

Soundset *Cosmic* for Padshop Pro

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COSMIC FOR PADSHOP PRO

Installation

Unpack the rar files you downloaded by opening only the first rar-file (part1), all other rar-files will get unpacked automatically.

You will then find a Readme.pdf and 2 folders:

“Presets” containing 2 subfolders - “AU” containing the presets in the Mac only “.aupreset“-format and “VST” containing the presets in the “vstpreset“-format. Both folders contain 6 subfolders with the categorized presets.

“Samples” containing a folder named “Cosmic” with the 123 wav-samples.

Cosmic is available in 2 formats:

“.aupreset“ for Mac-users who work with the AU-version of Padshop Pro and want to use the native Preset Browser e.g. in Logic Pro and “.vstpreset“ for users who work with the vst3- or au-version of the Plug-In and want to use Padshop's native preset browser at the bottom of the GUI or the Media Browser in DAWs like Studio One 2 or Cubase.

Place the 6 preset-folders from the VST-folder here:

*Mac: User/Library/Audio/Presets/Steinberg Media Technologies/Padshop

*Windows: C:\Users\[User Name]\Documents\VST3 Presets\Steinberg Media Technologies\Padshop\

Place the folder “Cosmic” with the samples here:

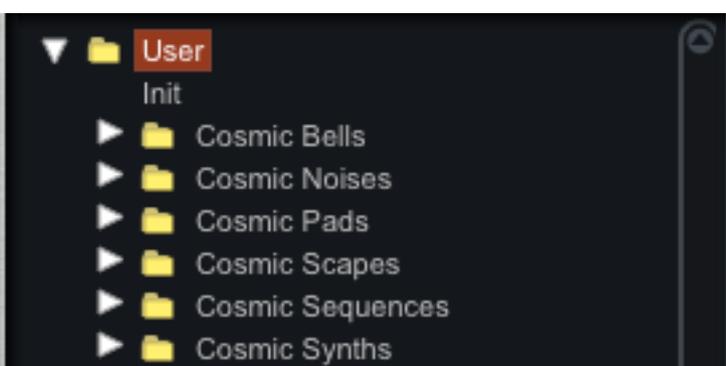
*Mac: User/Documents/Steinberg/Padshop/Samples/

*Windows: C:\Users\[User Name]\Documents\Steinberg\Padshop\Samples\

Place the 6 preset-folders from the AU-folder here (Mac-users only):

User/Library/Audio/Presets/Steinberg/Padshop

After the installation you will find the presets within your User folder in Padshop's native preset browser at the bottom of the GUI (e.g. in Logic):



Please note: The problem with the Padshop Pro file setup is, that the user-folders described above are only created automatically once the user has saved a preset and has dragged a sample into the GUI of Padshop. If you have never created a preset before using your own samples, these folders won't exist, so please save any preset before installing or create those folders manually.

Licence 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 and samples from *Cosmic*, resample them, copy or otherwise replicate the patches and samples of this soundset 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 derivatives for your own musical work as long as these derivatives are only distributed in the context of musical work or sound design.

2.) The license to the soundset *Cosmic* may not be given away or sold.

Description and Content:

Cosmic for Padshop Pro focusses on rich cinematic pads, drones, soundscapes and cosmic sound effects derived from electronic sources like Hardware and Software synths and more experimental audio applications like Metasynth and Cosmos^f, a fascinating program which I discovered recently. These sounds are very usable for genres like Ambient - New Age - Soundtrack and Electronica.

This set contains 82 patches making use of 123 original samples produced in 48 Khz / 24 Bit, with a total size of 1.59 Gigabyte. All patches have the Modwheel assigned, many use Aftertouch and Velocity to control numerous parameters for deep interaction with the sounds.

Patch categories:

- Cosmic Bells (8)
- Cosmic Noises (12)
- Cosmic Pads (17)
- Cosmic Scapes (27)
- Cosmic Sequences (9)
- Cosmic Synths (9)

Sampled Hardware synths:

- Clavia Nordlead
- Roland D 50
- Korg Z1

The 123 wav-samples in this set are not locked or encrypted so they can be used in any other sampler or directly in the DAW of your choice.

Patchlist

Many of the patches would have qualified for several categories, the current order made the most sense to me. In the remarks about the controls I only mentioned the most significant ones, as the Modwheel and Aftertouch often affect numerous parameters within a sound. AT means "Aftertouch", "MW" means Modwheel, "Vel" means velocity. There can sometimes be a lag when parameters affecting the Grains are assigned to the Modwheel or the Aftertouch, so take your time and wait for the changes to become audible.

"C3" is the middle C on the piano. If your Midi keyboard does not support Aftertouch, you can automate "C-Press" in your DAW, or assign any other Midi Controller number to the respective parameters by right clicking on the knobs in the Padshop Interface and then moving the Controller you want to assign.

Some of the patches play in Split mode, meaning that there are 2 different sounds playing in the lower and upper regions of the keyboard. Also I often made 2 samples of the same kind in different octave ranges in order to add more variety and to reduce the artifacts when extremely transposing samples in Padshop pro. Usually the crossfade between lower and upper register happens between C3-C4.

Cosmic Bells	Remarks	Controls
Animated Distbells	Try all ranges please and also play long notes	MW reduces LP filter cutoff and adds distortion in both layers AT shifts the pitch of Layer 2, one octave range.
Church Planet	Arpeggiated Bells Layer A fades out towards the top range, Layer B fades out towards the bottom range - also try very low notes	Vel controls LP Cutoff MW->Grainworx/skips the arpeggio AT->detune and distortion
Cosmic Bells	Cosmic bell stream, also try very low notes and hold them for a long time	MW speeds up the samples in both layers, AT->detune
Cross Bells	Layer A fades out towards the top range, hold long chords in the upper ranges, quite amazing...	MW->Grain animation and pitch sequence
Glass Planet	Layer B fades out towards the top range, try all ranges please	MW for fast grain animation, AT adds random Pitchmod
Morsebell Pad	also play loong notes in all ranges please and also try chords	MW adds temposynced random Pitchmod, AT adds noise-controlled Pitchmod
Pulsing Bells Synced	sample scanning in both layers is controlled by temposynced LFOs	MW detunes the grains

Cosmic Bells	Remarks	Controls
Space Bells	Percussive Bellsynth, try all ranges please	Vel->LP Cutoff, Amp Decay, Grain Speed, Filter Decay MW->randomization of grain pitch in Layer A

Cosmic Noises	Remarks	Controls
Alien Communication	Alien beings having a conversation	MW->Grainworx AT shifts the Grain Position to the right
Cosmos Birds	SciFi birds	Filter Envelope is assigned to Grain Position, MW activates LFO 1 for modulating the Grain Position and also shifts the Grain Position (in both layers) AT brings in Noise-controlled Pitchmod in both layers
Dark Planet	Massive dark soundscape, try all ranges please	MW activates LFO 2 for modulation of Grain Position and pitch, AT reduces LP Filter Cutoff
Hostile Planet	try all ranges please	MW->Grainworx and for shifting the balance towards Layer B AT affects pitch in Layer B
Kryptonite		MW->Grain Speed and FX control AT reduces LP Filter Cutoff
Organism Scan		MW->Grain Speed and detune AT->Grain Position
Orion Mines	Metallic Tetxure, try all ranges please, check Modmatrix 6-10	MW->Grainworx and Filtermod AT adds distortion
Planet Destruction	try all ranges please	MW controls Grain Speed and Duration, AT shifts Grain Position
Stardust	A tuned HP Filter with high resonance creates the pad component in this patch	MW brings in Rate distortion, AT shifts the HP Cutoff upwards - one octave range
Swamp Scanner	try all ranges please	MW->Grainworx AT adds distortion and LFO controlled Pitchmod

Cosmic Noises	Remarks	Controls
UFO Conflict	This UFO can create massive subbass frequencies	MW->Grainworx AT adds fast Formant modulation
Whining Alien	try all ranges please	MW->Grain Duration and detuning AT shifts Grain Position

Cosmic Pads	Remarks	Controls
Alien Dronepad	Good for drones and pads	MW reduces LP Filter Cutoff and adds LFO controlled distortion amount, AT adds LFO-controlled Pitchmod (in both layers)
Bach in Space	Heavenly Pad	Vel->Grain Position (Layer B) and Amp Attack (both layers), MW reduces LP Filter Cutoff, AT for detuning
Blossoming Planet	Dark and rich Pad	MW shifts Grain Position and randomizes the Grain Position AT adds temposynced Pitchmod
Celestial Strings	Expressive Syn Strings, play dynamically	Vel->LP Cutoff and Amp Attack MW reduces LP Cutoff and adds some distortion
Cosmic Voxpad	Big Dronepad	MW brings in temposynced Pitchmod, AT shifts Grain Position
Departure Pad	Lush Pad	Vel controls Grain Position, Amp Attack and Filter Attack MW adds Filtermod and some detuning, AT increases LP Filter Cutoff
Earth Chord	Rich Padscape	Vel controls Amp Attack and Filter Attack, MW adds LFO-controlled modulation of Grain Position and Filter Cutoff, AT brings in temposynced Ampmod
Grab the Stars Pad	Hypnotizing and beautiful Pad - tuned Bandpass Filter with high resonance creates the pitches	MW shifts Grain Position, AT adds distortion
Jupiter Pad	Cinematic Pad	Vel controls Amp Attack in Layer A+B and Filter Attack in Layer B, MW shifts Layer A up an octave AT detunes Layer B

Cosmic Pads	Remarks	Controls
Landing Pad	Animated Pad, check Modmatrix 6-10	AT adds Filter Reso and detuning in both layers, MW controls Grain Spread in both layers
Lazer Pad	Noisy Pad with falling tones	Vel-Amp Attack, MW->Grainworx in Layer A, shifts Layer B up an octave scaled in semitones AT shifts Grain Position in Layer A
Mars Meditation Split	Spectral Drone meets overtone synth, check Modmatrix 6-10	MW adds LFO-controlled Amp- and Filtermod in both layers AT detunes bot layers
Mercury Pad	Glassy Pad	Vel->Filter Decay, MW->Grainworx AT detunes the grains
Omega Pad	Rising Pad	MW->Grainworx, AT adds temposynced Pitchmod
Orchestral Spacepad	Huge Dronepad	MW reduces LP Cutoff and adds distortion, AT adds temposynced Pitchmod
Red Dwarf	Suspense Pad	MW->Pitchmod, AT detunes the grains
Venus Praise	Dreamy Pad	Vel->Grain Position MW controls LP Cutoff and randomizes the grains AT adds distortion

Cosmic Scapes	Remarks	Controls
Blue Planet Split	Huge Drone meets animated Spaceharp	MW adds LFO-Controlled Filtermod, AT detunes Layer A and shifts Grain Position in Layer B
Breathing Drone	Slowly pulsing mystery, gets more noisy towards the bottom range, play long notes and chords	MW adds distortion in Layer B AT reduces Filter Cutoff and adds Panmod in both layers
Cosmic Dots Split	Animated texture, split crossfade between G2 and C4	MW->Grainworx AT->Filterworx
Dark Cosmic Orchestra	Processed orchestral sounds from a live-recording from one of my recent orchestral compositions	MW adds LFO-controlled modulation of Grain Position AT reduces LP Cutoff and adds distortion

Cosmic Scapes	Remarks	Controls
Earth Drone	Calm drone with temposynced Filtermod	MW adds more temposynced Amp- and Filtermod, AT detunes the grains (in both layers)
Entropic Stars	Bell-like Scape	Turn the Modwheel to animate LFO-controlled scanning through the sample and add grain detune. AT shifts the Grain Position
Galaxy Clouds	Combed Sineclouds, the sound in the upper half has Glide activated, try all ranges please	MW Grainworx AT reduces LP Filter Cutoff
Glorious Drone	Huge Beautydrone, Layer B fades out towards the high range	MW->Grainworx AT reduces Filter Cutoff, detunes the grains and adds distortion
Immersing Drone	Percussive Drone, Filt Env controls Grain Speed and distortion amount, also try very low notes for big subbass impacts	MW->Grain Spread and Filtermod AT detunes the grains
Interference Scape	Suspense Drone, play loooong notes....	MW adds temposynce Amp- and Filtermod, AT reduces LP Filter Cutoff
Moving Cosmos	Evolving chord	MW adds temposynced Filtermod and Grain Position modulation AT reduces LP Filter Cutoff
Nomandsland	Long evolving scape	MW activates LFO-controlled modulation of various parameters AT shifts Grain Position
Orbiting Scape	Mysterious SciFi Texture	MW adds fast Pitchmod AT detunes the grains
Orion Birds	Tonal Spacebird Texture	MW->Grainworx AT->Grain Speed and detune
Perseus Scape	Alien Windchime Texture	MW->Grainworx AT->Filter resonance in Layer A and Grain Speed/Grain Detune in Layer B
Planet Factory	Industrial SciFi Scape with temposynced modulation, try all ranges please	MW->Grainworx, AT shifts the LP Filter Cutoff so that the Filtermod becomes inaudible

Cosmic Scapes	Remarks	Controls
Polar Lights	Mysterious Bell Scape, check Modmatrix 6-10	Vel->Amp Attack, AT shifts Grain Position backwards, MW brings in LFO-controlled modulation of Grain Position
Prometheus Drone	play long low notes with the Modwheel up	Vel->Amp Attack in Layer A MW brings in LFO-controlled modulation of LP Filter Cutoff and distortion, AT shifts pitch of Layer B up an octave
Resynthed Galaxy 01	Majestic Scape	MW brings in fast Filtermod in both layers and animates the grains, AT shifts Grain Position
Resynthed Galaxy 02	Animated Spacedrone	Vel->Amp Attack (Layer A) MW shifts Grain Position in Layer A and animates the grains in both layers, AT reduces LP Filter Cutoff in both layers
Spectral Howler	Spectral Scape, sounds like male voices in the upper regions, Glide activated in Layer B	MW reduces LP Filter Cutoff and adds distorton on both layers AT for Pitch- and Panmod in both layers
Spectral Liquid	Wondrous Texture	Vel->Grain Position in Layer A MW->Grainworx Layer A and brings in Layer B AT shifts Grain Position in Layer A and increases Grain Speed in Layer B
Star Cloud	Spacey Percussive Texture	MW->Grainworx AT->Filterworx and Panmod
Star Cluster	Huge animated texture	MW shifts Grain Position and decreases Grain Speed in Layer A AT shifts HP Filter Cutoff in Layer A and adds Filter Resonance in Layer B
Stratosphere Drone Split	Sounds of the Stratosphere	MW adds templsynced pitch sequence to Layer A and adds temposynced Ampmod to Layer B, also it controls modulation of Grain Duration in Layer B so that the jet sound in the upper region morphs into a bell-like sound, AT reduces LP Filter Cutoff in both layers

Cosmic Scapes	Remarks	Controls
Ursa Major	Dark Scape	Vel->Filter Cutoff in both layers and Grain Position in Layer B MW->Grainworx
Wandering Galaxy	Huge Cinema	Vel->Amp Attack, MW reduces LP Filter Cutoff and adds distortion, AT shifts Grain Position

Cosmic Sequences	Remarks	Controls
Accelerator	Electronic Noise Sequence	MW speeds up the sample and increases number of grain streams in Layer A, it also speeds up Layer B, AT adds noise-controlled Pitchmod to both layers
Alien Dancer	Temposynced Drumloop with vowel filter action, if you play overlapping legato notes the loop won't restart from the beginning each time you play a different pitch	MW adds temposynced Formant modulation, AT shifts HP Filter Cutoff
Deep Hitter	Alien Tribal Drums, temposynced	MW shifts the balance to Layer B which plays in double time an octave higher
Fast Triplet Scanner	Alien Arpeggiator	MW randomizes the grains which makes the sound all noisy AT reduces Grain Duration
Modwheel Arper	Sequence Synth	MW brings in the temposynced pitch sequence
Radiation	Radiating Texture, try all ranges please	MW adds distortion
Space Beat	Temposynced strangeness with lots of subbass	MW adds LFO-controlled Formant modulation, AT reduces LP Filter Cutoff and adds distortion
Syncoper	Complex Space Percussion	MW increases Filter rsonance in both layers
Time Continuum	Temposynced mechanism	MW adds LFO-cotrolled modulation of Grain Duration in Layer A, AT brings in Rate distortion on Layer A

Cosmic Synths	Remarks	Controls
Code Synth	Wondrous Synth, try playing big chords and hold them for a long time or scan through the sound with the Modwheel	MW shifts Grain Position in both layers and controls HP Cutoff in Layer A, AT detunes the grains in Layer A
Diversion Synth	Mysterious synth with rising and falling glissandi	MW speeds up the samples in both layers and adds Chorus FX AT->Filterworr
Flutter Synth	Nervous synth	MW adds temposynced Filtermod AT reduces LP Cutoff and adds distortion
Giant Split	Cinematic Synth	MW->temposynced Filterworr in both layers, AT shifts Grain Position in Layer A
Meandering Scanner	Animated Synth	MW adds temposynced Filtermod AT->Grain Detune
Reso Grunger	Fat Resosynth, play dynamically, Glide is activated in both layers	Vel->Cutoff, AT->Grain Position MW adds Filter Resonance
Riser	Fat detuned synth	MW adds temposynced Filtermod AT adds noise-controlled Grain Detune
Space Tremolo	Cosmic Synth, Filter Envelope controls HP Filter rise	MW->Grainworr and shifts Layer B up an octave scaled in semitones, AT detunes the grains
Stellar Synth	Big VA Synth	Vel->LP Cutoff MW shifts Grain Position, the sample gets all chaotic towards the end, AT->LP Cutoff

Now please enjoy the sounds and let yourself be inspired by them.

Simon Stockhausen, January 15 - 2013