

THE ABYSS - E.P.

EMERITUS RITUS NECNON INFINITUM FOR ABSYNTH

Extended path

BY MIKAELADLE
LEAP INTO THE VOID

Leap Into The Void

The Abyss Extended path

List of sounds:

Abduction Rite EP

Tempo-synced percussive tribal sequence.

Velocity -> master filter cut.

Modwheel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and waveshaper amount of the master filter.

Separate vol, coloring and soundshaping assigned for all three channels.

Activity Perplex Logica EP

Tempo-synced distorted percussive sequence with an initial and repeated bell-ish sound followed by a screaming dirty sequence.

Modhweel -> dirt type.

Macro 1, 2, 3 and 4 control cutoff, res, waveshaper amount and waveshaper morph of the master filter.

Separate vol and color for all channels.

Attraction Lure EP

Tempo-synced dark percussive pulse and glitch sequence with disturbance.

Velocity -> cutoff.

Modhweel -> morph (distortion and cha B reverse saw amp mod).

Macro 1, 2 and 3 control cutoff, res and shaper amount of the master filter.

Separate vol for all three cha, coloring for cha A, B (both glitch sequences).

Battery Session EP

Tempo-synced percussive sequence.

Velocity -> master filter cut.

Modhweel -> pattern variation.

Macro 1 and 2 control cutoff and res of the master filter.

Separate vol and coloring for the two channels (A, B) used.

Bell Of Spell EP

Tempo-synced cave bell sequence of mysticism and noise layer.

Velocity -> master filter cutoff.

Modhweel -> variation (dirt and mod).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all three cha.

Brutus Dye EP

Dirty mono bass/lead sound.

Velocity -> cutoff.

Modhweel -> cha A comb Lp (cutoff).

Macro 1 and 2 control cutoff and res of master filter. (set cutoff to half for a very low sub bass).

Separate vol control for both channels.

Caveat Of Doom EP

Tempo-synced thunderous multitrack percussive sequence with big drum rumble and noise pattern.

Velocity -> cutoff.

Modhweel -> pattern variation and color.

Macro 1 and 2 control cutoff and res of master filter.
Separate control for each cha vol and soundshaping for cha A and B.

Celestial Aura EP

Tempo-synced dark, mysterious multitrack sequence with pulse, noise and texture.

Velocity -> cutoff.

Modhweel -> variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for each channel and coloring for cha A and B.

Extensive Aetherizer FX coloring.

Ceremony Seance Rite EP

Tempo-synced mysterious multitrack percussive seq (mallet in high register).

Velocity -> cutoff.

Modhweel -> pattern variation.

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for both channels used.

Chamber Orchestra Ghost EP

Tempo-synced mystic noise/wind sound with percussive sequence.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for each channel.

Chasm Organica EP

Tempo-synced panned noise pulses and metal scraper sequence.

Velocity -> cutoff.

Modhweel -> variation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.

Separate vol and coloring for both channels.

Chest Of Sorcerer Winds EP

Evolving luring pad/soundscape.

Velocity -> cutoff.
Modwheel -> distortion.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for all three cha.

Clouds Of Possess EP

Tempo-synced mystic evolving granular breathe scape with dark pulse.

Velocity -> cutoff.
Modwheel -> character coloring.
Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol and coloring for each channel.

Concealed Secret EP

Tempo-synced noise and pulse, glitch perc and resonating scrape seq.

Velocity -> master filter cutoff and glitch (cha C) cutoff.
Modwheel -> variation.
Separate vol and soundshaping assigned for each channel.

Contemporary Atmo EP

Contemporary Atmo. Tempo-synced evolving soundscape and "mallet" seq.

Velocity -> cutoff.
Modwheel -> variation.
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.
Separate vol and coloring for all three cha.
Macro 14 -> cha A, C +6 semi.

Copper EP

Obscured mallet and/or tempo-synced soundscape with glocken/bell-ish sequence and self res evolving insect noise.

Velocity -> cutoff.
Modwheel -> pattern variation and color.
Separate vol for both channels and extensive soundshaping and coloring.
Try macro fader 6 (linked to macro 5).

Deep Hypnosis EP

Tempo-synced deep hypnosis and metal character pendulum.

Velocity -> cutoff.

Modhweel -> pattern variation and color.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for both channels and extensive soundshaping and coloring for both.

Demon Hour Silvermoon EP

Tempo-synced percussive noise and bell sequence with growling swells.

Velocity -> cutoff.

Modhweel -> Character (dist and coloring).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all three cha.

Depiction EP

Tempo-synced percussive bell and clicks sequence.

Velocity -> cutoff.

Modhweel -> variation (subtle coloring).

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol for both channels.

Extensive control of cha A (res perc/bell) and subtle coloring for cha B (clicks).

Desire And Itch EP

Sine and bright "bitcrush" evolving scape and/or fantasy "reverse-dirt" synth sound.

Velocity -> cutoff.

Modhweel -> variation, character change.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three channels.

Distance Of Abandonedness EP

Granular obscured evolving wind.

Velocity -> cutoff.

Modhwel -> dirt and movement.

Macro 1 and 2 control cutoff and res of the master filter.

Separate vol for all three cha and coloring for cha A and B.

Down Below Ceremony EP

Multitrack dark "occult" percussive sequence with added sixth.

Velocity -> cutoff.

Modhweel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and waveshaper amount of master filter.

Separate vol and coloring for all three channels.

Electric Field Passage EP

Tempo-synced panned woodblock and scrape seq with repetitive string noise.

Velocity -> cutoff.

Modhweel -> variation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper morph of the master filter.

Separate vol and color both channels.

Elves In The Clouds EP

Dreamy sensitive filtered saw lead/keys with long release and grain cloud coloring.

Velocity -> cutoff and amp.

Modhweel -> tremolo.

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 control vol, 4 control cloud delay time and 5 control cloud dry/wet.

Empire Tribute EP

Majestic (noise brass) pad with tempo-synced osc morph pulse/glitch.

Velocity -> cutoff.

Modhweel -> polyrhythmic tremolo.

Macro 1 and 2 control cutoff and res of master filter.

Macro 14 control cha A (pulse amount).

Separate vol and extensive coloring of both channels.

Encyclopedia Post EP

Multitrack sequence with pulse, digital bursts and rhythmic clicks/glitches.

Velocity -> cutoff.

Modhweel -> pattern variation.

Macro 1 and 2 -> master cutoff and res.

Macro 3 control wave morph of master shaper with extreme dirt at max.

Separate vol for cha A, B, C and extensive coloring for cha C.

Endevor EP

Tempo-synced metallic, bell-ish pulsating synth seq with self resonance.

Velocity -> cutoff.

Modwheel -> variation (fast saw amp mod).

Macro 1, 2 and 3 control cutoff, res and wave shaper amount of master filter.

Separate vol and coloring for both cha.

Try macro 6 and 9 at min and play C1 register for a dark bass with sequence.

Entrance Of Void EP

Tempo-synced panned rhythmic glass-bowl, slow bell seq and mysticism.

Velocity -> subtle cutoff.

Modwheel -> variation.

Macro 1, 2, 3 control cut, res and shaper (sequence) amount of master filter.

Macro 4, 5 control comb frequency and res of master comb filter.

Separate vol and coloring for both cha.

Excremental Breeding EP

Tempo-synced percussive sequence, long evolving noisescrape and occasional feedback.

Velocity -> cutoff.

Modwheel -> variation, character change.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all three channels.

Excreted Waste EP

Tempo-synced distorted rhythmic, vulgar sound and repetitive seq.

Velocity -> cutoff.

Modwheel -> pattern var (character).

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 control wave morph of master shaper (character).

Separate vol and coloring for both cha.

Exotica EP

Hybrid pad, soft lead sound. Hold long for sequence.

Velocity -> master cutoff and cha B cutoff.
Modhweel -> slower atk and coloring.
Macro 1 and 2 control cutoff and res of master Lp filter.
Macro 4 and 5 control res and lowpass of master comb filter.
Separate vol for each cha.

Facility Activity EP

Tempo-synced metal percussion, glitch and broken noise seq.

Velocity -> cutoff.
Modhweel -> variation.
Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol and coloring for all three channels.

Fanfaronade EP

Layered evolving pad with pan movement and tremolo.

Velocity -> cutoff.
Modhweel -> pan and tremolo.
Separate vol control of each cha A, B, C.
Macro 1 and 2 control cutoff and res of master filter.

Farewell Serenade EP

Dirty/noise "wind" synth padscape sound.

Velocity -> cutoff.
Modhweel -> Filter coloring and cha A tremolo.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both channels used.

Fiend Bell EP

Fiend bells noise seq (hold long).

Velocity -> cutoff.
Modhweel -> Character (trem and dirt).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for each cha.

Fluta Violencia EP

Tempo-synced evolving windscape and feedback scape.

Velocity -> cutoff.
Modhweel -> Slow reverse mod and color.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both cha.

Fly EP

Tempo-synced evolving rhythmbed/scape with bright multipulses. Play short notes for sweet keys/lead sound with long release.

Velocity -> cutoff and cha B shaper in gain.
Modhweel -> cloud fx dry/wet.
Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol for all cha, color for cha A, B.

For Melody EP

Expressive 4 voice unison saw synth sound with long release.

Velocity -> cutoff.
Modwheel -> tremolo.
Macro 1 and 2 control cutoff and res of master filter.
Macro 3 control vol and macro 4, tremolo rate.

Frozen Moist EP

Obscure feedback and noisescape.

Velocity -> cutoff.
Modwheel -> variation (character change via multiassigned tempo-synced LFO's).
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper morph of the master filter.
Separate vol and coloring for both cha.

Gater Of Syn EP

Tempo-synced rhythmic sound, rhythm bed with two separate "gater" sequences.

Velocity -> cutoff.
Modwheel -> Colorizer (slow comb tone drifting and faster cha A ramp mod).
Macro 1 and 2 control cutoff and res.
Separate vol and coloring for both channels used.

Generator Of Alpha Decay EP

Alpha decay generator. For destructive scapes and brutal droning.

Modwheel -> Industry gater.

Macro 1 control master 2 frequency shifter pitch.

Separate vol for all three cha, coloring for cha A and B.

Try macro 1.

Ghost Symphony EP

Tempo-synced timpani sequence and "ghost choir" environment.

Velocity -> cutoff.

Modwheel -> pattern variation and coloring.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for both channels used.

Glitch Sea Bottom EP

Tempo-synced pronounced rhythmic glitch and subtle experimental rumble sequence.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for all cha.

Goods Of Bring EP

Classic square/saw bass and lead sound with filter cutoff, velocity assigned attack coloring.

Velocity -> attack speed and amp (from "analog" to aggressive).

Modwheel -> cutoff envelope decay time.

Macro 1 and 2 control cutoff and res.

Separate vol for both channels used.

Macro 4 control FM index of cha A.

Graceful Continuity EP

Deep and bright evolving tremolo/pulse pad/scape.

Velocity -> cutoff.

Modwheel -> trem/pulse and slow cutoff mod.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three cha, coloring for cha A and B.

Grans Widths EP

Tempo-synced evolving obscured soundscape in a drone fashion.

Modhweel -> enables separate LFO pitch modulation for cha A and B.
Macro 1 and 2 control cutoff and res of master filter.
Macro 3 control shaper morph (add dirt).
Separate vol and color for both cha.

Hall Of Unearth EP

Tempo-synced distant percussive seq and sustained noise/engine in a large resonator environment.

Velocity -> cutoff.
Modwheel -> variation (rhythmic).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for all three cha.

Harsh Atmosphere EP

Tempo-synced sequence of harsh atmosphere and added sixth.

Modwheel -> Ptn variation and coloring.
Macro 1 and 2 control cutoff and res of master highpass filter.
Separate vol and coloring for all three cha.

Haunted By Demons EP

Tempo-synced dark gigantic wind scape with obscured percussive pulse.

Velocity -> cutoff (master and cha A).
Modwheel -> coloring.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for all cha.

Holographic Granularity EP

Tempo-synced dark pulse, noise seq and eerie swells.

Velocity -> cutoff (subtle coloring).
Modwheel -> Ptn variation.
Macro 1 and 2 -> master filter cut and res.
Separate vol for all three cha and coloring for cha B, C.

Humming The Glitch EP

Tempo-synced resonating perc (mallet), glitch and clicks seq.

Velocity -> cutoff.

Modwheel -> Variation and color.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper morph of the master filter.

Separate vol and coloring for all three cha.

Impose EP

Tempo-synced flute/organ pad with subtle coloring seq.

Velocity -> cutoff.

Modwheel -> variation (pattern coloring and subtle cutoff swells).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and extensive coloring for both cha used.

Impression Color EP

Expressive keys and/or lead sound with a bright flute/organ character.

Velocity -> coloring.

Modwheel -> tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 control ws morph (-> dist/dirt).

Separate vol for all three cha and subtle coloring for cha A and B.

In Ex Hale Behemoth EP

In and Ex halation of the sky. Evolving grain cloud scape.

Velocity -> cutoff.

Modwheel -> variation (breathe variant).

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 and 5 control cloud delay dry/wet and rate.

Separate vol for both cha, color for cha B.

Inevitable EP

Tempo-synced pulse, pan seq and drone.

Velocity -> cutoff.

Modwheel -> variation (add bd and color).

Macro 1, 2, 3 and 4 control master filter cutoff, res, shaper amount and shaper morph with extensive coloring.

Macro 13 -> distortion.

Separate vol for all three cha and coloring for channel A and B.

Introvert EP

Tempo-synced mallet sequence.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three cha. Extensive coloring and shaping for cha A and B.

Leviathan In The Abyss EP

Soundscape of wind and blade.

Velocity -> cutoff.

Modwheel -> Variation (dual amp mod).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for both channels used.

Leviathan In The Deep EP

Evolving pad.

Velocity -> cutoff.

Modwheel -> trem, color and slow pan.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for both cha used.

Luminous EP

Tempo-synced pulse and glitchscape with occult ambience.

Velocity -> cutoff.

Modwheel -> pattern variation and color.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all three cha.

Extensive Aetherizer FX assignments for further coloring (macro 9-12).

Mallet Seance EP

Tempo-synced mallet, noise, clicks and winds sequence.

Velocity -> cha C HPF.

Modwheel -> pattern variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all three channels.

Mayhem Behem EP

Tempo-synced, velocity sensitive (cutoff) fast repetitive mayhem sequence.

Velocity -> cutoff.

Modwheel -> variation (ramp seq).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for each cha and coloring for cha A and B.

Macro 14 -> dirt color morphing.

Mefisto EP

Tempo-synced panned clicks, pulse and cozy noise seq.

Modwheel -> Ptn variation and coloring.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 -> waveshaper morph (-> dirt).

Separate vol and coloring for all three channels.

Melodia Ancestor EP

Expressive poly synth with a saw "string" character and subtle grain cloud pad.

Velocity -> cutoff.

Modwheel -> tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 -> waveshaper morph (dist).

Separate vol for all three cha, coloring for cha C (fantasy pad).

Mental Illness Ambivalence EP

Bright mallet of luna (aetherizer + 6 semi).

Velocity -> cutoff.

Modwheel -> distortion.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper morph of master filter.

Separate vol for all three cha and coloring for cha A and B.

Mentally Disordered Cell EP

Tempo-synced pulsescape of darkness and evolving cell environment.

Velocity -> cutoff.

Modwheel -> variation (multi amp mod).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all cha.

Misshape Depth EP

Expressive distorted bass, sub bass and lead.

Velocity -> cutoff.

Modwheel -> Attack character.

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 and 4 control LFO depth (assigned to shaper wave morph) and rate.

Momentum EP

Tempo-synced "lion" drum pulse and ambience in a resonator environment.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 control ws morph (adds dirt).

Separate vol for both channels used, coloring for cha B (ambience).

Mysteries In The Hall EP

Bright synth sound with grain cloud chorus.

Velocity -> cutoff.

Modwheel -> tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 -> waveshaper morph (-> noise).

Separate vol for all three cha, coloring for cha A and C.

Mystique Key EP

Sensitive (from soft to distorted) keys sound with long release and fast tremolo.

Velocity -> cutoff.

Modwheel -> tremolo.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for both channels used.

Night Driven Continuity EP

Slowly evolving pad/scape.

Velocity -> cutoff.

Modwheel -> percussive tremolo.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three channels, coloring for cha A and B.

Ocean Deep Funeral EP

Tempo-synced panned bell-scape seq and bassdrum pulse with fresh noise layer.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for both channels used.

Odyssey EP

Tempo-synced evolving synth seq, clicks seq and 5/4 mallet seq.

Velocity -> cutoff.

Modwheel -> pattern variation and color.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three cha and coloring for cha B (click seq) and C (mallet pulse).

Pad Of Digital Wind EP

Dirty soundscape and dirt ramp seq.

Velocity -> subtle cutoff.

Modwheel -> Panner and movement.

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 control ws wave morph.

Separate vol and coloring for both channels used.

Paralization Rite EP

Tempo-synced distorted pulse, rhythmic panned percussive seq and sawmill evolvment.

Velocity -> cutoff.

Modwheel -> Ptn variation.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for all cha.

Paralyzed EP

Tempo-synced haunting sound with pulse, fast metal rhythm and returning noise swells.

Velocity -> cutoff.
Modwheel -> Ptn variation and coloring.
Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol and coloring for all cha.

Passage Of The Shadow EP

Tempo-synced marching noise seq, metal and rhythm.

Velocity -> cutoff (subtle coloring).
Modwheel -> pattern variation.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for all cha.

Penetrating Chill EP

Soundscape of cold dark winds and tremolo pad.

Velocity -> subtle cutoff (cha A, master).
Modwheel -> Movement (trem/pan).
Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol and extensive coloring for both channels used.

Physical Installation EP

Tempo-synced fast metallic creepy swells and ghost choir amp swells. Aetherizer tuned up +6 semi.

Velocity -> cutoff.
Modwheel -> panning (and very subtle pitch modulation to add nerve).
Separate vol and coloring for both cha used.

Pipes Of Drone EP

Tempo-synced "bag-pipes" sound with clicks seq and trem pad.

Velocity -> cutoff.
Modwheel -> cha B tremolo.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both channels used.

Pledge And Self Resonance EP

Tempo-synced dark bd pulse seq and ghosts layer. Aetherizer tuned up 6 semi.

Velocity -> cutoff.
Modwheel -> variation (ramp amp mod).
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.
Separate vol and coloring for both cha.

Polyrhythmic Water EP

Tempo-synced percussive polyrhythmic seq.

Velocity -> cutoff (master filter and cha B).
Modwheel -> pattern morpher.
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph.
Separate vol and coloring for all three cha.

Prey Hunt EP

Prey Hunt. Tempo-synced percussive rhythmic sequence.

Velocity -> cutoff (master, cha C).
Modwheel -> pattern variation.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol for all three cha, coloring for cha A and B.

Prodigious EP

Tempo-synced multitrack percussive soundscape of darkness.

Velocity -> cutoff (master filter and cha B).
Modwheel -> pattern variation.
Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol and coloring for all three cha used.

Pronounced Glitch Of Chalk EP

Tempo-synced rhythmic glitch and digital noise pulse.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.

Separate vol for all three cha and coloring for all cha A and B.

Pulser EP

Tempo-synced "bass-line" variant with a percussive nature and added clicks seq.

Velocity -> cutoff (subtle coloring).

Modwheel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol for both channels used, coloring for cha B (clicks seq).

Punisher EP

Tempo-synced big percussive pounding sequence and feedback.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all cha.

Purified Tri EP

Triangle and saw/tri shaped mono sub bass/lead.

Modwheel -> drive.

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 and 4 control LFO depth and rate assigned to cutoff.

Macro 5 -> FX dry/wet (chorus).

Res Position EP

Expressive, rich keys sound with long release.

Velocity -> cutoff (master Lp, cha A Bp and cha B Lp).

Modwheel -> tremolo.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for both cha used, coloring for cha A.

Reverse Of The Bright EP

Bright airy pad/soundscape.

Modwheel -> movement (color and pan).

Macro 1 and 2 control cutoff and res of master filter.

Macro 14, master vol.

FX used, resonator (long reverb), macro 3, 4 and 5 control dry/wet, feedback and filter frequency respectively.

Ride EP

Tempo-synced percussive (clicks) atmo with many ingredients in a big resonator reverb.

Velocity -> cutoff.

Modwheel -> morpher (pattern variation and overall character).

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for all three cha.

Rim Timbale Serenade EP

Tempo-synced evolving res percussion rhythmic sequence.

Velocity -> cutoff.

Modwheel -> dist pattern (coloring and variation).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three cha, coloring for cha A and B.

Rise Granular EP

Airy evolving pad/scape.

Velocity -> cutoff.

Modwheel -> Coloring and pan mod.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for both cha used and extensive coloring for cha A (macro 3, 4, 5) and cloud dry/wet (macro 6).

Ritual To Abyss EP

Tempo-synced rhythmic hand drum and res perc sequence.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for all three channels used.

Shrimp Activity EP

Shrimp activity. Fast repetitive synth, noise seq and rhythmic filter glitches.

Modwheel -> variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for all three channels used.

Siren Of Noise EP

Tempo-synced big obscure pulse and noise scrape seq.

Velocity -> cutoff (master, cha C).

Modwheel -> coloring.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three channels, coloring for cha A and B.

Skilled Geometry EP

Tempo-synced resonating fast percussive sequence with feedback and disturbance.

Aetherizer tuned up +1 semi.

Velocity -> cutoff.

Modwheel -> pattern add (variation).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three cha, coloring for cha A and B.

Sloth EP

Tempo-synced bell pulse and obscured scape.

Velocity -> cutoff.

Modwheel -> Variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all three cha, coloring for cha B and C.

Soundscape Of Membrane EP

Evolving resonating scape with pulse.

Velocity -> cutoff.

Modwheel -> tremolo and slow cha B comb pos modulation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.

Separate vol and coloring for both channels used.

Spiritus Sarcophagus EP

Hypnotizing evolving feedback scape with subtle pulse.

Velocity -> cutoff.

Modwheel -> color (cha B vol and tremolo).

Macro 1 and 2 control cutoff and res of master filter.

Volume and extensive coloring for cha A (evolving fractal), macro 3-8.

Extensive Aetherizer coloring.

Storm Continental EP

Tempo-synced distorted pulse with rumble and evolving noise.

Velocity -> cutoff.

Modwheel -> Ptn variation and coloring.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for both channels used.

String Theory EP

Tempo-synced harmonically rich evolving padscape with air/noise.

Velocity -> cutoff.

Modwheel -> tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol for all three cha, coloring for cha A and C.

Try macro 6, 7 at min and macro 13 at max.

Submarine Train EP

Tempo-synced fast rhythmic puffs, clicks seq and slow triangle sub pulse.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.

Separate vol for all cha, coloring on A, B.

Sweet And Delight EP

Tempo-synced padscape with subtle pulses and bright evolving pan pad.

Velocity -> cutoff and cha B shaper in gain.

Modhweel -> tremolo (and coloring).

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol for all cha, color for cha A, B.

Macro 12 -> cloud delay dry/wet.

Tension Tuni EP

Pad sound with osc phase sequence and long release.

Velocity -> cutoff.

Modwheel -> cha A tremolo, cha B gater.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for both channels used.

The Dark Seance EP

Tempo-synced pulse and metal percussion sequence with added sixth.

Velocity -> cutoff.

Modhweel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and waveshaper amount of master filter.

Separate vol and coloring for all three channels.

The Deserted Port EP

Tempo-synced dark evolving pad/scape.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2 and 3 control cutoff, res and frequency shifter dry/wet of master filter.

Separate vol for all three cha, coloring for cha B and C.

The Enclosed Circuit EP

Tempo-synced hi res percussive sequence, disturbance and feedback.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph.

Separate vol and coloring for both channels used.

The Flute Combustion EP

Tempo-synced repetitive comb pulses and noise ghost layer. Aetherizer tuned down six semi.

Velocity -> cutoff.
Modwheel -> variation.
Macro 1 and 2 control cutoff and res.
Separate vol and coloring for both channels used.

The Gathering EP

Tempo-synced percussive bell-scape seq.

Velocity -> cutoff.
Modwheel -> panning and movement.
Macro 1 and 2 control cutoff and res of master filter.
Macro 3 control ws morph (-> sloppy dirt).
Separate vol for all three cha, coloring for cha B and C.

The Journey EP

Solitude windy evolving pad and/or soundscape.

Velocity -> cutoff.
Modwheel -> coloring.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both channels used.

Therapeutic Conductor EP

Tempo-synced repetitive metallic pulse, filter feed and glitch/clicks seq.

Velocity -> cutoff.
Modwheel -> pattern variation.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both channels used.

Tool To Destroy EP

Tool to destroy. Tempo-synced percussive monster sequence.

Velocity -> cutoff.
Modwheel -> distortion color.
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.
Separate vol for all three cha, coloring for cha A.

Transcendental Orph EP

Subtly evolving pad with noise layer.

Velocity -> cutoff.

Modwheel -> trem and pan.

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 -> ws morph (subtly brighter/dist).

Separate vol for both cha and coloring for cha A.

Trip Of Silver EP

Tempo-synced percussive clicks, metal res noise seq, returning pad syn and feedback.

Velocity -> cutoff (subtly).

Modwheel -> pattern variation (with character change).

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for all cha.

Tube EP

Filter cut envelope bass and sub bass with unison saw layer coloring.

Velocity -> cutoff.

Modwheel -> tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 -> ws morph (add dirt).

Separate vol and coloring for both cha.

Turmoil Of The Drill EP

Tempo-synced industry (at the metal factory) sequence in a didgeridoo fashion.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for both channels used.

Uncertain Winds EP

Evolving pad/soundscape.

Velocity -> cutoff.

Modwheel -> coloring and tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for both channels used.

Under EP

Tempo-synced percussive noiseclicks, bell, syn pulse and feedback scape.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for all cha, coloring for cha A and B.

Unearth March EP

Dark distinct tempo-synced percussive march.

Velocity -> cutoff (master filter and cha B).

Modwheel -> variation.

Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of master filter.

Separate vol and coloring for both channels used.

Unmorphology EP

Unison saw bass and/or poly lead.

Modwheel -> distortion.

Macro 1 and 2 control cutoff and res of master filter.

Macro 3 and 4 -> filter cutoff LFO modulation depth and rate.

Separate volume for both cha used (macro 5 and 6).

Vapor Occult EP

Vapor occult. Evolving evil soundscape.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1 and 2 control cutoff and res of master filter.

Separate vol and coloring for both channels used.

Vast Space Wind EP

Vast space wind. Pad/soundscape.

Velocity -> cutoff.

Modwheel -> ghostify (cha A, subtle pitch and reverse amp mod).

Macro 1 and 2 control cutoff and res of master filter.

Separate vol for both channels used, shaper wave morph coloring for cha A.
Aetherizer assignments, macro 6-8.

Vicious Destruction EP

Tempo-synced destruction with cracked pulse and sequence with screams.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Macro 4 control ws morph (adds dist).

Separate vol for both channels used, coloring for cha B (scream seq).

Void Of Abyssus EP

Tempo-synced obscured pulse and luring soundscape with added sixth.

Velocity -> cutoff.

Modwheel -> space tremolo.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol and coloring for both channels used. Extensive coloring and soundshaping for cha A.

Welcome Granular EP

Evolving granular pad/soundscape with pulse mod.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for both channels used.

Whale EP

Tempo-synced obscured and evolving pulse-dirt and ramp syn.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol for both channels used, coloring for cha A.

Winds Of Ostinato EP

Tempo-synced percussive rhythmic noise, mallet, clicks and swells.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.

Separate vol for all three cha, coloring for cha A and B.

Wrath Await EP

Tempo-synced percussion, pulse and bright comb seq. Tritonus.

Velocity -> cutoff.

Modwheel -> pattern variation.

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for all three cha.

Mikael Adle

Leap Into The Void