

**FLOW**  
PADS FOR MASSIVE

BY MIKAEL ADLE  
LEAP INTO THE VOID

# Leap Into The Void

Flow

## List of sounds:

About Play

Gentle with character.

Change character with knob 1 which is assigned to envelope timing and volume. Crossfade between Acid and Scream filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to filter 1 cutoff modulation amount.  
Fx used, chorus and reverb.

About Play var

Basic pad with mid character and subtle brighter evolvment.

Use knob 1 to color the oscillators. Turn it up towards a thinner square color. Crossfade between Acid and Scream filter with knob 2. Control filter cut and res with

knob 3 and 4.

Knob 8 is assigned to filter 1 cutoff modulation amount.

Fx used, chorus and reverb.

Air

Rich airy six voice unisono detuned pad. Fresh air or choir pad.

Color the oscillators with knob 1. Crossfade between

Scream and Acid filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to amp modulation and knob 8 controls it's rate.

Fx used are Dimension expander and reverb.

Air var

Rich wide airy six voice unisono detuned pad.

Color the oscillators with knob 1.

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

Use knob 7 to add a slow evolving character.

Knob 8 control stereo spread (width).

Fx used are Dimension expander and reverb.

Big Deep

Deep, layered, dark evolving pad.

Use knob 1 "Osc Color" to change character, adding brightness.

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

Knob 3 and 4 are assigned to filter cutoff and resonance respectively.

FX used are phaser and delay.

Big Deep var

Deep, luring subtly evolving pad/scape.

Use knob 1 to color the oscillators. Many luring colors from min to max.

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

Knob 3 and 4 are assigned to filter cutoff and resonance respectively.

FX used are phaser and delay.

Church Beauty

Deep, smooth with chorus. Church character in higher register.

Knob 1 adds brightness. Crossfade between Bandpass and Scream with knob 2.  
Knob 3 and 4 controls filter cut and res.  
Add shaper and pan modulation with knob 8. Try it and add notes rhythmically.

#### Church Beauty var

Basic bright pad with saw color and pan modulation.

Knob 1 adds sharpness.  
Crossfade between Bandpass and Scream filter with knob 2. Knob 3 and 4 controls filter cut and res.  
Control pan modulation with knob 8.  
FX used are chorus and reverb.

#### Cinematic Adventure

Rich evolving "brassy" pad.

Use knob 1 to color the oscillators. Raise it to add "body".  
Filters used are Comb and Double Notch. Crossfade between them with knob 2.  
Control filter cut of both filters with knob 3 and res of filter 2 with knob 4.  
Knob 8 control pan modulation amount.  
Fx used, reverb and phaser.

#### Cinematic Adventure var

Rich evolving pad.

Use knob 1 to color the oscillators. Raise it for a brighter thinner color.  
Filters used are Comb and Double Notch. Crossfade between them with knob 2.  
Control filter cut of both filters with knob 3 and res of filter 2 with knob 4.  
Knob 8 control pan modulation amount.  
Fx used, reverb and phaser.

#### Closure

Layered evolving pad with a fast soft short bell-ish attack.

Change character of both oscillators and envelopes with knob 1. Crossfade between Double Notch and Acid with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to filter 2 cutoff modulation amount.  
Fx used, chorus and reverb.

#### Closure var

Rich subtly evolving pad.

Color the sound with knob 1.

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

Knob 8 is assigned to filter 2 cutoff modulation amount.

Fx used, chorus and reverb.

### Complete Absorption

Gentle, warm, unison, evolving pad with velocity controlled attack.

Many soundshaping possibilities.

Change character with knob 1 which adds a brassy feel.

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

Knob 7 is assigned to filter 2 cutoff envelope amount. Use to add a brassy feel.

Knob 8 is assigned to filter 2 cutoff LFO modulation amount, tempo-synced with ratio 1/8.

### Complete Absorption var

Gentle, warm, brassy evolving pad.

Color the sound with knob 1. Turn it up to add a brighter color.

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

Knob 7 is assigned to filter 2 cutoff envelope amount.

Knob 8 is assigned to filter 2 cutoff LFO modulation amount, tempo-synced with ratio 1/8.

FX used are dimension expander and reverb.

### Dark String Space

Deep and fresh "airy" chorus pad with velocity assigned to filter cut.

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

Knob 8 is assigned to modulation amount of oscillator 2 and 3 color.

Fx used are chorus and reverb.

### Dark String Space var

Light, fresh chorus pad with velocity assigned to filter cut.

Color the oscillators with knob 1. From bright (min) to warm (max).  
Crossfade between Acid and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 control modulation amount. Use it to add evolvment and subtle tempo-synced "tremolo" effect.  
Fx used are chorus and reverb.

#### Documentary

Subtly evolving filtered saw pad.

Color the oscillators with knob 1. Crossfade between  
Scream and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to cutoff modulation amount of both filters.

#### Documentary var

Moving, lush, evolving filtered saw pad.

Color the oscillators with knob 1. Crossfade between  
Scream and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to cutoff modulation amount of both filters.  
FX used are reverb and delay.

#### Drive

Classic pad.  
Harmonically rich yet smooth (chorus) evolving pad with filter cut and shaper drive modulation.

Color the oscillators with knob 1. Crossfade between  
Daft and Double Notch filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to modulation of filter 2 (notch) cutoff and both inserts shaper drive amount.

#### Drive var

Harmonically rich yet smooth (chorus) evolving pad with filter cut and shaper drive modulation.

Color the oscillators with knob 1. Crossfade between  
Daft and Double Notch filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to modulation of filter 2 (notch) cutoff and both inserts shaper drive amount.  
FX used are chorus and reverb.

## Ey Tis

Rich pad with morphing.

Change character (morph) with knob 1 which lowers osc 1 and raises osc 2 and adds detuning. Filters used are Lowpass 4 and Acid. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 5 is assigned to fx C tube distortion dry/wet. In higher register it adds body, almost like a digeridoo character and in lower register it transforms into dark soundscape.

Knob 7 is assigned to slow cutoff modulation of filter 1 and knob 8 to fast cutoff modulation of filter 2.

## Ey Tis var

Rich evolving pad and filter cut gater seq.

Change character (morph) with knob 1 which lowers osc 1 and raises osc 2 and adds detuning.

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

Knob 7 is assigned to slow cutoff modulation of filter 1 and knob 8 to a cutoff modulation sequence/pulse of filter 2.

FX used are chorus and reverb.

## Fade In Dirt

Very rich evolving string pad with filter sweep and slow fade-in dirt.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to vibrato amount and rate.

Control filter cut modulation amount with knob 8.

Fx used, phaser and reverb.

## Fade In Dirt var

Filtered evolving pad.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to vibrato amount and rate.

Control filter cut modulation amount with knob 8.

Fx used, phaser and reverb.

## Feel

Classic pad. Airy in high register, deep in low.

Knob 1 is assigned to pitch unisono and adds detune.

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 modulation amount which produces a soft sinus tempo-synced 1/8 osc character and amp modulation.

Feel var

Deep evolving pad with subtle gate sequence.

Knob 1 is assigned to pitch unisono and adds detune.

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 the amount of "gate/color" modulation.

FX used are reverb and delay.

Flute

Soft subtle chorus pad with flute character. Velocity assigned to attack.

Knob 1 adds subtle richness. Crossfade between Double Notch and Daft with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to lfo modulation with multiple destinations which creates a sinus shape "gater" color and it is also assigned to amp feedback which audible function is directly linked to filter res amount. Try it by raising knob 8 to full and then raise knob 4 slowly.

Flute var

Soft subtle chorus pad with flute character and pseudo tremolo.

Knob 1 adds subtle richness (detuning).

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

Knob 8 is assigned to lfo modulation with multiple destinations for a tremolo effect and also amp feedback which audible function is directly linked to filter res amount.

Try it by raising knob 8 to full and then raise knob 4 slowly.

FX used are reverb and chorus.

Food For Thought

Relaxation. Mellow and organic.

Color the oscillators with knob 1. Use knob 2 to crossfade between Double Notch

and Daft filters. Knob 3 and 4 are assigned to both filters cut and res.  
Color the sound further with chorus fx, knob 5 and 6 and pitch unisono, knob 8.

#### Food For Thought var

Layered evolving pad, both bright and warm.

Color the oscillators with knob 1. Turn it up for a brighter and richer color.  
Use knob 2 to crossfade between Allpass and Scream filters. Knob 3 and 4 are assigned to both filters cut and res.  
Knob 8 control tempo-synced (1/8) modulation amount of osc 1 using a sine shape.  
FX used are chorus and reverb.

#### Forever

Rich evolving string pad.

Color the oscillators with knob 1. Crossfade between Lowpass 4 and Bandpass with knob 2.

Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to shaper dry/wet amount.

#### Forever var

Rich evolving "brassy" pad.

Color the oscillators and add subtle unison detuning with knob 1.  
Crossfade between Lowpass 4 and Bandreject filters with knob 2. Control filter cut and res with knob 3 and 4.  
Add movement and activity with knob 8.  
FX used are chorus and reverb.

#### Freedom

Rich and big detuned pad.

Knob 1 is assigned to unisono. Crossfade between Comb and Scream filter with knob 2. Control filter cut and res of filter 2 with knob 3 and 4.

Knob 8 is assigned to pan modulation amount. It is subtly noticed when drowned in reverb. Turn down reverb to make it more dominant.  
Knob 5 and 6 control tube distortion dry/wet and drive amount.

#### Freedom var



Rich and deep detuned pad.

Knob 1 is assigned to unison. Crossfade between Comb and Scream filter with knob 2. Control filter cut and res of filter 2 with knob 3 and 4.

Knob 8 is assigned to pan modulation amount. It is subtly noticed when drowned in reverb. Turn down reverb to make it more dominant.  
FX used are chorus and reverb.

Gentle Mid Space

Rich (mid) subtly evolving pad.

Change character and make the sound more mellow and calm by raising knob 1. Crossfade between Acid and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to filter cut modulation amount of both filters.

Gentle Mid Space var

Big layered subtly evolving pad.

Use knob 1 for coloring and to change the character. Turn it up to morph towards an added slow ramp sequence.

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

Knob 8 is assigned to filter cut modulation amount of both filters.  
FX used are reverb and delay.

Glass Or Swept

Gentle pad with modwheel morphing to detuned dirt.

Use knob 1 to morph into detuned richness.

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

Knob 8 is assigned to filter cut modulation amount of filter.  
Fx used, reverb and delay.

Glass Or Swept var

Sweeping pad with a airy string-ish feel.

Use knob 1 for color morphing.

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

Knob 8 is assigned to filter cut modulation amount of filter.  
Fx used, reverb and delay.

### Grow

Soft evolving pad with filter cut envelope and velocity controlled amp and filter attack.

Knob 1 colors the oscillators by adding brightness. Crossfade between Scream and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 controls filter cut envelope amount assigned to both filters.  
Fx used, reverb and delay.

### Grow var

Soft evolving pad with filter cut envelope.

Color the oscillators with knob 1.  
Crossfade between Daft and Bandreject filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 controls filter cut envelope amount assigned to both filters.  
Fx used, reverb and phaser.

### Happy And String

Airy, fresh, detuned evolving pad with soft mallet attack.

Change character with knob 1. Crossfade between Daft and Allpass with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to insert clip distortion dry/wet.  
Fx used, reverb and delay.

### Happy And String var

Airy, fresh, detuned evolving pad with fast keys attack.

Change character and color with knob 1. Turn it up for a long smooth attack and color toward saw shape.  
Crossfade between Daft and Allpass with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to cutoff modulation of both filters, using a synced 1/8 sine LFO.

### Harmonica Distance

Evolving pad with harmonica flavour in higher register and clarinet character in lower.

Change character with knob 1. Crossfade between Bandpass and Daft with knob 2.  
Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to filter cut modulation amount.  
Fx used, reverb and chorus.

Harmonica Distance var

Evolving filtered saw pad.

Change osc color with knob 1.  
Crossfade between Bandpass and Daft with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to filter cut modulation amount of both filters with a slow synced smooth mod on filter 1 and a faster ramp seq on filter 2.  
Fx used, reverb and chorus.

Hello

Subtly evolving, layered, bright, deep, digital, airy pad.

Color the oscillators with knob 1. Crossfade between Acid and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 7 is assigned to filter 1 cutoff modulation amount and knob 8 to filter 2 cutoff modulation amount.  
Fx used, dimension expander and reverb.

Hello var

Airy fresh subtly evolving pad.

Color the oscillators with knob 1. Crossfade between Acid and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 7 is assigned to filter 1 cutoff modulation amount and knob 8 to filter 2 cutoff modulation amount.  
Fx used, dimension expander and reverb.

Hm Deeper Organ

Chorus pad with a mellow organ character.

Color the oscillators with knob 1 which adds a mid boost character.  
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 modulation amount of osc 3 position and intensity and adds a tempo-synced 1/4 sine LFO sequence.

Hm Deeper Organ var

Chorus organ pan.

Color the oscillators and add more detune with knob 1.

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 control pan modulation amount.

FX used are chorus and reverb.

Hold Long Sorrow

Organ pad.

Knob 1 is assigned to pan modulation. Crossfade between Lowpass 4 and Bandpass with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to shaper dry/wet and adds a couple of high frequency pipes.

Fx used, phaser and reverb.

Hold Long Sorrow var

Soft subtly detuned pad.

Use knob 1 to change character. Turn it up too add a subtle gater sequence and panning.

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

Knob 8 is assigned to shaper dry/wet.

Fx used, phaser and reverb.

In The Middle

Rich (mid) evolving chorus pad.

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

Knob 8 is assigned to filter cut modulation amount.

Jar Phaser

Rich deep evolving pad with phaser.

Use knob 1 to morph the sound by changing the color and adding tempo-synced modulation.

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 filter cut modulation amount of filter 1.  
Fx used, reverb and phaser.

## Life

Soft chorus pad with subtle movement.

Change character with knob 1. Crossfade between Daft and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to filter cut modulation amount.  
Fx used, chorus and reverb.

## Living Room

Basic pad. Subtly evolving and harmonically rich.

Change character (morph) with knob 1.  
Crossfade between Daft and Bandpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to modulation amount.  
Fx used, dimension expander and chorus.

## Mallet Delight

Soft evolving pad with bell attack.

Use knob 1 as a morpher which removes the bell attack sound and raises vol of osc 3.  
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. Use it together with resonance amount to add many mysterious colors of feedback.  
Control filter cut modulation amount with knob 8.  
Fx used, reverb and delay.

## Memories

Expressive chorus pad with subtle evolvment and initial filter cut envelope.

Knob 1 is assigned to unisono detune. Crossfade between Daft and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to filter cut envelope amount.  
Fx used, reverb and chorus.

## Mid Calm

Mellow, slightly detuned choruspad.

Add harmonics and shaper with knob 1.

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

Fx used, delay and chorus.

## Motivation

Rich evolving pad with a tempo-synced "gater" modulation.

Color the oscillators with knob 1 which also controls shaper inserted after filter 2.

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

Knob 8 controls modulation amount (gater) which has a reversed saw shape.

Knob 5, 6 and 7 are assigned to dimension expander, reverb and clip distortion dry/wet respectively.

## Mystery

Soft and deep pad with slow attack. Flute-ish character in higher register.

Use knob 1 "Osc color" to add brightness.

Filters used are Acid and Scream. Crossfade between them with knob 2. Knob 3 and 4 are assigned to both filters cutoff and resonance respectively.

FX used are chorus and reverb.

## Night

Layered evolving pad with mid character and subtle phaser.

Use knob 1 to change character which removes mid and adds air as well as movement. 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 adds a slow tempo-synced percussive cutoff modulation and shortens amp attack. Try it together with big chords adding one note at a time for rhythmic pad, like drops.

## No Stress

Soft pad with gentle tempo-synced amp and brightness modulation.

Subtly change character of the sound with knob 1 which dampens oscillator 1 and

adds a slow amp modulated saw (osc 3).  
Filters used are Highpass 2 and Scream. Crossfade between them with knob 1.  
Control filter cut and res with knob 3 and 4.  
Fx used, chorus and reverb.

## Old

Deep and high mid, subtly evolving pad with velocity assigned attack.

Color the oscillators with knob 1 which adds brightness and subtle detune.  
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 controls filter cut modulation amount.  
Fx used, reverb and delay.

## Organia

Rich (gigantic) evolving and alive pad.  
Unison is set to +12 using four voices, creating a huge organ character.

Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.  
Control filter cut and res of both filters with knob 3 and 4. Knob 1 is assigned to Bandpass filter bandwidth with lots of potential.  
Knob 8 is assigned to filter cut modulation amount of filter 1.

## Padding

Mellow evolving pad with highpass filter cut envelope.

Add subtle brightness with knob 1. Crossfade between Lowpass 4 and Highpass 4 filter with knob 2. Control filter cut and res with knob 3 and 4.  
Fx used, chorus and reverb.

## Pan Experience

Panning saw pad with phaser and added clip and shaper for extra harmonics.

Knob 1 controls pan modulation amount. Crossfade between Acid and Allpass filter with knob 2. Control filter cut and res with knob 3 and 4.  
Knob 8 is assigned to filter cut envelope amount.  
Fx used, phaser and dimension expander.

## Phaser Cut Through

Bright (hard clip), subtly detuned evolving pad with phaser.

Use knob 1 to color the oscillators. Raise it to add a mellow, dampened character. Filters used are Highpass 2 and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Control phaser fx with knobs 5, 6 and 7. Knob 8 is assigned to reverb dry/wet.

## Pop

Gentle but fast attack followed by a rich evolving pad.

Color the oscillators with knob 1. Crossfade between Bandpass and Acid filters with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to filter cut modulation amount of both filters. Fx used, chorus and reverb.

## Proud

Rich pad. Gentle but digital.

Add brightness with knob 1. Crossfade between Scream and Daft with knob 2. Control filter cut and res with knob 3 and 4. Add clip distortion with knob 7. Knob 8 controls filter cut modulation amount. Fx used, dimension expander and reverb.

## Psalm

Rich evolving majestic pad. Unisono set to +12 using four voices.

Use knob 1 to morph through many colors. Crossfade between Acid and Daft filter with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to filter cut modulation amount of both filters. Modulation of filter 1 is slow and changing and modulation of filter 2 is tempo-synced 1/2.

## Relaxation

Relaxation pad.

Knob 1 (glitter) adds movement and color. Crossfade between Scream and Daft filter with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to insert 1 and 2 clip which pushes the filters into overdrive. Fx used, chorus and reverb.

## Remember



Evolving pad.

Color the oscillators with knob 1. Crossfade between Lowpass 4 and Acid filter with knob 2. Control filter cut and res with knob 3 and 4. Knob 7 controls osc color modulation amount and knob 8 controls filter cut modulation amount.

Rich Classic

Rich, airy evolving pad with chorus.

Use knob 1 (Osc Color) to add mid character. 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 filter 1 cutoff modulation.

Rough

Deep, dark, digital and dirty evolving pad.

Subtly change character of the oscillators and modulation with knob 1. Filters used are Scream and Daft. Crossfade between them with knob 2. Control filter cut of the scream filter with knob 3. The Daft filter cut is modulated by a LFO and two envelopes and responds to velocity. Control both filters res with knob 4. Fx used, reverb, delay and distortion.

Shimmer

Evolving sweepy "shimmer" pad.

Use knob 1 (morpher) to color the oscillators. Crossfade between Daft and Highpass 2 with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to filter cut modulation amount. Knob 7 controls amp feedback. Try it.

Smoothy Dirty

Dirty yet smooth unisono pad.

Knob 1 adds tempo-synced modulation of amp and color to create a rhythmic moving tremolo feel. Filters are placed serially. Filter 1, comb and filter 2, scream. Control scream filter with knobs 2, 3 and 4. Knob 8 adds clip distortion.

Fx used are reverb and chorus.

### Solitude With Brass

Saw-ish pad with subtle shaper and movement.

Knob 1 colors the oscillators. Knob 3 and 4 controls filter cut and res. Use knob 2 to crossfade between Daft and Lowpass 4.

Knob 8 is assigned to filter 2 cutoff modulation.

### Space Wind Sweep

Rich sweeping evolving pad.

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

Knob 8 is assigned to filter cut modulation amount.

Fx used, chorus and reverb.

### Strings Attached

Rich subtly evolving pad.

Use knob 1 to color the oscillators. Crossfade between Scream and Highpass 4 with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 controls insert shaper dry/wet amount. Turn it up for super brightness.

### Take Off

Rich evolving pad.

Raise knob 1 to remove mid character and make it more "airy".

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 control filter cut modulation amount of filter 2.

Fx used are phaser and reverb.

### The Evolver

Smooth subtly evolving pad with assigned morphing.

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

Knob 8 functions as a morpher between which oscillator is dominant. Raise it to color the sound towards a bass clarinet character.

## The Knorr

Gentle and soft, slightly digital, subtly evolving pad.

Color the oscillators with knob 1. Crossfade between Bandpass and Acid filter with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to both filters cutoff and adds a tempo-synced (1/8) reverse saw modulation.

## The Mold

Classic rich string pad with loong release.

Add further brightness and detune with knob 1. Crossfade between Double Notch and Daft with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to filter cut modulation amount. Fx used, reverb and delay.

## Thin Full

Rich evolving pad with phaser.

Knob 1 is assigned to unisono. Crossfade between Highpass 2 and Daft with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to amp feedback. Try it. Fx used, phaser and reverb.

## Together

Classic string pad subtly evolving.

Knob 1 colors the oscillators and adds detuning (unisono). Crossfade between Bandpass and Daft with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to filter cut modulation amount. Fx used, chorus and reverb.

## Unisono Rich Depth

Rich evolving unisono and chorus pad.

Change character with knob 1 which adds a bit high mid. 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 both filters cutoff modulation amount.

Fx used, reverb and chorus.

### Waiting City

Mellow pad with subtle movement. Velocity to attack.

Change character/color with knob 1. Crossfade between Acid and Scream filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to filter cut modulation amount of filter 2.

### Want To Be Heard

Subtly evolving pad with a bandpass-ish character. Brassy in bass register.

Knob 1 (Osc Color) adds a lush character. Knob 8 controls modulation amount.

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

Fx used, reverb and delay.

### Wind And Chorus

Polysaw pad with a evolving airy layer.

Control character with knob 1. 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 modulation amount of the amp feedback feature which is routed to the notch filter with interesting and dramatic feedback colors. Try raise res gently to find the spot where feedback starts. Watch your speakers.

Fx used, chorus and reverb.

### Wonderful

Subtly evolving pad with a slight organ character.

Use knob 1 to change character. Crossfade between

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

Knob 7 controls filter cut envelope amount and knob 8 controls panner.

Fx used, reverb and dimension expander.

### Young

Detuned soft pad with subtly evolving brightness.

Knob 1 controls unisono amount. Use knob 2 to crossfade between Acid and Allpass.

Control filter cut and res with knob 3 and 4.

Knob 8 controls modulation amount.  
Fx used, dimension expander and reverb.

2016-06-08 15 new variations.  
2016-07-02 10 new variations

Mikael Adle  
Leap Into The Void