Palette for Pigments 2

## Installation

After unpacking the zip you received you will find a file *Pigments_Bank_Palette.pgtx* and a Readme.pdf

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

Open Pigments in your DAW, click on the dropdown menu at the upper left of the interface, the browser opens, click on "Import" and locate the file *Pigments_Bank_Palette.pgtx - press "ok"*, the presets, wavetables and samples will now be imported to their default location.
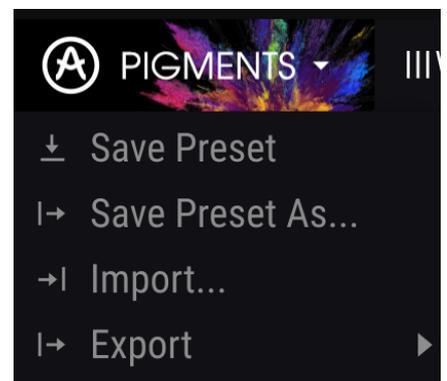
When opening the patch browser in Pigments select "Palette" in the Banks-section at the lower left of the interface and start browsing the sounds.
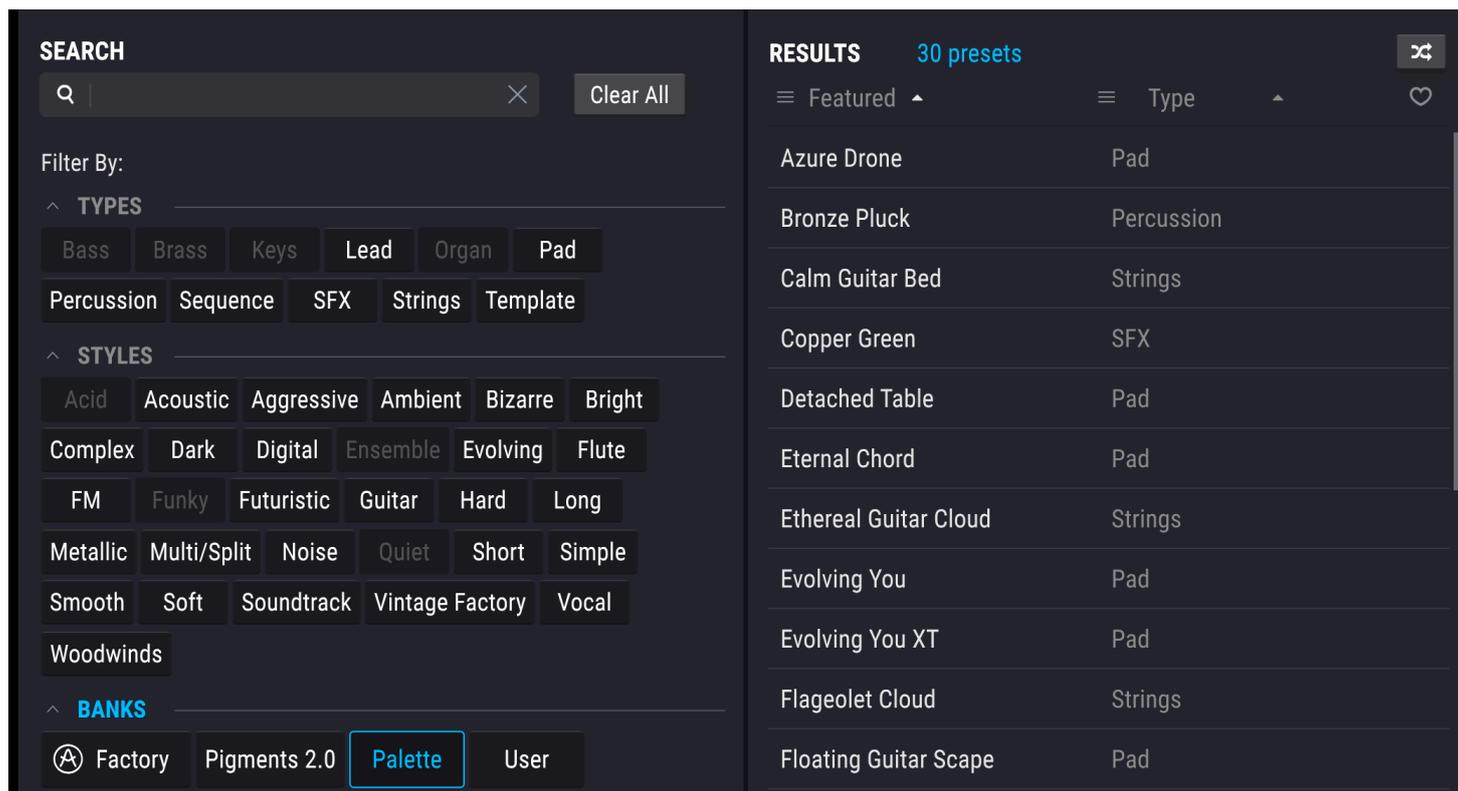
License agreement and terms of usage

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

1.) The licensee must not distribute the presets, wavetables and samples from *Palette*, 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.

2.) The license to the sound library *Palette* must not be given away or sold (NFR).

Description

Palette for Arturia Pigments 2 contains a broad range of colors for composers and music producers who seek inspirational sounds beyond the ordinary. All patches have the four Macros and the modulation wheel assigned, many patches also use aftertouch. In many patches tempo-synced modulations of amplitude/filter/pitch can be dialed in, the granular engine was used prominently when incorporating samples.

Enrich your music with lush pads and beautiful musical beds, with dark drones and cinematic soundscapes, with acoustic and electronic percussive sounds, expressive bells and mallets, electric and acoustic guitars and other sampled string instruments, polyrhythmic, meditative and punchy sequences, smooth and evocative vocal sounds and some otherworldly sound effects.

Specs

- 123 patches including 2 variations.
- 267 samples (48 kHz/24 Bit/stereo) and 44 wavetables, 1.88 GB installed.

Sampled and re-synthesized/wave-tabled instruments, also borrowed from other patchpool libraries:

- Electric/acoustic guitars - phrases, drones, chords, textures, e-bow.
- Female/male vocals, sustains, textures, overtone singing.
- Ocean drum, frame-drums, toms, snares, cymbals, chimes, kitchen percussion.
- Chromatic percussion instruments (pan drum, HAPI, bowed crotales, vibraphone)
- Various bells
- Other string instruments (violin, cello, psaltery)
- Electronic soundscapes, multi-sampled synth textures, pads and drones

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

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

Patchlist

There are 123 patches including 2 variations. The descriptions below are slightly more elaborate than the ones embedded in the Comments-section of each patch due to the limitation of maximum letters in Pigments.

Abbreviations: VEL = velocity, MW = modulation wheel, AT = aftertouch, WT = wavetable, E1/2 = engine 1/2, F1/2 = filter 1/2, M1 - 4 = Macros 1 - 4, PD = phase distortion, WF = wave-folding, KF = key follow.

Preset Name	Category	Comments
Abyssal Noise	Drone/Sound FX	Two noise oscillators with dedicated volume controls (M2/3) routed through a phaser filter and a tuned comb-filter, decrease comb resonances with M1, MW shifts comb-filter frequency.
Azure Drone	Drone/Pad	Multi-sampled drone in E1, WT in E2. MW increases chorus and reverb mix/delay feedback. M1/2 introduce RM/FM in E1 and various modualtions in E2, M3 controls filter mix, M4 conrols volume of amplitude modulated E2 and adds AM in E1.
Black Drone	SFX/Drone	Both engines in granular mode, LFO1 (AT for speed) modulates & VEL shifts grain pos, E1: dark evolving synth drone, E2: processed cello sustain, MW adds synced amplitude modulation. M1 adds modulation in hybrid F1, M2 shifts routing to formant filter in F2, M3 creates pitched particles.
Bright Yellow Glass featured in this audio demo	Pad/Lead	Wave-tabled glass sounds, E2 tuned an octave higher. MW adds detune/filter/WT index/wave-folding modulation, M2 adds tempo-synced amplitude modulation (Combinate1).
Broken Mandolin	Guitar/Strings/ Pluck	E1: Acoustic guitar, prepared, irregular minor arps on bridge, granular, Function 1 modulates grain position randomization. E2: psaltery accent with unison detune. MW randomizes grain pitch in E1 (fifths and octaves) and increases unison detune. M1 adds LP filter modulation in F2, M2 for grain reverse, M3 adds resonances in E1, M4 adds modulator saw oscillator in E2.
Bronze Pluck used in this audio demo	Pluck/ Percussion	Kitchen pot accents, 6x round robin, mixed with FM in E1 (vol M2, FM pitch M4), plain with unison in E2 (set interval with M1). MW adds short glissando in E1.

Preset Name	Category	Comments
Calm Guitar Bed used in this audio demo	Guitar/Ambient	Ambient electric guitar with triplet-based pulsation. Both engines run in granular mode and use different segments of the same sample. MW decreases amount in Combinate 3 and shifts pitch (quantized), AT increases grain pitch randomization.
Cello Dynamics	Strings	E1: Multi-sampled cello swells, granular. E2 (vol M3): wave-tabled cello swell, synced Function 1 (legato/one shot) controls grain position/WT index (speed -> M1), AT adds vibrato/increases detune, MW adds tempo-synced amplitude modulation. M2 adds tempo-synced LP filter modulation (Function 2 one shot).
Cello Lamento featured in this video	Strings/Cello/ Guitar	E1: Multi-sampled cello phrase, sampled at 2 pitches, granular - E2: e-bow sustain with vibrato, granular (vol M4). M1/2 control grain speed (LFO1->E1) and grain position in E1, MW randomizes grain pitch (fifths/octaves) and decreases grain length/density. MW adds tempo-synced amplitude modulation, M3 adds FM.
Chopstick Strings featured in this video	Guitar/Texture	Acoustic guitar played with chopsticks, minor chord texture in E1, one-string tremolo in E2, both engines run in granular mode and have their dedicated volume control. MW adds interesting pitch modulations and resonances, M3 adds filter action.
Chord Jam	Sequence	Sequencer activated, Function 1 modulates arp resolution, WT synth in chord mode in E1 switching between min7/min9 (Function 2), analog synth providing the root note in E2. MW adds PD/WF in E1, M1 alters ADR, M2 adds FM in E1, M3 adds filter modulation (ENV2, VEL sensitive).
Chord Mill	Chord/Vocal/ Pad	Evolving one-finger chord maze, WT oscillators in both engines, E2 (volume M3) plays an octave sequence. LFO2 modulates chord voice number, M1 adds tempo-synced modulation of chord type, MW adds quantized pitch modulation in E1, FM modulation in E2.
Chrome Cloud used in this audio demo	Mallets/ Percussion/ Soundscape	Bowed crotales phrase, granular mode in E1, LFO1 (legato mode) controls grain position, control grain speed with M1. M2 adds an analog synth tone with FM, VEL controls amount of amplitude modulation via Function 1. M2 particle-izes the sound in E1, AT adds quantized grain pitch randomization.
ClaviQuencer	Sequencer	Sequencer activated, WT oscillator with randomized index modulation in E1, analog synth in E2 (volume control M4). MW adds PD/WF and decreases cutoff in F1, M1 controls filter mix, M2 adds FM in E1, M3 adds quantized pitch modulation in E1.
Copper Green	Sound FX/ Percussion	Tubular chime texture, granular mode, with resonator modulation in E1. WT synth with randomized index modulation and a tuned comb-filter in E2.
Cyan Voices used in this audio demo	Pad/Vocal Synth	Vocal WT sound in E1 derived from overtone singing, multi-sampled vocal synth pad in E2 tuned up an octave (control volume with E2). MW adds tempo-synced, triplet-based amplitude modulation, M1 adds wave-folding (E1) and filter modulation (1&2). Glide is activated.

Preset Name	Category	Comments
Dark Floater	Strings/Electric Guitar/Drone	Each engine plays an electric guitar sound in granular mode (chord texture/drone) and is routed to its dedicated filter, AT increases grain speed/decreases grain length. M1 adds tempo-synced HP filter modulation in E1 (F1), VEL controls amount of LP filter modulation in E2 (F2), M2 adds FM, MW adds tempo-synced pitch/amplitude modulation.
Detached Table	Pad	Dual WT pad, E2 plays back the wavetable reverse, control index modulation speed with M1. VEL controls amount of LP filter/FM modulation in F1, M2 controls filter mix (modulated HP in F2). AT increases detune, MW adds phase distortion and more.
Diamond Bells	Percussion/Bells	Granular bell texture in E1, LFO2 modulates numerous granular parameters, add tuned resonances with M1. Bell accent in E2, VEL controls LP cutoff in F1, M2 shifts towards FM filter in F2. MW adds quantized pitch modulation. M3/4 control FX amount.
Dirty Brown	Sequence	Both engines use the same WT modulated by LFO1, inverted polarity in E2, tuned LP FM filter and HP filter in F1/2, add tempo-synced filter/amplitude modulation with M1/2, M3 adds wave-folding FX, MW adds tempo-synced, quantized pitch modulation. Glide is activated.
Djembe Layered Art	Percussion/Drums	E1: Djembe accents, center, 6x round robin - E2: rimshots, RR6, each engine has its dedicated volume control (M1/2), add FM and filter modualtion to E1 with M3, add xylophone-like resonances to E2 with M4. MW adds quantized, random pitch modulation.
Dream Guitar	Strings/Guitar	E1: 2 minute long guitar dreamscape, LFO1 modulates grain position (by 13 %), set the segment to be scanned with M1. E2: sliding e-bow harmonics, grain position modulated by Random 1, Bitcrusher modulated by Random 2, vol assigned to M4 which also adds synced amplitude modulation. M2 adds HP&phaser filter (F2), M4 adds FM and LP filter (F1), MW detuned the grains and adds tempo-synced auto-panning.
Dual Ocean Drum used in this audio demo	Percussion/Drums	Two different ocean drum accents, RR4 in E1, RR5 in E2. Each engine has its dedicated volume control (M1/2), M3 adds FM in E1 and RM in E2, MW randomizes pitch (also in the modulator oscillators). M4 adds distortion/compression.
E-Bow Being	Guitar/Lead/Strings	E1: Series of e-bow slides with vibrato, granular E2 (volume control M4): WT synth using a WT extracted from the same sample. M1 adds FM in E1, M2 eliminates grain position randomization and adds grain position modulation via LFO2, M3 adds RM and filter modulation, MW adds quantized pitch/tempo-synced modulation and doubles speed of tempo-synced LFO2.
E-Bow Lamento	Guitar/Lead/Strings	E1: e-bow phrase with vibrato, E2 (vol M3): dark electric guitar drone, both engines granular mode. MW increases grain length, decreases grain density, adds quantized grain pitch randomization/tempo-synced amplitude modulation. AT increases grain speed (LFO1, legato mode), M2 controls grain position. M1 adds VEL-sensitive modulation of FM amount, M4 adds filter modulation with engine routed to its dedicated filter.

Preset Name	Category	Comments
E-Bow Meditation	Guitar/Strings	Each engine carries two e-bow samples, granular mode, split point E1: C3, E2: C4 (M2 for volume control) - M1 sets sample start and adjusts modulation depth (LFO1) for grain position accordingly, AT increases LFO speed and alters various granular parameters, M3 adds FM/RM modulation, M4 shifts focus to modulated HP filter in F2.
Eternal Chord	Soundscape/Pad	Granular tonal soundscape in E1, synth chord in E2 (control volume with M2), VEL modulates amount of FM modulation in E2. MW adds pitch-quatized modulation.
Ethereal Guitar Cloud	Guitar/Soundscape/Ambient	Both engines run in granular mode and use ambient electric guitar textures. M1 shifts balance to F2 with an audio-rate modulated HP filter.
Evolving You featured in this video (in its early stages)	Pad	WT pad with formant and HP filter. MW introduces tempo-synced, random formant filter modulation. M1 adds tempo-synced amplitude modulation, M2 adds fast FM modulation.
Evolving You XT	Pad/Guitar	Variation of the patch above with additional granular electric guitar in E2.
Flageolet Cloud used in this audio track	Guitar/Strings/Ambient	E1: Electric guitar flageolet texture, granular mode - E2: analog synth with SYNC/FM volume assigned to M2. M1 sets grain speed (Funct1), M2 adds FM, MW adds quantized grain pitch randomization.
Flageolet FM Seq	Guitar/Strings/Sequence	Acoustic guitar flageolet sequence in 3/4 time signature, granular with tempo-synced modulation of grain position (LFO1). M4 introduces E2 which uses the same sample with textural granular playback, M1 for FM, M2 sets speed to half time in E1, M3 shifts to LP in F1. MW adds quantized pitch modulation/randomization in both engines.
Flageolet Grain Seq	Guitar/Strings/Sequence	Granular acoustic guitar flageolet sequence, tempo-synced via LFO1 in E1, pitch-sequenced analog synth in E2 (volume control M4). MW adds FM, M1 diffuses the grain, M2 adds quantized grain pitch randomization, M3 adds wave-folder distortion.
Floating Guitar Scape featured in this video	Guitar/Ambient	E1: Floating ambient guitar texture, granular, AT increases grain speed, MW detunes the grains - E2: analog synth with FM (volume M4). M1 adds FM, M2 adds tempo-synced amplitude modulation, M3 shifts routing to F2.
FM Harp	Strings/Harp/Pluck	Celtic harp, multi-sampled (3 pitches/2 velocities), different samples in E2 with unison detune (volume control with M2). M1 adds FM/RM modulation in E1 (via ENV2), M3 shifts routing to FM LP filter in F2 (ENV3), M4 randomizes pan (and a bit of pitch), MW adds amplitude modulation via LFO1 (speed modulated by LFO2).
FM Sirens	SFX/Soundscape	Two de-noised field recordings with siren alarm (and some background noises) in E1/2, granular mode, set sample start (LFO1 phase) with M2, AT increases grain speed, MW introduces random octaves. M1 adds alternating FM/RM modulation, M4 adds tempo-synced amplitude/filter modulation in F1.

Preset Name	Category	Comments
Formant Lady used in this audio track	Vocal/Lead/ Pad	Granular voice in E1 playing reverse routed to both filters, tempo-synced formant filter modulation in F1 - noise synth (control volume with M4) routed through tuned BP filter (F2) in E2. MW randomizes grain pitch in E1.
Framedrum 01 Duet	Percussion	Frame-drum accents, felt beater, two velocities in E1, 4x round robin in E2. MW randomizes pitch, M1 adds velocity-controlled FM, M2 adds wave-folding (FX Bus A), M3 adds velocity-controlled LP filter envelope in F1. MW adds short delay/reverb.
Framedrum 01 Hand Slap	Percussion	Frame-drum accents, hand articulation, two velocities in E1, 4x round robin in E2. MW randomizes pitch, M1 adds velocity-controlled FM, M2 adds vavefolding (FX Bus A), M3 adds velocity-controlled LP filter envelope in F1. MW adds tempo-synced delay.
Framedrum 02 RR4 FM	Percussion	Frame-drum with 4x round robin (randomized sample playback in E2), VEL controls amount of FM in Engine 1. Randomize pitch with M1, add strange resonances in E2 with M2. MW decreases LP cutoff in both engines.
Frog Vox	Lead/Vocal Synth	Re-synthesized/wave-tabled guttural male voice FX, both engines use the same WT, VEL controls amount of index modulation via Function 1 and decreases attack time. E1 is animated, control volume with M1, add tempo-synced amplitude modulation with MW. AT increases unison detune, M4 adds quantized pitch modulation.
Futura Drone	Synth/Drone/ Sequencer	Complex WT sequencer, WT index modulated via LFO1/2, add phase modulation via LFO3 (random/square) with M1, tempo-synced amplitude modulation via Function 1 with M2, wave-folding and HP filter action via M3, MW adds quantized pitch modulation (LFO3).
Glacier Pad featured in this audio demo	Pad/Drone/ Synth	WT synth in E1, MW adds tempo-synced PhaseMod and Wavefolding, M4 adds pitch modulation to the FM modulator. M1 introduces tempo-synced amplitude modulation, VEL controls amount of detune modulation via ENV2. Glide is activated.
Golden Tube featured in this video	Percussion/ Mallets/ Soundscape	Processed pentatonic tubes, granular mode, Function 1 modulates grain position and other granular parameters, WT chord synth in E2. MW adds quantized grain pitch randomization, M1 adds alternating FM/RM modulation, M2 introduces phaser filter in F1.
Granular Bed Switch MW featured in this video (in its early stages)	Soundscape/ Pad	Select 4 different granular soundscape samples in E1 with MW. AT increases sample scanning speed (via Function 1). Perforate the grain stream with M1, increase resonance in the BP filter (F2) with M2.
Green Card	Lead	Analog synth with E2 tuned up an octave, M1 adds FM, M2 activates phaser filter modulation in F2, M3 adds tempo-synced amplitude modulation, M4 increases unison detune, MW adds vibrato. AT adds chorus FX/decreases LP cutoff (F1). Glide is activated.

Preset Name	Category	Comments
Guitar Abyss	Guitar/Drone/Ambient	3 heavy electric guitar tones in E1, granular mode, randomized playback, MW adds frequency shifter, M1 introduces grain length/depth modulation via Function 1. Animate the sound further with M4 (tempo-synced amplitude/pan modulation).
Guitar Echo Grains	Guitar/Strings	2 tempo-synced acoustic guitar sequences (nylon/steel strings) in E1/2, Function 1 modulates grain position, control volume of E2 with M3. M1 adds resonances (perfect fifth), M2 adds quantized grain pitch randomization, MW adds tempo-synced amplitude modulation.
Guitar Tremolo Grains	Guitar/Strings	Multi-sampled acoustic guitar tremolos, steel strings up to B3, nylon strings from C4 upwards, granular mode, VEL shifts sample start, LFO1 modulates grain position. M1 changes grain structure and adds resonances, M2 adds LP filter modulation in F1, M3 shifts routing to F2, MW detunes the grains.
HAPI Grainscape 01	Chromatic Percussion/Soundscape	Processed HAPI textures in both granular engines, LFO1 modulates grain position (M1 for speed control). M2 adds FM (via Function 2/3), M3 decreases grain density and reverses the grains, M4 adds amplitude modulation, VEL controls amount of grain pitch modulation (Function 1).
HAPI Grainscape 02 used in this audio demo	Chromatic Percussion/Soundscape	E1: HAPI texture, minor tonality - E2: dark brass drone (volume M2), both engines run in granular mode, LFO1 modulates grain position (AT increases LFO speed), shift grain position in E1 with M1. M3 adds tempo-synced amplitude modulation, M4 adds FM in E1 and resonances in E2, MW adds quantized pitch modulation in E1 and glissando in E2.
Harley Gnarley	SFX	Industrial machine-like noise FX, WT engine. LFO1 modulates WT index/FM frequency, Function 1 -> FM amount/unison detune, AT -> WF amount. M1/2 control LFO/Function speed, M3 controls coarse frequency, M4 shifts routing to HP in F2, MW adds flanger/distortion FX/LP filter modulation (F1).
Hybrid Feedback Drone used in this audio track	Lead/Guitar/Drone	E1: Electric guitar feedback harmonics, granular - E2: WT synth using a WT extracted from the sample in E1, LFO1 modulates grain position/WT index, M2 for grain/WT-index speed control. M1 for detune modulation, M3 for pitch/amplitude modulation, M4 for various FM/PD/WF modulations, MW adds distortion and shifts routing to LP in F2.
Kick FM Quencer	Sequence	Sub Kick sample (waste container) with FM/RM (M2), MW dials in Noise (E2). Sequencer with randomization is activated.
Light Blue Pad	Pad	Vocal wave-table, each engine plays a different segment of the WT, VEL shifts WT index. M1 adds FM/WF modulation via LFO2/Function 2, M2 adds tempo-synced, triplet based amplitude modulation, M3 adds filter modulation in F2. MW adds Phase/PD modulation, AT increases detune.

Preset Name	Category	Comments
Light Green Pad	Pad	WT synth in E1, LFO1 (legato) modulates WT index, granular vocal synth tone in E2, VEL/LFO2 modulate grain position, VEL modulates amount of LP filter modulation in F1. M1 adds PD/WF in E1, FM in E2 and shifts focus to F2, M3 adds tempo-synced amplitude modulation, AT increases detune in E1.
Lydian Planet	Soundscape/ Chord/Pad/ Sequence	E1: Multi-sampled tonal soundscape, lydian mode - E2: analog synth with rising lydian scale, control volume with M1. M2 adds tempo-synced amplitude modulation, M4 adds LP/HP filter modulation in F1/2 and alters filter routing, MW adds octave modulation in E1 and noise modulation in E2.
Magenta Wall	Soundscape/ Drone/Chord	E1: processed orchestral drone-pad, granular mode with chord unison activated, LFO1 modulates grain position. Analog synth drone with octave modulation and VEL-sensitive FM in E2 (volume control M2), M1 adds filter action, MW adds tempo-synced amplitude modulation.
Mallet Tremolo Guitar	Guitar/Texture	Multi-sample acoustic guitar played, tremolating on the string with wooden mallets, single accent below C2. M1 adds unison, M2 shifts HP cutoff and adds phaser/distortion FX, M3 shifts focus to F2, MW adds quantized pitch modulation (Combinate 2).
Mandala Scape	Soundscape/ Drone	Tonal soundscape, granular mode in E1, re-triggering LFO1 modulates grain position. Synth drone with FM filter (F2) in E2 (volume control M1). MW introduces quantized pitch modulation and changes grain structure, M2 adds tempo-synced modulations.
Mean Resonances	SFX	Granular texture with resonator in E1, analog synth in E2. M1 calms down the scene, M2 adds FM in E2, M4 adds quantized pitch modulation. MW shifts Inharmonicity in E1.
Minor Flageolet Grains	Strings/Guitar/ Texture	E1: Electric guitar flageolet texture, minor chord, granular mode, LFO2 modulates grain position, control scanning speed with M1, MW adds quantized pitch randomization. WT synth with pitch sequence in E2, control volume with M3. M2/4 add tempo-synced filter/amplitude modulation.
More Bread Than Butter used in this audio demo	Pad	Analog saw pad with unison, LP filter modulation in F1 (va LFO1 legato mode), tuned BP in F2, MW adds tempo-synced filter modulation in both filters, M1 adds tempo-synced amplitude modulation. AT adds vibrato/increases detune.
Motorway Frenzy featured in this video used in this audio track	Sequence	Punchy sequencer using a WT oscillator with randomized index modulation. M1 adds phase distortion, M2 adds wave-folding, control filter mix with M3, AT increases sustain.
Mountain Bell Pad	Pad/Bells	Swirling bells, 2x round robin in E1, granular, attack truncated, M1 adds resonances, VEL controls LP filter mod in F1. FM synth in E2 (vol M2). M3 adds chorus, M4 adds two delay lines, MW adds tempo-synced amplitude modulation (LFO1&2). AT->detune.

Preset Name	Category	Comments
Mountain Bells	Percussion/Bells	Swirling bells, 2x round robin in E1, M1 adds VEL-sensitive FM modulation (ENV2). FM synth in E2 (volume M2). M3 adds chorus FX, M4 adds two delay lines, MW adds tempo-synced amplitude modulation (LFO1&2).
Mr Tom featured in this video	Percussion	Tom Tom, 2 velocity layers, original pitch D#3, MW engages velocity sensitive pitch modulation via ENV2. VEL modulates LP cutoff in F1 (activate with M3), M1/2 adds FM/RM.
Nervous Urbanity	Sequence	E1: Metallic drone, granular mode, frequency-modulated by pitch sequence, the same pitch sequence plays in E2 with analog synth, M2/4 control the volume of each engine. M1 adds filter modulation, LP/Formant in F1/2, MW adds tempo-synced amplitude modulation via Function 3, speed modulated by Random 1.
Nice Bread featured in this video	Pad/Drone	Simple WT in E1, multi-sampled synth pad in E2. Add RM modulation in E2 with M1. Glide is activated.
Noise Streamer featured in this audio demo	Drone	Noise oscillator routed through tuned comb-filter (E1->F1) layered with multi-sampled vocal synth pad in E2. Add comb-filter modulation with M1, add quantized pitch modulation with M2, M3 adds tempo-synced pulsation (via Function 2).
Oceanizer Split	Soundscape/Pad	Upper half: granular soundscape made from processed ocean waves. AT increases grain scanning speed (LFO1), decreases grain size and randomization. Lower: ocean drone, sampling mode, overlapping split C2-C3. MW adds quantized pitch modulation.
Ocher Pad	Pad/Synth	E1: Multi-sampled synth pad made from bell resonances E2: analog noise synth (volume control M3). M1 adds re-triggering pan modulation, M2 increases FM/adds RM in E1, MW adds tempo-synced, triplet-based amplitude modulation.
Orange Pad	Pad	Animated WT/Analog pad. MW adds vibrato. Add tempo-synced motion with M1, quantized pitch mayhem with M2, more filter action with M3.
Orion Voices	Vocal/SFX/Pad	E1: Female voice octave tremolo, granular (routed to F1) - E2 (volume control M3): WT synth using a WT derived from a segment of the sample in E1. M1 modifies grain structure, M2 adds FM (also in F2), MW randomizes grain pitch in E1, adds FM in E2.
Overtone Ride featured in this video	Vocal/Sequence/Synth	E1: Rhythmical male overtone singing, granular, synced density/size. E2: Analog synth with SYNC and FM, volume control with M3. MW adds PW mod in E2 and introduces the modulator oscillator (with pitch modulation via LFO3) in E1, M1 shifts the signal to F2, M2 adds quantized pitch modulation.
Pan Drum Layered	Percussion/Mallets	E1: HANG drum accent finger articulation with 5x round robin, original pitch A3. E2: Mallet articulation, 6x round robin, original pitch F3. MW adds FM/RM (with randomized pitches in the modulators), M4 adds LP filter modulation (VEL/ENV2).

Preset Name	Category	Comments
Pan Drum Ostinato featured in this video used in this audio demo	Sequence/ Percussion	HANG drum accent (finger articulation) with 5x round robin, original pitch A3. Polyrhythmic sequencer activated. Degrade with M1 (Bit reduction), add filter modulation in F1 with M2, add synth sound with M4. MW adds quantized pitch modulation.
Pan Drum Velocity used in this audio demo	Percussion/ Mallets	Multi-sampled HANG drum, 3 pitches, 2 velocity layers - E2 adds intervals, control volume with M3, tune intervals with M4. M2 increases attack time, increases chorus/reverb length. M2 adds FM modulation via ENV2, MW adds filter modulation in F1.
Pink Mushrooms	SFX/Synth Soundscape	Analog synth texture with PW modulation/FM in E1, granular soundscape in E2 (volume control with M3). M1 drastically changes things (also filter FM in F1), M2 adds flanger FX. MW adds distortion/LP filter modulation (FX Bus B), M4 adds reverb/delay.
Plucked String Field	Strings/Guitar/ Texture	Both engines use a series of acoustic guitar accents (processed in E2), granular mode, LFO1 modulates grain position randomization and numerous other parameters in E1, LFO2 modulates grain position and more in E2. M1 adds resonances in E1, M2 adds FM in E2 (FM frequency modulated by LFO3), M3 adds filter modulation in F1/2, M4 adds flanger FX. MW adds quantized grain pitch randomization.
Pot Percussion	Percussion/ Chromatic Percussion	Kitchen pot gong - soft mallet in E1 (looped), metallic accents with water inside the pot in E2 (vol M1), both with RR5. ENV2 introduces FM and the modulator oscillator in E1, M2 adds bit-crushing in E2, M3 adds fast random pitch modulation, MW randomizes pitch/pan.
Psaltery Mass featured in this audio demo	Strings	Bowed psaltery octaves, granular, tuned BP in F2, M1 enables grain pos randomization so all the octaves become audible. M2 adds filter modulation, M3 adds FM, MW adds tempo-synced amplitude modulation, AT detunes the grains.
Pulsecutter	SFX/Synth Soundscape	Analog synth with complex PW modulation in E1 (routed to BP in F1), multi-sampled chime-drone in E2. MW adds drama, M1 introduces quantized pitch modulation, M2 adds RM in E2.
Purple Guitar Scape	Guitar/Drone/ Ambient	Long electric guitar scape with several accents, divided into 2 segments in E1/2. E1 fades out towards the top end, AT controls sample position in E1. Add tempo-synced pitch modulation with MW, amplitude/FM/filter modulation with M1-3.
Purple Keys	Keys/Pad	WT synth in E1, VEL modulates numerous parameters, also WT index via ENV2 - synth strings in E2, controlled by ENV3. M1 adds tempo-synced amplitude modulation, M2 increases resonance in F1 (processing E1), MW shifts E2 up an octave.
Rays And Waves	Drone/Pad	M1 x-fades from E1 (WT synth) -> E2 (multi-sampled vocal pad), AT increases WT scanning speed (LFO1). MW introduces BP filter action (F1). VEL decreases attack time.

Preset Name	Category	Comments
Safran Pad	Pad	WT pad in E1, analog noise synth in E2 (vol E2), M1 animates the tuned HP filter in F1, M3 adds amplitude and pan modulation in F1/2. MW shifts E2 up an octave and adds chorus FX, AT increases detune in E1.
Saragossa	Pad/Drone	Drone-pad (dual WT) with tempo-synced formant filter and amplitude modulations. Modulate WT-index with M1, MW shifts routing of both engines to F2. MW adds more amplitude modulation.
Scattered Colors	SFX/ Soundscape	Evolving granular texture in E1, WT drone with waterphone WT in E2 (control volume with M1) routed through tuned BP in F2, M2 adds filter modulation (Notch for E1 in F1). M3 adds strange resonances in E1, Mw adds quantized pitch modulation.
Snare Rim&Sidestick	Drums/ Percussion	E1: Snare rimshots - E2: side-stick, both have 6x round robin, dedicated volume control with M1/2. M3 adds steeldrum-like resonances, M4 shifts routing to modulated HP filter (VEL sensitive envelope) in F2, MW randomizes pitch (quantized in E1).
Snare Smacker RR6	Drums/ Percussion	Snare accents with buzz off, 6x round robin, M1 adds Vel-sensitive FM noise in E1, M3 controls volume of zapper noise in E2 (routed to F2). MW randomizes pitch via Random 1.
Sparse Cosmos	Soundscape	Cosmic soundscape with two granular components, AT increases grain speed (LFO1), MW randomizes grain pitch. M1 adds RM and shifts routing towards F1, M2 controls grain position, M3 controls volume of E2, M4 adds LP mod in F2.
Stranger Flutes	Sound FX/ Woodwinds	Processed flute texture, granular mode with resonator in E1. MW adds HP filter modulation and flanger FX. M1 increases resonance mix, alters grain structure and shifts signal towards F1, M2 decreases grain size/density.
Strawberry Red	Pad	Wavetable pad in E1, analog synth in E2 (volume control M1), change timbre with MW which shifts WT index and filter routing. VEL controls amount of filter modulation via LFO2, AT adds vibrato and increases detune. Add tempo-synced animations with M2.
String Expression	Strings/Guitar/ Texture	WT synth in E1, multi-sampled acoustic guitar repetitions, granular mode in E2. VEL decreases attack time, modulates amount of LP filter modulation (E1-> F1), modulation depth of grain position/ position randomization in E2. M3 adds FM/LP filter modulation in E2, AT increases detune/adds vibrato. MW adds quantized pitch modulation via Random 3.
Sub Sine Kick used in [this audio demo](#)	Percussion/ Drums/Sub	Sub sine kick with FM and wave-folding. VEL modulates glissando range, M1/2 adds FM/WF, M4 shifts signal to F2.
Sweeping Sun used in [this audio demo](#)	Pad	Dual WT pad, E2 tuned an octave higer, control volume of E2 with M1. MW introduces tempo-synced amplitude modulation in both engines and pitch modulation in E2.

Preset Name	Category	Comments
Talking Stick	Sequence	Two WT engines, WT-index modulation via LFO3/Rand1 in E1, LFO1/Function1 in E2. M1 shifts routing to formant filter in F2, M2 adds PM/WF modulation via Function3, M3 adds tempo-synced amplitude modulation, M4 adds flanger amount/delay time modulation via Function3, MW adds quantized pitch modulation.
Toy Sequence	Sequence	Sequencer playing a simple theme in minor tonality, M4 increases sequence speed. E1: analog synth with SYNC and FM, E2: Nepalese bell with resonator, M2 controls volume. Add random pan modulation with M2, activate F2 LP filter modulation with M3. MW adds quantized pitch modulation.
Tubular Pad	Pad	WT-pad with super unison, AT increases WT index scanning speed (LFO1). M1 adds VEL-sensitive phase/detune modulation via ENV2, M2 adds modulation of phase distortion/wave-folding via Function 1, M3 introduces F2 and adds tempo-synced filter modulation in both filters, MW adds synced amplitude/pitch modulation.
Two Thai Gongs used in this audio track	Percussion/ Chromatic Percussion	Two Thai gongs with long decay phases, root note A#2 - 3x round robin in E1, root D3/RR4 in E2. M1 adds VEL-sensitive FM (via ENV2), tune FM pitch with scaled M3. M2 shifts routing to tuned BP in F2, M4 adds chorus FX, MW adds vibrato and RM.
UFO Cymbals	Percussion/ SFX/SciFi	Warped cymbal accent in E1, two splash cymbal swells in E2 (randomized playback, vol M3), both engines run in granular mode. MW adds Bitcrush-modulation in E2 and decreases density and other things in E1. Add modulator oscillator in E1 with M1.
Urban Pizz	Sequence	E1: Violin - pentatonic pizzicato texture, granular, synced/random LFO3 modulates grain position. E2 (vol M2): analog synth with PW modulation, FM amount mod via LFO2. M1 sets modulation speed to half, M3 adds resonances in E1, M4 adds HP mod (F2). MW adds reverb.
Vibra Ambient Chill	SFX/ Soundscape	Both engines granular, E1: bowed vibraphone phrase, pentatonic, Function 1 modulates grain position (speed modulated by LFO1) E2 (volume M3): tonal soundscape, LFO3 (legato mode) modulates grain position. M1 adds FM/RM, M2 shifts routing to F2, M4 adds gate sequence. MW adds LP/HP modulation (on engine level) via Function 2.
Vibra Bowed Grains	Chromatic Percussion	Bowed vibraphone, two pitches sampled (A#2/D#5), granular, M1 sets amount of grain position modulation (LFO1), M2 controls LFO speed, VEL shifts sample start. M3 adds unison detune, M4 adds amp/pan mod, MW randomizes grain pitch (diminished scale).
Vibra Bowed Hybrid	Chromatic Percussion/ Mallets	Bowed vibraphone, sampled at two pitches, granular mode, VEL controls sample start and speed of grain position modulation via LFO1. MW detunes the grains. M1 adds RM (frequency modulated via KF/Random 1), M2 adds tempo-synced FM/AM. E2 adds analog synth, volume control with M4.

Preset Name	Category	Comments
Vibra Ethereal Arp used in this audio demo	Percussion/ Mallets	Descending vibraphone arp/chord, granular mode (inverted direction in E2 - volume control M4), M1 alters grain structure and adds quantized grain pitch randomization, M2 increases grain speed (LFO1), M3 adds FM and filter mod (F1), MW adds phaser filter and chorus.
Vibra Hack	Percussion/ Sequence	Vibraphone accents - 3 ascending octaves, synced granular mode in E1 (density/size), synced density in E2, M1/2 add FM and quantized pitch modulation in E1, M2 adds bit crusher FX, M4 introduces tempo-synced random filter modulation, MW adds flanger.
Vibra Octave Grains used in this audio demo	Chromatic Percussion/ Mallets	Ascending/descending vibraphone octave accents in E1/2, granular, control grain speed (LFO1) with M1. M2 shifts routing to phaser filter in F2 and adds LP modulation on oscillator level, M3 adds chorus FX, M4 decreases LP cutoff/adds filter modulation in F1, MW adds quantized pitch modulation (grain pitch).
Vibra Pearls featured in this audio demo	Percussion/ Mallets	E1 (routed to F1): Vibraphone octave accents, sampled at two pitches (C3/C4), granular octave tremolo in E2 (volume control M1), VEL controls sample speed/start in E2, detune amount in E1 and LP cutoff in F1. M2 adds FM in E2 (via Function 1), MW adds quantized pitch modulation in E1.
Violin Cloud	Strings	Fast violin arps up/down (+5/+7/+12), martelé/flautato articulation in E1/2, granular mode, M2 calms down things, MW adds FM, AT adds quantized grain pitch randomization. Each engine has its dedicated volume control (M3/4).
Vocal Nervousness	Vocal/Texture	Both engines granular with female voices. E1: morse texture on one pitch with complex granular modulations - E2 (volume control M3): bee-like humming, LFO2 (legato mode) modulates grain position. M1 adds unison voices in E1, M2 calms down the sound, MW adds quantized grain pitch randomization.
Vocal Pigments featured in this video	Vocal/Lead/ Pad	Multi-sampled female vocal sustains with dynamics, granular mode. VEL modulate cutoff in F1, grain position is modulated by LFO1, set scanning range/speed with M1/2, M3 introduces phaser filter in F2, M4 adds quantized pitch cloud, MW adds FM/RM.
Vox Dancing Harmonics	Vocal/ Sequence	Dual WT synth, each engine using a different WT extracted from male overtone singing, Function1/LFO3 modulate WT index. M1 adds synced amplitude modulation, M2 adds WF modulation and shifts routing to formant filter in F2, M3 adds FM/PM/PD, MW adds tempo-synced quantized pitch modulation.
Vox OT Scanner	Vocal/Lead/ Drone	Two male voice overtone drones in E1/2, scan through the samples with M1, control individual volumes with M3/4. M2 increases grain density/size/shape, MW adds FM/filter and panning modulation (inverted polarities in E2), AT detunes the grains and increases chorus FX.

Preset Name	Category	Comments
Vox Staccato Cloud featured in this video	Vocal/Texture	Two samples with female voice in E1/2, dynamic staccato repetitions, granular mode, the sound in E1 is pitch-quantized to minor7/11, de-pitch with M2, M1 decreases grain density and other things, control filter mix from formant to phaser with M3. MW shifts E2 down an octave and increases FM.
Wahwah Swells	Guitar/Drone	Two electric guitar Wahwah tones, granular mode, tempo-synced LFO1 modulates grain position in both engines. M1 adds resonances in E1, M2/3 add tempo-synced filter/amplitude modulation, MW adds tempo-synced pitch modulation (LFO3), -/1 octave when fully engaged, M4 perforates the grains and decreases speed of Function 1 (modulating FM amount in E2).
Warped Chimes	Percussion/SFX	Glass chimes in E1, bar chimes in E2 (volume control M1), both engines run in granular mode, control sample scanning speed (LFO1) with M1, add strange modulated resonances and delay FX with M2, add FM filter (F2) with M3, MW randomizes pitch.
White Tale featured in this audio demo	Pad/Drone/Soundscape	Re-synthesized/wave-tabled music box in E1, granular music box snippet in E2 (volume control M3). M2 shifts filter routing towards tuned BP in F1, M4 adds modulator oscillator in E2, MW adds filter modulation (Function 1, speed modulation via LFO1).
Wind Colors featured in this audio demo	Flute/Pad	Multi-sampled bass flute dynamics and a soprano sax playing above B4, granular mode, alter density with M1, add FM/RM/F1 with M3. MW adds quantized grain pitch randomization.
WoodQuencer	Sequence/Chromatic Percussion	Randomized sequencer activated playing a melody in minor, multi-sampled temple-blocks (4x round robin) with FM in E1, M1 adds LP modulation (F1) and tuned BP (self-resonating) in F2. M2 controls volume of analog synth (with FM and noise) in E2. M4 randomizes octaves in E1, octaves+fifths in E2, MW adds RM in E1 and HP filter modulation in FX Bus B.
World Sweeper used in this audio track	Lead/Pad/Synth	WT synth in E1 (index mod via VEL-sensitive ENV2) meets noisy analog synth in E2 (volume control M3), M1 adds VEL-sensitive filter sweeps (LP/HP in F1/2), M2 adds VEL-sensitive WF-modulation, M4 adds triplet-based amplitude modulation, MW adds vibrato.
Yellow Bells used in this audio track	Percussion/Bells	Two Dorje bells tremolating in two granular engines, volume control for E2 with M2, LFO1 modulates grain position, VEL/AT increase LFO speed. Add resonances with M1, add tuned comb-filter with tempo-synced pitch and amplitude modulation (LFO3/Function 1) with M4.

Please enjoy the presets!
Simon Stockhausen, September 30 - 2020