



Leap Into The Void

Pads Of The Sky

A couple of informative words about the presets.

All presets are numbered, followed by a name that should serve as a self-explanatory and descriptive guide.

They are designed to work as a unit, i.e. single volume fader for all channels used.

All presets have mod wheel assigned, macro 13 (CC#1). Volume on all presets is macro 14 (CC#11). Master filter cutoff and res use macro 1 and 2, also on all presets.

Fx parameters use different assignments (usually from macro 3 and onwards), depending on the effect used.

List of sounds:

01 Sub Lead

Sub bass and/or triangle lead.

Velocity -> Cutoff.

Modwheel -> Decay length.

02 Airy Evolving

Airy evolving granular pad.
Velocity assigned to filter cutoff.
Modwheel -> Color and movement.

03 Lead Dream Sensitiva

Soft and expressive lead synth sound.
Velocity assigned to filter cutoff and FM amount.
Modwheel -> Fast filter cut mod. Try it.

04 Padscape Wind

Evolving granular wind pad/soundscape.
Velocity -> filter cutoff.
Modwheel -> Coloring (breeze).

05 Pad Evolve Pulse

Tempo-synced evolving pad with reverse swells in subtle polyrhythm.
Velocity assigned to filter cutoff.
Modwheel -> Cha A cutoff swells.

06 Pad Above

Tempo-synced polyrhythmic evolving pad with a wah wah layer.
Velocity assigned to filter cutoff.
Modwheel -> Dual amp mod.

07 Dreamy

Soft dreamy lead synth sound.
Velocity assigned to filter cutoff.
Modwheel -> Fast tremolo.

08 Slow Gentle Mystic

Deep, soft, mystic evolving pad.
Velocity -> cutoff.
Modwheel -> Slow panner.

09 Airy Bright

Bright pad with wind.
Velocity assigned to filter cutoff.
Modwheel -> Coloring.

10 Deep Rich

Deep rich evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Amp and Pan mod.

11 Slow Peace And Wind

Pad and/or soundscape with subtle evolving winds.
Velocity assigned to filter cutoff.
Modwheel -> Movement (panner).

12 Lead Pad Flute

Gentle synth pad/lead of the fairies.
Velocity assigned to filter cutoff.
Modwheel -> tremolo.

13 Evolving

Tempo-synced evolving pad/soundscape.
Velocity assigned to filter cutoff.
Modwheel -> Cha B gater and cha C retrigger.

14 Lead Keys Peace

Synth keys/lead sound with subtle tremolo and movement.
Master filter cut and res (macro 1, 2).
Modwheel -> Tremolo and coloring.
Velocity -> Cutoff.

15 Air Padscape

Slowly evolving airy pad/soundscape.
Velocity assigned to filter cutoff.
Modwheel -> Slow panner.

16 Soft And Feed

Soft evolving pad with self res feeds.
Velocity assigned to filter cutoff.
Modwheel -> Slow panner.

17 Deep Evolving

Deep evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Cutoff mod (trem).

18 Gentle Expressive

Soft expressive lead and/or pad with tremolo.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

19 Airy Digit

Airy evolving pad/soundscape.
Velocity assigned to filter cutoff.
Modwheel -> Amp and pan mod.
Control LFO speed with macro 12 (CC32).

20 Reed

Clarinet, flute and synth lead sound with expressive staccato attack character.
Velocity -> cutoff and amp env attack.
Modwheel -> Color (FM amount).

21 Mystique

Expressive and mystic lead synth sound with long release.
Velocity assigned to filter cutoff.
Modwheel -> Wah wah tremolo character.

22 Evolving

Evolving pad.
Velocity assigned to cutoff.
Modwheel -> Filter cut tremolo.

23 Ambient

Deep ambient subtly (amp env) evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Panner.

24 Git

Guitar-like synth sound with long release, bell-ish sound in C1 register.
Velocity -> Cutoff.
Modwheel -> tremolo.

25 Peace

Soft rising evolving pad sound.
Velocity assigned to filter cutoff.
Modwheel -> Coloring.

26 Seq Sweep Evolve

Tempo-synced bright/light pulse and evolving dreamy pad.
Velocity assigned to filter cutoff.
Modwheel -> Color.

27 Scape And Feeds

Slow evolving space pad/soundscape with self res feedback.
Velocity -> filter cutoff.
Modwheel -> Panner.

28 Pad

Workhorse bread and butter pad.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo and slow panner.

29 Flute Pad

Pad, lead, synthetic flute.
Velocity assigned to filter cutoff.
Modwheel -> Add harmonics.

30 Majestic Evolve

Evolving tempo-synced granular pad with grain clouds and filter swells.
Velocity assigned to filter cutoff.
Modwheel -> 3D panner simulation.

31 Lead Sub Plucked

Sub/analog bass and/or lead sound.
Velocity assigned to filter cutoff envelope time, from pluck to longer decay.
Modwheel -> Filter cut modulation.
Control LFO speed with macro 12 (CC32).

32 Seq Swell Evolve

Tempo-synced sequenced evolving pad with sweeps and swells.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

33 Evolving Peace

Evolving pad.
Velocity -> Cutoff.
Modwheel -> Coloring and subtle swells.

34 Airy Evolving

Airy evolving cloudy aetherizer pad.
Velocity assigned to filter cutoff.
Modwheel -> Gater and cutoff coloring.

35 Dirty Cut

Slightly dirty poly synth and/or evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Character (Cha A env mod amt).

36 Deep Evolving

Deep evolving subtly panned pad.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

37 Seq Bright Pad

Tempo-synced bright pulsating and rhythmic evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Cha A gater (pulse).

38 Harmony Pad

Basic sweet and rich evolving pad with an initial subtle pluck.
Velocity assigned to filter cutoff.
Modwheel -> Panner and subtle pulse.

39 Fanfar Evolve

Big, rich and gentle pad and/or lead sound with a mix of flute and brassy character.
Velocity assigned to filter cutoff.
Modwheel -> Cutoff modulation.

40 Gentle Evolve

Soft flute-ish pad sound with evolvment.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

41 Air Pad

Airy dreamy pad with modulation.
Velocity assigned to filter cutoff.
Modwheel -> Scatter and filter mod.

42 Evolve Thin

Soft bright thin pad with subtle evolvment.
Velocity assigned to filter cutoff.
Modwheel -> movement.

43 Majestic Evolve

Majestic slowly evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Slow gater/pulse (cha B).

44 Evolve Trem

Evolving tremolo pad.
Velocity assigned to filter cut.
Modwheel -> Cutoff swells.

45 Lead Keys Bright

Sensitive bright lead/keys sound.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

46 Airy Sky

Airy evolving pad/soundscape.
Velocity assigned to filter cutoff.
Modwheel -> Subtle coloring of cha A.

47 Classic Bright Evolving

Bright evolving pad and/or expressive lead sound with a soft "steelpan" character.
Velocity assigned to filter cutoff.
Modwheel -> Soften and subtle cutoff mod.

48 Obscured

Evolving pad and/or soundscape with grain clouds and winds.
Velocity assigned to filter cutoff.
Modwheel -> Reverse saw amp mod.

49 Analog Lead Bass

Sub bass and/or poly lead sound.
Velocity -> cutoff.
Modwheel -> Cutoff LFO mod.
Control LFO rate with macro 12 (CC32).

50 Lead Sub

Sub bass and/or lead sound with filter cut envelope.
Velocity assigned to filter cutoff.
Modwheel -> Filter cut modulation.
Control LFO speed with macro 12 (CC32).

51 Evolve Rich And Wind

Basic subtle evolving pad with fresh noise breeze layer.
Velocity -> Cutoff.
Modwheel -> Tremolo and filter cut mod.

52 Lead And Bright

Soft and bright lead and/or pad sound with beat-synced repeating pulse.
Velocity assigned to filter cutoff.
Modwheel -> Coloring.

53 False Phase Evolve

Evolving pad with "false phase" colored attack and chorus-ish coloring.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

54 Delicate And Evolve

Evolving unison "shimmer" pad with initial subtle pulse/plucks.
Velocity -> cutoff.
Modwheel -> Cha B, cutoff modulation.

55 Analog And Pluck

Sub bass and/or lead sound with sensitive filter cut (pluck) envelope.
Velocity assigned to filter cutoff decay time.
Modwheel -> Filt envelope res amount.

56 Rich Evolving

Deep rich evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Tremolo and coloring.

57 Aetherizer Flute

Evolving aetherizer "flute" pad.
Velocity assigned to filter cutoff.
Modwheel -> Amp mod.

58 Surprise And Rich

Pad/pluck/keys sound with a piano attack character. Hold long for rich evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Panner.

59 Pad Keys Poly

Rich pad, keys and poly synth sound.
Velocity assigned to filter cutoff.
Modwheel -> Movement (panning).

60 Evolving

Evolving, soft to bright pad with grain clouds.
Velocity assigned to filter cutoff.
Modwheel -> Reverse cutoff swells and amp pulse.

61 Lead Pad Bass

Pad, lead or sustained dark bass.
Velocity -> cutoff.
Modwheel -> Filter cutoff mod.

62 Airy Dark

Deep airy granular pad.
Velocity assigned to filter cutoff.
Modwheel -> Subtle gating (turn down reverb wet for more pronounced gater).

63 Bright And Swells

Rich bright pad.
Velocity assigned to filter cutoff.
Modwheel -> Filter cut swells.

64 Airy Rich Evolve

Airy rich evolving pad/soundscape.
Velocity assigned to filter cutoff.
Modwheel -> Movement (subtle pulse, slow panning and coloring).

65 Flute And Pad

Flute-like synth lead/pad sound.

Velocity assigned to filter cutoff.
Modwheel -> Tremolo.

66 Dreams And Rich

Soft dreamy lead (playing short notes) and/or rich evolving pad with a church organ character (hold long).
Velocity assigned to filter cutoff.
Modwheel -> Gater/pulse variation.

67 Expressive And Release

Poly lead sound, hold long for airy evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Amp mod (tremolo).

68 Slow Evolve

Deep and rich evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Subtle tremolo and filter cut swells.

69 Air At Night

Airy subtly evolving pad.
Velocity assigned to filter cutoff.
Modwheel -> Movement.

70 Sub And Sub Pluck

Sub bass and/or pluck-ish lead sound.
Master filter cut and res (macro 1, 2).
Modwheel -> Filter cut LFO modulation.
Control LFO speed with macro 12 (CC32).

71 Flutemallet Expression

Expressive synth lead sound with a steelpan/flute-ish character.
Velocity -> cutoff.
Modwheel -> Tremolo.

72 Air Chorus

Slowly evolving chorus (aetherizer) pad.
Velocity assigned to filter cutoff.
Modwheel -> Panner.

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Leap Into The Void