Synth Factory for MSoundFactory
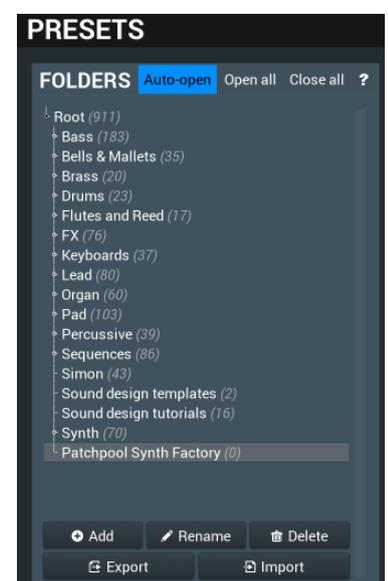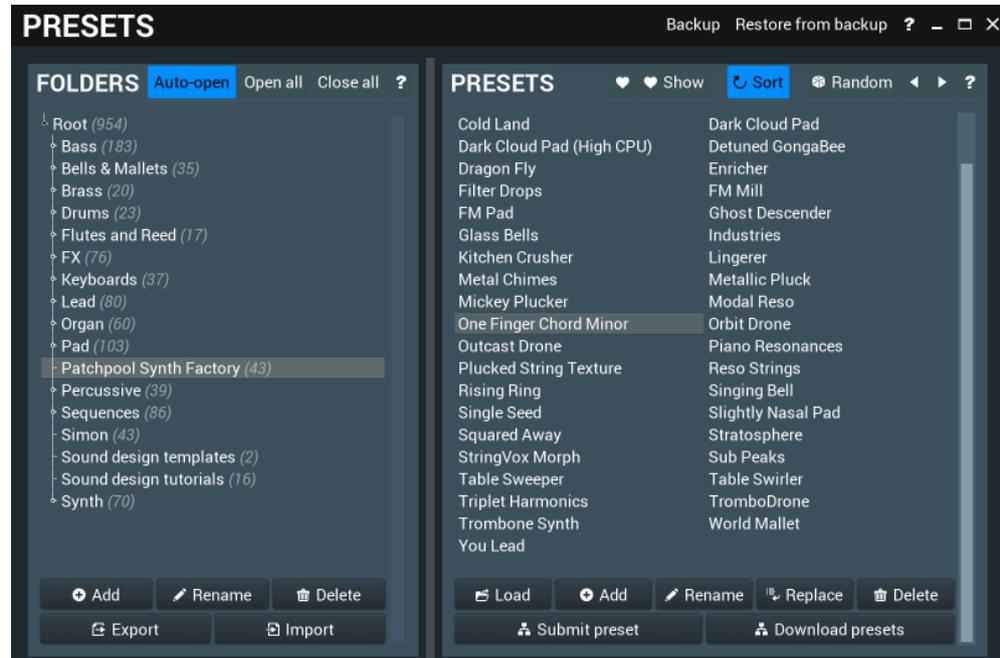
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Installation

After unpacking the zip you received you will find a file *Synth Factory.mpresets* and a Readme.pdf

In order to use the patches inside the MSF patch browser, please proceed as follows:

Open MSoundFactory in your DAW, click on the Preset Button at the top center of GUI, the browser opens. First click on the "Root" Folder, then click "+Add", type in the name "Patchpool Synth Factory", confirm with "ok"/ backspace key. Now select this newly created folder, click on "Import" and locate the preset file you downloaded, double click on the file or confirm with "ok" - choose add or replace, the presets have now been imported into your browser.

When opening the MSF patch browser it should look something like this:

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 and samples from *Synth Factory*, 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, sample based synthesizers or wavetable-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 or sound design.

Also the licensee must not share these presets or elements of presets (like wavetables, waveforms, modal filter structures, oscillator and sequencer settings etc.) in the MeldaProduction database for preset sharing.

2.) The license to the soundset *Synth Factory* must not be given away or sold (NFR).

Description

Synth Factory for MSoundFactory is patchpool's first soundset for this vast modular synthesis environment. It's 100% sample free and focusses on various synthesis forms. Taking advantage of the sample analysis in the additive oscillator and modal filter, organic and expressive vocal, string and percussive sounds were created. Dozens of wavetables and numerous single cycle waveforms extracted from acoustic instrument samples and electronic sources contribute to building a musically useful sound library for a large variety of genres. All patches have an interface on the easy-page with Macros and x/y-pads, most patches also have the modulation wheel assigned.

From lush pads and vocal sounds to dark drones and cinematic soundscapes, from complex sequencers and arps to otherworldly sound effects, chromatic percussion, ethereal textures and snappy plucks, Synth Factory contains a wealth of inspiring sounds.

The current version of *Synth Factory* contains 112 patches programmed on MSF version 13.00 – 13.05, all the presets have Macros assigned on the easy page. These patches **are not devices** and

they are not locked in any way so you can edit them freely by clicking on the Edit-button at the upper right of the interface. The documentation of the presets will be completed soon.

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

All video demos for this set can be found in **this youtube playlist**.

Patchlist

There are currently 112 patches including 1 variation.

Abbreviations: VEL = velocity, MW = modulation wheel, AT = aftertouch.

Preset Name	Category	Comments
Additive Vox featured in this video	Vocal Synthesis	Vocal (re)synthesis - additive oscillator meets modal filter, each one with its dedicated volume control in panel 1. A parallel formant filter can be mixed in (also panel 1). MW adds vibrato FX (per voice, speed modulation via random modulator).
Alien Particles	Soundscape	Three sound generator with dedicated volume Macros (additive/ drum synth/synth drone) processed by a complex MXXX patch in the FX section. Control amount of FX space mix, feedback amount and limiter threshold with the installed Macros. The synth drone also has a control for changing the timbre.
Audio Rater	Texture	Audio rate modulation via LFO1 - LFO speed is modulated via key follow. Panel 1 holds Macros for detune amount, SYNC modulation (also assigned to MW), SYNC-modulation speed and amount of frequency shifter (per voice). Dial in flanger FX (per voice) reverb and delay with the Macros in panel 2.
Bowed Cymbal Drone	Drone	Modal and additive re-synthesis of a bowed cymbal sound (the additive oscillator has a volume control in panel 3), FM with synth oscillator can be dialed in, transform modulation amount/speed in the synth oscillator can be controlled with two Macros in panel 1. Amount of vibrato rate modulation via LFO2 can be controlled with Macro 4 in panel 1. The harmonizer on the FX section (-2 octaves) has a dedicated volume control in panel 3. Check the easy page for more controls.
Bowed Vibra	Instrument	Additive re-synthesis of a bowed vibraphone sample, VEL decreases attack time. Dial in detune amount in additive partial 1 (via LFO1) with the Macro in panel 1, morph between structure 1/2 in the additive oscillator with the Macro in panel 1B, cut high frequencies with the Macro in panel 1C. The controls in panel 2 control amount of re-triggering amplitude modulation (LFO2) and modulation speed, per-voice-chorus FX can be dialed in with Macro 1 in panel 3, control amount of convolution reverb with Macro 2 in panel 3.

Preset Name	Category	Comments
Brain Spinner	Sound FX	The Perforate-switch in panel 1 controls numerous parameters and slows down all those bizarre audio rate modulations. The CustomMod module (fed by three oscillators) has minimum/maximum controls but they don't interpolate in real time so hit a new key to hear the results of your settings. Also try playing very low notes with the Perforate-switch activated.
Bread And Butter Pad	Pad	Simple warm and useful pad, additive oscillator with four partials, slightly detuned, processed by a BP/LP filter, an OscShaper and a vibrato module (per voice), bypass the vibrato with a switch in panel 2, add tempo-synced amplitude modulation with the Macro in panel 1 (also assigned to MW). The amount of LP filter modulation via LFO1 is velocity sensitive.
Broken Dream	Drone	Additive meets synth oscillator, control the balance between them with Macro 1 in panel 1. Control balance of harmonics-filter and LP cutoff in panel 3. AT adds vibrato (LFO4).
Cave Harmonics featured in this video	Texture	Resonator excited by a noise oscillator and a drum synth module, granular synthesis can be mixed in (Macros 2/3 in panel 1 - randomize grain pitch with Macro 4), the resonating sound also has its dedicated volume control (macro 1 panel 1). MW adds tremolo. Check the easy page for FX controls.
Chiffer Synth	Lead	Flute-like synth sound combining a noise-excited resonator (increase resonance with Macro 1 in panel 1) with a synth oscillator, the latter has a dedicated volume control in panel 1. Please check the easy-page for more controls.
Chime Tree Featured in this video	Soundscape	Four additive oscillators, OSC2-4 enter with a lag determined by tempo-synced envelopes. Granular cloud with pitch quantization can be dialed in with a Macro. Macro/MW adds square-shaped pitch modulation.
ChordQuencer featured in this video	Sequencer/Arp	Synth oscillator meets band-passed string oscillator, control the balance between them with Macro 1 in panel 1, change the merge-mode to FM with the switch in panel 1. Macro 3/MW controls the amount of pitch modulation via ENV2. Please check the easy-page for more controls.
City Wolf used in this audio demo	Soundscape	Haunting glissando in OSC1 (via LFO1, control LFO speed in panel 2), synth drone in OSC2, each oscillator has its dedicated volume control in panel 3. Check the easy-page for filter and FX controls.
Clarinet Accordion Pad featured in this video	Pad	Dual wave-table patch using WTs extracted from an accordion sample. Both oscillators are routed through the same Sub-X filter, control filter balance/resonance in panel 3. Control glide time, vibrato amount (also assigned to MW) and unison FX mix with the Macros in panel 2. Check the easy-page for more controls.
Clavi Keys	Keys	Percussive synth sound, very velocity-sensitive. Control the balance between string and synth oscillator with Macro 1 in panel 1, control filter mix/resonance with the Macros in panel 2. Control amount of chorus/delay/convolution FX with the Macros in panel 3.

Preset Name	Category	Comments
Cold Land used in this audio demo	Drone	Two synth oscillators in lanes 1/2 (balance with Macro 1 in panel 1), OSC2 is routed through a modal filter and a resonator (control resonance with Macro 2 in panel 1), lane 3 merges both signals (FM mode) and processes the result with a granular module (control volume with Macro 3 in panel 1). Panel 2 has controls installed for delay/reverb mix and LP cutoff.
Consonant Wall	Pad	Chord with six voices inside a Modular module meets drone, each component has its dedicated volume control. Add tempo-synced, re-triggering amplitude modulation (LFO5/6) with the installed Macro (also assigned to MW).
Crystal Cave featured in this audio demo	Drone	Epic drone-scape combining additive oscillator, a noise-excited modal filter and a synth oscillator, each sound source has its dedicated volume control in panel 1. Dial in tempo-synced filter modulation and control modulation speed with the Macros in panel 2. Control amount of granular FX, harmonizer and reverb with the Macros in panel 3, switch off the reverb to save some CPU.
Dark Cloud Pad	Pad	LP filter modulation in lane 1 processing the synth oscillator via velocity-sensitive LFO1, lane 2 processes the synth sound with a resonator and a Sub-x filter (also modulated via LFO1). Change the waveform/increase unison detune with the Macros in panel 2. Control reverb mix and amount of unison FX (post reverb) with the Macros in panel 1.
Dark Cloud Pad (High CPU) featured in this audio demo	Pad	A more CPU-demanding version of the preset above (different type of TurboReverb) without controller interface.
December Sun	Pad	WT pad with velocity-sensitive filter modulation in lane 1 meets noise-excited modal filter in lane 2, capturing the overtones from a throat-singing sample. Each component has its dedicated volume control in panel 2, add tempo-synced amplitude modulation (via LFO4/5) with Macro 3 in panel 1, control filter mix/filter modulation for the WT synth in panel 1. Dial in chorus FX (per voice), phaser, delay and reverb in panel 3.
Detuned GongaBee	Chromatic Percussion	
Digital Gamelan	Chromatic Percussion	
Digital Wild Life	Sound FX	4 different kind of noises, each with a dedicated volume control in panel 1, pitch follow is deactivated.
Dirt Bag	Vocal Synthesis	Pulsating vocal synth with formant filters and wavetable oscillator. Work the Macro labelled "Throat Singing" - great fun.

Preset Name	Category	Comments
Dragon Fly	Sound FX	Synth oscillator with pitch modulation via CustomMod module (fed by another oscillator and an LFO) routed through a wave-folder, a granular module and a formant filter (all per voice), the grains come in with a lag (ENV1). Control formant filter mix and wave-folder HP filter cutoff with the Macros in panel 1. Check the easy-page for more controls.
Earth Digger	Sequencer/ Filterscape	Sequencer with two oscillators tuned in octaves, add re-triggering, tempo-synced amplitude modulation with the Macro in panel 1, increase filter resonance in panel 2 (filter cutoff modulation via LFO1/2), two FX controls are available in panel 3.
Enricher used in this audio demo	Pad	Rich evolving pad with granular cloud FX, OSC1 is processed by two filters (HP/BP), OSC2 is processed by an LP filter and chorus FX (per voice). Control the volume of the granular cloud (pitched +1 octave) and amount of reverb with the Macros in panel 1, add tempo-synced pitch/amplitude modulation with the controls in panel 2.
Filter Drops used in this audio demo	Texture	Noise oscillator with sparse noise impulses exciting a resonator and a BP filter with high resonance - both signals processed by a wave-folder, a synth oscillator adds a sustained component. Control wave-folder mix/drive, resonator and synth volume with the Macros in panel 1. The Macros in panel 2 control amount of reverb, spectral FX, granular FX and limiter threshold.
Flex Train	Sound FX	Noise-excited resonator in lane 1 with accelerating/decelerating amplitude modulation (LFO1/2) modulates pitch of synth oscillator in lane 3 via CustomMod module, each sound generator has its dedicated volume control in panel 1. Control phaser mix in panel 2 (phaser speed is modulated in sync with the acceleration/ deceleration -> LFO2). Macros for dialing in convolution reverb and granular FX (MXXX) are installed.
FM Cembalo	Keys	Very velocity-sensitive sound combining FM with a synth oscillator routed through an LP filter. Doubletracker/chorus FX (per voice) and convolution reverb can be dialed in with the Macros in panel 1.
FM Mill featured in this audio demo	Sequencer	FM oscillator in lane 1 meets additive oscillator routed through an OscShaper in lane 3, both signals are processed by a formant filter (lane 2) and an LP filter (lane 4), the dry FM signal also reaches the output section. LFO1-4 provide the various modulation sequences (LFO3 modulates the amplitude). Control the volume of the dry FM signal and both filter signals with the Macros in panel 2. Control delay FX with the Macros in panel 1.
FM Pad used in this audio demo	Pad	FM&synth oscillator inside a unison module routed through an LP filter (cutoff modulation via LFO3, panorama modulation via free-running LFO) and chorus FX (per voice). Increase unison detune/ filter resonance, filter saturation and add filter saturation modulation (LFO2) with the Macros in panel 1. Control the effects in panel 2.

Preset Name	Category	Comments
FMGanism	Drone/ Sequencer	Increase distortion with the Scream-Macro in panel 1, add filter modulation (Sub-X via LFO 7/8) with he Macro 2 in panel 1. Control delay mix in panel 2.
Folk Synth	Synth	Additive oscillator with two structures inside a unison module (control amount of unison voices with Macro 3 in panel 3), morph between the structures with Marco 1 in panel 1. Enable high detune with a switch. Dial in tremolo/control tremolo speed with the Macros in panel 2, the Macro in panel 3 introduces a velocity modulated LP filter. AT adds vibrato. Check the easy-page for FX controls.
Formantic Task demonstrated in this video (1 of 2)	Sweep	VEL modulates amount of WT-index/detune/stereo-modulation via ENV1 in OSC1 and ENV2 in OSC2, dial in wave transform modulation (bend) in OSC1 with the assigned Macro.
Fragmented World featured in this video.	Texture	Two WT-oscillators, each one with its dedicated, modulated filter (panel 3), volume control (panel 2) and inverted pan modulation (control amount in panel 2), tune up OSC2 an octave with the switch in panel 4. Control amount of transform modulation, WT scanning speed and tempo-synced amplitude modulation with the Macros in panel 1. Flanger FX per voice (mix control in panel 5).
Ghost Descender	Soundscape	Three sound generators - noise oscillator processed by modal filter, synth oscillators processed by resonator and additive oscillator processed by frequency shifter (per voice), panel 1 holds volume controls for each of these. FX controls are available in panel 3 for chorus (per voice), granular FX, reverb, high cut and limiter drive.
Glass Bells	Chromatic Percussion	Glass bell produced by exciting modal filters (which the harmonic analysis of a glass accent) with a noise/drum oscillator and a synth oscillator, three sound components can be mixed to taste in panel 1. Panel 2 holds four controls for delay/reverb FX.
Glass Quencer	Sequencer	WT derived from a glass harp sample, both WT-oscillators use the same WT which is step-sequenced via LFO1 (12/8 time signature), OSC2 also has some step-LFO-modulated OSC-shaping applied. OSC3 adds a synth oscillator with tempo-synced amplitude modulation in 9/8 time signature (routed to it's dedicated delayFX in FX lane 3). Each oscillator has it's dedicated volume control installed, a parallel formant filter with rhythmical modulations can also be mixed in with a Macro. WT1 also has 2 Macros for number of unison detune voices/detune amount. The delay processing oscillators 1/2/4 has two Macros installed for mix and filter saturation.
Golden Gate used in this audio demo	Texture	Additive oscillator playing an analysis of a barrel sample, each partial has its dedicated amplitude modulation (check LFO 1-5). Pan modulation (per voice) can be dialed in in panel 1. An FM oscillator (control octave in panel 2) routed through a resonator and a parallel BP filter can be mixed in (see panel 1).

Preset Name	Category	Comments
Gone With The Wind	Soundscape	Noise generator filtered with modulated BP filter and processed by three resonators tuned in octaves. Individual pan modulation for each resonator can be dialed in with the assigned Macro. A synth oscillator can be mixed in with a Macro.
Happy Me	Arp/Sequencer	Two synth oscillators merged and routed into a Sub-X filter with tempo-synced, random filter modulation. Set Merger-module to FM with the switch in panel 2. Control filter mix/modulation speed/ resonance with the Macros in panel 1.
Hepta Quencer	Sequencer	Sequencer in 7/8 time signature with two synth oscillators (low and high range). Plenty of Macros are installed on the easy-page.
High Lands demonstrated in this video (2 of 2)	Drone/Sweep	Wavetable patch using a WT with 4 waveforms, dial in a modulated formant filter with a Macro. Add tempo-synced, re-triggering amplitude modulation with the assigned control (also linked to MW).
Hybrid Mallets	Pluck	Chromatic percussion sound
Hybrid Marcato	Strings/Brass	Something between a string and a brass instrument, depending how you play it, very velocity sensitive on various levels.
In The Minority used in this audio demo	Sequencer	Dual sequencer in a minor scale
Indigenous Synth	Texture	Triple WT synth, OSC1/2 each playing one half of a WT extracted from a music box recording, OSC3 adding a processed WT derived from a clay flute, randomize WT scanning start and control WT scanning speed in 1/2 with the installed controls, FM between 1/2-3 can be dialed in with a Macro. MW increases unison detune in OSC1/2.
Industries	Drone/ Sequencer	WT-oscillator with parallel formant filter and oscillator shaper (both with dedicated volume controls in panel 2), processed by Wobbler-filter with tempo-synced modulations in the FX section, control filter balance and filter delay mix with the Macros in panel 3.
Kitchen Crusher	Drone/ Sequencer	
Lingerer	Pad/Sweep	WT sound routed through a BP-filter. Control filter mix/add analog dirt with the Macros in panel 2, control detune amount in panel 3. Add parallel stereo spread FX and a complex MXXX effect setup with the Macros in panel 1, self resonating MXXX-feedback can be dialed in with Macro 4 in panel 1.
Litho Castle featured in this audio demo	Soundscape	WT texture using a WT derived from a lithophone loop, control WT scanning speed with the installed Macro. Dial in oscillator transform modulation with another Macro. Additive OSC2 adds another strange sound, control its volume/dial in resonator FX with the installed Macros.

Preset Name	Category	Comments
Low Tide used in this audio demo	Pad	Slowly moving pad with three oscillators.
Meander Darling	Sweep/ Wavetable	Wavetable synth, WT index modulation via velocity sensitive and tempo-synced ENV1 and LFO1 which is delayed via tempo-synced ENV2.
Metal Chimes	Percussion	
Metallic Pluck	Pluck	Percussive/metallic pluck sound consisting of a physically modeled sound in lane 1 and a square-wave-bell in lane 2, lane 3 adds an LP filter processing the FM signal of L1+2, drive and cutoff modulated by ENV2. Each component has its dedicated volume control on the easy-page.
MetalloVox featured in this audio demo	Vocal Synthesis	Vocal synthesis, choir-like sound with metallic overtones (modal filter/resonator in lanes 1+2), the oscillator in lane 3 adds a warm vocal sound, the unison module in the FX section adds +/- 1 octave. Each sound generator has its dedicated volume control.
Mickey Plucker	Pluck	
Modal Clockwork	Sequencer	Sequencer with three components, each one with its dedicated volume control in panel 1 and FX-mix controls in panel 2.
Modal Harp	Pluck	
Morse Man	Sequencer	
Mrs Lush featured in this audio demo	Pad	Lush evolving pad, additive oscillator meets modal filter excited by noise, each sound source has a dedicated volume control. Switch off MTurboReverb with the installed switch on the easy screen to save CPU. MW decreases LP filter cutoff.
Multi Phonics featured in this audio demo	Drone	Additive and FM oscillator creating a multi-interval sound, merged in a ratio module where the balance can be modulated by dialing in the assigned Macro, control tempo-synced modulation speed with another Macro. Wave-folder distortion and per-voice-vibrato can be mixed in. Spectral FX, delay and reverb have dedicated mix controls.
My Pad	Pad	Warm pad with a hissy component. Alter the timbre with the Macro in panel 2, panel 1 contains 5 filter controls.
Octave Machine	Sequencer	Three oscillators, each with its own octave modulation. OSC 1-2 use a straight time signature, OSC3 is triplet-based.
Octopus	Soundscape	

Preset Name	Category	Comments
One Finger Chord Minor	Pad	4-voiced minor7 chord, additive oscillator inside a unison module routed through a modulated hybrid filter. Control filter movement/resonance/saturation with the controls in panel 1, add tempo-synced amplitude modulation with Macro 1 in panel 1 (also assigned to MW), increase detune with Macro 2 in panel 1. Control phaser/delay/reverb with the Macros in panel 3.
Orange Pad used in this audio demo	Pad	Slowly moving pad with two oscillators.
Orbit Drone featured in this audio demo	Drone	Wavetable Drone with frequency shifter meets triplet-based octave sequence, the sequence is also used as a modulation source for pitch-modulating the drone (dial in with the assigned Macro).
Outcast Drone used in this audio demo	Drone	
Piano Resonances	Drone	
Pitch Rain	Sound FX	
Planet Scanner featured in this video	Texture/Wavetable	Two WT oscillators (each one with a dedicated volume control in panel 2) using the same WT, inverted index modulation in OSC2. Add Transform-modulation for OSC2 in panel 1, OSC1 can also be transformed using the assigned Macro, add tempo-synced, re-triggering amplitude modulation with another Macro (also assigned to MW).
Plucked String Texture featured in this video	Texture	
Poly Rhythm	Sequencer	
Random Can	Chromatic Percussion	Modal filter excited by a drum synth playing the sample analysis of a beaten caviar can. Control the resonance of the modal filter with Macro 1 in panel 1, dial in FM/control wave-folder mix with Macros 2/3 in panel 1. Pitch randomization via VEL can be dialed in with Macro 2 in panel 2, add a perfect fifth/octave with the switches in panel 2. Please check the easy-page for more FX controls.
Release Riser	Keys	Bandpass filter cutoff is controlled by ENV1 and rise on key release. Control BP resonance and release speed with the installed Macros.
Reso Strings featured in this audio demo	Strings	

Preset Name	Category	Comments
Reso Triplets	Sequencer	Three resonator modules fed by the same noise oscillator, each one having it's dedicated, triplet-based gate sequence, mix the three oscillators to taste in panel 1. Mix in the modulated BP filter and control its resonance in panel 2. Check the easy-page for more controls.
Rich Sweeper	Sweep/ Wavetable	WT synth with velocity sensitive sweep of HP filter (parallel in lane 2), WT index (ENV1) and detune. Dial in SYNC-modulation (LFO2) with Macro 1 in panel 1, add tempo-synced amplitude/pan modulation with the Animate-Macro (also assigned to MW). FX controls for phaser/delay/reverb FX are installed.
RickenHacker	Sequencer/Arp	Triplet-based bass sequencer combining a string with an FM oscillator, each with its own volume control and a Macro which controls the volume of cross-FM. Control filter mix/resonance/LP slope with the Macros in panel 2. FX controls for delay/distortion mix, limiter on/off and limiter threshold are installed in panel 3.
Rising Ring	Sweep/Drone	WT (lane 1) meets filter-sweep (lane 2) meets envelope-controlled SYNC-sweep (lane 3 - tune up an octave with the switch in panel 2), each sound generator has its dedicated volume control in panel 1. ENV2 via VEL modulates numerous parameters.
Rising Tribe	Sweep/Drone	Two synth oscillators routed through the same LP filter modulated by tempo-synced LFO1/2, the speed of LFO2 can be set with Macro 2 in panel 1, there are also Macros installed for controlling filter resonance and filter modulation range. Tune up OSC2 with the switch in panel 2.
Rocket Man	Sound FX	Ascending/descending UFO sound. Noise oscillator routed through BP filter in lane 1 (modulated by ENV1/LFO1), the output is fed into a CustomMod module which modulates the pitch of the synth oscillator in lane 2. Control the balance of the two sound generators in panel 1. Check the easy page for FX controls.
Sad Facts	Pad	Additive oscillator with five partials producing a minor chord, synth oscillator producing the root note one octave below. Activate FM between the oscillators (inside a Merger-module) with the switch in panel 2 (new note on required to hear the result), control FM depth with the assigned Macro. Control the volume of another interval (9) in the mixer panel. Check the easy page for more controls.
Sine Me Up	Sequencer	Two oscillators with Transform/amplitude-modulation and a noise oscillator in lane 3 (control its volume in panel 1). OSC1/2 are fed into a custom modulation module which is modulating the filter (control filter mix in panel 3).
Sine Quencer	Sequencer	Sine-wave in lane 1 processed by wave-folder, noise-snare in lane 2 (with a dedicated volume control) processed with modulated delays. The sine can be tuned within an octave range with a Macro, add tempo-synced pitch modulation, stereo modulation and pitch glitch effects with the assigned controls. Latency compensation inside MSF is enabled in order to sync the delays of the snare with the sine sequence.

Preset Name	Category	Comments
Sine Sub Kick	Drum	Sine oscillator and wave-shaper layered with an electronic drum module, each component has its dedicated volume control, control the pitch range of the drum module with the assigned Macro. Distortion (Phatik) can be mixed in with the control in panel 4 (drive modulation via the main amplitude envelope).
Singing Bell	Chromatic Percussion	
Single Seed	Drone	
SloMo Mystery	Drone	Wavetable synth with three oscillators which all play the same WT but with an offset and panned L-C-R. SYNC-modulation can be added to OSC1/2 (L-R) with a Macro, audio rate modulation (LFO5 with speed modulation) and pan modulation can be added in OSC3 with a Macro (also assigned to MW). A modulated hybrid filter can be mixed in, granular FX tuned up an octave and processed with a spectral module can be added with the installed Macro.
Squared Away	Drone	
Statement featured in this audio demo	Drone	Rich drone-pad with 4 components - noise oscillator/synth routed through BP module, two modal filters excited by the same noise oscillator and a synth oscillator, each component has it's dedicated volume control in panel 1. A dual, modulated filter (formant/notch) and granular/spectral FX can be mixed with the dry signal.
Stratosphere	Sweep	WT oscillator routed through Band-X filter and wave-shaper/phaser (parallel routing). Control filter mix/saturation/resonance with the Macros in panel 2, FX controls are available in panel 1.
String Singer	Strings	String meets synth oscillator, balance between them using Macro 1 in panel 1. Add vibrato/tempo-synced amplitude modulation/pan modulation with the Macros in panel 3 (vibrato is also assigned to MW). Check the easy-page for FX controls.
StringVox Morph featured in this audio demo	Vocal Synthesis	
Sub Peaks used in this audio demo	Sequencer	
Table Blender 1 featured in this video	Pad	4 WT oscillators, x-fade between the oscillators with the X/Y-pad on the easy screen or enable the auto-morph switch. Add tempo-synced, re-triggering amplitude modulation with a Macro (also assigned to MW), control filter mix/resonance amount with two Macros - each oscillators has its dedicated filter modulation speed and phase.

Preset Name	Category	Comments
Table Blender 2 featured in this audio demo	Soundscape	4 WT oscillators - all Wts derived from glass harp samples, x-fade between the oscillators with the X/Y-pad on the easy screen or enable the auto-morph switch. Add tempo-synced, re-triggering amplitude modulation with a Macro (also assigned to MW), control filter mix/resonance amount with two Macros - each oscillators has its dedicated filter modulation speed and phase.
Table Ramp	Sweep	WT oscillators in lane 1+2, the oscillator in lane 2 is used to modulate various parameters in OSC2. A Macro for sweep speed switches between 1-2-4 bars, each audible oscillator has it's dedicated filter control. Tempo-synced, re-triggering amplitude modulation can be dialed in with a Macro (also assigned to MW).
Table Sweeper	Sweep	
Table Swirler	Drone	
Tanga String	Strings	String-like pad combining 3 oscillators, each oscillator has it's dedicated volume control, dial in tempo-synced, re-triggering LP filter modulation with the assigned Macro. Polyphony is set to 8 voices.
Triple Shifter	Drone/ Wavetable	Three WT oscillators using the same wave-table with a modulation offset, oscillators 1/3 panned left/right. Each oscillator has its dedicated LP filter also with a modulation offset. Dial in Transform-modulation (Bend) for oscillators 1/2 with Macro 1 in panel 1 (inverted polarity), add tempo-synced amplitude modulation (different LFO speeds for each oscillator) with Macro 2. Check the easy-page for FX controls.
Triplet Harmonics	Sequencer	
Triplet Seesaw	Sequencer	
TromboDrone	Drone	
Trombone Synth	Brass	
Vocal Organ	Keys	Additive oscillator meets noise-excited modal filter, bot oscillators are merged (control balance in panel 2) and routed through chorus FX (per voice - mix in panel 1) and an LP filter (mix in panel 3). Add vibrato with Macro 2 in panel 1 (also assigned to MW), control the balance between dry signal and rotary FX in panel 3 where you will also find a switch for changing rotary speed and a reverb mix control.
World Mallet Featured in this video	Pluck	
You Lead	Lead	Monophonic, grungy lead synth, change attack/release time of the modulation envelope 1 on the easy screen, MW adds wave-shaper distortion.

Please enjoy the presets!

Simon Stockhausen, November 2019