount of filter 1, creating a reverse (saw up) sequence.  
FX used, Reverb and Delay.

### Gladden

Synth keys, lead and bass sound.

Use knob 1 to color the sound from a synth keys-like character (min), to a square character (max).  
Filters used are Lowpass 4 and Scream. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to control filter 1 envelope amount which is highly velocity sensitive for expressive playing.  
FX used are Chorus and Delay.

### Grand

Deep evolving tempo-synced pad/soundscape with plucks/pulses.

Use knob 1 to morph the sound from smooth evolving (min) to evolving with plucks (max).  
Filters used are Lowpass 4 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.  
FX used are Reverb and synced Delay (knob 5-7).

### Gratify

Lead synth with envelopes coloring the attack phase and long release. Hold long for tempo-synced sustained sequence/pulses.

Use knob 1 to change the attack and overall character.  
Filters used are Scream and Double Notch. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4. Control filter cut modulation amount of filter 1 with knob 8.  
FX used are Delay and Reverb.

## Harmony View

Peaceful tempo-synced soundscape with pulses, sweeps and noise sequence.

Use knob 1 to color the oscillators.

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.

Knob 8 controls the amp of the noise source.

FX used are Delay and Reverb.

## Harp

Lead sound with a bright cembalo/mallet character. Works good as gritty digital bass in low (C0) register, hold long and step into soundscape character.

Knob 1 colors the oscillators. Crossfade between Daft and Double Notch with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback, routed to the notch filter. Try it at max position and then slowly lower it.

FX used are Chorus and Delay.

## Heaven

Pad/soundscape with tempo-synced slow pulse.

Use knob 1 to color the oscillators and add a subtle saw up timbre sequence to osc 2.

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

Knob 7 is assigned to amp feedback. Hold a 4-5 note chord (mid register) and try it just above 4 o'clock.

Use knob 8 to morph into a bit more active pattern.

FX used are Dimension expander and Reverb.

## I Saw Joy

Mono lead saw sound with fast offset chorus for "detuned" character.

Color the oscillators with knob 1, from saw (min) to square (max). Crossfade between Double Notch and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.

Control synced Delay dry/wet with knob 5 and control Chorus dry/wet, color and offset with knob 6, 7 and 8 respectively.

Derivative of Monolake Odonata.

Ice Church

Classic bright synth sound with a church ambience.

Use knob 1 to color the oscillators. Raise it to add body.

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

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback, routed to the bandpass filter which can produce both beautiful and chaotic rumbling feedback.

FX used are Reverb and Delay.

In The Mood

Evolving pad with slow tempo-synced pulses/whooshes.

Color the oscillators with knob 1. 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 and adds a haunting hollow character when turned up.

Knob 8 control filter cut modulation amount of filter 2 which creates the pulses.

FX used are Reverb and Delay.

Induce Belief

Evolving pad/soundscape with slow subtle tempo-synced pulses.

Use knob 1 to color the oscillators. 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 controls the evolving structure. Turn it down for a continuous evolvment without pulses.

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

Island Sky

Tempo-synced evolving soundscape with "seashore" winds and pulses.

Use knob 1 to change to overall character which is assigned to amp attack, noise sequence shape and color. Raise it for a faster attack and morph from seashore to noise pulses.

Filters used are Allpass and Scream. 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 controls amp of the noise source.  
FX used are Delay and Reverb.

### Largo Define

Synth with a organ character for pad and/or lead playing.

Knob 1 colors the oscillators. Crossfade between Allpass and Daft filters with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback, routed to the allpass filter.  
FX used are Reverb and Delay.

### Leafs

Tempo-synced pad/soundscape with polyrhythmic pulses good to create arpeggiated structures.

Use knob 1 to morph from distinct pulses (min) to more continuous modulation (max).  
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 amp feedback, routed to the notch filter for both singing and screaming feedback possibilities.  
FX used, Delay and Chorus.

### Left Bright Peace

Soft pad with a subtle bright Dirty PWM on top.

Filters used are Bandreject 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.  
Use knob 8 to morph the sound into new colors and also to add movement (evolving pad).  
FX used are Reverb and Chorus.

### Lego

Tempo-synced synth sound with each oscillator driven by it's own "gate" pattern.

Use knob 1 for coloring of the timbre.  
Filters used are Lowpass 4 and Double Notch.  
Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 7 control insert 1 sine shaper dry/wet. Use it to add a more metallic color and drive.  
Knob 8 is assigned to amp feedback, routed to the notch filter and produces "classic" feedback.

FX used are Reverb and Delay.

Leisurely

Evolving pad.

Use knob 1 to change the character of the modulation shapes from continuous to slow pulses.

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

Knob 8 is assigned to amp feedback, routed to the allpass filter and produces whistling feedback.

FX used are Phaser and Reverb. Control phaser dry/wet with knob 5, phaser color with knob 6 and reverb dry/wet with knob 7.

Liquid Mallet

Lead/mallet sound with velocity assigned to attack for expressive playing.

Use knob 1 to color osc 1 which adds harmonics and a "fuller" sound.

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

Knob 8 controls modulation amount assigned to filter 2 cutoff for a slow tempo-synced saw up character.

FX used are Dimension expander and synced Delay.

Long Run

Evolving pad/peaceful soundscape with delicate slow tempo-synced pulse/glitter.

Use knob 1 to subtly color the sound and also to add/remove the "glitter" sequence. Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to bitcrush dry/wet and adds a "pouring rain" layer when turned up.

Knob 8 is assigned to amp feedback.

Both FX slots have reverb inserted (knob 5 and 6) to enable different ambiances.

Lullapoly Sub

Classic poly lead and/or sub bass in lower (C0) register, with velocity assigned to filter cut.

Use knob 1 to add harmonics and also shape the amp envelope of osc 1.

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

Knob 8 control envelope amount assigned to filter 1 cutoff.  
FX used are Chorus and Delay.

### Lust For Succession

Lead/mallet character short sound with possibility to morph into evolving pad.

Use knob 1 to morph the sound into a sustained evolving pad.  
Filters used are Lowpass 4 and Allpass. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback with high pitched whistle using the initial settings.  
FX used are Reverb and Delay.

### Lustrous

Evolving string pad sound with chorus.

Use knob 1 to subtly color the oscillators.  
Crossfade between Lowpass 4 and Bandreject filters with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 5, 6 and 7 control chorus dry/wet, color and offset respectively.  
Knob 8 control Reverb dry/wet.

### Majestic Victoria

String pad with a square color.

Use knob 1 to color the oscillators. Raise it to subtly dampen the timbre.  
Crossfade between Bandreject and Lowpass 4 filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 control modulation amount assigned to filter 2 cutoff with a slow saw up sequence.  
FX used are Phaser and Reverb (knob 5-7).

### Melody

Bright mid synth sound with long release.

Use knob 1 to color the oscillators.  
Crossfade between Scream and Allpass with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback, routed to the allpass filter for whistling feedback possibilities.  
FX used are Reverb and Delay.

## Mesmeric

Layered evolving pad.

Use knob 1 to color the oscillators. Raise it to add a richer character.

Filters used are Scream 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 to the notch filter for singing feedback possibilities.

FX used are Delay and Reverb.

## Midst

Angelic subtly evolving pad with velocity assigned to attack.

Use knob 1 to color the oscillators with several different colors from min to max.

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

Knob 8 is assigned to Bitcrush dry/wet and adds a subtle "noise" layer when turned up.

FX used are Delay and Reverb.

## Miracles

Lead/keys sound with tremolo.

Color the oscillators with knob 1. Crossfade between Scream and Daft filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 and 8 are assigned to tremolo amount and rate respectively.

FX used are Reverb and Delay.

## Monolake Odonata

Mono lead sound with fast offset chorus for "detuned" character.

Color the oscillators with knob 1. Crossfade between Double Notch and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.

Control synced Delay dry/wet with knob 5 and control Chorus dry/wet, color and offset with knob 6, 7 and 8 respectively.

## Motion Bed

Tempo-synced sequenced sound with triplet pulses.

Use knob 1 to morph from pulses to continuous modulation. Crossfade between

Double Notch and Scream with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to amp feedback, routed to the notch filter for whistling feedback. FX used are Delay and Reverb.

### Mover Of Deep

Layered evolving pad with flanger.

Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Control bandwidth of filter 2 with knob 1. Knob 5, 6 and 7 control flanger dry/wet, color and feedback respectively. Knob 8 controls Reverb dry/wet.

### Nature Awe

Basic pad.

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. Knob 8 controls the structure and amount of modulation. Raise it to add movement. FX used are Chorus and Reverb (knob 5-7).

### Night Polar Calm

Tempo-synced calm pad/soundscape with evolvment and pulses.

Use knob 1 to subtly color the oscillators. Crossfade between Scream and Double Notch filters with knob 2. Control filter cut and res with knob 3 and 4. Knob 7 is assigned to amp feedback. Knob 8 control filter cut modulation amount of filter 1, creating a saw up sequence. FX used are Reverb and Delay.

### Nourish

Subtly evolving pad.

Use knob 1 to change character. Raise it to add a tempo-synced coloring of osc 2 and crossfade between continuous modulation of osc 1 to subtle pulses. 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 amp feedback. FX used are Chorus and Reverb.

### Off Beat Views



Tempo-synced multi-layered sequence.

Use knob 1 to add brightness. Crossfade between Double Notch and Daft filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback.

FX used are Delay and Reverb.

Organ Of The Widths

Deep pad/organ sound.

Color the oscillators with knob 1. Crossfade between Allpass and Daft filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to insert 1 shaper dry/wet and drive. Use it to further color the sound.

Knob 8 is assigned to amp feedback.

FX used are Reverb and Delay.

Particles

Tempo-synced sound with a sequence assigned to each oscillator. Can be used as lead, pad, soundscape.

Use knob 1 to color the oscillators. Crossfade between

n Double Notch and Daft with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback.

FX used are Reverb and Delay.

Perceive Blue Sky

Expressive soft lead and/or pad sound with character.

Use knob 1 to change character by shortening the amp attack (min position) and color osc 1.

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

Knob 8 is assigned to amp feedback, routed to the bandreject filter and can produce both screaming and whistling feedback.

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

Permission

Snappy lead and/or bass sound with chorus.

Use knob 1 to color the overall sound. Raise it to add brightness and "decay".

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

Control filter cut and res with knob 3 and 4.  
Control Chorus dry/wet, color and offset with knobs 5, 6 and 7 respectively.  
Knob 8 is assigned to Reverb dry/wet.

## Phoenix

Basic pad.

Use knob 1 to add movement. Crossfade between Daft and Bandpass filters with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback. Try it!  
FX used are Chorus and Reverb (knob 5-7).

## Piper

Pad with initial envelope change and slight organ character.

Color the oscillators with knob 1. Raise it to add brightness. Crossfade between Lowpass 4 and Bandpass filters with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 control filter modulation amount of filter 1 which has a sine shape.  
FX used are Reverb and Chorus.

## Plus Vibe

Tempo-synced sound with two rhythmic sequences and dark sustained synth.

Color the oscillators with knob 1. Raise it to add brightness. Crossfade between Double Notch and Scream filters with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback, routed to the notch filter and enables screaming and whistling feedback.  
FX used are Phaser and Reverb.

## Poeme

Lead sound and/or pad.

Use knob 1 to color the sound from more dull to harmonically rich.  
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 amp feedback, routed to the notch filter and produces both sweet and aggressive feedback.  
FX used are Reverb and Delay.

## Pond Skater

Soft and bright (crisp) lead sound with long release.

Use knob 1 to color the oscillators with a mid character at min position and bright/crisp at max.

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

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp envelope sustain.

FX used are Delay and Reverb.

## Portrait

Classic synth sound with cutoff envelopes and a 80's touch.

Color the oscillators with knob 1. Raise it to add a brighter character. Crossfade between Daft and Scream filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control modulation amount of the cutoff modulation. One envelope is assigned to each filter. Filter 1 cutoff envelope attack is velocity sensitive for expressive playing.

FX used are Reverb and Phaser.

## Prehistorical

Deep, bright, layered, evolving pad.

Use knob 1 to change character from subtle modulation (min) to more active together with calm pulses (max).

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

Knob 8 controls the shape of the modulation sources.

FX used are Reverb and Delay.

## Purify

Thin, crisp lead sound with long release.

Use knob 1 to color the sound. Raise it to add body.

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

Knob 8 is assigned to amp feedback, routed to the bandpass filter. Use it to produce whistling, screaming feedback colors.

FX used are Reverb and Delay.

## Relaxed

Bright evolving pad/soundscape 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 8 is assigned to amp feedback, routed to the bandpass filter. Use it to produce singing and screaming feedback. FX used are Delay and Reverb.

#### Remarkable

Deep and bright pad with subtle tempo-synced timbre pulses.

Use knob 1 to color the oscillators from muddy (min) to rich (max). Filters used are Double Notch and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 control filter cut modulation amount of filter 2. Raise it to emphasize the timbre pulses and turn them into filter pulses with sweeps. FX used are Chorus and Reverb.

#### Remember The Sea

Bright layered evolving pad.

Use knob 1 to color the oscillators. Crossfade between Scream and Bandpass filters with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 control filter cutoff modulation amount of filter 1. Raise it for a slow simple pulse (saw down) pattern. FX used are Reverb and Delay.

#### Repose

Layered evolving pad with tempo-synced timbre waves.

Knob 1 controls modulation amount and subtly colors osc 1. 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 to the notch filter for whistling and screaming feedback. FX used are Chorus and Delay.

#### Reverse

Tempo-synced evolving pad/soundscape with a "reverse tape" character.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback.  
FX used are Phaser and Delay.

### Rich Imposer

Deep, layered evolving pad and/or lead sound.

Color the oscillators with knob 1. Crossfade between Daft and Double Notch with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 control envelope amount, assigned to cutoff of filter 1.  
Knob 7 is assigned to amp feedback, routed to the notch filter.  
FX used are Dimension expander and Reverb.

### Sequenza Invitaste

Tempo-synced evolving pad and "gate" sequence with fast cellar-like delay.

Color the oscillators with knob 1.  
Crossfade between Double Notch and Daft with knob 2. Control filter cut and res with knob 3 and 4.  
Use knob 8 to morph from the evolving pad and gate structure into a sustained evolving pad.  
Knob 7 is assigned to amp feedback, routed to the notch filter.  
FX used are Dimension expander and a fast synced Delay.

### Serene

Soft lead with a guitar-ish character and long release.

Color the oscillators with knob 1. Turn it down for a more "muddy" timbre.  
Filters used are Allpass and Lowpass 4. Crossfade between them with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to amp feedback, routed to the allpass filter and produces all kinds of whistling feedback.  
FX used are Reverb and Chorus (knob 5-7).

### Slender

Bright lead and/or pad with prominent attack, tremolo and long release.

Color the oscillators with knob 1. From the init bright sound, turn it up and change character towards a layered harmonica organ if you like.  
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 is assigned to amp feedback.  
Knob 8 control tremolo depth.  
FX used are Reverb and Delay.

### Square Float

Layered evolving pad with depth and a brighter square floating around.

Subtly change character with knob 1, which changes shape of the modulation sources.

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

Knob 8 is assigned to amp feedback, routed to the bandpass filter and produces nice whistling and singing feedback.

FX used are Reverb and Chorus.

### State Of Pleasure

Basic pad with a "filtered" saw and mid formant timbre.

Velocity assigned to attack for expressive playing.

Color the sound from deeper to brighter with knob 1, which crossfades subtly between osc 1 (g-pulse, formant) and osc 2 (saw).

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

Control filter cut and res with knob 3 and 4.

FX used are Chorus and Reverb, with detailed control of chorus color and offset.

### Stimulus

Bass, lead and evolving pad with filter cut "tremolo" modulation.

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

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 modulation amount of filter 1 which creates the tremolo character.

Control the speed with knob 8.

FX used are Delay and Reverb.

### String Speech

Velocity sensitive lead sound with long release.

Color the sound subtly with knob 1. From a bit more body to more open (min-max).

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

Knob 8 is assigned to add a tempo-synced (1/8) tremolo.

FX used are Delay and Reverb.

### Supreme

Bright "string" subtly evolving pad.

Color the oscillators with knob 1. From the string character towards organ character (min-max).

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

Knob 8 control filter cut modulation depth of filter 2 which is a performer set to saw up pattern, creating a slow tempo-synced filter cut swell.

FX used are Reverb and Delay.

### Surpass Class

Expressive lead sound with a pluck-ish attack character and/or bass sound with low mid character.

Color the oscillators with knob 1, from bright to more mid character (min-max).

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

Knob 8 control modulation amount of the osc timbres, with slow modulation for long sustained notes.

FX used are Delay and Reverb.

### Surrounding

Layered and sequenced sound (pad/soundscape) with each oscillator driven by its own performer pattern.

Color the oscillators with knob 1. Raise it to add brightness.

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 amp feedback, routed to the notch filter for both rumble and singing feedback.

FX used are Reverb and Delay.

### Syncer Lead

Harmonically rich mono lead sound with fast offset chorus for "detuned" character.

Color the oscillators with knob 1. Crossfade between Double Notch and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.

Control synced Delay dry/wet with knob 5 and control Chorus dry/wet, color and offset with knob 6, 7 and 8 respectively.

Derivative of Monolake Odonata.

### The Ballad Of Thought

Tempo-synced soundscape with slow pulsating sequence (octave up and 7th), evolving synth and noise sweep/wind.

Use knob 1 to subtly change color and character.

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

Knob 8 controls the amp of the noise source.

FX used are Delay and Chorus.

### The Creative Bird

Tempo-synced pattern, synth sound/soundscape with each oscillator driven by its own performer sequence.

Color the oscillators with knob 1. From "thin" to "full" (min-max).

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

Control filter cut and res with knob 3 and 4

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

FX used are Flanger and Reverb.

### The Key

Synth lead/keys sound with a slight e-piano character with subtle "wah-wah" (osc 1 envelope).

Use knob 1 to change character of the sound. From a more prominent attack (min position) to the wah wah character (max position).

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

Control filter cut and res with knob 3 and 4.

FX used are Flanger and Delay (knob 5-8).

### Time Wind Shore

Bright evolving soundscape with noise winds and slow tempo-synced pulse.

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

Control filter cut and res with knob 3 and 4.

Knob 7 enables crossfading of osc 1 into new pattern.

Knob 8 control the noise source amp.

FX used are Reverb and Delay.



## To See

Subtly evolving, bright "harsh" digital synth pad.

Color the sound with knob 1. Raise it to add body and timbre modulation depth. Filters used are Bandpass and Acid. 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 bandpass filter for both rumble and flange-like feedback possibilities. FX used are Phaser and Reverb.

## Trio Flutesse

Layered string/flute-ish pad sound with triangle sub osc.

Use knob 1 to color the oscillators. Raise it to add brightness. Filters used are Allpass and Scream. 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 and produces whistling feedback. Knob 8 control filter cut modulation amount of filter 2 which is driven by a performer (saw down pattern). FX used are Delay and Reverb.

## Trouble Free

Lead and/or pad using the Arctic waveform (saw-ish) with prominent attack.

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. Knob 8 control filter cut envelope amount of filter 2. FX used are Chorus and Delay (knob 5-7).

## Tunnel Sub

Digital sub bass with long release and a tunnel-like reverb.

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 8 is assigned to amp feedback, routed to the bandreject filter and produces incredible "spooky" feedback when playing in C1 register. FX used are Delay and Reverb.

## Unknown Magnetic Star

Deep, layered pad with high freq (Bronze) on top.

Use knob 1 to morph the sound from "static" pad towards a slow tempo-synced pulse (timbre) sequence.

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

Knob 8 is assigned to amp feedback and produces a storm-wind character. FX used are Delay and Reverb.

Valent Of Ambi

Layered, slowly evolving pad/soundscape with slow attack.

Use knob 1 to change character of the sound. Raise it to add a subtle meditative sequence/pulse.

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 control filter cut modulation amount of filter 1. FX used are Reverb and Phaser.

Derivative of Arise.

Voice Of April

Airy pad with pan modulation.

Use knob 1 to color the sound from airy to more full with a string character.

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 pan amount and knob 8 pan rate. FX used are Delay and Reverb.

Warm

Basic full (warm) pad with chorus.

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 bandwidth of filter 1.

Knob 5, 6 and 7 control Chorus dry/wet, color and offset respectively. Knob 8 control Reverb dry/wet.

Water Strider

Lead and/or pad sound with an attack twist.

Use knob 1 to morph between different attack envelope characters, with a more plain

and sustained result at min position and "split" attack and short decay sound at max. Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback, routed to the bandpass filter. Try it at around one o'clock and play a melody.

Knob 7 control insert 1 Clip dry/wet.

FX used are Delay and Reverb.

## When Fill

Basic pad with a sweep.

Use knob 1 to color the oscillators, from deep bright (min) to deep full (max).

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

Knob 8 is assigned to amp feedback, routed to the allpass filter with high steam-whistle at around three o'clock.

FX used are Delay and Reverb.

## Mind Miracle

Tempo-synced, peaceful, evolving synth sound with pulse pattern.

Use knob 1 to color osc 1 from "hollow" to more dominant mid timbre.

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

Control filter cut and res with knob 3 and 4.

Knob 8 control modulation amount of the pulse pattern. Turn it down for a smooth evolving pad with a slow reverse (saw up) pattern.

Knob 7 is assigned to amp feedback.

FX used are Delay and Reverb.

## Wooden

Mallet (xylophone) sound with tremolo. Lots of timbre morphing possibilities.

Use knob 1 to morph the sound character from classic poly lead (min) toward the xylophone character at max.

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

Knob 8 is assigned to insert 1 Clip dry/wet. Use it together with knob 1 to shape and color the sound and add harmonics.

FX used are Reverb and Chorus.

Mikael Adle

Leap Into The Void