2nd Thoughts for Zebra
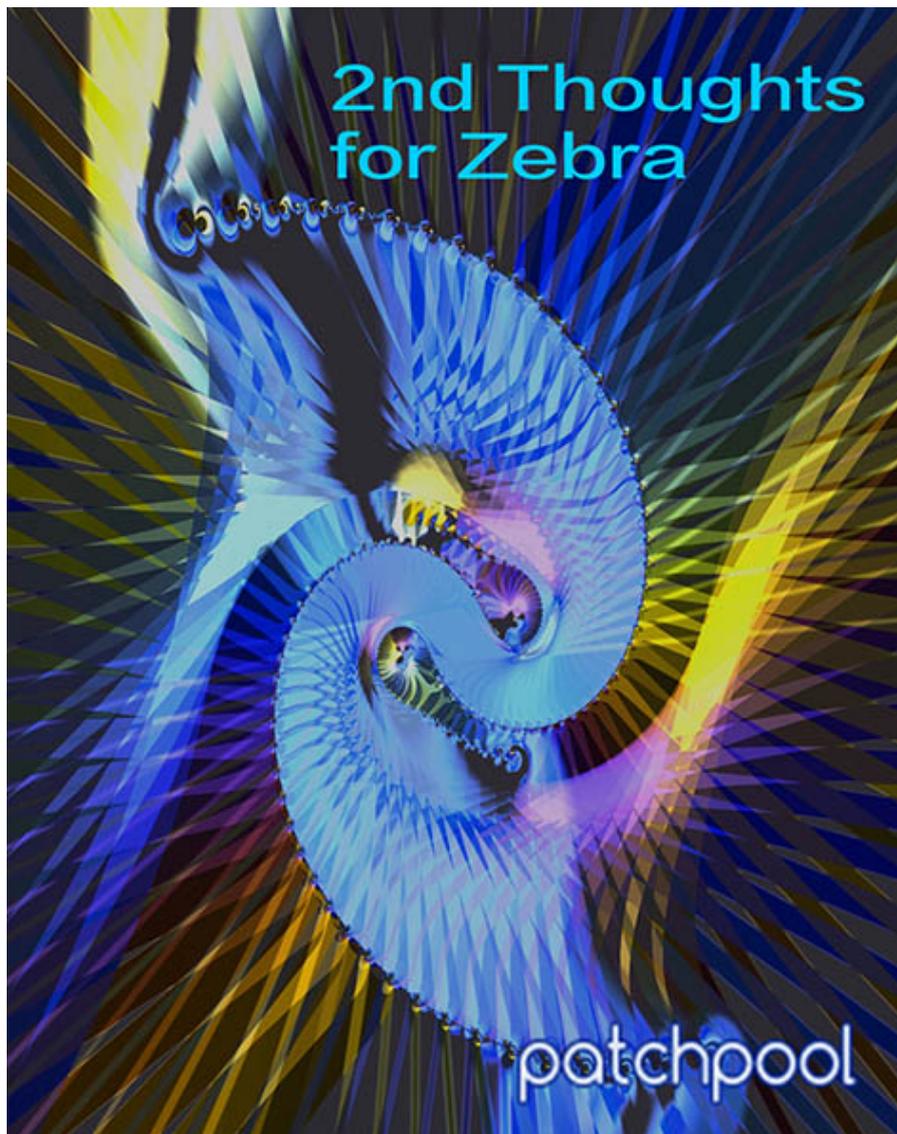
Installation

After unzipping the zip-file you received just drag the the folder "2nd Thoughts" to the following location:

Windows

PathToDataDirectory\Zebra2.data\Presets\Zebra2\

Mac

HD/Library/Audio/Presets/u-he/Zebra2/

or put them into the User Directory:

User (You)/Library/Audio/Presets/u-he/Zebra2/

License agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches from *2nd Thoughts*, resample them, copy or otherwise replicate the patches of this Sound Bank in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivates for your own musical work as long as these derivates are only distributed in the context of musical work.

2.) The license to the soundset 2nd Thoughts may not be given away or sold (NFR).

Description and Content:

For years I wanted to create another soundset for Zebra, as the patchpool journey started with some Kontakt patches and a sound-bank for Zebra. *2nd Thoughts* contains 86 fresh patches for the legendary Zebra synthesizer. Since my first soundset for it, I gathered even more experience and knowledge about synth programming, sound design and sonic art in general, all of this has accumulated in this set.

This collection includes rich animated textures, drones and pads, often tempo-synced, expressive and fat leads, intricate sequencer grooves, snappy plucks and versatile bass sounds, beautiful tonal and haunting atonal soundscapes, experimental noises and physically modeled fantasy instruments. All of the oscillator waveforms and wavetables were created in Zebra's wavetable editor and all patches have up to four x/y-Macros assigned. All patches also make use of the modulation wheel and often aftertouch.

Specifications:

- 86 presets including 2 variations
- Soundscapes - Drones – 21
- Sequencer – 17
- Pads – 12
- Leads – 8
- Synth - Keys – 14
- Bells - Plucks – 7
- Bass – 7

All audio demos for this library are **here**.

All video demos, some also explaining patches in detail, can be found in **this youtube playlist**.

Patchlist

Below you will find a list with all patches including more or less extensive descriptions and comments about the controller- and X/Y-pad assignments.

"AT" means Aftertouch, "MW" means Mod-wheel, "VEL" means velocity.

Patch Name	Category	Description
Arp Rain	Arp / Sequencer	4 MSEGS create 4 descending scales using 2 oscillators, FM and ring-modulated comb. MW introduces Sync effects, X/Y-1 controls master filter, pad controls FM, pads 3/4 control FX.
Arp Stranger	Arp / Sequencer Tuning File: *Kirkwood*	Microtonal arp stranger using a tuning file from the Scala library. MW introduces filter FM and controls sideband volume (lane 2). Pad 1 controls delay/phaser FX, Pad 2 controls attack/release.
Bass Machine	Bass Sequencer	Bass Arp - MW introduces random FM sounds (lane 2), Use X/Y-pad 2 for controlling Osc 2 (lane 4), control compression amount with pad 1, and delay FX with pad 3.
Bell Plucker	Bell / Pluck	Bell / Pluck hybrid - Osc 1 feeds Comb1 in lane 2, lane 3 adds tuned bandpass noise, 4 pads are assigned. MW adds shifts Sync, adds pitch/filter modulation and detunes Comb1.
Big Pad (Org)	Pad	Evolving pad - LFO 2 modulates wavetable in Osc 1/2 (opposite directions), control modulation speed with X1, Pads 2/3 control FX / Filter / Release. VEL decreases attack time, MW -> filter modulation / Osc 2 FX, AT adds vibrato.
Big Pad (Var)	Pad	Darker distorted version of the above pad, MW brightens things up, use pad 1 for WT scan speed and pan modulation, pad 2 controls FX.
Brass Leader (Org)	Lead / Synth Brass	AT controls vibrato, MW introduces FM interval (lane 3), velocity controls numerous things.
Brass Synth (Var)	Synth Brass	AT controls vibrato, MW increases detune and cutoff, velocity controls numerous things. 4 pads are assigned.
Cello Synth	Lead / Synth Strings	MW brightens timbre and increases detune, AT adds vibrato. Control balance Osc 1 - FM with pad 1, control FX with pads 2/3.
Clarinet Pluck	Pluck / Hybrid	Pluck sound with the body of a bass clarinet, velocity controls wavetable position. MW adds harmonics / distortion, AT detunes FM. Pad 1 controls Osc 1/2 PM and Osc FX, pad 2 controls XMF (lane 3), pad 3 controls FX send.
Counter Sweeps	Synth	MW introduces more tempo-synced counter-sweeping via the XMF filter in lane 3.
Crystal Combs	Soundscape	MW darkens the sound and introduces Osc 1 FX, AT detunes FM and introduces filter modulation in lane 2. Use pad 1 for balancing the two sound layers, pads 2/3 for FX control.
Dark Harmonics Drone	Drone	Dark n' cold drone sound with a vocaloid touch. MW brightens the sound (Osc FX/FM amount), each Osc has a dedicated X/Y-pad, the XMF filter in lane 3 can be controlled with pad 3, pad 4 controls delay/reverb mix.

Patch Name	Category	Description
Dark Lake	Drone / Sequencer	Mysterious one-finger-chord, animate the pitches with MW, add vibrato with AT, control filter with X/Y-1, add sideband drone with X/Y-2, control FX with X/Y-3.
Dist Leader	Lead / Bass	Fat percussive lead sound reminding of an organ in the upper register which also works well as a bass sound. MW detunes things and adds vibrato. Pad 1 controls modulation speed (filter FM) and delay FX for Osc 1, pad 2 controls volume / delay FX for Osc 2.
Drone Attack	Drone	Complex distorted drone with 2 oscillators and FM (lane3), MW increases cutoff/filter overload. Animate 1/2 with pad 1, control FM with pad 2, control FX with pad 3 and envelope with pad 4.
Dual Bass Morpher	Bass Sequencer	Big bass sequencer - wavetable morphing in 2 oscillators, comb in lane 3, MW introduces filter action, X/Y-1 controls comb, pad 2 controls FX.
Epic Swells	Synth / Sweep	Tempo-synced swell and sweep. AT increases detune, MW introduces tempo-synced amplitude modulation. control attack/release with pad 1, pads 2/3 control FX.
Filter Being	Sequencer	Tempo-synced filter fun with 3 components, increase the overall range of the filter tones with MW, control balance with X/Y-pad 1, control lane 3 with pad 2, control FX with pad 3.
Filter Groove	Sequencer	Use MW to modify the filter music, 3.5 X/Y-pads are assigned.
Flute Leader	Lead	MW adds weird comb harmonics, AT introduces vibrato.
FM Juice Bass	Bass	Big round bass sound consisting of 3 FM oscillators, MW introduces sideband tones. AT introduces vibrato and also increases vibrato speed. Control distortion balance/tone with pad 1, control FX with pad 2.
FM Trio Quencer	Sequencer	Osc 1 is side-chaining all 3 FM oscillators, so chaing it's pitch with x-1 will affect all other oscillators as well. Each lane has it's dedicated volume control in each of the four x/y-pads, x-axis of each pad modulates various things, MW reduces XMF-Cutoff and adds some filter drive.
Frozen Tube	Drone	MW introduces fast amplitude modulation slowing down during the release phase and adds a sideband sound (lane 3) which is also modulated. AT increases phaser speed in the tube sound. Use pad 1 for balancing the two sound layers, pad 2 controls FX return (Bus 2) and reverb mix (post delay).
Funky Keys	Keys / Synth	Very velocity sensitive key sound, add more snappy-ness with MW. All four X/Y-pads are assigned.

Patch Name	Category	Description
Glass House	Soundscape	Glistening cold atmosphere composed of 4 oscillators, two of them with sideband. MW detunes the two sidebands, Pad 1 controls Osc 1-4 waveform modulation speed and tuning, pad 2 controls FX, pad controls the XMF filter located on Bus1.
Harmonic Dancer	Sequencer	AT detunes Osc 1, MW creates lots of fun.
Harmonic Shifter	Pad / Synth	Wavetable scanning harmonics - increase WT modulation speed in Osc 1. transpose Sync in Osc 2 and cutoff in BP/lane 4 with MW, add vibrato with AT. Add a tuned bandpass mixing noise input with the sum of Osc 1/2 with Y1, change it's timbre with X1. Pad 2->FX control, pad 3 controls master filter cutoff/drive (pre FX).
Hypno Droner	Drone / Sequencer	Slow wavetable scanning in Osc 1/2, use MW for Sync Osc FX and tuning FM up an octave. Add filter/amp mod with X/Y 1. AT adds vibrato. X/Y-pad 2 controls the FM Sub Osc in lane 3, X/Y 3 controls delay send/phaser mix.
Hypno Rider	Bass Sequencer	Use MW to detune.
In Your Face Bass	Bass	Fat bass sound with tuned comb-filtering and a swelling sustain phase. MW introduces distortion/Osc FX, AT adds vibrato. X/Y-pads 1/2 control FX.
Like To Talk	Synth / Sequencer /	Osc 1 with plenty of tempo-synced Osc FX action in lane 1, FM in lane 2 with a shifting interval, control FM with pad 1, control FX with pad 2.
Marsian Seagulls	Soundscape	AT tunes Osc 1/2 down/up, MW introduces filter wory and distortion. 4 X/Y-pads are assigned.
Meta Piper	Lead / Synth	Metallic flute sound combining two combs with FM synthesis. MW increases the metallic flavour, AT adds vibrato. Pads 1/2 control FX. Glide is activated.
Micro Glass	Soundscape Tuning File: *cohenf_11*	Microtonal glass tones AT introduces RM effects, MW introduces pulsating tones (lane 3)
Minimal Five	Sequencer	5-8 sequence duet in Osc 1/2, sideband in lane 3, control sideband with X/Y-pad 1, all 4 pads are assigned, MW introduces filter grooves and more.
Minimal World	Sequencer	3 minimalistic triplet-based pitch sequences with plenty of interactive modulation. MW introduces a summed-signal-FM-XMF-derivative in lane 4. Control master filter / distortion with pad 1, control FX with pads 2/3.
Miraculous Morph	Drone	2 oscillators slowly morphing through different segments of a similar wavetable. MW darkens the sound, AT introduces tempo-synced amplitude modulation, Control balance Osc 1-2 with pad 1, control filter scape with pad 2, control FX for Osc 1-2 with pad 3.

Patch Name	Category	Description
Moaning Synth	Synth	Osc 1 and FM plus an XMF compose an expressive detuned, brassy synth sound, tune FM with Pad 1, add vibrato with MW, add tempo-synced amplitude modulation with AT. Control FX with pads 2/3.
Modeled Plucker	Pluck	MW introduces fast pitch env on the attack.
Morphing Leader	Lead	Fat monophonic lead sound composed of 2 oscillators and FM, wavetable scanning via envelope 2. MW brightens the sound, AT adds vibrato. X/Y-pad 1 controls FM, pads 2-4 control FX.
New Age Cloud	Arp / Sequencer	Two cascading MSEG controlled pitch sequences in 2 oscillators, lane 3 sums the signal and adds FM, lane 4 adds ring modulation. MSEG 3 shifts the speed of sequence 1 via MW. Control master cutoff/offset modulation with X/Y-pad 1, control FX with pads 2/3.
No Answer	Sound FX / SciFi	Alien vocaloid sound texture, MW controls modulation speed, AT adds fast random pitch modulation to all 3 components. Control oscillator balance 1/3 with pad 1, control FM (lane 2) with pad 2, control Osc 2 cutoff with X3, control FX with Pad 4.
Octo Scanner	Sequencer	Wavetable scanning - 8 waveforms - in Osc 1/2 via 2 MSEGs, lane 3 combines both signals in a modulated XMF filter. MW adds a lot of things (Osc FX/filter), X/Y 1 adds amp modulation and controls XMF reso, X/Y 2 for FX control.
One Finger Ambience	Synth / Ambience	Arpeggiating minor7 chord with stochastic envelope repeats, velocity controls arp speed, MW introduces mellow modulations, AT shifts harmonics. 3 X/Y-pads are assigned.
Opening Sweeper	Synth / Sweep	Big sweeping synth with a repeating envelope combining 2 oscillators and a tuned howling comb, the speed of the initial sweep is velocity modulated. Control comb volume/vibrato with x/y-pad 1. Tempo-synced animation with MW, FX control with pad 2.
Orbit Drone	Drone / Sweep	MW adds a highpassed modulation derivative of the big unison drone in lane 1. Pad 2 controls delay FX.
Orpheus Drone	Drone	Hazy detuned and howling drone texture combining 2 oscillators with 2 combs, use MW for timbre changes. Pad 1 controls comb 2 (lane 2), pad 2 controls FX, Y3 controls XMF cutoff (lane 3). Also work well in the higher ranges.
Penta Tuning	Pad / Ambience Tuning File: *penta_opt*	Microtonal patch using a pentatonic tuning files, MW introduces FM tones, AT adds vibrato and increases detune.
Piercing Drone Monster	Drone / Synth / Sound FX	Complex sweeping drone, meandering in the stereo field, slightly out of control. Tame the monster with MW, AT adds pulsation. Control FX with X/Y-pads 1/2.

Patch Name	Category	Description
Pluck Me	Pluck / Bass	Very velocity sensitive bass plucker. MW increases XMF filter resonance, control FX with pads 1/2.
Pluck Quencer	Arp / Sequencer	Arp in minor with 3 oscillators, MW brightens the sound, 3 pads are assigned.
Pluto Seashore	Soundscape	Soundscape with 2 combs and more…add seashore waves with MW, control FX with X/Y-pads 1/2.
Quadro FM	Synth	Four FM oscillators compose something rather complex, MW shifts pitches around and adds a pitch sequence to FM 4 when fully engaged.. Balance FM 3/4 with pad 2. Control FX with pads 3/4.
Random Mandolin	Modeled String	MW darkens the sound and introduces a little vibrato in the combfilter. Control the density of the noise impulses with y1, overloads can occur.
Random Synth Choir	Synth / Vocaloid	Mysterious vocaloid sound with random formant and Osc FX modulation (LFO 1). Scan through the wavetable in Osc 1 with MW. Add slow vibrato with AT. Control timbre with pad 1 (Y1 for volume of lane 3) and FX with pads 2/3.
Randomizer	Bass / Sequencer	AT modulates Sync and shifts harmonics in Osc 1 and increases FM volume (lane 2). MW introduces fast tempo-synced amplitude/filter modulation. X/Y-pad controls cutoff and adds more filter modulation. X/Y-pad 2 controls delay FX.
Rays	Pad / Filterscape	Animated filter scape, move MW for timbre changes.
Rising	Synth / Sweep	VEL controls sweep amplitude, MW introduces tempo-synced amplitude modulation (2 vs 3), AT increases detune and stereo width.
RM Gamelan	Percussion	Microtonal metallic percussion, MW introduces filter envelope, velocity modulates numerous things. Control release time and compression amount with pad 1, comb stereo width and tuning with pad 2 and FX with pad 3.
Rumble Drone	Drone	Dark evolving drone combining WT scanning with an XMF filter, MW darkens the sound and introduces a feedback sort of sound in lane 2 (comb). The phase of LFO1 which modulates Osc FX is velocity sensitive which changes the beginning of the sound significantly. Control envelope with pad 1 and FX with pad 2.
Sea Pad	Pad	MW modulates wavetable in Osc 1, 3 X/Y-pads are assigned.
Slomo Pad	Pad	MW adds a bright phasing derivative of the OSc 1 signal (lane 2), animate the sound with X/Y-pad 1. Pads 2/3 control delay/phasing/reverb FX.

Patch Name	Category	Description
Slow Universe	Soundscape	Tempo-synced evolving soundscape using MSEG controlled-wavetable scanning with 3 components, each component has a dedicated X/Y-pad, control FX with pad 4. MW introduces tempo-synced random pitch modulation, increase modulation speed with AT.
Snappy Plucker	Pluck	Very snappy pluck synth, MW brightens/detunes timbre, balance Osc 1 and XMF filter with X/Y-pad 1, control FX with pads 2/3.
Solo Wave	Lead	Expressive, monophonic octave lead, lane 3 sums the signals of Osc 1/2 and frequency-modulates them, MW controls FM level, AT adds vibrato. Control FX with pads 1/2, Glide is activated.
Sparkle Bell	Bell / Pluck	Slightly Asian, very velocity sensitive bell sound, play very short staccato notes for longer release phases. MW adds a tad of vibrato. X/Y-pads 1/2 control FX.
Spectral Choir	Pad / Vocaloid	Mysterious choir-like sound, modify timbre with AT, add tempo-synced amp/filter modulation with MW. FX control via X/Y-pads 1/2.
Spectral Morph Drone	Drone / Sweep	Meandering dark drone sound - MW adds Osc FX, synced amplitude modulation and rumbling distortion, AT increases detune in Osc 1 (use it for beating effects in FM). Control timbre/volume with X/Y-pads 1/2, control FX return (Bus 2) with pad 3.
Spectral Morph Scape	Soundscape / Drone	Tonal soundscape / drone - a one-finger-chord (root / perfect fifth / nine) and an RM derivative thereof in lane 4 run through a tuned bandpass. MW introduces tempo-synced amplitude modulation (involving 3 MSEGs). Control master filter with pad 1, RM in lane 4 with pad 2 and FX with pad 3.
Spectral Vox	Synth / Vocaloid	Use AT to increase the wavetable modulation speed. MW adds vibrato (pitch and amplitude via LFO 1), Glide is activated, four pads are assigned.
Split Quencer	Sequencer	Two sequencers, split point C4 - MW introduces pitch sequence (MSEG 1)
Stab Me	Synth	Stab and swelling envelope, comb in lane 2 adds more attack, FM in lane 3 adds a pad texture with a long attack phase. MW introduces tempo-synced amp/pitch mod, AT adds vibrato. Control FX with pads 1/2.
Strato Swirler	Synth / Sweep	Use MW to calm the swirling down and darken the timbre, use X/Y-pad 3 to introduce the SciFi filter in lane 2.
Sunshine Arp	Sequencer	Ascending pitch sequence in Osc 1, a sideband derivative in lane 2 and an FM counterpoint in lane 3. Control FM with pad 1, control FX sends with pad 2 and envelope with pad 3. MW increases sideband volume and adds distortion.
Sweeper Pad	Pad / Synth	MW introduces tempo-synced amplitude modulation, AT adds vibrato. Control FX with X/Y-pad 1

Patch Name	Category	Description
Table Bell	Bell / Pluck	Wavetable scanning via VEL in Osc1, randomized in Osc 2, Comb in lane 3, MW softens the attack and modifies timbre, add Sideband with X/Y-2, all 4 pads are assigned.
The Warmth	Pad	Use MW for cutoff control. All 4 X/Y-pads are assigned.
Trio Triplets	Sequencer / Minimal	MW shifts the signal to the filter output in lane 4 which sums all 3 oscillators. 2 X/Y-pads are assigned for FX control.
Triple Droner	Drone / Sequencer	Fat meandering stratosphere drone composed of 3 wavetable-scanning oscillators, add tempo-synced amplitude / filter modulation with MW. Pad 1 controls filter items, pads 2/3 control FX.
Triplet Table Dancer	Sequencer	Complex triple-based rhythmical texture with WT scanning involving 2 oscillators and FM. MW increases the dance factor. Control Osc balance with pad 1, control FM with pad 2, control FX with pad 3.
Triplet Weaver	Sequencer	Triplet-based sequencer using one oscillator, an FM-derivative thereof (lane 2) and a plucked combfilter-sound (lane 3). MW tunes FM and comb up an octave and modulates various filter things. Control FX with pads 1/2.
Tulip Pad	Pad	Rich wavetable scanning pad, AT increases detune, MW introduces filter envelope and cutoff offset modulation (XMF). Control FX with pads 1/2.
Valley Pad	Pad	Decrease detune and LP cutoff with AT, introduce tempo-synced amplitude modulation with MW. Use X/Y-pad 1 for timbre adjustments, pads 2/3 for FX control, pad 4 for panning action.
Vocal Pulsator	Vocaloid	Vocaloids with descending harmonic series, MW increases the overall animation, AT introduces tempo-synced amplitude modulation. Balance Osc 1-2 with pad 1, control FX with pads 2/3, control attack/release with pad 4.
Wondrous Organism	Soundscape	Miraculous synth scape. When MW is up, control modulation speed with AT. All four pads are assigned.

And now I wish you a great ride with these sounds, may the force be with you!

Simon Stockhausen, October 16th - 2015