Falcon Singles - Falcon Scapes Vol.3

Installation

As there is no default location for 3rd party sound libraries for Falcon, you can just install the folder "Falcon Scapes Vol3" which you extracted from the RAR-archive anywhere on your system, preferably on a fast external drive, if you have one available. Then you just locate the folder "Falcon Scapes Vol3" in the Falcon browser under "Devices", add it to your favorite places and load a program from one of the categories in the main "Programs" folder, or a sample from the sample subfolders, or a wavetable from the wavetable folder or an image into the wavetable synth from the Images-folder. You can also drag and drop programs directly from the Finder into "Parts" in Falcon.

License agreement and terms of usage

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

1.) The licensee must not distribute the patches, samples, wavetables, single cycle waveforms and images from *Falcon Singles - Falcon Scapes Vol3*, resample and re-synthesize them, copy or otherwise replicate the patches, samples, wavetables, single cycle waveforms and images from this sound library in any commercial, free or otherwise product. That includes sample- and audio libraries and patches for other samplers and sample- or wavetable-based synthesizers. The licensee can of course create such derivates for his/her own musical work as long as these derivates are only distributed in the context of the licensee's musical work or sound design.

2.) The license to the sound library *Falcon Singles - Falcon Scapes Vol3* may not be given away or sold, it is not for resale (NFR).

Description:

Falcon Scapes Vol3 focusses on long evolving soundscapes and drones, musical beds, wavetable-based pads, sound effects and other electronic sounds. Many of the soundscape samples are several minutes long, often with a distinct tonality, some explore the more experimental, darker side of things. Often granular textures and sample maps are layered with Falcon's internal sound generators creating dense and fascinating sounds usable for a wide variety of genres. Quite a few patches make use of the new features introduced in Falcon version 1.5 (wavetable FM and frequency shifter FX).

Many of these presets are running in split mode and/or layer sound textures via key-switches. Up to 25+ Macros and switches plus the modulation wheel are assigned in each patch, many also use aftertouch, providing detailed control over volume envelopes, filtering, amplitude and pitch modulations, EQ-ing, dynamics, stereo animation, effects and more. Often complex tempo-synced modulation assignments are programmed so that these patches can provide interesting rhythmical animations. All patches use some sort of background image in the UI, split patches have colored key-zones in the Falcon keyboard for easier navigation.

Content:

• 3.72 GB of samples (116 wavs/stereo/48 kHz/24 Bit), 14 background images for the UI and wavetable re-synthesis, 5 impulse responses, 11 wavetables.

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

• 62 patches (including one variation) combining most synthesis forms available in Falcon.

• Library size in total: 3.74 GB

Patch Categories

• Drones - Pads (15)
• Musical Beds (6)
• Sequencer (3)
• Sound FX (4)
• Soundscapes (34 including one variation)

All audio demos for this library are [here](#).

A playlist with video can be found [here](#).

CPU

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

Patchlist

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

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

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

Drones - Pads	Description
Angelic Harmonics	Granular overtone singing and viola flageolets, two layered segments playing in multi-granular mode. L2 adds an analog stack synth with SYNC-modulation for creating synthetic overtones, the SYNC-oscillator (4) has a dedicated volume control. MW (assigned to Macro "AmpMod") adds amplitude modulation with speed modulation.
Doppler Drones Split	Two processed field recording textures running in granular mode, split point: C3. Decrease the tuned comb-filter resonances with the assigned Macro, add tempo-synced, random grain position modulation with the assigned Macro.
FM Hybrid	FM Pad in unison mode (4 voices), operator plays a special role.
Folder DronePad	Multi-sampled synth sound, 6 pitches were sampled betweenC1–C6, zone crossfade applied, samples are looped (x-fade). L2 uses the same sample map processed by a tuned BP filter, a dedicated volume control for L2 is installed. In L1 you can blend in a parallel Phasor filter. AT is assigned to the Vibrato-Macro, MW is assigned to frequency shifter mix (on program level).
Glass Flute Drone	Strange glassy texture in multi-granular mode meets flute particles in sampling mode, each layer has it's dedicated volume control, Macro/AT adds vibrato in the flute layer. Amount of filter modulation in the flute layer is controlled via VEL. Controls for grain speed/position in L1 are installed. Dial in frequency shifter and wave-shaper distortion with the assigned Macros.
Gloomy Drones	Multi-sampled dissonant drone playing in granular mode, 5 pitches were sampled between G#1–G#5, zone-xfade applied. Granular controls are available for grain speed, position (also via AT), grain spread modulation, MW is assigned to the Macro which randomizes grain pitch. L2 adds a WT synth with FM, dedicated Macros for volume, tuning and chorus mix are installed.

Drones - Pads	Description
Grinder Matrix	L1: WT synth with FM, mix in frequency shifter, tuned comb-filtering and waveshaper-distortion with the assigned Macros. L2 adds an FM synth which has a dedicated volume control. MW adds tempo-synced modulations of various kinds.
Integer DronePad	Multi-sampled synth sound, 6 pitches were sampled between C1–C6, sample start modulation via VEL or a unipolar random modulator can be dialed in with Macros. L2 adds an FM sound which as a dedicated volume Macro installed. KS1 (at A-2) selects both layers, KS2 (at B-2) selects only the sample layer. MW adds tempo-synced amplitude modulation.
Meander Pad	Wavetable pad in L1 layered with analog oscillator in L2.
Orion Climax	WT synth in unison mode (7 voices) with FM modulation and plenty of tempo-synced modulation sources/targets. Three Macros control FM modulation. MW is assigned to the "Detune"-Macro.
Re-Gong	Multi-sampled gong re-synthesis made with Metasynth, 6 pitches were sampled between C#0–C#3. L1 plays the main sounds, L2 only uses the tails and is playing in granular mode, grain position is modulated by a random LFO so occasionally interesting sound bursts can occur, whenever the accent portion of a sample is scanned. L2 has wave-shaper distortion applied (per voice). Each layer has it's dedicated volume control. Each layer has it's dedicated reverb with mix controls (on layer level), HP filter modulation can be dialed in (filter on program level), another Macro controls filter modulation speed. MW adds pitch/pan modulation in L1 and randomizes grain pitch in L2.
Spectral Accordion Drone	Spectral re-synthesis of accordion drones, three pitches were sampled between A1–E4, zone x-fade applied, running in granular mode. 4 granular controls are installed for grain speed, position randomization, perforation and amount of grain spread modulation. Tuned comb-filtering, LP filter modulation and tempo-synced amplitude modulation can be dialed in with Macros, AT detuned the grains. More Macros for various effects are installed.
Spectrality Pad	Multi-sampled pad-texture made with Metasynth, 4 pitches sampled between A#0–A#3, running in granular mode, fast random grain position modulation can be dialed in with a Macro (also assigned to MW), another control detunes the grains (also assigned to AT). VEL controls LP filter cutoff.
Spread Pad	Warm wavetable pad with 4 unsion voices. MW is assigned to WT FM Ratio.
Swarm Drone Split	A long ominous drone texture playing in normal sampling mode in the lower keyboard half and in granular mode in the upper half, split point: C#3. Grain position is modulated by a multi-envelope in legato mode (sample does no re-trigger when playing overlapping notes), a Macro which increases envelope speed is installed. Sample start in the lower sound can be set with a Macro. Slow pitch modulation/grain pitch randomization can be dialed in (also assigned to MW). Macros for controlling LP cutoff, amount of LP filter modulation, wave-shaper distortion (per note) and tempo-synced amplitude modulation are installed. FX Macros for Phasor, delay, limiter are installed.

Musical Beds	Description
Dark Minor Voices Split	Long musical bed with processed voices and slow melodic movement, running in multi-granular mode, Macros for grain speed and grain pitch randomization are installed. Each sound has a dedicated Macro for controlling grain position. The upper sound plays a processed version with stereo/doppler movements reversed forward. Overlapping split point: C3. MW is assigned to the Macro which dials in tempo-synced amplitude modulation, another Macro introduces slow, tempo-synced filter modulation.
EG Scape	Processed electric guitar scape running in granular mode, Macros for grain speed/position are installed. MW adds tempo-synced pulsation, controls for LP filter modulation, wave-shaper distortion, delay, reverb, limiter are available.
KaleidoFlute	Long musical bed with flute phrases and electronics split up into three segments, a long one at the bottom of the sample map, two shorter ones in zone 2/3, overlapping split points at C2/C4. Control sample start position in the lowest segment with the assigned Macro.
Mystery Planet	Three layers of sound: L1 uses a long dissonant soundscape with changing intervals, running in granular mode, Macros for grain position/speed/size are installed. MW introduces slow pitch modulation (synced LFO 4 bars). L2 uses an analog stack oscillator with plenty of modulation, adapting to the intervals in L1, VEL modulates amount of wave-shaper distortion. L3 adds another tonal soundscape in sampling mode, a Macro for controlling sample start position is installed, another control adds hybrid filter modulation (on layer level). Each layer has a dedicated volume control. The Macro "Wobble Mod" introduces tempo-synced modulation of the UVI Wide module (on program level), more controls for delay/reverb/limiter are available.
Nostalgia On Hold featured in this video	Multi-sampled tonal soundscape with melodic movement, 4 pitches were sampled. L1 plays in normal sampling mode (control sample start with Macro, add LP filter modulation and phaser FX with the assigned Macros), L2 in granular mode (4 controls installed for calming down the granular texture, filtering, delaying and detuning the grains). Add tempo-synced gating sequence with the "Gater"-Macro. More controls for controlling reverb/limiter FX are available.
Universal Beauty featured in this video	Lower half below C2: dark evolving synth drone. Upper half: ambient musical bed. Both samples play in granular mode, controls for grain speed/size/density/spread are installed, grain position can be controlled via AT and/or VEL when the respective Macros are dialed in. MW detunes the grains. The drone has a wave-shaper switch and a wave-shaper mix control, the Macros for filter/pan and amplitude modulation affect both sounds. 19 Macros and 2 switches are installed.

Sequencer	Description
Bass Mill	Bass sequencer layering analog and pluck oscillator with arpeggiator on layer level running in Mono Bassline mode. LP filter signal can be blended with the dry signal (amount of filter envelope has a dedicated Macro), the pluck sound has a dedicated volume control, the analog sound can be detuned with a Macro (also assigned to MW). The "Pitch Flam"-switch adds tempo-synced, square-shaped pitch modulation. Controls for compressor, delay, Maximizer are available.

Sequencer	Description
FM Machine	Intricate FM sequencer with two FM oscillators (using different algorithms), operator 2 in each oscillator has a dedicated volume control. Macros for dialing in tempo-synced amplitude, filter, pitch and pan modulation are installed (MW assigned to the pitch envelope Macro). Diffusion FX, dynamic compression, a dual delay line and a LP/HP filter can be controlled via Macros.
Hypnosis Sequence	Complex, triplet-based sequencer (arpeggiator on layer level) layering pluck synth with 2 strings, analog stack oscillator (with dedicated controls for volume and wave-shaping) and granular soundscape (fading out towards C5, with Macros for volume, grain speed and amount of tempo-synced amplitude modulation). Tune the 2nd string of the pluck sound with the assigned Macro (scaled to perfect fifths/octaves), introduce inharmonic partials with the "Seq GlitchMod"-Macro, control delay with a Macro, set delay time to half with the assigned switch. More Macros for controlling phaser/reverb/bipolar LP-HP filter and limiter are installed.

Sound FX	Description
Doppler Party KS	Seven key-switchable doppler effect sounds made with Sound Particles using an abundance of different patchpool samples as input sources. Pitch key follow is set to 25% - 4 octaves on the keyboard = 1 octave in pitch change, root note at C4. The key-switches are located between C0-B0 (only the white keys), the "Smp Start"-Macro sets the sample start point of each sample individually (so dialing the Macro hard right will shift the start to a relevant point in the sample). A bipolar "Pitch"-Macro (+/- 24 semitones) is installed, each sample layer uses a dedicated convolution IR/IR setting, control convolution mix with the installed Macro. More Macros for controlling EQ/master delay&/limiter are available.
Rotator	A long sound effect sample with an accelerating rotating texture. Pitch key follow is set to 25% - 4 octaves on the keyboard = 1 octave in pitch change, root note at C3. The "Smp Start"-Macro shifts the sample start point to 86% when fully engaged (the fastest point of the rotation). A parallel hybrid filter (FX rack on KG level) with modulation mayhem can be blended with the dry signal, both signals have a dedicated volume control installed. A long pitch envelope can be engaged with a Macro, +24 semitones when fully engaged (via multi envelope 1). Another Macro introduces wave-shaper distortion on KG level. More controls for convolution reverb/phaser mix, master LP/HP filter and Maximizer are available.
Surreal Train Scape	Two textures made from processed field recordings of different passing trains, both layers are playing in granular mode and have dedicated volume controls, Macros for grain speed/position are installed, pitch key follow is set to 71%. Tuned comb-filtering can be engaged with a Macro which also activates LP filter modulation and chorus FX. Macros for phaser/convolution reverb/master LP-HP filter and limiter are installed.
UFO Cloud Split	A strange bubbly WT sound with phase shifting waveform cycles plays over the full instrument range. Above C3 there is a hypnotic pad sound in granular mode (getting louder over time), below C3 there is a time-stretched doppler effect sound. Each component has a dedicated set of Macros. For reasons of saving CPU the "Release"-Macro does not affect the lower sound (running in IRCAM Stretch mode).

Soundscapes	Description
Abstract Mix KS featured in this video	Seven abstract soundscapes selectable via key-switches located between C0–B0, frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Abstract Mix KS XT	An extended version of the patch above, adding a granular layer with dedicated controls for volume/grain speed/position/pitch randomization.
Andromeda Calling	Cosmic soundscape with two granular layers, segment 1 plays the beginning of the long sample, segment 2 plays the rest of the soundscape. Each sound has it's dedicated volume control and a Macro for randomizing grain pitch. Control grain position of segment 2 with the assigned Macro. On layer level, the dry signal can be mixed with a parallel hybrid filter and a parallel Phasor FX which has tempo-synced feedback spikes. MW is assigned to the Macro which controls the mix amount of the frequency shifter on program level.
Angel Whisper featured in this video	Divine soundscape made from processed whispering voices with a sampling and a granular layer, each layer has it's dedicated volume control. KS1 (C0) selects both layers, KS2 (D0) selects sampling layer, KS3 (E0) selects granular layer. The sampling layer has a Macro for controlling sample start point, the granular layer has 2 controls for grain speed/position. Dial in a tempo-synced LP filter envelope and a tempo-synced gate sequence with the assigned Macros. More controls for phaser/delay/reverb/master filter/pan modulation and limiter are available.
Atonal String Fields	Dissonant soundscape layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Being Scape	Spectral soundscape with a sampling and a granular layer, each layer has it's dedicated volume control. KS1 (C0) selects both layers, KS2 (D0) selects sampling layer, KS3 (E0) selects granular layer. The sampling layer has Macros for controlling/randomizing the sample start point, the granular layer has 3 controls for grain speed/grain spread modulation and a pitch envelope (range +1 octave when fully engaged). Dial in a tempo-synced LP filter envelope and a tempo-synced gate sequence with the assigned Macros. More controls for phaser/delay/reverb/master filter/pan modulation and limiter are available.
Bell Siblings Split	Two processed bell textures split across the keyboard with zone crossfade between C3–C4, running in multi-granular mode. The upper sound is layered with an FM synth, the lower sound is layered with it's own effect tail running in sampling mode. Triplet-based amplitude modulation can be engaged with a Macro, the granular KGs have a control for detuning the grains (also assigned to M). More Macros for FX control are installed.

Soundscapes	Description
Cascading Beauty	Warm and dreamy soundscape with melodic movement playing in sampling mode layered with an arpeggiated synth, each layer has it's dedicated volume control. The dry signal of the soundscape can be blended with a phasor filter on KG level which has some rhythmical/tempo-synced modulations. A hybrid filter on layer level can be engaged with the "Sweep Scape"-Macro, tempo-synced amplitude modulation can be engaged with a Macro. The synth arp has it's dedicated tempo-synced delay on layer level which has a mix control installed. More Macros for master filter, reverb, limiter are available.
Cautious Scape	4+ minute long tonal soundscape, grain position controlled by a multi envelope in legato mode (does not re-trigger sample when playing overlapping notes), control envelope/grain speed and grain detune with the assigned Macro.

Blend the two filter signals with the dry signal using the three Macros assigned to the FX chain levels in the FX rack on KG level. A tempo-synced gate sequence can be engaged with a Macro, more controls for delay/reverb/limiter are installed. |
| Cliff Sweeper | Three layers of dark madness, each layer has it's dedicated volume control.
L1: WT synth with FM, 4 Macros are installed for controlling amount of phase distortion/FM, filter modulation and FM Ration modulation via step sequencer.
L2: granulated drone texture with tempo-synced amplitude modulation (assigned to Macro).
L3: time-stretched female agony screams processed with frequency shifter, control sample start, amount of pitch modulation and stretch speed with the assigned Macros.
MW adds bit reduction, more controls for master filter, reverb, limiter are installed. |
| Coming Home Split | From C2 upwards: evolving tonal soundscape with three parallel filters (each signal has it's dedicated Macro) and tempo-synced amplitude modulation (Macro/MW). Control sample start point with the assigned Macro (60%) or randomize it (20%) with another Macro.
Below C2: evolving synth drone - multi-sampled, dedicated Macro for LP cutoff.
More Macros for phaser/chorus/delay/reverb/limiter are installed. |
| Cosmic Bed Split | Lower half: multi-sampled analog synth with effects, VEL controls sample start and LP filter cutoff when the respective Macros are engaged, add vibrato with a Macro (also assigned to MW).
Upper half: cosmic soundscape with pulsating elements, control grain speed/diffuse/detune (the latter also assigned to MW) with the assigned Macros. A modulated hybrid filter (per voice) can be blended with the dry signal, cut low frequencies with the "HP Filter Upper"-Macro. Split point: C3. More controls for reverb/limiter FX are available. |
| D-Warp | Textural soundscape with a sampling and a granular layer, each layer has it's dedicated volume control. KS1 (C0) selects both layers, KS2 (D0) selects sampling layer, KS3 (E0) selects granular layer. The sampling layer has a Macro for controlling sample start point, the granular layer has 4 controls for grain speed/position/spread. Dial in a tempo-synced LP filter envelope and a tempo-synced gate sequence with the assigned Macros. More controls for phaser/delay/reverb/master filter/pan modulation and limiter are available. MW detunes the grains and adds vibrato in the sampling layer. |
| Divinity Sweeper | Sweeping new age soundscape playing reverse/forward in the lower half and forward in the upper half, each sound has a grain speed control installed (in the lower sound affecting the non-retriggering LFO1 which modulates grain position).
Mix the sweeping comb-filter with the dry signal in the upper sound with the assigned Macro, mix the sweeping bandpass filter with the dry signal in the lower sound with the assigned Macro. More controls for tempo-synced amplitude modulation (also assigned to MW), master filter, delay, reverb, limiter FX are installed. |

Soundscapes	Description
Ghostly	Granulated vocal texture with noisy components and doppler action, L1 plays forward/backward, L2 plays backward/forward. Each layer has it's dedicated volume Macro. L3 adds a dissonant soundscape in sampling mode, tuning set to quarter tones, root not at C4. Control sample start point with the assigned Macro, add wave-shaper distortion with another Macro. Control grain speed, structure, pitch randomization with the assigned Macros and controllers (MW/AT). MW also adds random glide pitch modulation to the sampling layer. More Macros for controlling LP filter modulation, frequency shifter, delay, reverb and limiter are installed.
Ice Beings	Frozen soundscape layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Infinite Journey featured in this video	Drone-scape made from field recordings of trains with two granular KGs in one layer and a sampling layer, each sound has it's dedicated volume control. KS1 (C0) selects both layers, KS2 (D0) selects sampling layer, KS3 (E0) selects granular layer. The sampling layer has a Macro for controlling sample start point, the granular layer has 2 controls for grain speed/position. Dial in a tempo-synced LP filter envelope, re-triggering pan modulation and tempo-synced amplitude modulation (ramp up) with the assigned Macros. More controls for phaser/delay/reverb/master filter/pan modulation and limiter are available. MW randomizes grain pitch and adds fast random pitch modulation in the sampling layer.
Lydian Thunder Split	A long thunder soundscape split into two segments across the keyboard, split point: C3. In the upper half the end part of the sample is layered in granular mode. L2 adds two field recording of thunder and rain, pitch key follow set to 30%, thunder sample 1 has a dedicated Macro for controlling sample start. Each layer has dedicated volume controls, L1 has additional controls for sample start, filter modulation and tempo-synced amplitude modulation. L2 has additional controls for pan/filter/pitch modulation. More controls for master filter, delay, reverb, limiter FX are installed. MW engages frequency shifter modulation (FX on program level).
Magic Words	Strange textural soundscape made from processed speech, running in granular mode in L1, tuned comb-filtering, free-running notch-filtering and amplitude modulation with speed modulation can be engaged with Macros, controls for grain speed/structure and grain position modulation via AT are available. L2 adds an WT synth with FM, Macros for volume and amplitude modulation are available, MW is assigned to the FM frequency fine tune in the WT synth. FX controls for master filter, flanger, delay, reverb and limiter are installed.

Soundscapes	Description
Miraculous Bowls Split	Lower half: first segment of a crystal bowl ensemble processed with Sound Particles, running in granular mode. Upper half: second segment of a processed crystal bowl ensemble running in granular mode layered with a multi-sampled spectralized crystal bowl synth (with dedicated volume and sample start controls), four pitches were sampled between E0–E3, a velocity-sensitive envelope is assigned to LP filter cutoff. Overlapping split point: C3. The granular sounds have four controls installed for grain speed/position/inverted grain size and pitch randomization (also assigned to MW), convolution reverb can be activated and mixed. More Macros are installed for controlling delay/chorus/limiter FX.
Nameless Tetxure	Abstract soundscape layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Nightmare Scape	Ominous and spooky textural soundscape layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Northern Sea Scape	Dark spectral soundscape layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Resonant Orbit Split	Long tonal soundscape with processed voices and slow melodic movement, running in multi-granular mode, Macros for grain speed and grain pitch randomization are installed. Each sound has a dedicated Macro for controlling grain position. The lower sound is layered with an analog synth drone, which has Macros for volume and amount of sub-octave installed. The upper sound plays a processed version with stereo/doppler movements reversed forward and layers this with a pitch sequencer which has two Macros for volume/clipper distortion installed. Overlapping split point: C3. MW is assigned to the Macro which dials in tempo-synced amplitude modulation, another Macro introduces slow, tempo-synced filter modulation.
Saturn Beyond Split	Two abstract soundscapes with murmuring components split across the keyboard (overlapping split point: C3), set sample start with the assigned Macro. The lower sound has a parallel vocal filter (FX rack on KG level) with tempo-synced modulations, set the balance 2 Macros. The upper sound has a frequency shifter on KG level, also with tempo-synced modulations, set the balance with 2 Macros, LP filter modulation for the upper sound can be introduced with another Macro. Random glide pitch modulation can be added with the "Pitch Mod"-Macro (also assigned to MW), more controls for delay/reverb/master filter/limiter FX are installed.

Soundscapes	Description
Sky Music	Granular texture with five wide-spread grain streams in L1 (with controls for grain speed/density) layered with sequenced sine tones in L2. Each layer has it's dedicated volume control. In L2, SYNC modulation via LFO3 can be engaged with a Macro, another control sets the modulation speed, diffusion/flanger FX can be added with 2 Macros. More Macros for controlling master filter, delay, reverb, limiter FX are installed. MW detunes the grains in L1.
Smooth Scanner	Long tonal soundscape playing in multi-granular mode in L1 - grain position modulated by a tempo-synced step sequencer, tempo-synced pitch modulation can be added (scaled to +7/+12 semitones). The same sample is playing in normal sampling mode in L2 - randomize sample start with the assigned Macro. Add LP filter modulation in L1/2 with the assigned Macro The "Rhythm"-Macro (also assigned to MW) adds tempo-synced amplitude modulation and introduces the noise oscillator in L3. L4 adds a pitch sequencer, volume control via the assigned Macro. The "Detune"-Macro (also assigned to AT) randomizes granular pitch and increases detune amount in L4. More controls for HP master filter, delay, reverb, limiter FX are installed.
Star Belt Split	Lower half: granular soundscape, VEL shifts grain position when the respective Macro is engaged, and/or control grain position with the assigned Macro, another control sets grain speed. Add tempo-synced LP filter envelope (velocity sensitive) with another control. Upper half: synth pitch sequence (analog stack) layered with granular texture (the tail from the sample used in the lower half). Add tuned comb-filtering to the granular sound with the assigned Macro, engage modulation of various granular parameters with another control, add tempo-synced amplitude modulation with the "Pulsation Upper"-Macro. Add wave-shaper distortion to the synth sequence with the assigned control, increase chorus depth for the synth with another control. More Macros for controlling master filter/reverb/limiter FX are available. MW randomizes grain pitch in both granular sounds.
Stochastic Evil	Evil stochastic texture layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
String Grains	Granulated harp particles. The "Calm Down"-Macro modulates numerous granular parameters, dialed hard right it almost freezes the audio. Randomize grain position and other things with the assigned macro, MW randomizes grain pitch. With the respective Macro engaged, AT modulates grain position. Plenty of controls for filter and FX mangling are assigned, 20 Macros and 2 switches are installed.
Sunrise Valley Split featured in this video	Two evolving tonal soundscape with three parallel filters (each signal has it's dedicated Macro) and tempo-synced amplitude modulation (Macro/MW). Split mode, split point: C3. The lower sound also has a reversed tail running in tempo-synced granular mode, a dedicated volume Macro for that component is installed. Control sample start point with the assigned Macro and/or randomize it with another Macro. More controls for EQ, chorus, phaser, delay, reverb, limiter FX are available.

Soundscapes	Description
Swarm Scape	Dark drone swarms layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
TempleVerse	Dissonant/atonal texture layered in sampling and granular mode. Frequency shifter FX on KG level can be dialed in and controlled via several Macros. Set sample start with a Macro or randomize it with another Macro, the granular key-group has dedicated controls for volume/grain speed/position/pitch randomization.. Re-triggering LP filter envelope can be dialed in with the "Filter Env"-Macro. MW is assigned to Macro "Pitch Mayhem", AT is assigned to Macro "PitchMod Speed". More controls for amplitude/pan modulation and delay/reverb/limiter/master filter are installed.
Wildlife Wind	Processed penguins in L1 meet processed woodpeckers in L2, two granular layers, each layer has a dedicated set of controls including volume. Add tempo-synced pulsation with he assigned Macro/MW, more controls for master filter/reverb/limiter FX are installed.

Please enjoy the sounds!

Simon Stockhausen, May 21st - 2018