Leap Into The Void

Polymorphic Atavism

List of sounds:

Ataraxis Pad

Subtly evolving pad.
* MWheel -> Cutoff.
* Xpress -> Morph (adds tremolo layer).

Atmo Padscape

Evolving padscape atmo. Tempo-synced.
* MWheel -> Cutoff and coloring.
* Xpress -> Ptn add.

Atom Pixel Seq

Tempo-synced micro sound sequence with subtle rhythmic res feedback.
* MWheel -> Add sustained sine (vol).
* Xpress -> Morpher (ptn character).

Bass Oh Sub

Sub bass.
* MWheel -> Morph towards saw color.
* Xpress -> Add cutoff mod 16th.

Bassglitcher Seq

Sustained bass twister glitch.
* MWheel -> Cutoff.
* Xpress -> Add osc 4 (slow high steam seq).

Beat And Ingredients

Tempo-synced multitrack sequence with bassdrum and rhythmic clicks.
* MWheel -> Attenuate bassdrum.
* Xpress -> Add ramp pad layer.

Beeps Ex Tinnitus Seq

Rhythmic synth-biips, clicks and tinnitus. Re-trigger to keep in sync.
* MWheel -> Coloring.
* Xpress -> Coloring (attenuate tinnitus layer).

Bellus Subconscious

Expressive and "broken" bell-ish synth sound with long release.
* MWheel -> Morph towards sine.
* Xpress -> Color towards saw (osc 2).

Bite And Sweet Bass Lead

Poly synth sound with bite/growl in lower register and sweeter in high. Good for
creating basslines and/or lead melodies.
* MWheel -> Color.
* Xpress -> Morpher (coloring).

Breathescape Padscape

Tempo-synced evolving soundscape.
* MWheel -> Cutoff.
* Xpress -> Add glitch pulse.

Cab Pulse Scraper Seq

Tempo-synced amp dronepulser and scrape.
* MWeel -> Cutoff.
* Xpress -> Add randomizer res feed.

Cellarage Drone Seq

Tempo-synced evolving dronepulse seq and hollow.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Cern Adventure Padscape

Evolving padscape.
* MWheel -> Cutoff.
* Xpress -> Resonance (watch your speakers).

Clicks Overdrive Ramp Seq

Tempo-synced panned polyrhythmic clicks, noise syn pulses and bass syn swell.
* MWheel -> Coloring.
* Xpress -> Morph (layer crossfade).

Clocker Glitcher Seq

Tempo-synced clocked oscillator, bd/pulse and glitch.
* MWheel -> Cutoff.
* Xpress -> Variation (add fractalizer sequence).

Complexter Seq

Tempo-synced complex twister glitch.
* MWheel -> Cutoff.
* Xpress -> Osc waveform (Res).

Cut Thru Modularity Seq

Cut through (metallic) modularity sequence.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Dark Soundscape Pulse

Tempo-synced pulse and soundscape of darkness.
* MWheel -> Cutoff coloring.
* Xpress -> Coloring.

Darker Rhythmbed Scape

Distorted synth sound with evolving scape and rhythmbed.
* MWheel -> Cutoff.
* Xpress -> Vol (noisepulse seq).

Deluxe Dronescape

Evolving drone, scape with fractal seq.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Dist Metallic Bass Lead

Bass and/or lead sound with rectify distortion for a subtle metallic character.
Interesting colliding frequencies when playing more than one note.
* MWheel -> Tremolo (cutoff mod).
* Xpress -> Coloring (osc shape).

Dister Pulser Seq

Tempo-synced complex dister pulser.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Distorted Noisemodul Seq

Kick pulse, synth and noise modul sequence.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Dream And Evolving Pad

Evolving pad with tempo-synced subtle pulse.
* MWheel -> Cutoff.
* Xpress -> Resonance, flt 1 bp keytrck (attenuate).

Drifting Dronescraper

Evolving dronescrape.
* MWheel -> Cutoff.
* Xpress -> Coloring.

Drifting Pad Drama

Tempo-synced evolving pad.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Drillpulse Ex Seq

Tempo-synced experimental sequence with drills and pulses.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Drone Noise Seq

Undertone drone with noise layer and mod seq.
* MWheel -> Cutoff.
* Xpress -> Morph 8 patterns.

Drone Of The Dark

Drone of the dark with subtle bending (instability) and noise ring mod.
* MWheel -> Cutoff flt 1.
* Xpress -> Layer morpher.

Dystopic Chord Seq

Tempo-synced click, chord and seq.
* MWheel -> Cutoff.
* Xpress -> Add noise layer.

Embargo Amp Rhythmic Seqscape

Tempo-synced noise and rhythmic sequence in amp environment.
* MWeel -> Cutoff.
* Xpress -> Noise color (resonance).

Everevolving Pad

Pad with tempo-synced subtle coloring.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Evolving Padmystique

Evolving unison pad.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Explorer Paddrone

Evolving pad and drone.
* MWheel -> Cutoff.
* Xpress -> Coloring.

Express Your Synth

Expressive square-ish bass/lead.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Fast Bite Bass

Filter cut bass with evolvement.
* MWheel - > Cutoff (flt 1).
* Xpress -> Morph to pad.

Feeddrive Tone And Clicks Seq

Tempo-synced panned clicks, noisepulse and filter feed.
* MWheel -> Cutoff (keytrack tune -12).
* Xpress -> Bd/noisepulse attenuation.

Feednoise Syn Seq

Noise, feed and clocked oscs in multiple speed.
* MWheel -> Cutoff.
* Xpress -> Coloring.

Filt Clicks And Feed Seq

Tempo-synced panned clicks and filter feed.
* MWheel -> Noise seq vol.
* Xpress -> Resonance attenuation.

Fract Bagpipe

Tempo-synced fract mod sound. Bagpipe.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Generator Iter Seq

Repetition bass and the clocked seq sound. Needs to be re-triggered every bar to
stay in sync.
* MWheel -> Variation (filter mod).
* Xpress -> Ptn variation.

Gentle And Padscape

Soft synth and evolving tempo-synced padscape.
* MWheel -> Cutoff and color.
* Xpress -> Attenuate syn pulse vol (attack).

Glitchpad Evolve

Tempo-synced pad with rhythm and panned glitch.
* MWheel -> Cutoff (clicks).
* Xpress -> Resonance.

Glory Padscape Wind

The padscape of wind and glory.
* MWheel -> Flt 1 Resonance feedback.
* Xpress -> Color (add harmonics, saw).

Hollow Bass Lead

Bass and/or lead with a hollow, metallic character. Subtle quantizer.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Icewind scape

Evolving noise soundscape.
* MWheel -> Cutoff.
* Xpress -> Resonance (watch your speakers).

Impulse Bass Lead

Bass and/or lead with velocity sensitive attack character.
* MWheel -> Color.
* Xpress -> Morpher.

Impulse Pad

Pad.
* MWheel -> Color towards sine.
* Xpress -> Add slow cutoff mod.

Industry Modularity Seq

Industry and clocked modularity.
* MWheel -> Screamer (osc 1 PM depth).
* Xpress -> Ptn variation.

Iter Robotic Seq

Tempo-synced multitrack experimental robotic sequence.
* MWheel -> Cutoff.
* Xpress -> Add noise pattern.

Kaputt And Drone Seq

Tempo-synced multitrack pulse/click, noise sequence and res fdbk evolvement.
* MWheel -> Cutoff (noise cutoff, morph 1).
* Xpress -> Morph 2.
* Breath -> Morph 3.

Kaputt Charm Multiseq

Tempo-synced multitrack distorted pulse, noise sequence and res fdbk evolvement.
* MWheel -> Cutoff (morph 1).
* Xpress -> Morph 2.
* Breath -> Morph 3.

Keys And Scape

Bright expressive synth with evolving soundscape.
* MWheel -> Cutoff.
* Xpress -> Attenuate synth (keys) vol.

Keys Of Rich Nuance

Sweet expressive key-like sound with long release.
* MWheel -> Tremolo amount.
* Xpress -> Tremolo speed.

Keytracked Dirt

Keytracked dirt (extreme lead) of tempo-synced evolving phase distortion and noise.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Kick And Gater Seq

Tempo-synced multitrack sequence with bd and multiple pulses.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Le Balaphone

Balaphone
* Velocity assigned to decay.
* MWheel -> Color (layer and morph).
* Xpress -> Tremolo (var).

Lead Square Poly

Square bass/lead synth.
* MWheel -> Cutoff.
* Xpress -> Color morph.

Luring Rhythmic Padscaper

Padscape. Tempo-synced polyrhythmic.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Mallets Delight

Xylophone.
* MWheel -> Character (morph toward metallic).
* Xpress -> Tremolo (var).

Metallic Pulses Clocked Seq

Tempo-synced polyrhythmic metallic pulses and clocked modularity. Needs to be re-triggered to stay in sync.
* MWheel -> Add feedback.
* Xpress -> Attenuate clocked seq.

Micro And Click Seq

Micro sound click sequence.
* MWheel -> HP filter (add body).
* Xpress -> Color (osc 2 fract).

Micronoise Glitch Seq

Tempo-synced micro sound sequence with noise ramp, clicks and glitches.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Modul Scape Pan Seq

Tempo-synced scape modul with panning seq. Try chords.
* MWheel -> Add layer (ramp swell).
* Xpress -> Add layer 2.

Mono Sub Bass Growl

Mono sub bass with envelope drive.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Moving Padscape

Evolving pad, drone, scape.
* MWheel -> Cutoff.
* Xpress -> 16th cutoff flap seq.

Multitrack Beat Clicks

Tempo-synced multitrack sequence with bassdrum and rhythmic clicks.
* MWheel -> Attenuate click seq 2 (faster raster).
* Xpress -> Add ramp and sine layer.
* Breath -> Turn off bassdrum layer.

Multitrack Beatscape Click

Tempo-synced multitrack sequence with bassdrum, ramp syn and rhythmic clicks.
* MWheel -> Attenuate click seqs (creates fdbk).
* Xpress -> Attenuate ramp syn layer.
* Breath -> Turn off bassdrum layer.

Murvel Click Feedback Seq

Click, clocked and feedback. (the clocks need re-triggering to stay in sync).
* MWheel -> Cutoff (flt 3).
* Xpress -> Character morph.

Noise Organ

Noise organ.
* MWheel -> Coloring (add harmonics).
* Xpress -> Cutoff mod (1/1 sync).

Noisescraper Doompulse Seq

Tempo-synced multitrack sequence with bd, noisescrape and res feedback.
* MWheel -> Cutoff.
* Xpress -> Attenuate feedback.

Obscurescape And Metal

Obscurescape and self res bells.
* MWheel -> Cutoff coloring.
* Xpress -> Coloring.

Occultscape Pulsewind

Tempo-synced occult scape with pulses of root, half semi down and one semi up plus steam.
* MWheel -> Cutoff.
* Xpress -> Resonance (flt 2).

Padscape Of Thoughts

Padscape with tempo-synced subtle color pulses.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Padscape Raster

Tempo-synced padscape.
* MWheel -> Cutoff.
* Xpress -> Resonance (osc 3 flt key follow).

Patternscape Multiseq

Patternscape. Tempo-synced mini repetitive pattern with noise, background crackles, click beat, pulse and ramp.
* MWheel -> Cutoff Lp (crackle and pulse/ramps).
* Xpress -> Cutoff Bp (repetitive noise).
* Breath -> Click beat attenuation.

Piccolo

Expressive poly lead/bass sound. Soft, flute-ish character in high register.
* MWheel -> Cutoff (open).
* Xpress -> Character morph.

Pluck Lead Sub Bass

Sub bass and/or lead with filt cut envelope (pluck) character.
* MWheel -> Soften (attenuate envelope).
* Xpress -> Character.

Poly Lead Evolving Pad

Full character evolving pad/lead sound.
* MWheel -> Cutoff (flt 1).
* Xpress -> Coloring (towards square).

Pulse And Blip Iterator

Tempo-synced synth pulse and blip iterator.
* MWheel -> Cutoff.

* Xpress -> Blip attenuation.

Pulse Atmo Evolve

Pulse (tempo-synced) and evolvement and subtle noise layer.
* MWheel -> Cutoff (open up), flt 1, 2 (pulse).
* Xpress -> Resonance flt 1, 2.
* Breath -> Pulse attenuation (morph).

Pulser Synth-line

Tempo-synced pulser synth-line.
* MWheel -> Cutoff (open).
* Xpress -> Noise seq vol.

Pure Dream Subconscious

Soft sine and evolving padscape with slow noise swells.
* MWheel -> Cutoff and color.
* Xpress -> Attenuate sine syn pulse vol.

Quantized Dist Scape Seq

Multitrack sound with quantized layer (dist), kick and tuned clock sequence.
* MWheel -> Cutoff.
* Xpress -> Attenuate clock osc layer.

Quantized Square Bass Lead

Digital distorted bass/lead synth.
* MWheel -> Coloring 1 (cutoff simulation).
* Xpress -> Coloring 2.

Raster Rhythmbed Padscape

Evolving pad sound with raster and pulse.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Rectify Rhythmic Padscaper

Broken tempo-synced, polyrhythmic scaper.
* MWheel -> Cutoff.

* Xpress -> Resonance.

Resolute And Feedtrick Seq

Tempo-synced multitrack sound with bd, snare and rhythmic feed seq.
* MWheel -> Cutoff (digi synth).
* Xpress -> Ptn variation.

Rhythmic Pulse And Glitch

Rhythmic pulse seq sound with glitch. Re-trigger to stay in sync.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Rich Keys String

Sweet, expressive and rich poly synth sound with long release.
* MWheel -> Cutoff.
* Xpress -> Morpher (character).

Scraper Pulse Seq

Tempo-synced scraper, pulse and seq.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Seq Iter Monoton

Tempo-synced electric iteration disturbance.
* MWheel -> Cutoff (flt 1).
* Xpress -> Cutoff (flt 2).

Shorescape Padscape

Tempo-synced evolving soundscape and shore.
* MWheel -> Cutoff.
* Xpress -> Coloring.

Sinus Alter Clock Bounce

Clocked "tempo-synced" sinus alternated bouncing. (needs re-triggering to stay in sync).
* MWheel -> PD reduction (like cutoff).

* Xpress -> Coloring (crossfade towards keytracked bp filter).

Soundscape Of Mysticism

Soundscape of the mystique with sneaky sine ramps and noise ring mod.
* MWheel -> Cutoff flt 1.
* Xpress -> Layer morpher.

Square Lead Distinct

Expressive square synth sound with a subtle mallet attack character.
* MWheel -> Cutoff.
* Xpress -> Color and character morph.

Sub Bass Organi

Sub bass and/or lead with a organ character.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Sub Beat Dronescrape

Sub beat, noiseswells and evolving dronescrape.
* MWheel -> Cutoff.
* Xpress -> Resonance.

Subtl Rectif Padscape

Evolving subtly rectified scape. And/or use as pad, with single notes.
* MWheel -> Cutoff (many layers of space "flt fx" when resonance is set high).
* Xpress -> Resonance.

Synth Bass Science

Fat bass. Sci-fi.
* MWheel -> Cutoff.
* Xpress -> Morpher.

Synth Bow Saw Lead

Poly synth/lead sound.
* MWeel -> Tremolo amount.
* Xpress -> Tremolo speed.

Synth Whistle And Seq

Poly bass/lead sound with tempo-synced swell sequence. Good for chord atmos.
* MWheel -> Cutoff (open).
* Xpress -> Resonance.

Texture Scape Pulse

Evolving texure and subpulse.
* MWheel -> Cutoff (flt 3, high freq).
* Xpress - Add second pulse seq (vol).

Tinker Dirtscape

Overtone and tempo-synced pink dirtscape.
* MWheel -> Cutoff.
* Xpress -> Resonance (flt 1).

Twist Delight Lead

Expressive poly synth/lead sound.
* MWheel -> Tremolo amount.
* Xpress -> Tremolo speed.

Twist Of Droner Seq

Lead sound and tempo-synced sequenced twister drone and disturbance.
* MWheel -> Cutoff (attenuate feedback seq).
* Xpress -> Coloring the drone (cutoff simulation).

Victory Lead

Unison poly synth with subtle brass character.
* MWheel -> Tremolo (cutoff mod).
* Xpress -> Trem speed.

Wind Padscape And Lead

Padscape of wind and myst.
* MWheel -> Flt 1 Resonance feedback.
* Xpress -> Add tempo-synced glitch/crackle.

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Leap Into The Void