Falcon Singles - Falcon Scapes Vol.2

Installation

As there is no default location for 3rd party sound libraries for Falcon, you can just install the folder “Falcon Scapes Vol2“ which you extracted from the RAR-archive anywhere on your system, preferably on a fast external drive, if you have one available. Then you just locate the folder “Falcon Scapes Vol2“ in the Falcon browser under “Devices“, add it to your favorite places and load a program from one of the categories in the main “Programs“ folder, or a sample from the sample subfolders, or a wavetable from the wavetable folder or an image into the wavetable synth from the Images-folder. You can also drag and drop programs directly from the Finder into “Parts“ in Falcon.

License agreement and terms of usage

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1.) The licensee must not distribute the patches, samples, wavetables, single cycle waveforms and images from ***Falcon Singles - Falcon Scapes Vol2***, resample and re-synthesize them, copy or otherwise replicate the patches, samples, wavetables, single cycle waveforms and images from this sound library in any commercial, free or otherwise product. That includes sample- and audio libraries and patches for other samplers and sample- or wavetable-based synthesizers. The licensee can of course create such derivates for his/her own musical work as long as these derivates are only distributed in the context of the licensee's musical work or sound design.

2.) The license to the sound library ***Falcon Singles - Falcon Scapes Vol2*** may not be given away or sold, it is not for resale (NFR).

Description:

Falcon Scapes Vol2 contains a wealth of soundscapes, multi-sampled and synthesized pads, icy, abyssal and ominous drones, minimal and edgy sequences, impacts and stabs, beautiful cinematic textures, wondrous and haunting tones and some extraordinary dry and processed samples of sound sculptures made of huge springs, tubes and pipes. Processed vocal sounds and some ethereal choir textures perfect this library to the max.
Often granular textures and sample maps are layered with Falcon's internal sound generators creating dense and fascinating sounds usable for a wide variety of genres. Quite a few samples were borrowed from the patchpool Iris subscription-library, all other samples were created exclusively for this library.
Many presets make use of Falcon's multi-granular and sampling engine and there are also patches included using the wavetable, FM, pluck and analog oscillators. Many of these presets are running in split mode and/or layer sound textures via key-switches. Up to 25 Macros and switches plus the modulation wheel are assigned in each patch, many also use aftertouch, providing detailed control over volume envelopes, filtering, amplitude and pitch modulations, EQ-ing, dynamics, stereo animation, effects and more. Often complex tempo-synced modulation assignments are programmed so that these patches can provide interesting rhythmical animations. All patches use some sort of background image in the UI, split patches have colored key-zones in the Falcon keyboard for easier navigation.

Content:

• 1.67 GB of samples (115 wavs/stereo/48 Khz/24 Bit), 12 background images for the UI and wavetable re-synthesis, 8 single cycle waveforms, 2 wavetables.

•The content is not encrypted, so you can use the samples and wavetables in other samplers and synths or directly in your DAW.

• 53 patches combining most synthesis forms available in Falcon.

• Library size in total: 1.72 GB

Patch Categories

- Drones (6)
- Pads (5)
- Sound Sculptures (6)
- Soundscapes (21)
- Synths (8)
- Vocal Scapes (7)

All audio demos for this library are here.

Video demos:

Impact Scape Split

Spring Sculpture Stabs

Dual Cinema

Wonder Chimes

CPU

The multi-granular engine with many grain streams and the synth oscillators with many unison voices can be somewhat CPU-hungry, so if a patch puts too much strain on your system whilst tracking, reduced the overall polyphony in Falcon and/or reduce the release time (all patches have a dedicated Macro assigned to “Release“). Also when mixing and not tracking I would advise you to raise the sample buffer in your DAW, as latency is not an issue in that case.

Patchlist

All patches have between 10+ – 25+ Macro controls, switches and the modulation wheel assigned, many also use aftertouch and velocity modulation.

All playing tips and comments from the alphabetic patchlist below can also be accessed via the Info-tab in the Falcon UI.

C3 refers to the middle C on a piano (C1 in classical terms).
AT = Aftertouch, VEL = velocity, MW = modulation wheel, L1 = layer 1, KG = keygroup,
KS = keyswitch, WT = wavetable

Drones	Description
Cello Shifter	Two key-switchable pairs of processed cello drones split across the keyboard, running in granular mode. Each drone is mapped over 3 octaves, split point is C3. The key-switches are located at A-1/B-1. Grain position is controlled by a multi-envelope in legato mode, so only when playing non-legato the sample will restart from the beginning. Envelope/scanning speed and scanning start point can be adjusted with the assigned Macros, shifting the start point also results in a decrease of grain speed (compensate with the speed Macro). Grain size modulation can be engaged with a Macro, grain pitch randomization via AT can be dialed in. Control pan modulation/panning speed/tempo-synced LP filter (via legato envelope/ LFO)/amplitude modulation with the assigned Macros. More controls for delay/reverb/ limiter FX are available. Glide is activated, control glide time with the assigned Macro. MW increases HP filter cutoff and introduces Thorus FX. 17 Macros and 2 switches are installed.
Dark Ice Split	Two drones in L1 running in multi-granular mode, split across the keyboard with a 3 octave range for each one, layered with themselves in sampling mode in L2, each layer has a dedicated volume control. Modulate sample start position/grain position via VEL by dialing in the respective Macro, AT modulates grain position in L1 when the Macro is engaged, a control for grain speed is also available, another Macro sets sample start position in L2. Dial in tempo-synced pan modulation (with inverted phase for L2) with a Macro, tempo-synced LP filter/waveshaper modulation on KG level (re-triggering) and tempo-synced hybrid filter modulation on program level (non-retriggering) can be dialed in, more Macros and switches for HP master filter/delay/reverb/limiter FX are available. MW introduces weird pitch modulation. 17 Macros and 2 switches are installed.
Dark Pulsator	A tonal noise oscillator in L1 processed by a key-following Phasor-filter (mix assigned to a Macro) with tempo-synced modulation layered with 2 sample drones in layer 2 split across the keyboard with zone crossfade applied. L2 has a dedicated volume control. Add Thorus FX to L1 with a Macro, add waveshaper distortion (program level) and modulate the waveshaper filter/amount with 2 other Macros. More controls for master LP/HP filtering, delay/reverb/Maximizer FX are available. MW introduces tempo-synced filter and amplitude animation. 13 Macros and an on/off-switch for the Maximizer are installed.
Drone Planet Split	Three long drone samples running in multi-granular mode split across the keyboard with a two-octave-range for each, overlapping split points at C2/C4. Granular controls are available for grain spread/grain size modulation/grain perforation/number of grain streams / grain pitch randomization. Tempo-synced polyphonic filter modulation (re-triggering per voice) with alternating LFO speeds can be added with a Macro, another bipolar Macro controls LP/HP filtering. MW adds tempo-synced amplitude/pan modulation and RM FX on program level. More Macros for controlling delay/reverb/limiter FX are available. 15 Macros and 2 switches are installed.

Drones	Description
Meditation Drones Split	Three long gentle drone samples running in multi-granular mode split across the keyboard with a two-octave-range for each, overlapping split points at C2/C4. Granular controls are available for grain spread/grain size modulation/grain perforation/number of grain streams/grain position (also via VEL)/ grain pitch randomization. AT decreases grain speed when the assigned control is engaged. Tempo-synced polyphonic Notch/LP-filter modulation (re-triggering multi envelopes per voice) can be dialed in, another bipolar Macro controls LP/HP filtering. MW adds tempo-synced amplitude/pan modulation. More Macros for controlling phaser/delay/reverb/limiter FX are available. 18 Macros and 2 switches are installed.
Morphing Shades Split	A long mysterious drone texture with alternating noted (major 3rd interval) divided into two segments split across the keyboard, running in multi-granular mode. A slow LFO in legato mode is modulation grain position (play non-legato to re-trigger the samples), other re-triggering LFOs are modulation grain spread/detune/Fade. The “Slow Down“-Macro decreases LFO speed and eventually freezes the grains when fully engaged. In a second layer an 2 FM drones run though a waveshaper and LP filter are providing the root notes (mapped to match the pitches in L1), overlapping split point is C3. Each layer has a dedicated volume control, dial in LP filter modulation and ring modulation in L1 with the assigned Macros. MW introduces tempo-synced amplitude modulation, more controls for delay/Phasor/ reverb/limiter FX are available. 13 Macros and 2 switches are installed.

Pads	Description
Combed Breath Pad	A time-stretched breathing sample running in multi-granular mode with grain position modulated by an LFO, run through an exciter, a tuned combfilter and an LP filter. AT introduces modulation of comb and LP cutoff frequency, MW darkens the sound, shortens the grains and increases modulation speed. Controls for HP filtering/Thorus/delay/reverb/limiter FX are installed. 9 Macros and an on/off switch for the limiter are installed.
Favor Pad	Multi-sampled unison pad made with MXXX, 5 pitches were sampled between C1 – A#5, zone crossfades are applied, instrument range: C0 - C7. Sample start position can be slightly randomized with a Macro, full ADSR controls are available. Three parallel filter signals can be mixed with the assigned controls (velocity sensitive LP filter/tuned bandpass/notch). Tempo-synced, triplet-based amplitude modulation can be added with a Macro, controls for Phasor/delay/reverb/limiter are available. MW adds vibrato. 16 Macros and 2 switches are installed.

Pads	Description
Morphing Mantra Pad	A multi-sampled vocal synthesizer pad in L1 running in multi-granular mode (4 grain streams), layered with an analog stack synth pad in L2 (using a tuned BP filter). Each layer has it's dedicated volume control, full ADSR controls are installed. Control grain position via VEL and/or via AT by dialing in the assigned Macros, another Macro controls grain speed. Tempo-synced, multi-envelope controlled HP filtering can be added in L1 with a Macro (the envelope is slightly velocity sensitive), another Macro controls master LP cutoff. Control amplitude modulation/modulation speed with the assigned controls. More Macros for delay/reverb/limiter FX are available. MW detunes the grains in L1 and adds some vibrato in L2. 17 Macros and an on/off-switch for the limiter are installed.
Sweeper Pad	A multi-sampled sweeping synth pad, sampled at 3 pitches between C2 - E5, instrument range C0 – C6. The layer is running in unison mode (3 voices) with unison offset for pitch/pan/sample start/Phasor filter. Shift the sample start (skipping the initial sample sweep) with a Macro, add Phasor filtering (on KG level) and tempo-synced HP filtering (on layer level) with the assigned controls, another Macro modulates the cutoff in the LP filter on programs level. MW increases unison detune, +/- 1 octave when fully engaged. More controls for delay/reverb/limiter FX are available.11 Macros and 2 switches are installed.
Tuva Pad KS	Key-switchable WT synth in unison mode (4 voices) using a single cycle waveform in KS1 (A-2) and a wavetable in KS2 (B-2), extracted from throat singing samples from my Alchemy library MetaVox. The WT oscillators are processed by a Phasor and LP filter (key follow) on KG level, control Phasor feedback/LP cutoff with the assigned Macros. AT increases detune when the assigned Macros is engaged, MW modulates phase distortion and adds a vowel filter (parallel routing) on layer level with tempo-synced modulation. Tempo-synced, triple-based amplitude modulation can be dialed in. Full ADSR controls are available as well as controls for Phasor/delay/reverb/limiter FX. 13 Macros and 2 switches are installed.

Sound Sculptures	Description
Ether Bursts Split	A long soundscape made from processed sound sculpture samples, divided into three segments split across the keyboard, running in multi-granular mode. Granular controls for grain size/position randomization/grain speed are available. A tempo-synced LP filter envelope can be dialed in with a Macro. Layer 2 adds an analog synth drone which has a dedicated volume control. KS1 (A-1) selects both layers, KS2 (B-1) selects only the sculpture samples. MW adds tempo-synced amplitude modulation and rotating auto-pan FX. More controls for Phasor/delay/reverb/limiter FX are available. 13 Macros and an on/off-switch for the limiter are installed.

Sound Sculptures	Description
Hoover Drones Split	Three sound sculpture drones (hoover pipes) in L1 layered with their FX derivatives (audio morphing) in L2, all samples play in multi-granular mode, playhead position is controlled by a multi-envelope in legato mode, so the sample will only restart if you play non-legato. Scanning range and envelope speed can be controlled via Macros, AT adds grain detune when the assigned Macro is engaged. L1 has a BP filter on layer level processed by a waveshaper, this signal can be mixed with the dry sounds with the assigned controls. L2 uses hybrid filter modulation (per voice) when the assigned Macro is engaged. MW adds tempo-synced amplitude modulation. 3 key-switches are installed, KS1 (A-1) selects both layers, KS2 (A#-1) selects only the dry samples, KS3 (B-1) selects only the processed samples. More controls for Thorus/master LP/HP filtering/delay/reverb/limiter FX are available.16 Macros and 2 switches are installed.
Hoover Objects Split KS	Five sound sculpture drones (hoover pipes) split across the keyboard with a 2-octave range for each, root notes are located at C#1 in the middle of each key-zone. L1 in sampling mode, L2 in multi-granular mode (4 voices). KS1 (D8) plays the samples in sampling mode, KS2 (D#8) in granular mode, KS3 (E8) selects both layers. Control sample start in L1 with the assigned Macro, control grain speed/position in L2 with Macros and grain pitch randomization via AT by dialing in another control. More controls for amplitude modulation/modulation speed/pan modulation/panning speed, EQ, Phasor/delay/reverb/limiter FX are available. MW adds vibrato. 21 Macros and an on/off-switch for the limiter are installed.
Hoover Organ Split	Two sound sculpture drones (hoover pipes) split across the keyboard, split point: C3 - running in multi-granular mode (5 grain streams). AT modulates grain position and reduces grain speed when the assigned Macro is engaged. Dial in re-triggering stereo modulation (UVI Wide on KG level) with a Macro, add hybrid filter modulation (on layer level) with another Macro. MW adds tempo-synced amplitude modulation. More controls for Phasor/delay/reverb/limiter FX are available. 12 Macros and 2 switches are installed.
Spring Sculpture Layers Split	Four spring sculpture samples split across the keyboard in L1 with a 2-octave range per zone, layered with processed versions in L2 (running in granular mode) and more processed “tail“-versions in L3. Each layer has it's own set of Macro controls, master LP/HP, reverb and Maximizer FX can be controlled with the assigned Macros. MW adds random tempo-synced pitch modulation. 24 Macros and 3 switches are installed.

Sound Sculptures	Description
Spring Sculpture Stabs Split	The dry spring sculpture samples in L1 are tuned in quarter-tones (pitch key follow 50%), the processed drone samples in L2 are chromatic. Mapping in both layers is identical, split point is C3). The lower dry sample in L1 has a dedicated low cut control as it contains a lot of rumbling. Sample start can be set with a Macro and/or can be modulated via VEL with the respective Macro engaged (1% max). Each layer has a dedicated volume control, waveshaper distortion can be added to the dry samples with a Macro. Add tuned comb-filtering to the dry samples with the installed Macro (also adds Thorus FX), dial in a tempo-synced filter envelope (velocity sensitive) with another Macro, control overall velocity sensitivity (volume) with the assigned control. MW introduces tempo-synced amplitude and pan modulation. More controls for low cut EQ/convolution reverb/delay/Maximizer FX are available. 16 Macros and 2 switches are installed.

Soundscapes	Description
Ambient Music Box	L1: A long soundscape derived from a little music box divided into two segments playing in multi-granular mode (4 voices), split across the keyboard, overlapping split point: C3. Controls for grain speed and grain position control via AT are available, tempo-synced filter modulation can be dialed in. L2 adds two analog stack synths also split across the keyboard, mapped accordingly to match the root notes in L1. More controls for master LP/HP filtering/Thorus/delay/reverb/limiter FX are available. MW adds ring modulation. 12 Macros and an on/off-switch for the limiter are installed.
Angels Descend	In the lower half a processed choir texture is layered with a synth sequence, in the upper half a descending tonal scape produced with a vocal synthesizer (Phonem) is layered with another synth sequence. The vocal scapes are playing in multi-granular mode, controls for grain speed/perforation and grain position modulation are available (VEL/AT). Dial in filter modulation with the assigned Macro, add tempo-synced amplitude modulation with another Macro. Each layer has a dedicated volume control. MW detunes the grains in L1 and modulates Thorus FX in L2. More controls for master LP filter/delay/reverb/limiter FX are available. 17 Macros and an on/off-switch for the limiter are installed.

Soundscapes	Description
Blue Crown	Two big tonal soundscapes in L1, set sample start with a Macro and/or modulate sample start via VEL. Animate the soundscapes with the assigned control (tempo-synced filter/amplitude modulation) L2 adds a synth sequence in the tonality of the soundscapes, dial in filter modulation/delay/phaser FX with the assigned Macros. Each layer has it's dedicated volume control. MW introduces a tempo-synced pitch envelope and LFO modulation in L1, the envelope shifts the the pitch up an octave, the LFO decreases pitch by 5 semitones, the LFO depth is also modulated by the envelope. More controls for low cut/delay/reverb/limiter FX are available. 16 Macros and an on/off-switch for the limiter are installed.
Cave Shifter	Three drone-pad textures split across the keyboard with overlapping split points at C2/C4. The lowest sound runs in sampling mode, the upper two in multi-granular mode. Control grain position via AT in the upper sounds by engaging the assigned Macro, a bipolar control lets you modulate grain speed in the upper two sounds. Tempo-synced amplitude modulation can be dialed in with a Macro, a hybrid filter on layer level can be engaged with the “Filter Env“-control. MW adds a tempo-synced pitch envelope and square-shaped pitch modulation in the lower sound and the same pitch envelope plus grain detune in the upper two sounds. More controls for Phasor/master LP filter/delay/reverb/limiter FX are available. 13 Macros and 2 switches are installed.
Chime Scape	Multi-sampled processed chime drones sampled at C1/C3/C5, instrument range C0 – C6. L2 plays release samples (the tail of each sample), and has a dedicated volume control. Modulate sample start either with a Macro and/or via VEL by dialing in the assigned control. Re-triggering, slow tempo-synced hybrid filter modulation, VEL-sensitive LP cutoff with key follow and slow pan modulation can be dialed in with Macros. Re-triggering Thorus FX modulation (inserted on layer level) can be added with a Macro. MW introduces tempo-synced amplitude modulation. More controls for delay/reverb/limiter FX are available. 14 Macros and 2 switches are installed.
Cloud Music	Two long tonal textures derived from cloud images split across the keyboard with zone crossfade between C3 - C2. The upper sound is running sampling mode with the layer set to 3 unison voices, control unison detune and sample start offset with the assigned Macros. The lower sound is running in multi-granular mode with LFO-modulated speed, detune and grain spreading. Control amount of pan modulation (per voice) and panning speed with the assigned Macros, another Macro introduces tempo-synced filter modulation. More Macros for controlling LP cutoff/delay/reverb/limiter FX are available. MW adds tempo-synced tremolo FX (program level). 12 Macros and 2 switches are installed.

Soundscapes	Description
Cosmo Grains	Two long tonal soundscapes in L1 split across the keyboard, split point C3 layered with an animated FM sequencer in L2 playing over the entire instrument range (C.1 C6). L1 has 3 granular controls installed for controlling grain speed, fluctuation and grain pitch randomization via AT. Tempo-synced filter modulation can be dialed in with the assigned Macro (HP for the upper scape, LP for the lower scape. The FM sequence has 3 Macros available for adding more FM weirdness, delay mix (on layer level) and volume. MW adds tempo-synced amplitude modulation. More controls for LP master filter / Phasor / delay / reverb / limiter FX are available. 16 Macros and 2 switches are installed.
Dual Cinema	Two layered cinematic soundscapes in multi-granular mode (3 grain streams). VEL increases grain speed, AT decreases grain speed when the assigned Macro is engaged, modulate grain position and animate the grains with the assigned controls, MW detunes the grains. Filter/amplitude/pan modulation can be added, the polarities for these modulations are inverted in the 2nd soundscape. More Macros for controlling HP cutoff/Phasor/delay/reverb/limiter FX are available. 15 Macros and 2 switches are installed.
Fractal Positive	Mapped from C0 – B1 is a percussive impact synth in sampling mode, this sound can be animated with a Macro (tempo-synced filter/amplitude modulation), flanger FX can be added with another Macro. In the upper half, mapped from C2 – C6 is a tonal soundscape playing in multi-granular mode. Control grain size/speed with the assigned controls, AT shifts grain position. Two parallel filter signals can be mixed with the dry signal (hybrid/bandpass filters with tempo-synced modulations). More Macros for controlling LP-HP filtering/delay/reverb/limiter FX are available. 15 Macros and 2 switches are installed.
Impact Scape Split	L1 uses two tempo-synced noise impact samples in synced stretch mode, split across the keyboard, the dry signals can be mixed with a tuned combfilter signal, the upper sound has an additional waveshaper installed post-combfilter. Sample speed can be controlled via the assigned Macro, tempo-synced amplitude modulation (ramp up) can be dialed in with a Macro. L2 provides two animated bass sequencers mapped accordingly to match the root notes of the noise sequences and has a dedicated volume control. MW shifts HP cutoff and adds overdrive distortion (on program level). KS1 (A-1) selects both layers KS2 (A#-1) selects only the sample-stretch layer. KS3 (B-1) selects only the synth layer. More Macros for controlling LP cutoff/delay/reverb/Maximizer FX are available. 15 Macros and an on/off-switch for the Maximizer are installed.

Soundscapes	Description
Iwato Train	L1: a long tonal soundscape in multi-granular mode (5 voices) with slow modulation of grain spread and other granular parameters, processed by a tempo-synced hybrid filter. Granular controls for grain speed/position/pitch randomization are available, dial in the filter modulation with the assigned Macro. Glide is activated, control glide time with the assigned control. L2: analog synth with a tempo-synced octave sequence, waveshaper and LP filter modulation - this layer has a dedicated volume control, pan modulation and a tempo-synced delay on layer level can be dialed in. MW adds flanger FX (on program level). More Macros for master LP-HP filtering/ delay/reverb/Maximizer FX are available. 16 Macros and an on/off-switch for the Maximizer are installed.
Orchestral Meander Split	Two processed orchestral textures in minor tonality from one of my orchestral pieces, running in granular mode, split across the keyboard. Controls for grain speed and grain position control via AT are installed. Animate L1 (tempo-synced filter / amplitude / pan modulation) with a Macro, add LP filter modulation and distortion with another Macro. Layer 2 adds a)split) synth sequence, mapped accordingly to match the root note in L1, with a rising minor harmonic scale, control the volume of the synth with the assigned Macro. MW detunes the grains and adds flanger FX in the synth layer. Each layer has a tempo-synced delay with mix controls installed. KS1 (A-1) selects both layers, KS2 (B-1) selects only the granular layer. Overlapping split point is C3. More Macros for reverb/limiter FX are available. 12 Macros and 2 switches are installed.
Orchestral Painting	Processed orchestral texture in L1 running in granular mode, grain position controlled by a multi envelope in legato mode, grain spread modulated by an LFO - the sample will only restart if you play non-legato. L2 adds an analog stack synth with a tuned BP filter, both layers have dedicated volume controls. Tempo-synced pitch sequences and amplitude modulation can be added via Macro/switch, hybrid filter modulation in L1 (on layer level) can be dialed in. More controls for master filter/delay/reverb/limiter FX are available. MW adds Thorus FX. 12 Macros and 3 switches are installed.
Penta Dreamer	Tonal pentatonic soundscape in the upper register meets processed orchestral brass with distortion in the lower half, split point: C3. Both sounds are playing in multi-granular mode, control grain position with VEL by dialing in the assigned Macro and/or directly with the Grain Pos-Macro, AT detunes the grains when the assigned control is engaged, add tempo-synced, envelope controlled filter modulation with a Macro. In the upper register in L2 there is also an arpeggiated FM synth playing a fast pentatonic sequence, L2 has a dedicated volume control, pan modulation, diffusion verb and delay can be added, the re-triggering LP filter modulation is velocity sensitive. MW introduces tempo-synced amplitude modulation in L1. More controls for master LP/HP filter/Phasor/delay/reverb/limiter FX are available. 17 Macros and and 2 switches are installed.

Soundscapes	Description
Penta Stars	A long soundscape sample with pentatonic “stars“, playing in ‚multi-granular mode (5 grain streams), controls for grain speed/grain structure and grain position control via AT are available. MW detunes the grains and adds Thorus FX (on layer level), the FilterMod Macro introduces tempo-synced HP filter modulation and phaser FX. More controls for master LP/HP filtering/delay/reverb FX are available. 11 Macros and a reverb-freeze switch are installed.
Scatter Mountain Split	In the lower half a scattered tonal soundscape made with physically modeled strings is playing in multi-granular mode, in the upper half a granulated perforated string scape. Four granular controls and a switch are available for altering grain speed (bipolar Macro), grain structure, grain pitch randomization via AT, grain position, grain reverse. Tempo-synced filter mayhem can be dialed in with a Macro, more controls for Phasor/reverb/limiter FX are available. MW adds warped flanger FX. 12 Macros and 2 switches are installed.
Sky Dreamer Split	In the lower register a granulated tonal bell drone in L1 is layered with an FM synth sequence in L2, in the upper half a granulated dreamy tonal soundscape is layered with a faster FM synth sequence. Three granular controls are available for grain speed/grain position control via VEL/grain pitch randomization, hybrid filter modulation can be dialed in with a Macro (parallel routing inside and Effect Rack on KG level). The synth sequences in L2 have a dedicated volume control, filter modulation and Thorus FX can be added with the assigned controls. MW adds tempo-synced amplitude modulation. More controls for pan modulation/delay/Phasor/reverb/limiter FX are available. 16 Macros and 2 switches are installed.
Space Birds	A long tonal soundscape in multi-granular mode (5 grain streams) run through a tuned combfilter is layered with an analog synth sequence in L2. Each layer has it’s dedicated volume control, granular controls for grain speed/position are available, the tuned comb can be added with a Macro, combfilter modulation can be added with another Macro, waveshaper distortion and a low cut control are also available. MW randomizes grain pitch, also try this with the combfilter fully engaged for interesting timbral effects. More controls for Phasor/master LP filter/delay/reverb/limiter FX are assigned. 16 Macros and 2 switches are installed.
Spectral Violin Scape Split	Two key-switches (located at A-1/B-1) let you select two split pairs of granular spectral violin scapes (actually 4 segments all derived from the same long tonal soundscape), grain position is modulated by a slow LFO (control speed with the assigned Macro) The wavetable synths in L2 (also split across the keyboard so they match the pitch mapping of the granular scapes) are always playing and have dedicated volume controls. More Macros for controlling Phasor/delay/reverb/limiter FX are available. MW adds envelope controlled grain pitch randomization in L1/2 and envelope controlled detuning in the WT synth in L2. 11 Macros and 2 switches are installed.

Soundscapes	Description
Swell Scapes	In each half of the instrument range there is a dronescape in multi-granular mode layered with itself, grain position/size are being modulated by tempo-synced, LFOs, multi-envelopes (ramp up) modulate volume, 8 beats in the upper and 6 beats in the lower sound, turn the grain textures into noise with the “Grain Noise“-Macro. Tempo-synced filter/pan modulation can be added via dedicated Macros. Dial in a modulated hybrid filter signal (parallel routing/Effect Rack) on program level with the assigned Macro. MW introduces tempo-synced amplitude modulation (2-bar sequence via multi envelope). More controls for master LP/HP-filtering, delay/reverb/limiter FX are available. 12 Macros and 2 switches are installed.
Wonder Chimes	Two “chimey“ tonal soundscapes running in granular mode in L1, layered with their tails in L2 (sampling mode). L1 has an overall volume control, the tails in L2 have dedicated volume controls. Three granular controls are available for L1 (speed/position/detune via AT/perforation), tempo-synced, multi-envelope (velocity sensitive) controlled filter modulation can be dialed in with a Macro, more controls for master filter/delay/reverb/Phasor/limiter FX are available. MW adds tempo-synced amplitude modulation (triplet-based). 16 Macros and 3 switches are installed.

Synths	Description
Combed Stranger	Two FM oscillators panned L-R processed by (de)tuned combfilters in L1, multi-sampled combed synth sounds in L2. Each layer has a dedicated volume control. Dial in velocity sensitive LP filtering with the assigned Macro (in L2 an AHD is used). Add Thorus FX to the FM sound with a Macro, add velocity sensitive waveshaping (via envelope) in L2 with another Macro. More controls for EQ/reverb/Maximizer FX are available. MW adds fast square-shaped pitch/combfilter modulation. 11 Macros and an on/off-switch for the Maximizer are installed.
Dream Review	FM Synth in unison mode (4 voices), MW increases detune, AT adds vibrato if the assigned Macro is engaged. Three parallel filter signals can be mixed with the assigned controls (tuned bandpass/combfilter/LP filter), more Macros for Thorus/delay/reverb/limiter FX are available. Glide time can be controlled via Macor. 13 Macros and 2 switches are installed.
Driving Quencer	FM Sequencer with 2 oscillators in L1, a metallic drum sound driven by an arpeggiator in L2. Each layer has it's dedicated volume control. Dial in waveshaping and tempo-synced filter modulation in the synth with the assigned Macros, randomize pitch, add ring modulation/sycned randomized filter modulation and waveshaping in the percussive sound with the assigned Macros Tempo-synced warped flanger modulation on program level can be engaged with a switch. Controls for master LP/HP filter, delay, convolution reverb and Maximizer FX are available. MW adds tempo-synced HP filter modulation in the synth layer. 14 Macros and 3 switches are installed.

Synths	Description
Minimal Groover	FM synth sequence in L1 layered with an analog stack synth sequence in L2. Each layer has it's dedicated volume control. Activate the stereo effect for the FM synth with a switch, add chorus FX to the analog synth with a Macro. More controls for master LP filter/delay/reverb/limiter FX are available. MW adds tempo-synced pan modulation (inverted polarity for L2). 11 Macros and 2 switches are installed.
Minimal Maze	FM synth sequencer combining two FM oscillators in a layer running in unison mode (2 voices). Add tempo-synced filter modulation with the “Filter Maze“-Macro, switch filter modulation to double time with a switch (from 16 -> 32). Hybrid filter modulation on program level can be added with a Macro, two controls for waveshaper mix/depth are installed. MW adds Thorus FX. More controls for master LP filter/delay/convolution reverb/ Maximizer FX are available. 12 Macros and 3 switches are installed.
Space Scanner	A wavetable image from my Kaleidoscope subscription, the WT oscillator is running in unison mode (3 voices), several tempo-synced LFOs and multi-envelopes are animating the sound. Detune-modulation can be added with a Macro, MW introduces additional LP filter modulation, another LP filter with key follow can be dialed in (inverted cutoff). Phasor mix on program level is automated by a re-triggering/tempo-synced envelope, activate the Phasor with a switch. Add a tempo-synced octave sequence with another switch, controls for delay/reverb/ Maximizer FX are available. 9 Macros and 3 switches are installed.
Thinking Synth	L1: FM synth with two oscillators panned L-R run through a tuned BP filter. L2: Noise synth combining a WT oscillator with a noise oscillator. Each layer has it’s dedicated volume control, to save CPU you can also select each layer individually via key-switches: KS1 (A-1) selects both layers, KS2 (A#-1) selects only the FM synth, KS3 (B-1) selects only the noise synth. MW introduces tempo-synced BP filter modulation, AT adds vibrato when the assigned Macro is engaged, Thorus FX can be added to the FM synth with a Macro (the noise synth also has a Thorus module on layer level which is permanent). More controls for LP/HP filtering/delay/reverb/limiter FX are available. 12 Macros and 2 switches are installed.
Vocal Table Synth	Wavetable synth using a mix of waveforms extracted from choir sounds, run through 3 different filters (in parallel) - LP/formant/tuned bandpass, each filter has it's dedicated volume control. In a second layer a timestretched breathing sample is processes by an HP filter and a tuned combfilter, L2 also has it's dedicated volume control. AT adds vibrato when the assigned Macro is engaged, MW controls phase distortion and filter cutoff. Controls for master LP/Thorus/delay/reverb/limiter FX are available. 12 Macros and 2 switches are installed.

Vocal Scapes	Description
Choir Dreamer Split	Two processed ethereal choir textures split across the keyboard - split point: C3, running in multi-granular mode in L1, layered with their tails in sampling mode in L2, each layer has a dedicated volume control. Grain position in L1 is being modulated by a multi envelope in legato mode, playing non-legato will re-trigger the sample from the beginning, control envelope speed with the assigned control, detune the grains with MW. Dial in tempo-synced amplitude/filter modulation with the assigned Macros, more controls for master LP-HP filtering/Phasor/delay/reverb/limiter FX are available. 14 Macros and 2 switches are installed.
Legato Choir Scape Split	The two granular choir textures in the upper register have a multi-envelope in legato mode controlling grain position (samples will only restart when playing non-legato), set the scanning range and speed with the assigned Macros, the speed Macro is bipolar, middle position equals original sample speed - overlapping split point: C4. Each choir sound is layered with a smooth analog synth sound in L2 and have a dedicated volume control. Mix dry and tuned bandpass signals with the assigned Macros. The lowest sound, mapped from C0 – B1 is a wavetable synth using a single cycle waveform extracted from a choir sound. AT detunes the grains and increases detune in the WT-synth when the respective Macro is engaged. Each sample is layered with a synth sound which has a dedicated volume control. MW introduces tempo-synced tremolo and pan modulation (FX on layer level). Controls for convolution reverb/delay/spark reverb/limiter FX are available. 13 Macros and 3 switches are installed.
Mixed Choir Gliss Split	Three falling glissandos performed by a mixed choir, split across the keyboard, running in granular mode. 6 granular controls for grain speed/position control via AT/position/size/density (inverted)/pitch randomization are assigned. A dedicated volume control and a Macro for dialing in filter modulation are also installed. In a second layer with a dedicated volume control the target note of each gliss performed by the low male voices supplies abyssal drones (sampling mode). Add filter modulation/waveshaping/pan modulation with the assigned Macros. Three key-switches are available, KS1 (A-1) selects both layers, KS2 (A#-1) selects L1, KS3 (B-1) selects only the male drones. More controls for master LP/HP-filtering/convolution reverb/delay/limiter FX are available. 18 Macros and 2 switches are installed.
Resonant Consonants	The long sample of processed mixed choir consonants, in L1 a pluck oscillator uses this texture to excite the resonances, an amp sim can be switched on turning it into a distorted guitar type of sound. Control LP cutoff with the assigned Macro. In L2 the sample is running in granular mode and fades out towards both ends of the instrument range. 4 granular controls are available for controlling grain position via VEL/AT, grain speed and grain animation (via LFO), reverse the grains with a switch. AT randomizes grain pitch when the assigned Macro is engaged. The Macro for grain position also shifts sample start in L1. Envelope controlled HP filter modulation (tempo-synced) can be dialed in with a Macro, MW decreases grain density and increases grain duration variation. More controls for Thorus/delay/reverb/limiter FX are available. 17 Macros and 3 switches are installed.

Vocal Scapes	Description
Resonant Gibberish	Two processed choir textures with tonalized speech split across the keyboard, running in multi-granular mode - split point: C3. Grain position is controlled by a multi-envelope in legato mode, playing none-legato notes will make the sample restart from the beginning. The scanning start point can be adjusted with a Macro, shifting it will decreases the scanning speed, you can compensate the speed reduction with the Scanning Speed Macro. The Perforate-Macro reduces grain density and also affects other parameters. Tempo-synced random filter modulation can be dialed in, controls for master filter/ Phasor/delay/Thorus (post delay)/reverb/limiter FX are available. MW randomizes grain pitch. 14 Macros and 2 switches are installed.
Serpent Scape Split	In the lower half a drone texture derived from processed female speech is layered with itself (sampling mode), the oscillators have different start positions (and a dedicated volume control), another sample oscillator (microtonal - tuned in quarter tones) plays processed speech - randomize sample start/control volume/add waveshaping and pitch modulation with the assigned Macros. In the upper half another speech-scape in multi-granular mode processed by a tuned combfilter is layered with an analog synth sound, control grain position/pitch randomization/comb resonance/synth volume with the assigned controls. Each sound combination has a dedicated Macro for dialing in filter modulation, Thorus FX can be added to the upper sound with a Macro. MW adds tempo-synced ring modulation. More controls for delay/reverb/limiter FX are available. 17 Macros and an on/off-switch for the limiter are installed.
Vocal Delusion	L1: A long convoluted vocal drone running in granular mode. Grain position can be controlled via VEL and or AT when the assigned Macros are engaged. Dial in tempo-synced LP filter modulation (VEL sensitive multi-envelope) with a Macro, add Phasor FX to L1 with a Macro. L2: Wavetable synth running through a tuned BP filter, using a single cycle waveform extracted from a choir glissando. KS1 (A-1) selects both layers, KS2 (B-1) selects only L1. MW detunes the grains in L1 and increases Thorus depth/speed in L2. More FX controls for master LP/HP filter/reverb/delay/limiter FX are available. 14 Macros and an on/off-switch for the limiter are installed.

Please enjoy the sounds!

Simon Stockhausen, November 2nd - 2016