

WARMER MYSTERY IN AMBIENT ATMOSPHERES
SYNTH SOUNDS PADS SOUNDSCAPES FOR NI MASSIVE



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LEAP INTO THE VOID

Leap Into The Void

Warmer Mystery
In Ambient Atmospheres

A couple of words about the macro knob assignments.

Macro knob 1 is assigned with modhwheel in mind. Please assign modhwheel to macro 1 to hear it in action. This will give you direct access to expressive coloring while playing.

Apart from the obvious cutoff and res (knob 3 and 4), please also try macro knob 2 at min, mid and max position. It is assigned to filter mix and will directly give you two alternative characteristics of each preset and a mix of both in middle position.

When there is various types of modulation (many times cutoff), macro knob 7 and/or 8 usually control modulation amount and/or shape.

List of sounds:

Airy Evolve

Airy, evolving pad and atmosphere/soundscape with subtle detuning.

Use knob 1 for coloring of the sound. Turning it up also reduces the attack time.

Filters used are Comb and Daft. Crossfade between them with knob 2. Control cut and res of filter 2 with knob 3 and 4.
Control pan amount and rate with knob 7 and 8.
FX used are delay and reverb.

Amberdrive Passion

Tempo-synced pulse, rich harmonic (overdrive) evolvment and mosquito vibrato.

Use knob 1 to change the character. Turn it up to morph from mosquito to fast pulse (gater) character.

Filters used are Bandpass and Lowpass 4. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 8 as a second morpher to control the amount of color modulation. Turn it down for a more plain evolving sound with pulse sequence.

Two available distortion colors are controlled by knob 5 and 7.

Control synced delay amount with knob 6.

Amphibia Motion

Tempo-synced sequenced evolving gater-scape.

Use knob 1 to morph the sound. From min (continuous evolvment) to max (gater sequence evolvment).

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to insert 1 shaper dry/wet which is inserted pre filter 1 (allpass).

Knob 8 is assigned to amp feedback which is routed to the allpass filter.

FX used are synced delay and reverb.

Andre

Synth sound with acoustic guitar attack character followed by evolving pad.

Use knob 1 to subtly color the sound. Turn it up for a more nylon string character of the attack followed by a subtle new color of the pad.

Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control cutoff envelope and modulation amount of both filters. Filter 1 has a slow lfo assigned and filter 2 has a fast envelope assigned (pluck).

FX used are reverb and synced delay.

Arriched

Rich detuned evolving pad with subtle Allpass cutoff sequence.

Filters used are Allpass and Lowpass 4. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Control cutoff modulation amount of the allpass filter with knob 1. Knob 8 is assigned to the lowpass filter cutoff. Turn it up for a fast 1/16 colored sequence. FX used are reverb and phaser.

Balanced Harmony

Smooth and rich evolving pad.

Use knob 1 to color the sound. Turn it up for less movement and a more dark/filtered color. Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Add harmonics with knob 8 which is assigned to shaper dry/wet. FX used are phaser and reverb.

Breathe Lush Deep

Evolving pad/scape/drone.

Use knob 1 to morph the sound. Turn it up to add a slow pulse. Filters used are Daft and Double Notch. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Use knob 8 to color the sound. Turn it up to add unisono, pitch and pan spread as well as subtle coloring. Knob 7 is assigned to amp feedback routed to the notch filter. FX used are delay and reverb.

Bright Delight In Hall

Bright synth (guitar/keys playing single notes) sound with long release.

Use knob 1 to change character. Turn it up to morph it towards a short pluck sound. Filters used are Bandpass and Acid. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Knob 8 is assigned to cutoff modulation of filter 2 and enables a ramp sequence when turned up. FX used are delay and reverb (knob 5-7).

Bring The Joy

Rich square and saw synth sound.

Use knob 1 to change character. Turn it up for a more pluck-ish and dampened

sound.

Filters used are Allpass and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control cutoff modulation amount of filter 2.

FX used are chorus and delay.

Calm March Of Bubble

Tempo-synced pulsating sequence.

Use knob 1 to color the oscillators. Turn it up to brighten the sound.

Knob 7 is assigned to insert 1 shaper. Use it to color the sound further.

Crossfade between Daft and Scream filter with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 8 to crossfade between the two available sequence patterns.

FX used are reverb and synced delay (knob 5 and 6).

Cavedrops Mystery

Deep pad with initial cave drops.

Use knob 1 to color the cave drops.

The drops (osc 3) are routed to filter 2.

Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.

Use this (knob 2) to also add/remove the cave drops. Control filter cut and res with knob 3 and 4.

Knob 8 control the delay time of the drops.

FX used are reverb and delay.

Caver Environment

Tempo-synced multilayered soundscape of pulse, evolvment and noise.

Use knob 1 to color the sound of the evolving layer.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control noise amp.

FX used are delay and reverb.

Chorus Drops

Synth sound with a pluck-ish character (fast cutoff envelope).

Use knob 1 to change the cutoff envelope. Turn it up for a longer decay. For filter 2 the attack is also affected.

Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Control pan width of the four voices with knob 8.
FX used are dimension expander and chorus.

Constanze

Spacey pluck-ish synth.

Use knob 1 to morph the sound from brighter duck-ish synth (min) to pluck-ish (max).
Filters used are Scream and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control filter 1 cutoff envelope amount.
Knob 7 control a restricted amount of amp feedback routed to the Allpass filter. Use it for coloring.
FX used are reverb and synced delay.

Culmer Elemb

Expressive synth lead/bass/rhythmbed sound with cutoff envelope for a tremolo or wah-wah-ish character and following tempo-synced modulation (hold long).

Use knob 1 to change the color of the sound.
Filters used are Lowpass 4 and Double Notch. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Control filter cutoff envelope amount of filter 1 with knob 8.
FX used are reverb and delay (knob 5-7).

Deep Delight

Tempo-synced sequence of deep delight. Good for rhythmic pads and scapes.

Use knob 1 to color the oscillators. Turn it up for a more deep sound.
Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control pan modulation amount (width).
FX used are phaser and synced delay (knob 5-7).

Deep Pathway

Evolving dronescape with dark pulse.

Use knob 1 to color the sound and morph from slow pulse 1/1 sync towards triplet pulse.
Filters used are Lowpass 4 and Allpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.

Knob 8 control the amp of the pulse.

Knob 6 control shaper drive and adds a layer of dirt when turned up.

Knob 7 is assigned to amp feedback routed to the allpass filter with lots of feedback colors.

FX used are reverb and synced delay. Dry/wet amount for both is controlled with knob 5.

Deeswell Wob

Poly lead/bass/sub bass with subtle slow wobble.

Use knob 1 to color the oscillators.

Filters used are Daft and Lowpass 4. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Both filters cutoff have modulation assigned. Filter 1 is modulated by a sine LFO and filter 2 by a evolving envelope. Control modulation amount with knob 7 and rate of the LFO with knob 8.

FX used are chorus and synced delay.

Digitarctica Drone

Evolving digital arctic droner and/or padscape.

Use knob 1 for both color and character. Turn it up for more mellow color along with a subtle pulse.

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 6 is assigned to amp feedback which is routed to the allpass filter.

Knob 7 and 8 control insert 1 Bitcrush dry/wet and crush amount. It is inserted in the feedback path and works together with the amp feedback knob. Try all three for lots of grit and dirt colors.

FX used are delay and reverb (knob 5).

Discoverer Malette

Layered sound with tempo-synced repeated mallet and evolving padscape. Many coloring possibilities.

Use knob 1 to morph the sound in one direction. Turn it up to remove the "mallet" seq and add subtle coloring.

Use knob 8 to morph the sound in another direction. Turn it up to add a fast 1/16 seq on the "pad layer" and to color the mallet seq subtly.

Filters used are Scream and Double Notch. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to amp feedback routed to the notch filter with lots of feedback possibilities.

FX used are reverb and synced delay.

Dreamriver Castanet

Tempo-synced padscape with pulse and fast "castanets" sequence.

Color the "castanet seq" with knob 1.

Filters used are Double Notch and Lowpass 4. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 functions as a morpher. Turn it up to morph towards a smooth slowly evolving padscape.

Use knob 7 to add drive to filter 1 (notch).

FX used are reverb and synced delay.

Drill Away

Classic mono lead with unison, phaser and delay.

Use knob 1 to set the glide time from fast to slow.

Filters used are Lowpass 4 and Double Notch. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback routed to the notch filter.

Knob 7 control shaper dry/wet for both filters.

FX used are phaser and synced delay.

Elesonic Padscape

Delicate evolving pad and soundscape.

Use knob 1 to morph towards a subtle tempo-synced bell-ish activity.

Crossfade between Daft and Bandreject filter with knob 2. Control cut and res with knob 3 and 4.

Control filter cut modulation amount with knob 8.

FX used are Chorus and Reverb.

Elves

Soft smooth dream synth sound with chorus.

Use knob 1 to change character. Raise it to add a bright envelope attack.

Crossfade between Double Notch and Lowpass 4 with knob 2. Control filter cut and res with knob 3 and 4.

Control pan spread of the four voices with knob 8.

FX used are Chorus and Reverb.

Emotional Distort

Expressive, distorted synth lead sound with character.

Use knob 1 to change color.

Filters used are Acid and Lowpass 4. Crossfade between them with knob 2. Control cut and res of filter 1 with knob 3 and 4.

Knob 8 control envelope amount of both filters cutoff.

FX used are distortion and synced delay (knob 5-7).

Emotional Expression

Hybrid (lead, pad, wah, pluck) synth sound. Expressive in both velocity and length. Dreamy synth with flanger.

Use knob 1 to color the sound. Turn it up to add a richer more direct character.

Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4 and control filter bandwidth of filter 2 with knob 8.

FX used are flanger and reverb.

Empachio

Soft expressive chorus synth sound with a slight guitar/mallet color.

Use knob 1 to color the sound. Turn it up to add a bit synth-bite.

Filters used are Lowpass 4 and Double Notch. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is control unisono pitch and spread. Turn it up to add further detuning and pan spread.

FX used are Chorus and Reverb (knob 5-7).

Enriched

Richer saw evolving pad.

Use knob 1 to color the oscillators from saw towards square shape.

Filters used are Scream and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control modulation amount of filter 2 cutoff and ramp vol of osc 1 and 3, creating a intricate yet simple repeated pattern.

FX used are phaser and reverb (knob 5-7).

Escalation Pathway

Slowly evolving drone/soundscape/pad.

Use knob 1 to color the sound.
Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 is assigned to amp feedback which is routed to the notch filter with many feedback colors available.
Knob 7 control bitcrush dry/wet and amount. Use it for a narrow grit color.
FX used are Phaser and Reverb (knob 5 and 6).

Express Enjoy

Expressive synth lead/keys with filtered square color.

Use knob 1 to change filter 1 cutoff envelope attack and decay time. Turn it up for fast attack and long decay.
Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Control filter cutoff envelope amount of filter 1 with knob 8.
FX used are chorus and delay (knob 5-7).

Fairy Moody

Soft pad and/or lead with filter cutoff sinus waves in 1/4 rate. Hold long for rich evolution.

Color the sound with knob 1. Turn it up to change the attack character as well as coloring for a more mid/bright swoopy synth sound.
Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Use knob 8 to crossfade between the smooth sine cutoff modulation shape to a fast 1/16 saw shape (synced gater).
Add a clip drive layer with knob 7.
FX used are reverb and synced delay.

Filmesquapade

Evolving layered tremolo padscape.

Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4. Control bandwidth of Br filter with knob 1.
Knob 8 control filter cutoff modulation amount of filter 2.
Knob 7 is assigned to insert 1 bitcrush dry/wet and crush amount. Use it to add a noise/dirt layer of various color.
FX used are synced delay and reverb (knob 5 and 6).

Flatter

Synth sound with fast cutoff attack followed by a soft evolving pad.

Use knob 1 to color the oscillators.

Filters used are Daft and Acid. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control filter cutoff envelope modulation amount. The envelopes are also velocity sensitive.

Knob 7 is assigned to insert 2 bit crush and adds a noise layer when turned up. FX used are synced delay and chorus.

Flower Ambi

Slowly evolving "additive" pad and a rich drifting layer.

Use knob 1 to color the oscillators. Turn it up for a richer brighter sound.

Filters used are Double Notch and Lowpass 4. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to cutoff modulation of filter 2. Turn it up for a 1/4 pulse with subtle "amp" evolvment.

FX used are phaser and reverb (knob 5-7).

Fly Of Free

Rich evolving pad with fast sequence.

Use knob 1 to subtly color the oscillators shape.

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control modulation amount applied to both filters. A slow synced pulse on filter 1 and a fast 1/16 pulse on filter 2.

Control shaper drive with knob 7.

FX used are dimension expander and synced delay.

Fornamento

Tempo-synced rhythmic padscape with ramps and evolvment.

Knob 1 colors the oscillators.

Filters used are Daft and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 adds bitcrusher and clip distortion.

Knob 8 controls amp feedback.

FX used are synced delay and reverb.

Fornoflie

Evolving pad.

Use knob 1 to color the sound subtly.

Filters used are Double Notch and Scream placed serially. Use knob 2 as a crossfader for either the notch filter or both (min-max).

Knob 8 is assigned to modulation amount of filter 2. Turn it up for long filter sweeps.

FX used are reverb and phaser.

Fresh Gidit Evolve

Digital sounding evolving pad with a lush triol pulse and slow ramps.

Use knob 1 to morph from evolving (min) towards triol with ramps (max).

Filters used are Scream and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 control modulation amount of filter 1. A slow sine lfo is assigned to cutoff.

Add drive with knob 7.

FX used are reverb and delay.

Gate Victorious

Fast saw gater seq and evolvment synth.

Subtly color the oscillators with knob 1.

Filters used are Double Notch and Daft placed serially.

Control cutoff of filter 1 with knob 3, cutoff of filter 2 with knob 3 and res of filter 2 with knob 4.

Knob 8 control the modulation amount of filter 2 cutoff.

Knob 7 is assigned to amp feedback. It's default setting gives a bit of push (amp overdrive). Turn it up for extreme feedback and overdrive (watch your speakers).

FX used are phaser and synced delay.

Gaterlight

Bright, light gater seq and evolving synth.

Use knob 1 to color the gater osc toward more metallic color.

Filters used are Double Notch and Scream. Crossfade between them with knob 2.

Control cut and res with knob 3 and 4.

Knob 7 controls cutoff modulation amount of filter 2.

Knob 8 morphs the sequence into a continuous evolvment.

FX used are reverb and synced delay.

Gentle Deep

Deep, gentle and layered evolving atmo, soundscape and pad.

Use knob 1 to add a second layer containing a subtle pulse and ocean waves (white noise).

Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to filter cutoff modulation amount of both filters. Knob control the shape of the modulation from sine to saw down.

Gifter

Sinarmonic, soft synth sound with fast tempo-synced 1/16 glitter. Hold long for synced ramp envelope aswell.

Use knob 1 (colorizer) to morph the sound. Turn it up to remove the glitter seq and change color towards a bit more synth violin character.

Filters used are Bandreject and Double Notch. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control the vibrato amount of osc 3.

Knob 7 control bandwidth of filter 1 (bandreject).

FX used are dimension expander and synced delay.

Glocken Evolve

Mallet synth sound followed by a evolving pad layer.

Use knob 1 for coloring of the oscillators.

Filters used are Scream and Lowpass 4. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to modulation amount of both filters.

FX used are delay and reverb.

Guitar Emotive

Expressive synth sound with guitar character.

Use knob 1 to color the sound. Turn it up towards a filtered square-ish sound.

Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Control cutoff envelope amount of filter 1 with knob 8.

FX used are phaser and reverb.

Hall And Church

Bright synth with a church organ environment.

Use knob 1 to color the sound from more organ-like (min) towards more "classic"

synth pad (max).

Filters used are Scream and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to filter 1 cutoff envelope modulation amount.

Use knob 7 to add a layer of overdrive.

FX used are synced delay and reverb.

Harmonix Multiplex

Rich pad with tempo-synced swells.

Use knob 1 to color the sound.

Filters used are Scream and Acid. Crossfade between them with knob 2.

Control filter cut and res of filter 1 with knob 3 and 4.

Knob 7 is assigned to filter 2 FM.

Knob 8 control modulation amount of filter 1 cutoff.

FX used are reverb and delay.

Harmon Overdrive

Big, spacey and distorted synth "lead/padscape" sound with slow ramp sequence (hold long).

Use knob 1 to change character and color.

Filters used are Double Notch and Lowpass 4. Crossfade between them with knob 2.

Control cut and res of filter 1 with knob 3 and 4.

Knob 7 is assigned to amp feedback which is routed to the notch filter.

Knob 8 control envelope amount of filter 2 cutoff.

FX used are distortion and reverb. Control tube and shaper dry/wet with knob 5 and control reverb dry/wet with knob 6.

Harsh Evolve

Harsh evolving tempo-synced soundscape and disturbance.

Use knob 1 to change the overall character from init harsh state towards a stable pulse and evolvment.

Filters used are Lowpass 4 and Highpass 2. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Use knob 8 to form the sound to a bandpass color.

FX used are reverb and delay.

Hjulo Passage

Huge sweepy evolving pad and scape.

Use knob 1 to color the sound. Turn it up to reduce mid, add saw, towards a more string-like character.

Filters used are Daft and Lowpass 4. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control cutoff modulation amount of both filters. Envelope on Flt1 and slow lfo sweep on Flt2.

Knob 7 serves as a master lowpass filter to reduce high frequencies and still have full modulation.

FX used are reverb and synced delay.

Homage De Toots

Synth sound (with a slight harmonica color) for dreamy spacey melodic themes. Use as either lead or pad (hold long for subtle sequence).

Use knob 1 to change the character. Turn it up to add a metallic mallet attack.

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 control cutoff amount of filter 2 with a slow evolvment.

Knob 8 control cutoff amount of filter 2 with a fast sequence that fades in and out repeatedly.

FX used are reverb and synced delay.

I Want To Describe

Soft and expressive lead synth (think muddled steelpan and layered synth brass).

Use knob 1 to color the oscillator. Turn it up for a brighter sound.

Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control filter 2 cutoff envelope amount.

FX used are reverb and delay.

In The Day

Rich synth sound with slight harpsichord character.

Use knob 1 to color the sound. Turn it up to dampen.

Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control tremolo amount.

FX used are reverb and chorus.

In The Wait Pulse

Tempo-synced dark pulsating sequence with ramps.

Use knob 1 to color the oscillators. Turn it up to add a brighter overdrive feel.
Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Control the volume of the "ramp" layer with knob 8.
FX used are delay and reverb.

Incorp Mindset

Tempo-synced multitrack sequence with pulse, metal and grain swells.

Use knob 1 to color the oscillators. Turn it up to morph the metal into "synth-mallet" and to thin out the grain swells.
Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 functions as a morpher by changing the pattern of osc 1 and adding this pattern to filter 2 cutoff.
Knob 7 control shaper dry/wet.
FX used are synced delay and reverb.

Indomanoot

Expressive synth sound (lead/pad) with a "mallet" attack followed by evolving pad.

Use knob 1 for coloring of the oscillators.
Filters used are Daft and Bandpass.
Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control cutoff modulation amount of filter 1. Turn it up for snappy 1/8 pulse.
FX used are chorus and reverb.

Jazz Ambience

Synth sound with chorus guitar and/or keys character.

Use knob 1 to color the sound. Turn it up for a slight different attack color and new overall osc color.
Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 control tremolo amount.
FX used are reverb and chorus.

Kastillion

Tempo-synced mystic soundscape of bell-ish colored evolvment and sub layer.

Use knob 1 to morph the sound from slow pulse and evolvment to new colors and

to add a faster pulse. Filters used are Daft and Highpass 2. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Use clip dist, delay and reverb to further color the sound.

Knepp The Dream

Dream synth. Synth sound with filter cut envelope in a duck and/or wah-wah fasion.

Use knob 1 to color the sound. Turn it up for a brighter more driving character with shaper drive.

Filters used are Allpass and Acid placed serially.

Crossfade to either use filter 1 or both, with knob 2.

Knob 3 is assigned to filter 2 cutoff. Knob 4 control both filters resonance.

Knob 7 controls the amount of cutoff "tremolo".

Knob 8 is assigned to filter cut envelope of filter 2.

FX used are phaser and synced delay.

Layer Float

Evolving soundscape/pad.

Use knob 1 to color the oscillators.

Filters used are Daft and Double Notch. Crossfade between them with knob 2.

Control filter cut and res of filter 2 with knob 3 and 4.

Control modulation amount of both filters cutoff with knob 8.

Knob 7 is assigned to amp feedback which is routed to the notch filter (filter 2).

FX used are delay and reverb.

Layer Of The Rich

Spacey (huge, distant), dirty/noisy and detuned lead and/or pad.

Use knob 1 to subtly color the sound. Turn it up to crossfade between osc 1 and 2, reduce the detuning as well as distortion.

Filters used are Comb and Scream. Crossfade between them with knob 2. Control filter cut and res of filter 2 with knob 3 and 4.

Add a saw layer with knob 7 (routed directly to EQ).

Knob 8 is assigned to a fast 1/16 saw LFO, modulating filter 2 cutoff and the oscillators, creating a subtle stab sequence.

FX used are tube distortion and reverb.

Lead Harpsichordrone

Expressive, bright, rich, deep dreamy synth sound (long release) with slight harpsichord and drone character.

Use knob 1 to subtly color the oscillators.
Filters used are Scream and Bandpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 is assigned to filter 2 cutoff and creates a kind of tremolo effect.
FX used are synced delay and phaser.

Lecicium

Fast tempo-synced modulation and evolving synth sound.

Use knob 1 (Atk Clr) to change character and color. Turn it up for a slow attack and a change of color, towards a pad sound character.
Filters used are Daft and Bandreject. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 is assigned to amp feedback, routed to the bandreject filter for lots of feedback colors. Use it together with knob 8 which controls bandreject bandwidth of this filter.
FX used are synced delay and dimension expander.

Luminescent Deep

Deep evolving pad and/or soft lead. Can easily be used as a drone.

Use knob 1 to color the sound. Turn it up to color it from soft (parabol) towards a square shape (brighter).
Filters used are Bandreject and Daft placed serially.
Control cutoff and res of filter 1 with knob 2 and 3 respectively. Control cutoff of filter 2 with knob 4.
Amp feedback is routed to filter (bandreject) for many possible feedback colors and mystery.
FX used are reverb and synced delay.

Lushenger

Sweet, lush subtly evolving string pad.

Use knob 1 to add a layer of tempo-synced airy sweeps.
Filters used are Bandreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control filter cutoff modulation amount of filter 2. Turn it up for a rhythmic cutoff sequence.
Knob 7 control shaper dry/wet and shapes the sound towards a narrow more mid character when turned up.
FX used are phaser and reverb.

Mallet Seance

Tempo-synced percussive multi rhythmic sequence and evolving sub layer.

Use knob 1 to morph between two different characters and patterns.

Filters used are Lowpass 4 and Double Notch. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to amp feedback which is routed to the notch filter for screaming feedback possibilities.

FX used are reverb and synced delay (knob 5-7).

Mellow And Shimm

Triangle synth with following shimmer release when playing shorter notes, tempo-synced sequence of swells when holding long.

Use knob 1 to color the sound.

Crossfade between Allpass and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 and 8 control pan amount and rate respectively.

FX used are reverb and delay.

Memories

Synth/pad/sequence. Filtered polysaw with tempo-synced (1/8) pulse seq and a layer of organ color.

Use knob 1 to morph into a new character and color.

Filters used are Scream and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 control the modulation amount.

FX used are reverb and delay.

Midnight Atmo Pulse

Tempo-synced rhythmic and evolving soundscape.

Use knob 1 for coloring of the oscillators and for a subtle pattern change.

Filters used are Daft and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to cutoff modulation of filter 1. Turn it up for a saw shaped pulse in 1/16 sync.

Knob 7 is assigned to amp feedback routed to the allpass filter.

FX used are delay and reverb.

Midscape Pad

Evolving pad/soundscape.

Use knob 1 to subtly color the sound.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to filter 2 cutoff modulation amount and adds a subtle sweep and pulse.

Knob 7 is assigned to amp feedback, routed to the notch filter with lots of possibilities to sing.

FX used are chorus and reverb (knob 5 and 6).

Mindset

Rich fantasy synth (keys with tremolo) sound with fast glimmer modulation and a pulse. Use as either lead and/or rhythmic padscape in paranormal dreams.

Color the oscillators with knob 1. Crossfade between Bandpass and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.

Control modulation amount (glimmer and pulse) with knob 8.

Knob 7 is assigned to panning amount which is controlled by a LFO set to 1/8 sync.

FX used are synced delay and reverb (knob 5 and 6).

NightScape Pulser

Tempo-synced fast rising pulses, evolving scape and bright noise "snare".

Use knob 1 to change character of the evolvment and sequence.

Filters used are Bantreject and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Control noise amp with knob 8.

FX used are delay and reverb.

Nightshade Seq

Evolving pad with tempo-synced pulse and ramp seq.

Use knob 1 to color the sound. Turn it up to add brightness.

Filters used are Allpass and Daft. Crossfade between them with knob 2. Control cut and res of filter 1 with knob 3 and 4.

Knob 7 is assigned to amp feedback which is routed to the allpass filter.

Knob 8 control envelope amount of filter 2 cutoff.

FX used are phaser and reverb.

Ocean Richer

Rich evolving pad with sweeps.

Knob 1 colors the oscillators. Turn it up for a brighter sound.
Filters used are Lowpass 4 and Allpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 and 8 control pan amount and pan speed respectively.
FX used are chorus and reverb (knob 5 and 6).

Odyssey Evolve

Pad with subtle tempo-synced evolvment.

Use knob 1 to color the sound. Turn it up to add a brighter less mid color.
Filters used are Scream and Bandpass. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 control the subtle modulation amount.
Knob 7 control pan amount.
FX used are Reverb and Reverb.

Paradise Pad

Sweepy evolving bright, deep chorus pad with synced sinus shaped 1/8 coloring.

Filters used are Bandreject and Daft. Crossfade between them with knob 2.
Osc 1 (sinus 1/8 coloring) is routed to filter 2. Use the crossfader (knob 2) to morph to and from the 1/8 coloring.
Control filter cut and res with knob 3 and 4, bandreject bandwidth with knob 1.
Add slow filter cut evolvment with knob 8.
Knob 7 is assigned to amp feedback which is routed to the bandreject filter.
FX used are chorus and reverb (knob 5 and 6).

Passage Padscape

Tempo-synced sequenced rhythmbed/evolving padscape.

Use knob 1 to color the oscillators.
Filters used are Lowpass 4 and Acid. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 control filter cutoff modulation amount which is a saw LFO set 3/8 sync.
Use knob 8 to change the overall character. Turn it up for a less pronounced rhythm and more smooth evolvment.

Pd Sweller Evolve

Padsweller evolve.

Filters used are Scream and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4. Knob 1 control scream and bandwidth of each respective filter.

Knob 8 is assigned to cutoff modulation amount. Turn it up for a 4/1 sine lfo sweep on filter 1 and a 8/1 sweep on filter 2.

Knob 7 has been named "sweller" and creates a color-tremolo kind of modulation set to 1/8 sync.

FX used are phaser and reverb.

Peace Atmo

Smooth deep tempo-synced evolving padscape with slow subtle pulse.

Use knob 1 to color the sound. Turn it up to fade out the pulse and color it towards the dark.

Filters used are Lowpass 4 and Bandpass. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to cutoff modulation of filter 2 with a 1/4 pulse.

FX used are chorus and reverb (knob 5-7).

Planetary Flyby

Slowly evolving and layered pad with both grit and filtered smooth saw character.

Use knob 1 to color the oscillator shapes. Turn it up for a more mid color.

Crossfade between Comb and Lowpass 4 with knob 2. Control filter cut of both filters with knob 3 and res of filter 2 with knob 4.

Knob 8 is assigned to modulation amount. It goes from static to full movement (min-max).

FX used are phaser and reverb (knob5-7).

Plasterice Hall

Synth sound with characteristic attack and a majestic feel. Hold long for subtle evolvment.

Use knob 1 to color the oscillators and change character. Turn it up for a more mellow mid sound with softer attack (more typical pad character).

Filters used are Acid and Daft. Crossfade between the filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to butcrusher dry/wet. Use it to add dirt.

FX used are synced delay and reverb.

Pluckriser

Expressive pluck, lead/bass with fast cutoff envelope followed by a slow rise.

Use knob 1 to set the rise envelope time. Turn it up to make it faster.
Knob 2 control envelope amount assigned to the filter mix knob. Turn it down to only use filter 1 (pluck).
Filters used are Lowpass 4 and Daft. Control cutoff and res with knob 3 and 4.
FX used are chorus and synced delay.

Pulsendent

Synth sound, pad with initial pluck.

Use knob 1 to color the sound.
Filters used are Bandpass and Lowpass 2. Crossfade between them with knob 2.
Control cut and res with knob 3 and 4.
Control cutoff envelope amount of filter 2 with knob 8.
FX used are synced delay and reverb.

Raindrone

Raindrone. Evolve grit drone and reverb size twist. Preferred use in lower register.

Use knob 1 to color the sound. Turn it up for a more smooth character and to remove the reverb size modulation.
Filters used are Allpass and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control cutoff modulation amount of filter 2 which is modulated by a slow sine LFO.
Knob 7 is assigned to amp feedback which is routed to the allpass filter.
FX used are phaser and reverb.

Rainforest

Mallet dream and rich pad.

Use knob 1 to change the "mallet" attack color as well as subtly coloring the pad.
Filters used are Lowpass 4 and Bandreject. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 is assigned to cutoff of filter 1 with a fast 1/16 sequence with subtle evolvment.
Knob 7 control shaper dry/wet.
FX used are dimension expander and reverb.

Rendevouz

Evolving gater sequenced synth sound.

Use knob 1 to color the oscillators from a more filtered saw color towards a bright

square color.

Crossfade between the filters with knob 2 for even more colors, with osc 2 exclusively routed to filter 1.

Both filter slots use the Daft filter with a fast "gater" on filter 1 cutoff and a slower 1/8 gater on filter 2.

Use knob 7 and 8 to control modulation amount of respective filter.

Knob 3 and 4 control filter cut and res.

FX used are phaser and synced delay.

Rustbow

Expressive synth sound with a rusty shimmer layer.

Use knob 1 to color the sound. Turn it up for less harmonics and remove the shimmer layer.

Crossfade between Scream and Double Notch filters with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control filter cut envelope amount of both filters.

FX used are reverb and delay.

Sawyer

Rich saw pad.

Use knob 1 for coloring. Turn it up to dampen and add a octave layer.

Filters used are Allpass and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Add cutoff modulation of filter 2 with knob 8. It's assigned to a saw lfo set to 1/8 sync for pulsating pattern.

FX used are Phaser and Reverb.

Scapecoze

Evolving padscape with very subtle tempo-synced rhythm.

Use knob 1 to color the sound and to add a subtle pulse.

Crossfade between Bandpass and Acid filter with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 and 8 control pan amount and rate respectively.

FX used are flanger and reverb.

Scaper Pluck

Synth pluck, lead/bass with fast cutoff envelope followed by a synced (1/8) wobble.

Use knob 1 to control the pluck (cutoff) decay.

Knob 2 control envelope amount assigned to the filter mix knob. Turn it down to only use filter 1 (pluck).

Filters used are Lowpass 4 and Daft. Control cutoff and res with knob 3 and 4.

Knob 8 control the "wobble" amount of filter 2.

FX used are chorus and synced delay.

Slow Wanderer

Tempo-synced sequenced evolving pad/soundscape with pulse.

Use knob 1 to color the sound. Turn it up to add brightness.

Filters used are Double Notch and Daft. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to amp feedback, routed to the notch filter with lots of feedback possibilities.

Knob 8 control pan modulation amount.

FX used are chorus and reverb (knob 5 and 6).

Square Rich

Square lead with snappy attack

Use knob 1 to change the character from a more mellow attack (min) to a more snappy attack (max).

Crossfade between Daft and Scream with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 8 to add synced filter cutoff stabs of filter 2.

FX used are synced delay and reverb.

Star Birthplace

Tempo-synced sequenced evolving gater-pad.

Use knob 1 to morph the sound. From min (subtly evolving pad) to max (gater sequence evolution).

Filters used are Allpass and Lowpass 4. Crossfade between them with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to amp feedback which is routed to the allpass filter.

Knob 8 control pan modulation amount.

FX used are phaser and reverb.

Still Ramp

Layered evolving pad with slow tempo-synced ramps.

Use knob 1 to change character of the sound. Raise it for subtle coloring and to

morph from ramps to evolvment and to add a new high octave layer.
Filters used are Daft and Double Notch. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 control shaper dry/wet.
FX used are reverb and delay.

String Of The Rich

Rich string pad with subtle evolvment and a tad pulse.

Use knob 1 to morph between a sequence character (min) and a more smooth string sound (max).

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 7 is assigned to amp feedback which is routed to the bandpass filter.
Knob 8 control the modulation amount.
FX used are phaser and reverb.

Sub Dig Walk

Lead and/or bass/sub bass.

Color the oscillators with knob 1.
Crossfade between Lowpass 4 and Daft filter with knob 2. Control filter cut and res of both filters with knob 3 and 4.
A sine LFO is assigned to filter 2 cutoff. Control amount and rate with knob 7 and 8 respectively.
FX used are Delay and Dimension expander.

Suberb Seventies

Sub bass with subtle envelope coloring.

Use knob 1 to change character/time of the assigned envelopes.
Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Control envelope amount of filter 1 and 2 cutoff with knob 7 and 8 respectively
Fx used are chorus and dimension expander.

Surprize And Swell

Bell-ish synth (mallet) and saw pad. Hold long for both evolvment and sequence

Use knob 1 to morph the sound towards new colors and character. At max it is more towards a evolving padscape with initial mellow bell attack.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to cutoff modulation of filter 2. Turn it up for a plain 1/4 gate sequence.

FX used are synced delay and phaser.

Sweep And Airy

Bright (digital and airy) detuned evolving phaser-pad and soundscape with subtle pulse.

Use knob 1 to color the sound. Turn it up for a choir-ish airy Ooh color.

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control cutoff modulation of filter 2. Turn it up to add a slow ramp sequence.

FX used are phaser and reverb.

Tango Donnabell

Tempo-synced pulses sequence for creation rhythmic arpeggios.

Use knob 1 to color the oscillators.

Filters used are Daft and Allpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Use knob 8 to add continuous evolving modulation of filter 1 cutoff.

Knob 7 control clip drive. Turn it up to add a metallic color.

FX used are synced delay and dimension expander.

Tension

Tempo-synced evolving overdriven synth sound with slow pulse. Play chords by add and hold notes for drama.

Use knob 1 to change character from continuously evolving with a slower attack (min) to evolving with pulse (max).

Filters used are Lowpass 4 and Double Notch. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to shaper dry/wet.

Knob 8 is assigned to amp feedback routed to the notch filter with many feedback colors.

FX used are synced delay and reverb.

The Adventure

Big polysaw pad with subtle evolvment and tremolo.

Use knob 1 to color the saw shape.
Filters used are Lowpass 4 and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Control "tremolo" (mod amt) and subtle evolvment with knob 8.
FX used are reverb and chorus.

The Everybody

Tempo-synced rhythmic multitrack sequence with pulse, noise and evolvment.

Use knob 1 to change character of the rhythm from triol to straight with interesting characters inbetween.
Filters used are Daft and Bandpass. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control the amount of filter 1 cutoff sequence.
Knob 7 control amplitude of the noise osc.
Knob 6 is assigned to amp feedback routed to the bandpass filter with very nice feedback colors available.
FX used, synced delay.

The Key

Synth sound with a touch of git and chembalo character.

Control the character of the sound with knob 1. Turn it up to change towards a mellow deep color.
Crossfade between Double Notch and Daft filter with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control filter cut modulation amount of filter 2, creating a pulsating effect set to 1/8 sync.
Fx used are delay and reverb.

The Richer

Rich evolving pad with a layer of slow pulse.

Use knob 1 for coloring of the oscillators.
Filters used are Allpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.
Knob 8 control amp of the pulse osc layer.
FX used are reverb and phaser.

Tobee Language

Tempo-synced rhythmic sequence of three synths.

Use knob 1 to change the structure of the pattern. Turn it up to add more activity. Filters used are Acid and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 control cutoff modulation of filter 1.

Knob 7 is assigned to shaper dry/wet.

FX used are Dimension Expander and synced delay.

Tribute VA Saw

Big unison saw gater synth sound.

Use knob 1 to color the oscillators from saw (min) to square (max).

Filters used are Bandpass and Daft. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Knob 8 is assigned to cutoff modulation of filter 2. Turn it up for a synced 1/8 gate sequence.

FX used are synced delay and chorus.

Ultrasub Fretless

Sub bass with rising envelope coloring.

Use knob 1 to color the sound. Turn it up for more mid and punch/cut through color. Filters used are Acid and Scream. Crossfade between them with knob 2. Control filter cut and res with knob 3 and 4.

Control envelope amount of both filters cutoff with knob 7.

Knob 8 is assigned to the envelopes shape.

Fx used are chorus and synced delay.

Vibrato Pad

Bright pad with vibrato.

Use knob 1 to morph towards a new color. Turn it up to color subtly, reduce vibrato and add a new layer of tremolo.

Crossfade between Allpass and Daft filter with knob 2.

Control filter cut and res with knob 3 and 4.

Knob 7 is assigned to amp feedback which is routed to the allpass filter.

Control the vibrato envelope time with knob 8. Starting directly (min) slow fade in and almost out (max).

Wander Hallway

Church-like synth sound with sequence and dreamy flute (high register), bright evolvment and pulse.

Filters used are Double Notch and Comb placed serially.
Control cutoff and res of the notch filter with knob 1 and 2. Control comb damp and feedback with knob 3.
Knob 4 is assigned to insert 2 Lp, placed post comb filter and serves as a master cutoff.
Knob 7 is assigned to amp feedback which is routed to the notch filter for many moons of feedback colors.
Knob 8 enables crossfading between two different sequence patterns.
FX used are reverb and synced slow stereo delay.

Warm Evening Deluxe

Sweetest pad with panning.

Use knob 1 to color the sound. Turn it up for brightness, with many colors inbetween.
Filters used are Bandpass and Scream. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 7 and 8 control panning amount and rate respectively.
FX used are delay and reverb.

Warmer Mystery

Soft pad-like synth sound with slow and long synced triol delay.

Use knob 1 to color the oscillators. Turn it up to add harmonics (mid).
Filters used are Double Notch and Daft. Crossfade between them with knob 2.
Control filter cut and res with knob 3 and 4.
Knob 8 is assigned to envelope amount assigned to filter 2 cutoff.
FX used are reverb and synced delay.

Zylinder Cave

Steelman dream with mystery cylinder cave.

Use knob 1 to change character from bubbly/dream-ish towards steelman dreamy.
Filters used are Double Notch and Scream placed serially. Use knob 2 to either use the notch filter or both.
Control filter cut of each filter with knob 3 and 4 respectively.
Knob 8 control envelope amount assigned to both filters cutoff.
Use knob 6 and 7 to control the very fast 1/24, 1/32 delay. Knob 6 dry/wet and knob 7 damp.
Knob 5 control tube dist dry/wet. Use it as "amp".

Mikael Adle
Leap Into The Void