

OMIN OBSCURUS ATMOSPHAERUM

INHOSPITABLE ATMOSPHERES AND GHOSTLY DRONES FOR MASSIVE

BY MIKAEL ADLE
LEAP INTO THE VOID

Leap Into The Void

Omin Obscurus Atmosphaerum

List of sounds:

Admire

Evolving and colliding drone and brown noise pulse sequence with mod osc tuned +11 semi (maj 7).

Knob 1 controls mod osc amount which adds phase modulation of osc 1 and position mod of osc 3.

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

Knob 7 is assigned to filter cutoff modulation amount of both filters.

Knob 8 controls the amp of the noise source.

Altar Of The Void

Evolving foreboding yet harmonious atmo with very subtle, obscured and slow bell-

ish sequence. Hold long.

Color the oscillators 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 is assigned to amp feedback. Hold a note and make it sing.

Ambience Of Myst

Deep forest moonlit atmo.

Use knob 1 to color the sound.

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

Knob 7 is assigned to amp feedback.

Knob 8 controls fm modulation of filter 2 (acid).

At The Gates

Tempo-synced dark pulsating sequence with evolving metal noise.

Raise knob 1 for a more spooky and chaotic character by adding phase mod and slight unison detune.

Filters used are Allpass 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 which is routed to the allpass filter with generous amounts of feedback colors.

Control the noise source amp with knob 8.

Bell Harmonic Continuity

Atmo of the obscured bell. Subtle sequence.

Filters used are Comb and Double Notch. Crossfade between them with knob 2. Control filter cut and res of filter 2 with knob 3 and 4. Knob 1 controls filter FM amount of filter 2.

Knob 8 functions as a master Lowpass filter.

Knob 7 is assigned to amp feedback which is routed to the notch filter (filter 2).

Blossom Magnetic Field

Tempo-synced soundscape using the iron waveform together with a evolving atmo and sample & hold crackles.

Knob 1 is assigned to amp feedback.

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

Knob 5 controls Tube distortion amount and knob 6, reverb dry/wet.

Knob 7 and 8 control sample & hold dry/wet and pitch.

Call Of Osiris

Tempo-synced dark big muddled timpani hits and windy evil atmo.

Use knob 1 to change the character of the sound. Raise it to add harshness.

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

Control cut and res of filter 1 with knob 3 and 4.

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

Lots of distortion colors available from both tube and shaper (knobs 5 and 7).

Camaro

Noisy and alarming, tempo-synced with rhythm and evolvment. Hold long.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 controls bandwidth of the bandpass filter.

Knob 7 controls clip distortion dry/wet which is inserted post filter 1 (bandpass) and knob 8 is assigned to amp feedback, routed to the bandpass filter.

Ceremony Of The Dead

Two pulses seq and evolving sonic. Mysterious.

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 bandreject width.

Knob 7 is assigned to amp feedback which is routed to the bandreject filter. Use it along with the bandwidth knob to create a many atmospheres.

Knob 8 morphs the sound by changing patterns and coloring the evolving sonic.

Death Procession

Ominous percussive ostinato atmo.

Use knob 1 to brighten the sound and add a more overdrive character.

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

Control cut and res of filter 1 with knob 3 and 4.

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

Control tube and shaper dry/wet with knobs 5 and 7 and control reverb dry/wet with knob 6.

Derange

Possessed ostinato sequence and inharmonic evolving atmo.

Use knob 1 to subtly change the character of the sound. Turn it down to make it less chaotic.

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

Knob 7 controls drive amount of insert 2 (shaper) which is placed in the feedback path.

Knob 8 tunes osc 2 down two semi, mod osc up one semi and sets unisono to +1. Turn it down for equal tuning.

Devour

Possessed temple of darkness with tempo-synced pitchbend sequence, one semi up.

Use knob 1 to morph the sound into a static cacophony.

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 amp feedback.

Knob 7 controls clip dry/wet.

Knob 8 controls the amp of the sustained and sequenced pitchbent source (osc 3).

Disturbance Of Return

Tempo-synced frequency disturbance sequence.

Filters used are

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

Three colors of distortion are available. Control master FX Tube distortion dry/wet with knob 5. Control both inserts dry/wet with knob 1.

Insert 1 (bitcrusher) is inserted post both filters and insert 2 (shaper) is inserted in the feedback path.

Control amp feedback with knob 8 which then also activates insert 2.

Dominant Progression

Drone, noise, evolving slightly unpleasant/processed pad.

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

Knob 1 is assigned to shaper dry/wet and is inserted pre filter 1 (allpass). It creates a very dirty/noise sound.

Knob 7 is assigned to amp feedback which is routed to the allpass filter.
Knob 8 controls amp of the noise source.
Lots of possibilities for droning and subtle everchanging atmospherical colors.

Drone Of Time

Slowly evolving drone/soundscape/pad.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 1 is assigned to bitcrush dry/wet.
Knob 8 is assigned to amp feedback.

Dusk

Darkest rumble and distant feedback.

Use knob 1 to morph the sound. Raise it to add a dark slowly pulsating 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 controls shaper dry/wet.
Knob 8 controls amp feedback which is routed to the notch filter.

Element

Static harmony with tention from three disharmonious notes.

Knob 1 changes the character of the sound by coloring the oscillators and (at min position) adding a slow movement/drone-like atmo.
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 pitch morphs osc 2 and 3 into equal state.

Extremical

Slowly evolving dirt drone/pad.

Use knob 1 to add a synced (1/8) saw shaped LFO pulse.
Crossfade between Comb and Lowpass 4 with knob 2. Control filter cut and res of filter 2 with knob 3 and 4. Knob 3 is also assigned to insert 1 Lp to enable cutoff of the comb filter aswell.
Knob 7 is assigned to bitcrush dry/wet.
Knob 8 stabilises the sound into a more conventional pad character.

Factorium

Unstable evolving soundscape and obscured tempo-synced noise hits.

Velocity -> amp attack time.

Use knob 1 to morph the sound from a more stable evolving drone character at min towards the init sound "max" which carries the noise sequence and phase mod of osc 2.

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 shaper dry/wet, inserted post filter 1 and, knob 8 assigned to bitcrush dry/wet, inserted post both filters.

Fate

Drone with tempo-synced reverse noise and mystic percussive sequence.

Use knob 1 to morph the sound between the sequenced part and a evolving rumbling drone.

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 controls shaper dry/wet.

Knob 8 controls amp feedback.

Try: hold a note while slowly raising the res knob to mid position and back.

Flow Of Tropos

Evolving drone atmo.

Knob 1 changes the character of the sound by coloring the oscillators and adding a subtle and slow tempo-synced pulse (osc 2).

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

Knob 7 controls shaper dry/wet.

Knob 8 controls amp feedback which is routed to the allpass filter.

Try: hold a note while slowly raising knob 4 (res) and find the self resonating sweet spot around 9-10 o'clock.

Fluid Oscillation

Disharmonious (object) space with tempo-synced subtle changes. Osc 2 tuned down two semi and osc 3 up one semi.

Use knob 1 to morph the sound by coloring the oscillators and change the shape of the modulating LFO's.

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 which is routed to the allpass filter.

Knob 8 pitch morphs the sound to equal state.

Foreboding Evil

Foreboding evil.

Use knob 1 to color the oscillators.

Knob 2 enables crossfading between Lowpass 4 and Bandpass filters.

Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to bitcrush dry/wet inserted post filter 2 and knob 8 controls amp feedback which is routed to the Bandpass filter (filter 2).

Forest Of The Depths

Tempo-synced dark "pulse" sequence with evolving dark pad and subtle noise.

Use knob 1 to morph the sound. It removes the noise source, colors the oscillators subtly and changes the shapes of the LFO's.

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

Knob 7 controls shaper dry/wet.

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

Frankula Processum

Distorted "bursts" inside foreboding obscurity. Osc 1 pitch is slowly modulated a quarter note up/down by a square LFO. Hold long.

Control coloring of the oscillators with knob 1.

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

Knob 7 is assigned to amp feedback which is routed to the Daft filter. Insert 1 (clip distortion) is routed to amp feedback and is enabled when raising knob 7. Prepare for mayhem!

Knob 8 is assigned to Sample & Hold dry/wet which is inserted post both filters.

Sample & Hold dry/wet and pitch are in turn modulated by a modulator each.

Globala

Tempo-synced evolving atmosphere with noise "percussive" pulses.

Knob 1 functions as a morpher, isolating the pulses at min position and adds noise when raising it.

Filters used are Scream and Daft. A shaper is inserted post filter 2 which gives it a bit overdrive. Crossfade between the filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to butcrusher dry/wet. Use it to add dirt.
FX used are synced delay and reverb.

Gloom Become

Dark evolving atmo with "percussive" light/feather formant sequence.

Color the oscillators with knob 1.

Crossfade between Bandreject and Daft filter 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 bandreject filter.

Knob 8 controls shaper dry/wet.

Grotesk

Evolving industrial atmo and slow pulse sequence.

Knob 1 controls phase modulation amount of osc 3. Mod osc is tuned down six semi.

Crossfade between Daft and Daft filter with knob 2 which functions as a mix fader.

Osc 1 and 2 are routed to filter 1 and osc 3 is routed to filter 2.

Knob 7 controls clip distortion dry/wet.

Knob 8 adds modulation destinations and changes the LFO shape and performer pattern. Try it.

Habit

Static harmony with tension from three disharmonious notes.

Use knob 1 to color the oscillators.

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

Osc 2 is tuned down one semi and osc 3 tuned up one semi. Use knob 8 to pitch morph them to equal tuning.

Hall Of Omin

Foreboding swarm and dark pulses.

Knob 1 morphs the sound. Raise it for a distorted evolving atmo.

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

Knob 6 (dirt) is assigned to insert 1 and 2, bitcrush and shaper dry/wet.

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

Knob 8 controls cutoff modulation amount of filter 1.

Haltar

Static fear and highest tension.

Velocity -> amp attack time.

Use knob 1 to morph the sound. Subtle tempo-synced sequence and slow evolution at min position and static at init "max" position.

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 which is routed to the Allpass filter for great feedback possibilities.

Knob 8 pitch morphs osc 2 and 3 to equal state.

Holographic Fluid

Slowly evolving soundscape/pad/drone.

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.

Knob 1 is assigned to insert 1 and 2, shaper and clip distortion. Shaper is inserted post both filters and clip is inserted in the feedback path.

Hour Sky Ornament

Evolving drone and feedback with obscured tempo-synced varied pulse.

Filters used are Double Notch and Comb placed serially.

Control cutoff and res of the notch filter with knob 1 and 2. Control comb damp and feedback with knob 3.

Knob 4 is assigned to insert 2 Lp, placed post comb filter.

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

Knob 8 functions as a morph knob. Turn it down for a mystic metallic percussive sequence.

Hum

Dark pulse and evolving "metallic" ambience.

Knob 1 functions as a morpher between an evolving soundscape/pad sound at min to an unstable pulse atmo at max by tuning osc 2 up one semi and adding a pitch and formant modulated 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 amp feedback which is routed to the bandpass filter.

Hypnoze Obscure

Luring occultism.

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

Knob 1 colors the oscillators and adds modulation oscillator color which is tuned up one semi.

Knob 8 (morphine) adds tempo-synced modulation and is assigned to cutoff modulation amount, intensity coloring, ultra slow subtle vibrato and bitcrush dry/wet.

Impending Evil

Evolving underworld organ and dark obscured bell/hits.

Use knob 1 to subtly change color of the sound.

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

Knob 6 is assigned to amp feedback connected to both filters for many colors of feedback.

Knob 7 control phase modulation of osc 3 (bell). The mod osc is tuned down six semi.

Knob 8 controls unisono which is set to +12 semi using two voices. Use it for dark and occult color-morphing.

Industry Drone Hypnosium

Evolving industrial haunted drone of the dead.

Knob 1 is assigned to unisono and a slow subtle vibrato to add a spooky, ghost character.

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

Knob 7 controls bitcrush dry/wet.

Knob 8 controls amp feedback which is routed to the allpass filter.

Inhalation Halitus

Evolving atmo of mysticism.

Filters used are Double Notch and Comb placed serially.

Control cutoff and res of the notch filter with knob 1 and 2 and control comb damp and feedback with knob 3.

Knob 4 is assigned to insert 2 Lp which is placed post both filters and acts as master Lowpass.

Knob 7 is assigned to amp feedback.
Knob 8 enables morphing. Turn it down for a tempo-synced pulsating "hammer" sequence.

Intellamarus

Foreboding hallroom soundscape, phase modulated formant ostinato pulse and sample & hold crackles. Unisono set to +6 using three voices.

Filters used are Double Notch and Scream. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 1 is assigned to sample & hold dry/wet.
Knob 7 is assigned to amp feedback which is routed to the notch filter.
Knob 8 morphs the sound from the init state towards a windy space evolving atmo.

Jackal

Repeating (woody waveform) pulse and evolving atmo.

Knob 1 adds pitchbend up/down one semi of osc 1 and a slow subtle vibrato.
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 is assigned to amp feedback, routed to the notch filter.
Knob 7 controls the amp (mod amount) of the fast pulse sequence.
Knob 8 controls modulation amount of amp feedback with frequency shifter inserted in the (notch) feedback path creating a metallic pulse.

Landscape

Harsh sequenced atmo/pad.

Knob 1 colors osc 1 and 2 and removes osc 3 (reverse sequence) when turned up full.
Filters used are Scream and Bandpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 controls dirt amount (shaper and bitcrush).
Knob 8 is assigned to amp feedback, creating monstrous feedback when dirt is enabled. Try it.

Lantern

Evolving mysticism and bell-ish sequence.

Color the oscillators with knob 1.
Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 adds bitcrusher and knob 8 controls amp feedback amount.

Lone

Mystic hollowness, slow metallic noise sequence and dark pulse pattern.

Use knob 1 to morph through many colors.

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

Knob 7 is assigned to amp feedback.

Knob 8 controls fm modulation amount of filter 2.

Luring Outcome

Tempo-synced soundscape of darkness.

Use knob 1 to color the sound by "activating" the mod osc which is tuned up one semi.

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

Knob 7 controls shaper dry/wet.

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

March Of Harsh Condition

Wind (shore) evolvment and tempo-synced percussion (occasional distant hits).
Velocity -> amp attack time.

Use knob 1 to add or remove a ghost atmo. Turn it down for a more harsh and distinct character and up for a more dampened ghost atmo.

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 morphs the sound towards a mid band evolving drone-like character.

Many noise and distortion options. Knob 5 controls tube dry/wet and knob 7, shaper dry/wet.

Knob 6 is assigned to a big reverb.

Mesosphere

Gloomy, slowly evolving drone-ish.

Use knob 1 to add phase modulation (tuned +1) of osc 3.

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

Knob 7 adds a bitcrush layer to the sound with a stepper and a looped envelope controlling the crush amount.

Knob 8 controls shaper dry/wet.

Minority

Tempo-synced atmo with colliding frequencies and disturbance.

Extensive filter control.

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 is also modulated by a slow sinus LFO. Control modulation amount with knob 8. Knob 1 controls master EQ hi shelf gain.

Knob 7 is assigned to amp feedback which is active in the init sound. Try raise res (knob 4) slowly while holding a note for self-resonating colors.

Morphogenesis

Hypnotizing atmo of the spell.

Color the oscillators with knob 1.

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

Knob 7 is assigned to amp feedback.

Knob 8 controls bend amount of osc 1 which is driven by a sine LFO set to 1/4 sync. +/- one semi at max.

Mountain

Obscure atmosphere.

Use knob 1 to change character and add harshness.

Crossfade between Allpass and Daft filter 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 allpass filter.

Knob 8 acts as a morpher by adding a tempo-synced reverse sequence to osc 1 and fading out osc 2.

Murmurs Speach

Industrial droning, sweeps and ghost chatter (murmur).

Use knob 1 as a morpher. It moves unisono up one semi using four voices and tunes up mod osc three quarters.

Filters used are Bandpass 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 which is routed to the bandpass filter.

Knob 8 controls the murmur volume.

Mysterious Night

Slow reverse/swell sequence with luring feedback.

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 width. Knob 8 is assigned to amp feedback and is routed to the bandpass filter.

Nuclear Power Plant

Low rumble and fx collisions. Tempo-synced.

Be careful when using the feedback!

Filters used are Comb and Lowpass 4. Crossfade between them with knob 2. Control comb damp and feedback with knob 1. Control cut and res of filter 2 with knob 3 and 4. Knob 6 controls frequency shift dry/wet. Knob 7 is assigned to amp feedback. Knob 8 controls the "collisions", osc 1 and 2 amp.

Nuclear-powered Submarine

Engine, creatures and surprise. Drone with long (32 steps) mystic tempo-synced percussive sequence.

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 tunes the mod osc (initially tuned -2) to equal. Knob 7 controls shaper dry/wet. Knob 8 controls amp feedback.

Obscurus

Slow drone in hollow.

Knob 1 controls osc 3 amp and is also assigned to WT position of osc 1 and 2. Knob 7 controls amp of osc 1 and, knob 8, amp of osc 2. Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 1, 7 and 8 in different combinations for a plethora of colors.

Obtruding

Tempo-synced otherworldly atmo of the dark forest.

Knob 1 colors 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 adds bitcrusher and clip distortion.

Knob 8 controls amp feedback.

Olgonar

Dark mystic atmo with subtle tempo-synced variation.

Use knob 1 to morph the sound which changes the character of the modulation sequence, adds osc 3 subtly and colors osc 2.

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

Knob 7 is assigned to insert 1 shaper dry/wet which is inserted pre filter 1 (allpass).

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

Knob 7 adds extreme dirt when amp feedback is active and, a dominant aggressive character when not.

Omin In The Air

Grand hall of luring evil. Unisono set to +1 using two voices and osc 2 tuned up six semi.

Use knob 1 to morph the sound. Raise it for a more calm, mystic character.

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

Control filter cut and res of filter 1 with knob 3 and 4.

Knob 7 is assigned to (insert 2) filter Lp modulation amount.

Control insert Lp with knob 8 which functions as a master Lowpass filter.

Ostinato Of Discordant

Possessed pizzicato ostinato sequence and unstable evolving atmo.

Compress the sound and it's character with knob 1.

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

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

Knob 7 controls drive amount of insert 2 (shaper).

Knob 8 tunes osc 2 down one semi and mod osc up two semi and moves unisono up to one semi. Turn it down to even out the "possessive" character.

Ozone

Darkness, hollow (metallic) ambience and psychic disturbance sequence.

Use knob 1 to morph the sound to new colors.

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

Control cut and res with knob 3 and 4.

Knob 7 controls shaper dry/wet.

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

Parade Of The Dead

Ominous percussive ostinato atmo.

Use knob 1 to color the sound and add brightness.

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

Control cut and res of filter 1 with knob 3 and 4.

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

Control tube and shaper dry/wet with knob 5 and 7 and control reverb dry/wet with knob 6.

Pathmaker

Evolving harsh-ish soundscape with soft dark pulses.

Knob 1 morphs the sound towards a metallic color.

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

Knob 7 is assigned to amp feedback. Raise it for total destruction.

Knob 8 controls fm modulation amount of filter 2.

Pierce Of Vulgar Myst

Piercing distortion and feedback sequence of the myst.

Use knob 1 to subtly color the sound character.

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

Knob 7 is assigned to bitcrush dry/wet.

Knob 8 is assigned to amp feedback.

Pipes Of Fluid

Evolving metallic (ring mod) atmo.

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 scream of filter 1

and bandwidth of filter 2.

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

Poem Of Dracul

Hypnotic, harsh condition and evolvment with brown noise pulse sequence and mod osc tuned +1.

Velocity -> amp attack time.

Knob 1 morphs the sound completely. A soft dark pulsating atmo at min position and Poem Of Dracul at max position.

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 amp feedback which is routed to the bandpass filter. Lots of screaming feedback possibilities.

Knob 8 controls cutoff modulation amount of filter 1.

Possess

Evolving atmo.

Use knob 1 to color the oscillators. Raise it to add a harsher brighter feedback-ish color.

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

Knob 7 controls shaper dry/wet.

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

Try: hold c3 and slowly raise knob 4 (res) to mid position and back.

Processed

Tempo-synced rhythmic merged digeridoo and "bass-line".

Filters used are Bandpass 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 (bandpass).

Knob 7 is assigned to shaper dry/wet and knob 8 to amp feedback.

Progressive Domination

Dominating soundscape/evolving pad with disturbance.

Filters used are Daft and Comb. Crossfade between them with knob 2. Use knob 1 to control filter cutoff modulation amount of filter 1. Control cut and res of filter 1 with knob 3 and 4.

Knob 7 controls shaper dry/wet.

Knob 8 controls amp feedback which is routed to the daft filter for very dominant,

overdriven rumble feedback colors.

Qin Emperors Tomb

Atmo with tempo-synced occasional hits and reverse/swells inside cave.

Use knob 1 to color the source. At min position it has a more driving, resonating character and at max position

it is more dampened and has more unisono movement.

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

Knob 5 controls tube dry/wet, knob 6, reverb dry/wet and knob 7, shaper dry/wet.

Knob 8 morphs the sound towards a hypnotic pad character.

Rebellion

Fairy tale-ish pad, dark soundscape and metallic pulse sequence.

Use knob 1 (Inhospitbl) to add distortion, phase modulation, unisono spread and pitchbend modulation.

Crossfade between Scream and Double Notch filter 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 controls modulation amount of amp feedback with frequency shifter inserted in the feedback path which creates the metallic pulse sound.

Relish Demolish

Foreboding destruction.

Knob 1 controls mod osc, ring and phase modulation of osc 1.

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

Knob 7 is assigned to amp feedback.

Knob 8 controls shaper dry/wet.

Revelation Violin Noise

Cut through slowly evolving noise atmo.

Velocity -> amp attack time.

Color the oscillators and sound with knob 1 which also adds brown noise when turned up.

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

Knob 6 controls insert 1 shaper dry/wet which is inserted post both filters.

Knob 7 is assigned to amp feedback which is routed to the bandpass filter.
Knob 8 controls insert 2 shaper dry/wet which is inserted in the feedback path. Try knob 7 and 8.

Rise Oblivion

Dark, luring, evolving atmo with subtle pitch mod, quarter note up/down on osc 2.

Use knob 1 to color the sound.

Crossfade between Double Notch and Daft filter with knob 2. Control filter cut of filter 1 with knob 3 and res of both filters with knob 4. Filter 2 cutoff is modulated by an envelope and a sinus LFO. Knob 8 controls cutoff modulation amount of filter 2. Knob 7 is assigned to amp feedback which is routed to the notch filter.

River Of Styx

Tempo-synced enchanting insanity.

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

Knob 1 is assigned to amp feedback. Knob 7 controls the amp of the noise sequence. Knob 8 is assigned to pitch (+6 semi) of osc 2 and the mod osc.

Scavenger

Dark, luring tempo-synced atmo with evolving screaming/whistling feedback.

Filters used are Scream and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to the scream knob of filter 1. Knob 7 is assigned to amp feedback.

Knob 8 smoothens the modulation shapes and amounts.

Sequenza Ominar

Luring occultism with reversed noise sequence.

Velocity -> amp attack.

Knob 1 colors the oscillators and adds mod osc which is tuned up one semi.

Filters used are Scream and Bandpass. 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 dirt (bitcrush) and filter 1 cutoff modulation.

Sharpened Conflict

Cut-through, tempo-synced, evolving atmo.

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

Knob 1 is assigned to scream of filter 1.

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

Color the sound from "muddled" to "sharp" with knob 8.

Solitude Of Change

Slowly evolving atmo with added wind/rain character.

Color the oscillators with knob 1.

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

Knob 7 controls dirt amount (bitcrush).

Knob 8 is assigned to amp feedback.

Hold a note and explore the possibilities.

Sphere Influence

Cold, hollow landscape and reverse noise sequence. Osc 2 tuned one semi up, osc 3, two semi down.

Velocity -> amp attack time.

Color the oscillators with knob 1.

Crossfade between Lowpass 4 and Double Notch filter 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 controls modulation amount, noise pattern amp and phase mod of osc 1.

Spiral Of Darkness

Dark evolving drone atmo/pad.

Morph the sound with knob 1. Turn it down to add a tempo-synced pulse.

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

Knob 7 controls shaper dry/wet.

Knob 8 controls amp feedback.

Storm

Distorted winds feedback atmosphere.

Use knob 1 to morph the sound completely which removes the storm character and

enters calm areas.

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 shaper and bitcrush dry/wet.

Knob 8 is assigned to amp feedback.

Subjectiva

Slowly evolving drone-like ambience with reversed noise sequence.

Filters used are Bandreject and

Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to bandreject (filter 1) bandwidth.

Knob 8 controls amp of the noise oscillator.

Knob 6 is assigned to shaper dry/wet and knob 8 controls amp feedback and is routed to filter 1.

Success

Slowly everchanging majestic.

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 1 is assigned to insert 1 and 2 hipass filter.

Knob 7 is assigned to amp feedback which is routed to the allpass filter for many colors of feedback.

Knob 8 adds phase modulation of osc 2 and position modulation of osc 3.

Temple Ceremony

Evolving atmo and sonar/percussive sequence.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control cut and res with knob 3 and 4. Knob 1 is assigned to bandpass width.

Knob 7 is assigned to amp feedback.

Knob 8 controls cutoff modulation amount of both filters. Filter 1 cutoff modulation is driven by a slow sine LFO and filter 2 cutoff modulation by a saw shaped performer pattern.

Tension Of The Ghost

Evolving psyche atmo and obscured distant siren.

Knob 1 controls the amount of osc 1 slow pitchbend up/down (two semi at max position), moves mod osc up one semi and sets unisono to +1.

Knob 8 controls the amplitude of osc 1 (Ghosts).

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 is assigned to amp feedback.

Termination Bloom

Termination. Dark and distorted evolving atmosphere.

Use knob 1 to color the oscillators.
Crossfade between Comb and Daft filter with knob 2. Control filter cut and res of filter 2 with knob 3 and 4.
Knob 7 controls clip dry/wet.
Knob 8 controls noise amp.

The Everchanging Harsh

Harsh slowly evolving atmo with a very subtle pulse sequence.

Velocity -> amp attack time.
Color the oscillators and sound with knob 1.
Crossfade between Bandpass and Lowpass 4 filter with knob 2. Control filter cut and res with knob 3 and 4.
Knob 6 controls insert 1 bitcrusher dry/wet which is inserted post both filters.
Knob 7 is assigned to amp feedback which is routed to the bandpass filter.
Knob 8 controls insert 2 bitcrusher dry/wet which is inserted in the feedback path.

The New Garden

Tempo-synced slow pulse sequence with evolving airy atmo and feedback whistle.

Change character with knob 1.
Crossfade between Double Notch and Daft filter with knob 2. Control cut and res with knob 3 and 4.
Knob 7 is assigned to frequency shift dry/wet.
Knob 8 is assigned to amp feedback, routed to the notch filter.

The Underworld

Percussive hit followed by rising evolving dirt and dark muddled timipani sequence.

Knob 1 colors the sound and morphs between two patterns.
Filters used are Double Notch and Comb. Crossfade between them with knob 2.
Control cut and res of filter 1 with knob 3 and 4.
Knob 8 is assigned to amp feedback which is routed to the notch filter.
Control tube and shaper dry/wet with knobs 5 and 7 and control reverb dry/wet with knob 6.

Time And Attribute

Slowly evolving drone/soundscape/pad.

Morph the sound and change the character with knob 1.

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

Knob 7 controls bitcrush dry/wet.

Knob 8 is assigned to amp feedback.

Total Arctica Ice

Distorted winds and metallic injection sequence.

Use knob 1 to morph the sound. Raise it to color the oscillators (more powerful wind) and to reduce the metallic sequence.

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

Control filter cut and res with knob 3 and 4.

Knob 7 controls both inserts clip dry/wet amount. Insert 1 is inserted post both filters and insert 2 pre filter 2 (comb).

Knob 8 controls the amount of the repetitive and obscured cutoff modulation sequence of filter 1.

Transcendent

Reverse sequence of disturbed mysticism.

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

Knob 7 is assigned to both shaper and bitcrush dry/wet.

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

Trepidation

Static cacophony and panic.

Color the oscillators with knob 1. Crossfade between

Scream and Comb filters with knob 2. Control filter 1 cut and res with knob 3 and 4.

Knob 7 controls both inserts clip dry/wet amount.

Knob 8 (Occult) is assigned to osc 2 pitch and pitch unisono (2 voices) and tunes them up six semi and one semi respectively.

FX used, large reverb and synced delay.

Troposphere

Gently distorted evolving atmo with subtle feedback.

Use knob 1 to morph the sound from very active and distorted towards a drone-like atmo.

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 distortion dry/wet.

Knob 8 is assigned to amp feedback.

Unbalanced Array

Tempo-synced sequenced atmo with colliding frequencies and bit crush disturbance.

Velocity -> amp attack time.

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 scream and bandwidth of the respective filter.

Knob 7 controls bitcrush dry/wet inserted post scream filter.

Knob 8 is assigned to amp feedback.

Unfold

Diminished (minor third) slow calm evolvment.

Use knob 1 to color the oscillators.

Crossfade between

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

Add distortion with knob 8.

Vapor And Collide

Dark aluminium pulses and evolving drone/pad.

Velocity -> amp attack time.

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

Knob 8 is assigned to bitcrusher dry/wet and adds noisy distortion.

FX used, reverb and synced delay.

Vision

Subtly evolving bitcrusher delight drone.

Use knob 1 to add a repetitive obscured pulse.

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

of filter 2 with knob 3 and 4.

Knob 7 is assigned to bitcrush dry/wet and knob 8 to bitcrush amount.

Turn down knob 7 for a sweet and bright pad/keys sound with long release good for grand melodies.

Voluptuous Dark Depth

Dark atmo with occasional initial crackles.

Knob 1 is assigned to shaper dry/wet.

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.

Vulgar Bronzium

Tempo-synced rhythmic merged digeridoo and bass-line.

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

Control filter cut and res with knob 3 and 4. Knob 1 controls shaper dry/wet.

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

Whistle Of Demoniactal

Dark winds and evolving screaming feedback.

Knob 1 adds unison spread.

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

Control filter cut and res of filter 2 with knob 3 and 4.

Knob 7 is assigned to amp feedback.

Knob 8 controls clip distortion dry/wet.

Woodwind Of The Forest

Tempo-synced drone atmo with subtle unstableness.

Velocity -> amp attack time.

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

Control filter cut and res with knob 3 and 4. Knob 1 controls bandwidth of filter 1.

Knob 7 is assigned to amp feedback which is routed to the bandreject filter (Flt 1).

Knob 8 changes the character of the sound from subtly evolving at min to tempo-synced hypnotizing modulations at max.

Zodiac

Dark evolving soundscape.

Knob 1 adds phase modulation (tuned down six semi) of osc 2.

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.

Mikael Adle

Leap Into The Void