



Leap Into The Void

Post Zen Fusion

List of sounds:

Algebra Poly Click Seq

Tempo-synced sequence with digital short synth and polyrhythmic clicks.

MWheel -> Cutoff and variation (adds sub pulse).

Xpress -> Ptn variation.

Andromeda Drone Seq

Tempo-synced pulse, clucks, knaster seq and drone.

MWheel -> Cutoff.

Xpress -> Coloring.

Beat Wizard Click Seq

Tempo-synced click sequence in polyrhythm with rhythmic res feedback.

MWheel -> Cutoff (variation).

Xpress -> Pattern variation.

Bell And Pad

Bell-ish and evolving pad with colored subtle noise.

MWheel -> Cutoff.

Xpress -> Coloring (fast synced pulse).

Bledder Padscape Seq

Tempo-synced padscape with evolvment and pulses.

MWheel -> Cutoff.

Xpress -> Morph (variation).

Burst Pulse Drone Seq

Tempo-synced multitrack sequence with digital burst, drone and deep pulse.

MWheel -> Cutoff.

Xpress -> Coloring (osc 2 burst).

Centaurus Pulse Drone Seq

Tempo-synced multitrack sound with pulse, ramp and drone.

MWheel -> Cutoff.

Xpress -> Subtle variation.

Click Fast And Klang Seq

Tempo-synced repetitive click sequence of klang.

MWheel -> Coloring.

Xpress -> Variation.

Click Of Springdrone Seq

Tempo-synced sequence with panned rhythmic clicks, high res drone and noise pulse.

MWheel -> Cutoff (clicks).

Xpress -> Drone and noise pulse attenuation.

Clock Scape Ramp Pad

Tempo-synced clock, scape and ramp pad.

MWheel -> Cutoff.

Xpress -> Clock seq attenuation.

Colorful Synth Keys

Expressive synth/keys sound with long release.

MWheel -> Cutoff.

Xpress -> Tremolo.

Darker Soundscape Dirtus

Darker soundscape dirtus. Osc 3 tuned up 6 semi.

MWheel -> Cutoff.

Xpress -> Osc 3 tune down to neutral.

Deep Pulse Drone Seq

Tempo-synced multitrack sequence with evolving noise, drone and deep pulse.

MWheel -> Cutoff (Flt 2 Ktr +6 semi -> 0).

Xpress -> Bassdrum attenuation.

Delightful Synth

Delightful synth sound with fast flanger.

MWheel -> Cutoff and color.

Xpress -> Resonance.

Determination And Seance Seq

Multitrack sequence of the dark with kick, click, noise swells and synth (osc 4 +1 semi).

MWheel -> Cutoff.

Xpress -> Osc 2 coloring.

Breath -> Noise attenuation.

Digit Sine Release Synth

Digit, sine and release. Digital "bell-ish" synth sound.

MWheel -> Cutoff.

Xpress -> Morph.

Dirtscape Seq

Tempo-synced clicks, growl and dirtscape.

MWheel -> Cutoff.
Xpress -> Morpher.

Distorted Repetition Seq

Tempo-synced distorted pounder and swells.
MWheel -> Cutoff.
Xpress -> Ptn variation.

Dramapad Rhythmbed Seq

Tempo-synced evolving rhythmbed. Dramapad.
MWheel -> Cutoff.
Xpress -> Ptn variation and color.

Dream Flutepiano Keys

Smooth expressive synth/keys sound. Synth piano-ish, piccolo flute-ish.
MWheel -> Cutoff.
Xpress -> Resonance.

Drivepad Detune Sync

Drive pad with polymodulation and detuning.
MWheel -> Cutoff.
Xpress -> Resonance.

Drone And The Click Seq

Tempo-synced low drone with click sequence.
MWheel -> Cutoff (open up).
Xpress -> Color (osc 3 clicks).

Electronica Seq

Tempo-synced gate ramp, raster, polyrhythmic pulse and high freq.
MWheel -> Cutoff.
Xpress -> Resonance.

Eminent Evolve Pad

Evolving pad.

MWheel -> Cutoff.
Xpress -> Color (brightness).

Emotional Expression Keys

Expressive synth sound with string character, long release and stereo delay.
MWheel -> Cutoff.
Xpress -> Tremolo.

Evolve Ramp Padscape

Tempo-synced padscape with ramps.
MWheel -> Cutoff.
Xpress -> Add pulse glitch seq.

Excavated Ghost Drone

Ghost color high and drone. Bending drone.
MWheel -> Cutoff.
Xpress -> Add hidden breath (pattern).

Expanding Mindbend Seq

Soundscape mind expander sequence. Osc 3 +1 semi bend up and back.
MWheel -> Cutoff.
Xpress -> Variation (attenuate bender).

Flange Pluck Bass

Bass synth with characteristic attack phase.
MWheel -> Cutoff.
Xpress -> Morph (attack color).

Flange Synth Piano

Expressive synth sound with distinct attack and longer release.
MWheel -> Cutoff.
Xpress -> Resonance.
Velocity -> Tremolo and color.

Gathering Drone Seq

Tempo-synced pattern mod and evolving dronescape.

MWheel -> Cutoff.
Xpress -> Resonance (feedback).

Gentle And Steam Synth

Gentle expressive synth with steam.
MWheel -> Cutoff and character.
Xpress -> Remove steam.

Ghostbell Scape Microscopus

Ghostbell and noise modulation.
MWheel -> Cutoff (osc 1, 4).
Xpress -> Add saw (osc 3).

Glitch Pulse Ostinato Seq

Tempo-synced multitrack sequence with pulse, glitch and feedback.
MWheel -> Morpher.
Xpress -> Remove "feedback" (noise res).

Growl Pulse Drone Seq

Tempo-synced pulse, synth growl and evolving dirty noise drone.
MWheel -> Morph (towards omin).
Xpress -> Cutoff (noise source).

Hammer Keys

Expressive plucked, picked string, keys.
MWheel -> Cutoff.
Xpress -> Tremolo attenuation.

Hedonistic Bassus Synth

Synth pluck-ish bass/lead and bite.
MWheel -> Morph coloring.
Xpress -> Fast mod "glitch-gater".

Hypnotica And Click Seq

Tempo-synced multitrack seance sequence with polyrhythm.
MWheel -> Cutoff (open up).

Xpress -> Tremolo attenuation (osc 2).

Impulse Sine Release Synth

Narrow (impulse), sine and release.

MWheel -> Cutoff.

Xpress -> Coloring (add saw shape).

Impulsesquare Padlead

Impulse square lead synth and/or pad.

MWheel -> Cutoff.

Xpress -> Resonance.

Industrial Robots Seq

Tempo-synced, clocked, quantized, pulse and feedback with osc 3 tuned up 1 semi.

MWheel -> Variation.

Xpress -> Variation and osc 3 tuned to neutral.

Intomadour Seq

Tempo-synced sequence with bassdrum, growl and sustained synth.

MWheel -> Variation (remove bassdrum).

Xpress -> Variation (add octaver sequence).

Iter And The Drone Seq

Tempo-synced fast pulse and drone seance.

MWheel -> Cutoff.

Xpress -> Resonance.

Iteration Pulse Drone Seq

Multitrack sequenced sound with click, pulse and drifting drone.

MWheel -> Cutoff and variation.

Xpress -> Coloring variation.

Klung And Click Fast Seq

Tempo-synced click sequence of fast repetition and klung.

MWheel -> Cutoff.

Xpress -> Coloring.

Knastus Seq Modularus

Tempo-synced modularus knastus sponge.

MWheel -> Cutoff (osc 2).

Xpress -> Coloring (movement).

Lead And The Padscape

Synth lead and tempo-synced padscape.

MWheel -> Cutoff (osc 1 and 2).

Xpress -> Variation.

Lead Delight

Expressive lead synth sound.

MWheel -> Cutoff.

Xpress -> Morpher (color).

Velocity assigned to amp env DR and attack character.

Light Evolve Pad

Evolving flange pad.

MWheel -> Cutoff.

Xpress -> Coloring.

Mallet Of Delight

Expressive mallet lead synth sound.

MWheel -> Cutoff and character.

Xpress -> Color.

Meditation Dronescape

Dronescape and ramp.

MWheel -> Cutoff.

Xpress -> Timbre (osc 1 fractalize amount).

Melted Clock Interior Seq

Tempo-synced, clocked and random bend.

MWheel -> Cutoff (variation).

Xpress -> Variation.

Miraculus Tinnitus Drone

Tempo-synced slowly evolving drone of tinnitus skrapus miraculus (hold long).

MWheel -> Cutoff.

Xpress -> Color.

Modulation Bite Bend Seq

Tempo-synced sequence with pulse and mind bending (+1 semi up and back).

MWheel -> Cutoff.

Xpress -> Variation.

Mono Space Lead Synth

Mono space lead synth sound with ramp tremolo res character.

MWheel -> Cutoff, color.

Xpress -> Tremolo attenuation.

Motif Of Padscape Seq

Tempo-synced padscape with evolvment and poly pulses.

MWheel -> Cutoff and morph.

Xpress -> Morph.

Movement Padscape

Tempo-synced evolving padscape.

MWheel -> Cutoff.

Xpress -> Resonance.

Muerte And The Ghost Seq

Tempo-synced sequence with kickdrum, digital pulse and tuned noise feedback. Osc 1 tuned up 6 semi.

MWheel -> Coloring.

Xpress -> Coloring (and attenuates osc 1 vol).

Mystery Do Morton Seq

Tempo-synced sequence with pulses and feedback.

MWheel -> Variation (flt tune up 1 semi).

Xpress -> Ptn variation.

Night Cricket Clicks Seq

Night crickets click knaster seq.

MWheel -> Ptn variation.

Xpress -> "Cricket" attenuation.

Nightsky Dark Seq

Multitrack sequence with kick, click, noise swells, polyrhythmic synth pulse and osc 4 +1 semi.

MWheel -> Noise attenuation.

Xpress -> Ptn Variation (and attenuates osc 4).

Noise Seq And The Mosquito

Tempo-synced noise seq and mosquito passby.

MWheel -> Cutoff.

Xpress -> Panner.

Noisedrone Evolve

Evolving noisedrone.

MWheel -> Cutoff (noise source).

Xpress -> Add pulse seq.

Northland Rite Of Fire Seq

Tempo-synced multitrack sound with synth pulse rhythm, PM and machinegun noise.

MWheel -> Cutoff.

Xpress -> Fast noise seq attenuation.

Nucleus Hallucination Drone Seq

Tempo-synced nucleus, hallucination and drone.

MWheel -> Cutoff.

Xpress -> Variation.

Obend Odrone Seq

Tempo-synced dronescape with bend seq.

MWheel -> Cutoff (morph into evolving drone).

Xpress -> Bend attenuation.

Occultus Scrapus

Soundscape occultus. Osc 2 +1 and osc 3 +6 semi.

MWheel -> Cutoff.

Xpress -> Bend osc 2 and 3 to tonika.

Octaver Pad

Tempo-synced layered evolving fast octaver pad.

MWheel -> Cutoff and variation.

Xpress -> Attenuate octaver seq.

Oom And Fast Clicks Seq

Multitrack sequence with kickbass and clicks.

MWheel -> Morpher (variation).

Xpress -> Fast clicks attenuation.

Ostinato Machine Seq

Tempo-synced multitrack sequence with bass drum ostinato (0, +6 semi), crackled noise seq and digi synth.

MWheel -> Cutoff (digi synth).

Xpress -> Ptn variation.

Pad With Breeze

Evolving pad with colored subtle noise.

MWheel -> Cutoff.

Xpress -> Coloring (fractalize, wha-wha).

Padscape And Subtle Glitch Seq

Tempo-synced padscape with ostinato, activity and polyrhythmic sweep.

MWheel -> Cutoff.

Xpress -> Variation (fade out osc 3).

Picked String Git

Picked, plucked and/or hammered string-synth.

MWheel -> Colorize.

Xpress -> Colorize.

Pluck Bass Synth

Synth bass and synth pluck.
MWheel -> Sustained sine attenuation.
Xpress -> Decay envelope.

Polyrhythmic Seance

Tempo-synced polyrhythmic seance with pulse, glitch and soft noise seq.
MWheel -> Cutoff (all but noise seq).
Xpress -> Noise seq attenuation.

Pulse Glitch Ramp Seq

Tempo-synced pulses, glitch and ramp.
MWheel -> Variation.
Xpress -> Variation.

Quantizer And The Wind Seq

Tempo-synced rhythmic atmo modularis and wind.
MWheel -> Cutoff (removes wind).
Xpress -> Color (add quantizer dist).

Ramp Padscape Sync

Tempo-synced evolving padscape with ramp swells.
MWheel -> Cutoff, coloring.
Xpress -> Coloring.

Raster Drone

Tempo-synced raster drone seance.
MWheel -> Cutoff.
Xpress -> Coloring.

Raster Pulse Pad

Raster scape and pulse.
MWheel -> Cutoff.
Xpress -> Variation.

Raw Saw And Color Synth

Saw lead/bass sound.
MWheel -> Cutoff.
Xpress -> Color.

Rectified Seq Of Eruption

Tempo-synced rectified pulse and machine.
MWheel -> Cutoff.
Xpress -> Ptn variation.

Reflection Quantize Pad

Tempo-synced digital scape and ramp pad.
MWheel -> Cutoff.
Xpress -> Colorize.

Repetiva Click Noise Seq

Tempo-synced click and noise seq.
MWheel -> Cutoff (noise seq).
Xpress -> Variation (add new layers).

Revelation Dronescape Sync

Tempo-synced evolving soundscape with bends.
MWheel -> Cutoff (osc 1).
Xpress -> Detune attenuation and subtle osc 3 cutoff.

Rhythmic Noise Seq

Tempo-synced sequence with screaming synth and panned rhythmic noise.
MWheel -> Cutoff (noise).
Xpress -> Sustained power (adds saw shape).

Rhythmic Padscape

Tempo-synced padscape with evolvment and pulses.
MWheel -> Cutoff and coloring.
Xpress -> Coloring, character.

Scape Raster Ramp

Scape, raster and ramp. Tempo-synced evolving soundscape.

MWheel -> Cutoff.

Xpress -> Resonance.

Scratch Rectify Synth

Scratch attack synth sound.

MWheel -> Cutoff (morph).

Xpress -> Resonance.

Scream Wind Pad

Pad with wind and scream.

MWheel -> Cutoff.

Xpress -> Add sub (-12) layer.

Seance Pulse And Drone Seq

Tempo-synced seance, pulse and drone seq.

MWheel -> Cutoff.

Xpress -> Coloring and variation.

Sine And Layer Pad

Sinus (bell-ish) and evolving growly pad.

MWheel -> Cutoff.

Xpress -> Coloring (tremolo character).

Smooth Ramp Padscape

Tempo-synced smooth evolving padscape with ramp swells.

MWheel -> Cutoff coloring.

Xpress -> Coloring.

Soundscape Digitalus

Soundscape digitalus

MWheel -> Cutoff.

Xpress -> Resonance.

Space Tremolo Synth

Expressive synth sound with ramp tremolo res character.
MWheel -> Cutoff.
Xpress -> Resonance.

Steam And Click Groove Seq

Tempo-synced rhythmic click and steam seq.
MWheel -> Coloring and variation.
Xpress -> Coloring and variation.

Steam And Glitch Seq

Tempo-synced glitch and steam sequence.
MWheel -> Coloring.
Xpress -> Ptn variation.

Substratum Bass

Sub bass.
MWheel -> Color.
Xpress -> Morph (towards kickbass).

Sweepmod Dirtscape

Tempo-synced evolving dirtscape with sweeps and modulation.
MWheel -> Cutoff.
Xpress -> Morpher.

Synth For Ahimsa

Expressive pluck-ish sound.
MWheel -> Cutoff.
Xpress -> Turn up to remove tremolo.
Velocity assigned to amp env DR and cutoff.

Synth Pluck Dulcimer

Expressive synth sound with a string character. Dulcimer.
MWheel -> Cutoff.
Xpress -> Resonance.

The Dirtscape And Bleep Seq

Tempo-synced dirt modularity bleep sweep scape.
MWheel -> Cutoff (osc 1, 2).
Xpress -> Variation.

The Rectonistic Rite Seq

Tempo-synced rectified pulse and polyrhythms.
MWheel -> Variation.
Xpress -> Ptn variation.

Time Pan Clicks Seq

Tempo-synced sequence with panned rhythmic clicks and steady noise pulse.
MWheel -> Cutoff (clicks).
Xpress -> Noise pulse attenuation.

Transcendental Bellscape Seq

Tempo-synced transcendental bell and microscopic lifeforms.
MWheel -> Cutoff and Resonance.
Xpress -> Variation.

Tuna Stack Synth

Expressive, detuned lead/keys synth.
MWheel -> Cutoff (flt 2).
Xpress -> Resonance (flt 1).
Velocity assigned to cutoff envelope time and amount.

Under Over Quantize Pad

Evolving digital drive pad with polymodulation and waving high pitch.
MWheel -> Cutoff.
Xpress -> Static.

Vibrato Lead

Saw lead sound with vibrato.
MWheel -> Morph to impulse color.
Xpress -> Vibrato attenuation.

Woodblock Seq

Tempo-synced rhythmic panned clucks (woodblock) and noise sequence.
MWheel -> Cutoff (noise source).
Xpress -> Add layer.

Zodiac Sequence

Tempo-synced multitrack seance with pulsating synth, glitch and noise seq.
MWheel -> Cutoff.
Xpress -> Variation.

Mikael Adle
Leap Into The Void