

THE ABYSS

PRIMEVAL RITUALS AND IMPOSING WIDTHS FOR ABSYNTH

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LEAP INTO THE VOID

Leap Into The Void

The Abyss

List of sounds:

Abduction Rite

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

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

Modwheel -> dirt type.

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

Separate control for all three channels.

Attraction Lure *

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

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

Tempo-synced cave bell sequence of mysticism.

Velocity -> master filter cutoff.

Modhweel -> distortion and adds a slow square LFO (filter shaper on/off) assigned to cha C.

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

Separate vol and coloring for all three cha.

Brutus Dye

Dirty expressive mono ball/lead sound.

Velocity -> cutoff.

Modhweel -> cha A cutoff. (turn it down for a triangle-ish sound).

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

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

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

Velocity -> cutoff.

Modhweel -> LFO mod "tremolo".

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 *

Tempo-synced hand drum seq and resonant synth hit and swell seq.

Velocity -> cutoff.

Modhweel -> pattern variation.

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for both channels used.

Chamber Orchestra Ghost

Tempo-synced ghost choir 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

Tempo-synced metal grinding sequence and panned pulses.

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 *

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

Mystic evolving granular soundscape with dark pulse.

Velocity -> cutoff.

Modhweel -> 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

Tempo-synced pulse (bd), glitch/perc seq and resonating evolving synth.

Velocity -> master filter cutoff and glitch (cha C) cutoff.

Modhweel -> pattern variation.

Separate vol and soundshaping assigned for each channel.

Contemporary Atmo *

Contemporary Atmo. Evolving soundscape.

Velocity -> cutoff.

Modwheel -> tremolo.

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

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

Velocity -> cutoff.

Modhweel -> pattern variation and color.

Separate vol for both channels and extensive soundshaping and coloring.

Try macro fader 6 (linked to macro 5).

Deep Hypnosis

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 *

Lead sound (short notes) and/or tempo-synced noise percussive sequence with

growling swells (hold long).
Velocity -> cutoff.
Modwheel -> cha A tremolo (B movement).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for all three cha.

Depiction

Tempo-synced percussive bell/glitch sequence/scape.
Velocity -> cutoff.
Modwheel -> FX delay dry/wet.
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).
Try macro 5-10 while holding a note.

Desire And Itch

Spacey mallet-ish sound, playing short (staccato) notes, tempo-synced pulsating cut through seq, holding long.
Velocity -> cutoff.
Modwheel -> variation, character change.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol for all three channels.
Try macro 3 at min for a sweet lead/pad.

Distance Of Abandonedness

Granular obscured "air-flute-ish" wind.
Velocity -> cutoff.
Modwheel -> dirt, movement and slow "tremolo" effect.
Macro 1 and 2 control cutoff and res of the master filter.
Separate vol and coloring for both channels.

Down Below Ceremony

Multitrack dark "occult" percussive sequence with added sixth.
Velocity -> cutoff.
Modwheel -> 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

Tempo-synced "digital" panned seq and repetitive noise with a amp sim character.

Velocity -> cutoff.

Modhweel -> subtle character change.

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

Simple triangle lead with long release and grain cloud coloring.

Velocity -> cutoff.

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

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

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

Velocity -> cutoff.

Modhweel -> pattern variation (character).

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

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

Velocity -> cutoff.

Modhweel -> 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

Tempo-synced multitrack sound with dark ambience, panned rhythmic bd/glass-bowl and a slow bell-ish seq.

Velocity -> subtle cutoff.

Modhweel -> variation (removes bd character and enables cha B tremolo).

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 soundshaping for both channels.

Excremental Breeding

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

Velocity -> cutoff.

Modhweel -> variation, character change.

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

Separate vol and coloring for all three channels.

Excreted Waste

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

Velocity -> cutoff.

Modhweel -> pattern var (character).

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

Macro 3 control wave morph of master shaper (from dist to more "noise" color).

Separate vol and coloring for both cha.

Exotica

Hybrid (steel-pan/pluck) cut through lead sound. Hold long for sequence.

Velocity -> master cutoff and cha B cutoff.

Modhweel -> 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

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

Layered evolving pad.

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

Dirty/noise "flute-ish" synth pad sound.
Velocity -> cutoff.
Modhweel -> character (assigned to envelope attack amp of the resonator fx).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol for both channels used. Coloring for cha A (dirty pad).
Try macro 5, 6 at min for rich synth pad.

Fiend Bell

Fiend bell. Unpredictable (depending on register) mallet sound with static sustained ambience and a slow tempo-synced repeating hick-up (hold long).
Velocity -> cutoff.
Modhweel -> extreme dirt.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for each cha.

Fluta Violencia

Evil staccato attack flute sound, turns into evolving violent tempo-synced soundscape when holding long.
Velocity -> cutoff and cha B shaper in gain.
Modhweel -> "tremolo", assigned to several destinations, vol, comb Lp, ws.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both cha.

Fly

Synth sound with soft "e-piano" attack character, followed by tempo-synced repetitive seq and bright evolving pan pad.
Velocity -> cutoff and cha B shaper in gain.
Modhweel -> cloud fx dry/wet (morphing into flute character).
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

Single channel, cut through but delightful saw synth sound with tremolo character and 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

Tempo-synced obscured feedback and noisescap.
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

Tempo-synced rhythmic "gater" pad sound/rhythm bed with two separate gater sequences.
Velocity -> cutoff.
Modwheel -> slow comb tone drifting.
Macro 1 and 2 control cutoff and res.
Separate vol and coloring for both channels used.

Generator Of Alpha Decay *

Alpha decay generator. For destructive scapes and brutal droning.
Modwheel -> multi amp mod (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

Tempo-synced timpani seq 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

Tempo-synced pronounced rhythmic glitch and subtle experimental noise/scream sequence.
Velocity -> cutoff.
Modwheel -> subtle 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

Classic 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 *

Slightly dirty evolving tremolo pad/scape.

Velocity -> cutoff.

Modwheel -> tremolo 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.

Grand Widths

Evolving obscured soundscape in a drone fashion.

Modwheel -> control tune of main osc for various amounts of obscurity. Drag fully up/down for octave.

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

Macro 4 control shaper morph (add dirt).

Separate vol and color for both cha.

Hall Of Uneath

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.

Try macro 6 and 7 at min.

Harsh Atmosphere

Harsh atmosphere with long release and added sixth. Play short notes for a obscured noise mallet, hold long for noise atmo.

Modwheel -> add dirt.

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

Separate vol and coloring for all three cha.

Try macro 4, 5 and 7 at min.

Haunted By Demons *

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

Velocity -> cutoff (master and cha A).

Modwheel -> movement (cutoff and pan).

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

Separate vol and coloring for all cha.

Holographic Granularity

Tempo-synced soundscape with dark and eerie swells, obscured bassdrum and metal seq.

Velocity -> cutoff (subtle coloring).

Modwheel -> granular tremolo and 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

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

Velocity -> cutoff.

Modwheel -> add noise dirt.

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

Grand pad with added pulse sequence.

Velocity -> cutoff.

Modwheel -> variation (smoother character, 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. Try macro 10 at min.

Impression Color

Fantasy pad and/or lead sound with long release.

Velocity -> coloring.

Modwheel -> tremolo.

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

Macro 4 control ws morph (-> gritty dist).

Separate vol and subtle coloring for both cha used.

In Ex Hale Behemoth *

In and Ex halation of Behemoth. 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

Tempo-synced bd seq and panned dark gater.

Velocity -> cutoff.

Modwheel -> alternative (drag down, removes gater and adds cha C sine).

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

Macro 13 -> distortion.

Separate vol and coloring for channel A and B.

Try: Hold C3 and turn up macro 2 to half, drag up macro 13 to max. Then drag macro 12 down to min.

Introvert

Tempo-synced percussive atmo.

Velocity -> cutoff.

Modwheel -> pattern variation (hold long).

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 *

Soundscape of the extreme. Monster Abyssus.

Velocity -> cutoff.

Modwheel -> 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

Evolving pad.

Velocity -> cutoff.

Modwheel -> tremolo and reverse swells.

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

Separate vol and coloring for both cha used.

Luminous

Tempo-synced multitrack drum beat/scape with a somewhat occult overall ambience.

Velocity -> cutoff.

Modwheel -> pattern variation.

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

Tempo-synced mallet sequence, noise/glitch and winds.

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

Velocity sensitive filtered noise with tempo-synced fast repetitive sequence.

Velocity -> cutoff.

Modwheel -> variation (multi LFO's).

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 -> ws morph and osc A morph.

Mefisto

Tempo-synced percussive (pulse) synth sound, panned clicks seq and feedback.

Modwheel -> coloring (subtle variation).

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.

Try macro 6 and 11 at min.

Melodia Ancestor

Poly synth sound with a saw "string machine" character.

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

Tempo-synced soundscape/atmo of hospital institution. Osc C mod + 6 semi and Aetherizer + 6 semi.

Velocity -> cutoff.

Modwheel -> distortion (destruction).

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

Separate vol and coloring for all three cha.

Mentally Disordered Cell *

Evolving cell environment, soundscape of darkness.

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

Distorted bass and dirty 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

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

Velocity -> cutoff.

Modwheel -> variation (multi LFO rhythm).

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 *

Bright synth sound with evolving noise pad.

Velocity -> cutoff.

Modwheel -> tremolo.

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

Macro 4 -> waveshaper morph (noise dirt).

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

Mystique Keys

Harp-like 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 *

Slowly evolving pad/drone/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

Tempo-synced panned bell-scape seq and bassdrum pulse.

Velocity -> cutoff.

Modwheel -> variation.

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

Separate vol and coloring for both channels used.

Odyssey

Tempo-synced synth pulse, clicks seq and tremolo synth.

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 and coloring for cha B (click seq) and C (syn pulse).

Pad Of Digital Wind

Harmonically rich and airy (dirty) evolving pad/soundscape.

Velocity -> subtle cutoff.

Modwheel -> tremolo (ws morph).

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

Paralization rite. Tempo-synced rhythmic percussive sequence and slow returning

hypnotic swells.

Velocity -> cutoff.

Modwheel -> variation (cha C triplet amp mod, adds a polyrhythmic feel).

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

Separate vol and coloring for all cha.

Paralyzed

Tempo-synced haunting sound with fast repetitive short metal noise and returning noise swells.

Velocity -> cutoff.

Modwheel -> variation (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

Tempo-synced fast repetitive noise seq and distorted square "luring" feedback rhythm.

Velocity -> cutoff (subtle coloring).

Modwheel -> pattern variation (cha B, C).

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

Separate vol and coloring for all cha.

Try: macro 5, 6 and 11 at min position.

Penetrating Chill

Soundscape of cold dark winds.

Velocity -> subtle cha A comb filter freq.

Modwheel -> tremolo.

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

Tempo-synced fast bouncing (blurr) dampened string sequence and obscured (sinus) amp swells.

Velocity -> cutoff.

Modwheel -> panning (and very subtle pitch modulation to add nerve).

Separate vol for both cha used, coloring for cha A (blurr string seq).

Pipes Of Drone

Tempo-synced "bag-pipes" synth sound with slow repetitive "clicks" triplet seq.

Velocity -> cutoff.

Modwheel -> saw LFO cutoff modulation (adds a polyrhythmic feel).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both channels used.

Pledge And Self Resonance

Multitrack tempo-synced industrial dark bell-ish seq.
Velocity -> cutoff.
Modwheel -> variation (cha B tremolo and subtle cha A reverse saw 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

Tempo-synced percussive polyrhythmic seq in a Aetherizer "water" environment.
Cha B tuned up six semi.
Velocity -> cutoff (master filter and cha B).
Modwheel -> pattern variation.
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph.
Separate vol and coloring for all three cha.
Try: macro 10 at max position.

Prey Hunt *

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

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

Tempo-synced rhythmic glitch and "rumble" sequence.
Velocity -> cutoff.
Modwheel -> synced delay FX dry/wet.
Macro 1, 2, 3 and 4 control cutoff, res, shaper amount and shaper wave morph of

master filter.
Separate vol and coloring for all cha.
Macro 12 (cha C vol) adds a digital noise.

Pulser *

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).
Try macro13 at max and 2, 7, 9 at half.

Punisher

Tempo-synced multitrack big percussive pounding sequence.
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

Triangle shaped 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

Bright poly lead and/or evolving pad (hold long for tempo-synced pulse sequence).
Velocity -> cutoff (master Lp, cha A Bp and cha B Hp).
Modwheel -> tremolo.
Macro 1 and 2 control cutoff and res of master filter.
Separate vol for both cha used, coloring for cha A (phase mod syn).

Reverse Of The Bright

Bright airy pad/soundscape with a "reverse tape" attack character.
Modwheel -> character and color.
Macro 1 and 2 control cutoff and res of master filter.
FX used, resonator (long reverb).

Ride

Tempo-synced percussive scape 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

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

Granular airy evolving pad/scape.

Velocity -> cutoff.

Modwheel -> FX granular duration.

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

Single channel used with vol and extensive coloring available (macro 3, 4, 5) and cloud dry/wet (macro 6).

Ritual To Abyss

Tempo-synced rhythmic resonating percussion 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

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 *

Noise scape/dirty airy pad.

Velocity -> cutoff (master, cha C).

Modwheel -> variation (multi amp mod).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol for all three channels, coloring for cha A and B.
Try: macro 8 at min and 12 at half.

Skilled Geometry *

Tempo-synced resonating fast percussion sequence with pulse, glitch and disturbance.

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

Tempo-synced obscured scape with initial bassdrum hit.

Velocity -> cutoff.

Modwheel -> tremolo (cha B).

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

Evolving resonating scape.

Velocity -> cutoff.

Modwheel -> tremolo and slow cha B comb pos modulation (phaser-ish).

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

Hypnotizing evolving feedback and wind soundscape.

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

Tempo-synced big distorted scape with bassdrum and evolving noise.

Velocity -> cutoff.

Modwheel -> character (color).

Macro 1, 2 and 3 control cutoff, res and shaper amount of master filter.
Separate vol and coloring for both channels used.

String Theory

Harmonically rich evolving pad 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

Tempo-synced organ character fast rhythmic pulse, clicks seq and slow sinus 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 *

Soft synth lead/pad sound (scape) with subtle pulses and bright evolving pan pad.

Velocity -> cutoff and cha B shaper in gain.

Modwheel -> 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

Cut through lead sound (distorted dulcimer) with long release (hold long for sequence).

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 *

Multitrack dark organ and metal percussion sequence with added sixth.

Velocity -> cutoff.

Modwheel -> 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 *

Distant foghorn and ocean waves, evolving pad/scape.

Velocity -> cutoff.

Modwheel -> tremolo.

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

Tempo-synced mbira and/or enclosed electric circuit sequence.

Velocity -> cutoff.

Modwheel -> morph (character, color).

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

Tempo-synced spooky repetitive flute-ish pulses and singing noise winds. 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

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.

Try: macro 4 (cha A vol "mallet") at min.

The Journey

Bright evolving pad and/or soundscape.

Velocity -> cutoff.

Modwheel -> coloring (character change).

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

Separate vol and coloring for both channels used.

Therapeutic Conductor

Tempo-synced repetitive (haunting) metallic percussion and glitch/clicks seq.

Velocity -> cutoff.

Modhweel -> pattern variation.

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

Separate vol and coloring for both channels used.

Tool To Destroy

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

Mystic pad and soundscape with Aetherizer FX set to +6 semi.

Velocity -> cutoff.

Modwheel -> trem scape (dual amp mod).

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

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

Separate vol and coloring for both channels used.

Trip Of Silver

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

Velocity -> cutoff (subtly).

Modhweel -> pattern variation (with character change).

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for all cha.

Try: macro 3, 8, 11 at min position.

Tube

Brutal bass and/or distorted feedback lead with long release.

Velocity -> cutoff.

Modwheel -> tremolo.

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

Macro 4 -> ws morph (drag down to morph into a cleaner pluck sound).

Separate vol and coloring for both cha.

Turmoil Of The Drill

Tempo-synced industry (at the metal factory) sequence.

Velocity -> cutoff.

Modwheel -> variation.

Macro 1 and 2 control cutoff and res.

Separate vol and coloring for both channels used.

Uncertain Winds

Evolving pad/soundscape of the Aetherizer winds.

Velocity -> cutoff.

Modwheel -> coloring, movement.

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

Separate vol and coloring for both channels used.

Under

Tempo-synced percussive multitrack sound with bassdrum, clicks and synth/bell sequence with feedback.

Velocity -> cutoff.

Modwheel -> pattern variation (clicks ptn).

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

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

Unearth March

Distinct tempo-synced percussive march.

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

Modwheel -> pattern 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

Massive sub bass and/or classic 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.

Vapor Occult

Vapor occult. Evolving evil soundscape.
Velocity -> cutoff.
Modwheel -> variation, "tremolo".
Macro 1 and 2 control cutoff and res of master filter.
Separate vol and coloring for both channels used.

Vast Space Wind

Vast space wind. Pad/soundscape.
Velocity -> cutoff.
Modwheel -> ghosts (subtle pitch mod).
Macro 1 and 2 control cutoff and res of master filter.
Separate vol for both channels used, subtle coloring for cha A.
Aetherizer assignments, macro 6-8.

Vicious Destruction *

Tempo-synced destruction with drum pulse, percussive sequence and screams.
Velocity -> cutoff.
Modwheel -> variation (multi LFO rhythm).
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 (distorted seq).

Void Of Abyssus

Soundscape of tempo-synced obscured, luring evil.
Velocity -> cutoff.
Modwheel -> 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

Evolving granular pad/soundscape.
Velocity -> cutoff.
Modwheel -> coloring, movement.
Macro 1 and 2 control cutoff and res.
Separate vol for both channels used, coloring and shaping for cha A.

Whale *

Ocean whale grand widths. Evolving soundscape. Drone in lower register.

Velocity -> cutoff.

Modwheel -> tremolo, variation (cha A, slow comb Lp mod, cha B, tremolo).

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

Tempo-synced percussive rhythmic noise scape sequence with 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.

Try macro 8 at min and 11 close to min.

Wrath Await *

Tempo-synced hand percussion seq, "bd" 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.

Try: macro 5, 11 at max and macro 7 at min and play soft velocity.

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Leap Into The Void

* The Abyss Expansion 2015-03-06