

## Zenith Vol 1 – GEOSynths.

Thank you for purchasing this SoundSet from GEOSynths, I hope you have fun with the sounds and use them into your compositions, as well as live. It has been a pleasure making these Patches for the Novation PEAK, which I personally believe, has closed the gap between Analogue and Digital...Once and for all!

The patches themselves really show what this Synthesizer can do and I found myself not even thinking about it being 'Digital'...It just sounds great. I always make the 'Bladerunner' Lead sound and a big 'Phat' Pad to test out a new Synth...The PEAK passes with 'Flying Colours'.

All of the patches have been made from scratch, from 'Init' patches and from the front Panel. The majority of the Patches have Mod Wheel and Aftertouch assignments, to things like Cut-Off, Vibrato, Resonance. LFO Rates and levels Etc. Speaking of levels, you may find some patches are louder than others, this is just down to the complexity/brightness, but there is a 'VCA' and 'Patch Level' option to change the volumes to your taste...That said, I did go through each one.

On some Patches you may hear some 'clipping', which I think is down to the Filter being driven and Resonance, reducing patch levels and VCA Gain didn't affect this much. It might not even be noticeable, but in case you think there's something wrong with the Patches...there isn't! My output settings are on '-6db'.

I hope you have lots of fun with the Patches, I've really enjoyed making them and on first glance, people may not be too interested in this Synth...it may not have '**Piqued**' their interest...sorry 😊...I think it's an amazing Synthesizer and with it being Digital, so much more can be added and enhanced...I'll be supporting this Synth as it grows.

All the best,

GEOSynths

### Installation

Please use **Novation Components** to Manage and transfer the Patches.

<https://uk.novationmusic.com/circuit-components>

Patches can be loaded into your preferred Bank in an order of your choosing. The current Patch order is as I made them, though 'Categories' have been assigned for each (Pad/Strings etc).

Patch Name	Type	Description
00. Peak Pad GEO	Pad	Big and full Analogue Pad with lots of weight and some surprising tones.
01. Ripple Pad GEO	Pad	Nice and gurgling Pad with Filter Mod dirtying up the edges.
02. Perc Bass GEO	Bass	Solid percussive Bass with distinct Digital Quality, though turn down Osc 1 and you have a nice Analogue Bass
03. Bladerunner GEO	Lead/String	What can I say...It's iconic!
04. HP Sweep GEO	Motion	Fizzy and Frothy are just 2 words that come to mind, sweeping from High to Low, plus Modulation.
05. Stringer GEO	Strings	Challenging to pull off a String Synth without Ensemble Chorus, however got quite close.
06. Arp4Ever GEO	Arp	Great, evolving Arp. Sync effect with Mod Wheel.
07. Go2Hell GEO	SFX	Soundscape Drone, which can be used with Chords...Lots of Modulation and textures.
08. Juno Strings GEO	Strings	Chorused Strings, like my trusty Juno 6.
09. Missing GEO	Keyboard	Classic Vangelis Track, Main Theme sound.
10. Moogy Bass GEO	Bass	Nice and solid, slightly overdriven for a satisfying Moog like Bass. Mod Wheel for Filter.
11. Monster Lead GEO	Lead	Massive Lead very overdriven to reveal different harmonics.
12. Air Scapes GEO	Pad	Lots of subtle movement and FM from Osc 3, when using Mod Wheel.
13. Warm Fader GEO	Pad	Evolving Pad with overtones. Filter by Mod Wheel.
14. Slapped Arp GEO	Arp	Very Digital and sounds like a 'Slap Bass'. Lots of Modulation programmed in.
15. Deliverance GEO	Arp	Great Arp...I sat and played it for ages after making it...Band Pass gives it a lovely synthetic tone.
16. Metalizer GEO	Pad	Lots of use of the Chorus to create a 'Flange Effect' on a growing Pad. LFO 1 Rate on Mod Wheel
17. Organic GEO	Arp	Utilizes a Digital Wave to create this subtle Organ Sound, but then get's abrasive with Modulation.
18. Tanlines GEO	Keyboard	Nice and responsive EP. Filter and Volume on velocity, plus tone modulation.
19. Modelling GEO	Lead	Sounds like Kraftwerk's "The Model"
20. Classic Lead GEO	Lead	Nice and bright, cutting Lead. Should sit well over nice Pads. Mod Wheel and Aftertouch.
21. Space EP GEO	Keyboard	Lovely and warm EP, like Bathing in Chocol...ahem...Sorry, got carried away. ☺
22. Signal Pad GEO	Pad	Square Wave LFO bouncing between pitches.
23. Solid Brass GEO	Poly	Not quite an Obie, but nice all the same.
24. MiniMogue GEO	Bass	Like the feedback driven MiniMoog, Filter on Mod Wheel.
25. Juno Keys GEO	Poly	Again, like my Juno 6. Brighter on Mod Wheel.
26. You What? GEO	SFX	Sounds almost like a Voice...It's Aliens...run...Run for your LIVES!

<b>27. Monstrous GEO</b>	Arp	Serial FX but with full dry level, casing Phasing...weird Arp. Mod Wheel makes it sound 'Wetter' ...Weird one from me!
<b>28. Supernova GEO</b>	Lead	So much movement in this massive, filtered and LFO driven Lead. One of my Favourites!
<b>29. Liquid Brass GEO</b>	Keyboard	Thick and rich Brass, almost String like in quality.
<b>30. Wave Folder GEO</b>	Motion	Digital Oscillator, folding on itself. Lots of LFO and tonal Modulation.
<b>31. Hollow Earth GEO</b>	Arp	Solid Bass with metallic overtones and fast stereo delay. Has Ring Mod, FM and other Modulation.
<b>32. Stakker Bass GEO</b>	Bass	Stakker was an Artist in late 80's who did 'Humanoid' ...I loved that track, this Bass reminded me of it.
<b>33. Willows GEO</b>	SFX	A noise effect, like Wind...or the noise from my Juno 6 Chorus ;)
<b>34. Lost Thought GEO</b>	Arp	Modulation of VCA Level by LFO 2 (may start by itself) and FM Animation.
<b>35. South Pole GEO</b>	Pad	Dark, Eary and little bit scary. Don't play it when alone...I beg you!
<b>36. Cutting Edge GEO</b>	Lead	Lots of tonal variation makes this an awesome, Edgy Lead.
<b>37. Deep Space GEO</b>	Motion	I think of the Voyager Space Craft passing the Planets into Deep Space, still sending back data.
<b>38. Ripped Arp GEO</b>	Arp	Interesting, shifting Arp that can be used as a Bassline. Animate brings in different interval.
<b>39. Analog Lead GEO</b>	Lead	Juicy Lead lines with Filter on Mod Wheel, vibrato on Aftertouch.
<b>40. Solaris GEO</b>	Arp	LFO driven Arp with changes on the Animate button and Mod Wheel.
<b>41. Organ Warp GEO</b>	Keyboard	It's an Organ, but with some slow modulating tones.
<b>42. Falling Star GEO</b>	Arp	Falling Filter due to Triangle LFO with nice changes on Mod Wheel.
<b>43. HP Polysynth GEO</b>	Poly	Nice for Chords, going over a bubbling Bassline.
<b>44. Hymn GEO</b>	Classic	One of my favourite Vangelis pieces, this is the sound of the melody.
<b>45. Pipe Bass GEO</b>	Bass	Hollow Bass from Square Waves, Mod Wheel for Dubness!
<b>46. The 80's GEO</b>	Poly	Well, it just is...I was there, believe me!
<b>47. Glass Shards GEO</b>	Arp	Sharp and cutting with lots of tonal variation and quick delays.
<b>48. OverTheWire GEO</b>	Pad	Overdriven Pad with warm, bubbling lines, love this one.
<b>49. Jupiter 8 GEO</b>	Strings	Nice and classy Strings/Brass, no FX required.
<b>50. Calm Seas GEO</b>	Motion	Nicely understated, very digital, just use the Mod Wheel while playing a Chord...Lovely!
<b>51. Expressions GEO</b>	Classic	Beautiful EP type of sound, though quite Pad like. Mod Wheel for variation.
<b>52. Opener GEO</b>	Pad	Just hold it and hear it grow, then...
<b>53. Quantum Line GEO</b>	Motion	FM Pad with lots of 'Digital' noise, yet still musical. More noise with Mod Wheel.
<b>54. Arp de Crème GEO</b>	Arp	One of my favourite Arp's really enjoyed making this as it has a lot of changes that can occur.

<b>55. Itchy GEO</b>	Arp	A weird one this...reminds me of a Violin being put through a Flange effect! The goes made with the Animate (watch your Speakers)
<b>56. Express Keys GEO</b>	Keyboard	Lots of Dynamics with this and FM assigned to Velocity gives a brighter, sharper sound.
<b>57. Comfort Pad GEO</b>	Pad	Like having a nice Cup of Hot Chocolate on a Cold, Winters Night...Ahh ☺
<b>58. Flutterer GEO</b>	Pad	Fast LFO to Filter and Amp gives this a good variation, Mod Wheel also.
<b>59. Carpenter GEO</b>	Poly	Massive sound in the style of John Carpenter's iconic and epic Soundtracks.
<b>60. Dynamics GEO</b>	Classic	So expressive, can be small, then big and even more so with Aftertouch.
<b>61. Holy Chimes GEO</b>	Bell	Not done too many Bells but this sounds great, especially with Animate changes.
<b>62. Galaxy Keys GEO</b>	Keyboard	Nicely effected and haunting EP's.
<b>63. Warmest Pad GEO</b>	Pad	Very Dark Pad that can be the basis for lots of styles, Mod Wheel for Filter.
<b>64. East Promise GEO</b>	Lead	Such an expressive Lead, was going for a kind of 'Duduk' sound. If you catch it right, the Mod Wheel pitch can give it that authentic tone, as can Aftertouch.
<b>65. Funky George GEO</b>	Bass	My homage to George Duke and the Funky Moog!
<b>66. Marcato GEO</b>	Strings	Convincing Marcato Strings.
<b>67. Sidewinder GEO</b>	Lead	Cutting Lead being swept by LFO and FM.
<b>68. House 88 GEO</b>	Bass	Still have my House Vinyl from late 80's, you heard Bass like this a lot.
<b>69. Juno Bass. GEO</b>	Bass	Again, sounds just like my Juno 6.
<b>70. Circular Pad GEO</b>	Pad	Slow sweeping Pad that grows and modulating waveshapes.
<b>71. Satellites GEO</b>	SFX	Can actually be played with a chord, let it build then release...The Mod Wheel to hear it speak!
<b>72. Whisper Pad GEO</b>	Pad	Haunting and delicate, like being on the Moors at night in the Fog...Mod Wheel for the Full Moon....Heeellllpppp!
<b>73. R2's Hall GEO</b>	SFX	I know...Cheap ☺
<b>74. Air Line GEO</b>	Classic	Kind of Flutish/Oboe sound with modulating LFO's.
<b>75. Poly 6 Bass GEO</b>	Bass	Has a nice round, perky bottom ☺ The Bass sound is pretty good also.
<b>76. Stringerz GEO</b>	String	Challenging to do String Synths on here, need an Ensemble Chorus, but passable.
<b>77. Calling Pad GEO</b>	Motion	On paper it shouldn't be musical, but somehow is.
<b>78. Hollow Signs GEO</b>	Arp	Some interesting tonal variations using the Animate and FM.
<b>79. Mr Emerson GEO</b>	Lead	Was asked by Facebook user to do something like this, so this is the result. Sounds cool.
<b>80. SETI Signal GEO</b>	SFX	Just what I imagine they hear...
<b>81. Alien Vowels GEO</b>	Lead	Play 3 or 4 notes in a fast, 'Rolling' fashion, you'll get what I mean.
<b>82. Thick Pad GEO</b>	Pad	2 Voice Pad...4 notes to play.
<b>83. Mr Wakeman GEO</b>	Lead	Very Prog Rock, Velocity and Aftertouch for Filter.

<b>84. Egg Shells GEO</b>	Arp	Has a kind of 'Plastic' tone to it, hard to describe...All down to FM.
<b>85. Analog Drums GEO</b>	Drum	Just a Kick, then Animate adds a Snare and then Boom!
<b>86. 909 Kicks GEO</b>	Drum	Soft 909 and then Hard with Animate.
<b>87. Cylons GEO</b>	Bell	Just play 1 note low down, reminded me of the 'new' BattleStar Galactica.. My favourite Sci-Fi Show ever.
<b>88. Escape NY GEO</b>	Bass	It's huge...Another JC Classic Movie theme, use it for the Bass. Be careful of Animate Button...
<b>89. Pulsar GEO</b>	Lead	It spins quick...really quick! Lots of gurgling and spluttering with Mod Wheel and Aftertouch.
<b>90. Poly Synth GEO</b>	Classic	Again, my Juno 6 is like this. Mod Wheel for classic vibrato.
<b>91. ET Calling GEO</b>	SFX	Be careful with this, it can be quite piercing, but has vocal tones hidden away.
<b>92. HP Sync GEO</b>	Poly	Similar to other HP Poly but with Sync tones and quicker attack and modulations.
<b>93. Aged Synth GEO</b>	Bass	Bit of noise and glide for this vintage tone.
<b>94. Ultimate Pad GEO</b>	Pad	Slight pitch variation makes this Pad warmer and fuller...Try not to use on everything ☺
<b>95. Canned Heat GEO</b>	Arp	Don't know why, but I thought of Tin Cans when I made it...I dunno! Overtones with Animate.
<b>96. TB-303 GEO</b>	Motion	Used to own one, sold it for £150 (Ouch)...think I got quite close...Resonance on Mod Wheel and Distortion on Animate. Try and figure out the slide? ☺
<b>97. Shape Shift GEO</b>	Motion	Lots of Digital movement with this, Mod Wheel for extreme settings...Watch out!
<b>98. Chrome Bass GEO</b>	Bass	Quite modern sounding, yet old FM. Very Digital and tonal variations with Animate buttons.
<b>99. Club Organ GEO</b>	Keyboard	Sounds like Saturday Night in a Working Mens Club...Up t' North!
<b>100. John's Back GEO</b>	Arp	Is an Arp, but great for 'Movie' like Basslines, then degrades with modulation.
<b>101. Broke Solina GEO</b>	Strings	I bit more like a String Synth, very rough around the edges.
<b>102. Mini Bass GEO</b>	Bass	Has that classic smudgy Bass tone and bottom end.
<b>103. Missing Time GEO</b>	Arp	Only because you'll lose track of time playing it.
<b>104. Hold Tight GEO</b>	SFX	Holy Shhhhh....
<b>105. Glass EP GEO</b>	Keyboard	Love this EP, the PEAK is really good at these types of sounds.
<b>106. Dotted Line GEO</b>	Keyboard	Stereo Delays that are filtered out almost reversed sound.
<b>107. Intruders GEO</b>	SFX	They're Landing!
<b>108. My Juno 6 GEO</b>	Poly	Sounds just like it...it really does.
<b>109. Key Drive GEO</b>	Keyboard	Bit more of a CP sound, play it harder...Hear the drive!
<b>110. Moogalike GEO</b>	Lead	It just has that 'sound', old with feedback and weight.
<b>111. Solina GEO</b>	String	A bit more Chorus based, though with still the character of Stringers.
<b>112. Stranger GEO</b>	Arp	A bit like the 'Stranger Things' sounds...Done to

		death I know, but hey...Animate makes it more convincing.
<b>113. Night Cop GEO</b>	Classic	Those low budget Cop Movies where they have a shot at night, flying over a City! Used the Pitch Bend for a 'trill' like sound, which is Osc 3 Filter Mod...quite happy with myself for this one.
<b>114. All Osc Lead GEO</b>	Lead	Massive SuperSaw with Mod Wheel for the Filter, then a little 'Hoover' on Animate 1
<b>115. Beauty Lines GEO</b>	Pad	Hear every note evolving and taking shape, Aftertouch and Mod Wheel.
<b>116. Earth Shine GEO</b>	Motion	Epic Pad with lots of movement.
<b>117. Deepest Bass GEO</b>	Bass	Big 3 Oscillator Bass.
<b>118. Synthetics GEO</b>	Classic	Used to get a similar sound with an old JX-8p, but maybe not the Digital side.
<b>119. Flanged Arp GEO</b>	Arp	As it says.
<b>120. Digitalz GEO</b>	Pad	A Digital Pad, really nice textures.
<b>121. The Swell GEO</b>	Pad	Big, thick, oily, treacle and other words!
<b>122. FM Rhymes GEO</b>	Arp	Has that slight FM tone.
<b>123. Etched Keys GEO</b>	Keyboard	Digital Keys
<b>124. Lost Loops GEO</b>	Arp	Arp with LFO's FM
<b>125. HP Sauce GEO</b>	Poly	High Pass Keys, not Brown Sauce for Bacon Butties! Animate turns it into a Pad.
<b>126. Night Bass GEO</b>	Bass	Big Chorus Bass of the 80's.
<b>127. Oh Wah GEO</b>	SFX	It really is saying that!

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