Leap Into The Void
Element Microsound

Patchlist with descriptions and comments.

Atonal 01 lrb8700

Machine factorial industrial sound and ambience.

Two layers with the first continuous pendulum-like character and layer 2 has a motor on/off character, machine on, machine off repeatedly (tempo-synced). Together forming a factorial room or hall environment.

Each layer features a multigranular sampler with assigned macro knobs for density, size, variation, filter and ambience, along with amp emvelope atk, rls.

Possible to enable 4/4 repeater for an added characteristic dimension or perhaps restriction.

Atonal 02 Scaraevs

Robot and machine sequence for assemblance placed in a cave-cellar environment. Layer A amp multi envelope acts as a slow tempo-synced pulse with a random metal color for each hit. Layer B amp multi envelope acts towards an on/off switch with some extra functionality. Also tempo-synced.

Color using the assigned grain knobs as well as colora, cut and fx. Use the variation knob for a "sustained" variation of the envelopes.

Atonal 03 Cobot

Two machines drilling and hammering in an on/off sequence indepentent of oneanother. Envelopes are tempo-synced.

Extensive control of the drilling and surface and character of the machines using the size and density macro knobs.

Morph towards new colors and adding a pulse sequence with the "Morpher" knob. Assigned macro knobs for filter and two reverb types for further coloring.

Atonal 04 Sediment

Drill and dry sediment activity.

Two layer sound with layer A having a drilling character and layer B a noise ramp sequence. Both layers contain a tempo-synced amp envelope creating the activity.

Control grains with grn size, grn dens and grn speed knobs.

Morph towards movement and new colors with the morph knob. Assigned knobs also for 1/8th repeater, filter cut, diffusion and reverb controls.

Atonal 05 Ekivok

Somewhat obedient pulser sequence with pause. Kind of random clucks ambience. Metallic waterdrops and a drum if you like.

Two granular layers with macro control of size and density. Turn down the pulser knob for a more free random character. Color with filter overdrive, cutoff, reverb and reverse delay.

Atonal 06 Emydepi

Click, cluck, pendulum clock. Small percussion random workshop ensemble.
Two layers of short clicks repeating both randomly and as pulse. Two short samples processed with the granular excellence.
Change the sample character with density and size macro knobs and color with filters, room effects and delay. Press the "Chaotica" button to activate step-line sequence repeator set to 1/8th for another dimension.

Atonal 07 Laboro

Pulser-bounce and pause alongside a rattle shaker pattern.
Layer A is the pulser bounce with pause.
Layer B the rattle shaker.
Use grain size and density for new colors and behaviours. Morph towards a more sustained and active vibe with the "Morpher" knob.
Color and change the environment with diff A, diff B and reverb aswell as with the filter knob. Activate repeat (16th) with "Repeator" button.

Atonal 08 Equbick

Reverse digital metal scanner together with a punched stencil repeater with pause.
Control over grain size and density with endless colors and possibilities. Use knob "Pattern" to morphbetween two different multi envelopes and pattern characters.
Turn it up for a more active reverse and pulsating pattern.
Lots of control with diffusion, delay and reverb and also filter cut.

Atonal 09 Etydepi

A kind of fast sample and hold randomness together with a tin can percussion random performance.
Two layers with amp multi envelopes each with it's own tempo-synced pattern-character activity.
Layer B (S&H) moves around with a panned lfo. Control width with the Panner knob.
Control for grain size and density on both. Morph the sound towards new character with "Morpher" knob. Hi and Lo pass filters are available and also control for diffusion and reverb.

Atonal 10 Klyvning

Random nucleus splitting and morse code message. Everything in a cistern (oil tank) environment.
Control over grain size and density with a vast amount of different nuances and extremes.
Color the sound towards very thin with the "Colore" knob. Turn up the activity knob for a more sustained flow with some added randomness. Also control of filter cut, diffusion and reverb.

Press the repeator button for a stepper in 1/8th with a slight chaotic character or frenzy.

Atonal 11 Gasterm

Gas pressure in two pipes or reverse ghost twilight activity.
Layer A reverse pattern.
Layer B on/off and reverse pattern.
Both based on metal objects to create the hollow swoosh.
Assigned macro control for grain size and density. Use color knob as emptify. Turn up "Variation" knob for a new pattern of the amp envelope. Further control of cutoff, diffusion and reverb.
Press the "Repeator" button for a 1/4 repeater.

Atonal 12 Dysmolav

Sequence of hammering or bouncing and a distorted guitardrillmachine.
Layer A is the synced hammer with repetition. Layer B the distorted machinery sequence.
Use grain size and density for a vast amount of coloring and new characters.
Raise the activator knob to create a more sustained activity. Color the sound with "Colora", filter, diffusion and reverb.
Use the "Repeator" button for a 4/4 machinery repetition.

Atonal 13 Cormeta

Noisegater and drill machine on/off.
Layer A (noisegater), Layer B (drill).
Use the grain knobs size and density to bend towards the extreme. Turn up the "Variation" knob to morph to a new sequence (gater). Use "Emptify" and "Lpf Cut" for filtering and new colors. Also control for diffusion, delay and reverb.

Etonal 01 Esteta

Atmospheric metallic ambience with reoccuring flutter.
Based on two layers with the first being the metallic ambience ringing that slowly fades before it is activated again. Secondly a noise flutter ramp envelope with pause and then a short hit for it to return again in a loop, tempo synced.
Both layers use the multigranular module with assigned macro knobs for density, size, speed together with morph-knob, filter, and fx.
Use the repeator for an ostinato metallurgy.

Etonal 02 Hangar

Tonal rumbling large dronescape-ambience with synced ramp envelope.
Contains two layers with control for granular size, density and speed. Add tempo-synced activity with the "Pulser" knob containing a pulser together with a ramp sequence connected a filter overdive. Further macro assignments for filter, reverb and delay fx.

Etonal 03 Ghosmelk

Squeking metallic spacebow and the supernatural ghostwind.
Lots of control of the grains with the macro knobs Grn Size, Dens and Speed.
"Movement" knob control the amount of the multi envelopes sequences. Turn it down for a sustained envelope. Use "Fly" for pitch variation effects of the filters. Further coloring control of cutoff, diffusion, delay and reverb.

Etonal 04 Abduction

Calm squeak pendulum clockwork cabinet with whissle or an ongoing abduction.
Use assigned macro knobs to control grain size, density and speed with lots of possible colors and characters.
Morph towards new colors and an added pulser with the colormorph knob. Further coloring with lpf cut, diffusion and reverb.

Etonal 05 Tonelo

Metallic pulse and raster movement.
Thin and atmospheric.
Layer A and B in granular mode with two metallic samples as source.
Colormorph with "Colora" knob. Use size and density knobs to tweak the granular settings.
Macro knobs also assigned for Hipass, Lowpass and fx.

Etonal 06 Stermeli

Maybe an alto violinist tuning the violin. Hold long and it will soon speak to you emotionally and expressively.
Use macro knobs grn size and density to control the source of the sound. Turn up "Morpher" to morph towards a pulse sequence. Use "Fly" to make extreme pitch-bends of the filters. Also assigned control of filter, diffusion and reverb.

Etonal 07 Utopea

Ambience of space and metallic color like a mystic whistle.
Based on a scraping sample and a metallic bellsample in granular mode together with spacious reverb.

Assigned macro knobs for grain size and density, color, activity, individual reverb for layer A and B, plus master filter, phaser and reverb.

Etonal 08 Urverk

Flutter and high pitched tone. Maybe the inside of an old clock.
Layer A, metallic high tone.
Layer B, flutter movement.
Turn up "Morpher" to morph into new colors and an added pulse pattern. Use grn size and grn dens to change the character of the source samples.
Assigned control also for cutoff, diffusion, delay and reverb.

Etonal 09 Haunted

Haunted. Siren and ghosts.
Assigned macro knobs for grain size and density. Turn down the "Ghost" knob to reduce or remove the lfo pitch bends creating the haunting effect. Turn up "Sequence" knob for a kind of ramp/reverse sequence.
Assigned controls also for filter and reverb.

Etonal 10 Ghaust

Ghaust and glitter.
Very spacious.
Assigned control for grain size and density. The "Ghost" knob creates a pitch and pan movement. Turn it down to reduce or remove the ghost effect. Turn up "Pattern" to add a slow ramp/reverse sequence.
Turn down the "Dry/Wet" knob to reduce the spacious environment. Assigned control also for cutoff, delay and reverb.

Etonal 11 Oltreicht

Luring, active ambience with metallic color. Maybe an old telephone signal in a dream.
Layer A, ramp envelope and ring tone or drill.
Layer B, distorted metallic swell.
Extensive control of grain size, density and speed from the macro knobs.
Use the "Colormorph" knob to morph towards new colors and an added pulser. Turn up "Sustain" for continuous sound. Also assignments for cutoff, diffusion and reverb.

Itonal 01 Vihorn

Distant drum pattern and french horn.
Assigned control for grain size and density. Use "Morph" knob to morph into new

character and pattern. Fly with the "Fly" knob and color the sound with filters, diffusion, delay and reverb.

Itonal 02 Enhtamar

Marching parade of the dead.
Assigned macro knobs for grain size and density. Turn up the "Morpher" knob to morph towards new colors and pattern.
Further control for filter, diffusion, delay and reverb fx.
Press the "Repeator" button for a 1/8th repetition sequence.

Itonal 03 Delmorta

Dark pulsor pattern and ramp growl motor.
Macro knob control for grain size and density.
Use "variation" knob to morph towards new character.
Assigned macro knobs for filter, diffusion, delay and reverb.
Enable the "Repeator" button for a 1/4 repetition pattern.

Itonal 04 Morter

Flarefeedpulser and distorted basspulse.
Assigned macro knobs for grain size and density. Use "Variation" to morph towards a new slow pulse and deep ramp pattern. Control assigned also for filter, diffusion, delay and reverb.

Kit Duf 001 Raw

Duf samples and kit based on deep materials such as stuffed fabrics, recorded and edited to simulate bassdrums and deep low end hits.
Raw kit.
Mapped from C1 to B3.
Control of sample start, attack and decay for a multitude of coloring possibilities together with distortion, cutoff, fx, sequence on/off and fast repeater to go creative.

Kit Duf 002 Ohm

Duf samples and kit based on deep materials such as stuffed fabrics, recorded and edited to simulate bassdrums and deep low end hits.
Processed kit.
Mapped from C1 to B3.
Control of sample start, attack and decay for a multitude of coloring possibilities together with distortion, filter, diffusion, fx, sequence on/off and fast repeater to go creative.

Kit Met 001 Allom

Met samples and kit based on metal materials such as plates, bowls, cymbals, gongs, road signs, kitchen foley and more, recorded with piezo contact microphone or rode ntg4.
Raw kit.
Mapped from C1 to B3.
Control of sample start and amp envelope ADS for a multitude of character shaping possibilities together with distortion, filter, diffusion, reverb, sequence on/off and fast repeater to go creative.

Kit Met 002 Ophon

Met samples and kit based on metal materials such as plates, bowls, cymbals, gongs, road signs, kitchen foley and more, recorded with piezo contact microphone or rode ntg4.
Processed kit. Metallophon.
Mapped from C1 to B3.
Control of sample start and amp envelope ADS for a multitude of character shaping possibilities together with distortion, filter, diffusion, reverb, sequence on/off and fast repeater to go creative.

Kit Qlk 001 Temit

Qlk. Short recorded click sounds from selected hard materials as both surface and striker.
Raw kit.
Mapped from C1 to B3.
Control envelope snappiness with decay knob. Possible to create ultra short sounds.
Use sample start to edit the character and the attack color.
Use high and low pass filter together with fx knobs for expressive coloring.
Enable sequence and/or repeater with on/off buttons to create ostinato-like sequences and 32th note drilling patterns.

Kit Qlk 002 Litue

Qlk. Short recorded click sounds from selected hard materials as both surface and striker.
Processed kit. FX edit.
Mapped from C1 to B3.
Control envelope snappiness with decay knob. Possible to create ultra short sounds.
Use sample start to edit the character and the attack color.
Use high and low pass filter together with fx knobs for expressive coloring.
Enable sequence and/or repeater with on/off buttons to create ostinato-like sequences and 32th note drilling patterns.

Kit Rpt 001 Ator

Repeator with coloring and sequencing.
Mapped from C1 to B3. Micro samples with short looppoints set to fast repeat drills.
Macro control of sample start and amp ADSR envelope together with push distortion, filters, diffusion and a delay fx set to a fast 32th note sync to go along with the "repeating" theme.
Different length and speeds for creative use.
Enable "Sequence" for 16th pattern and "Repeator" for 16th synced bpm repetition/ stutter.

Kit Sch 001 Nois

Noischh.
Acoustic noises of various types from different surfaces recorded using piezo microphone.
Samples are mapped three octaves from C1 to B3.
Each processed individually with unique Falcon fx settings.
Macro control of sample start and amp ADSR envelope together with filter, diffusion and reverb.
Enable "Repeator" for a fast 16th repeater.

Kit Scr 001 Scraip

Scraipe.
Contains scraping, crackling, scratching of various surfaces and materials. Recorded using piezo microphone.
Samples are mapped three octaves from C1 to B3.
Each processed individually with unique Falcon fx settings.
Global macro control of sample start and amp ADSR envelope together with waveshaper distortion "Obnox", filter, diffusion and reverb.
Enable "Repeator" for a fast 16th repeater.

Kit Snr 001 Create

Snarcreate.
Percussive noise and snare category based on the included collection of recorded acoustic noise and scratch sounds.
All mapped from C1 to B3.
Macro control of sample start for many different characters. Envelope control of attack and decay together with "Fuzz", filter coloring, diffusion and reverb using the assigned macro knobs.
Enable sequencing with the "Sequence" button and activate fast 32th repeat with "Repeat" button.

Seq 01 Rytmato

Dual layer sequence with hi and low.
Snappy short staccato rhythm.
Assigned control knobs for granular size and density, sequence, ramper, filter and fx.
Turn down "Sequence" knob for a majestic mastodont atmoscape fx sound. Ramper enables a filter cut ramp sequence.

Seq 02 Brytmoti

Brytmoti.
Dual layer sequence based on met and duf.
Snappy short staccato rhythm.
Assigned control knobs for granular size and density, coloradi, sequence, variation, filter, diffusion and reverb. Turn down "Sequence" knob for a sustained rumble with metal "collisions".

Seq 03 Temperytma

Temperytma.
Rhythmic dual layer sequence based on met and duf.
Staccato rhythm.
Assigned control knobs for granular size and density, coloradi, ptn morph, filter, delay and reverb. Turn on "Stutter" for a fast 32th stutter repeater.

Seq 04 Esteryto

Esteryto.
Rhythmic dual layer sequence based on met and duf.
Duf and glittery staccato rhythm with synced delays.
Assigned control knobs for granular size and density, coloro, ptn morph, filter, delay and reverb.

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