

Oracle Vol 1 – GEOSynths.

Thank you for purchasing this SoundSet from GEOSynths, I hope you have fun with the sounds and use them in your compositions, as well as live. It has been a pleasure making these Patches for the DSI Prophet 12, which has been a pleasure to make and also very surprising.

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 Prophet 12 is excellent at them.

All of the patches have been made from scratch, from 'Basic Patch' with many of the Patches having Mod Wheel and Aftertouch assignments, to things like Cut-Off, Vibrato, Resonance. LFO Rates and levels Etc. The 'Slider' routings have not really been touched as I designed the Patches with the Module version, which of course, doesn't have them.

With regards to levels, you may find some patches are louder than others, this is just down to the complexity/brightness and if some are 'Stacked'. On some Patches you may hear some 'clipping', which I think is down to the Filter being driven and Resonance, reducing patch levels 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! It could also be the 'Drive', which is very sensitive.

I hope you have lots of fun with the Patches and while it was a different experience using the Module version, the Synth has been better than I expected.

All the best,

GEOSynths

Installation

Not a lot of information in the manual about this, however you need to get some software to transfer the Bank over. Below are the links.

MAC OSX – SYSEX Librarian - <https://www.snoize.com/SysExLibrarian>

Windows – MIDIOX - <http://www.midiox.com/>

What I suggest is, to do a Back Up first, by doing a "Bulk Dump" from the Prophet 12. Use a USB cable and don't go through a USB Hub if you can (Some work, some don't). You may have a choice when backing up to "Record One" or "Record Many" SYSEX Files; make sure it is the latter.

Patch Name	Type	Description
01. LocoArp GEO	Pad/Arp	Stacked Warm Pad with Arpeggio, Mod Wheel opens Filter.
02. Bladerunner GEO	Strings	Iconic Lead Vangelis, can also be used as a String Pad.
03. DualArp GEO	Arp	2 Different Arp's Stacked together, one at half tempo.
04. SweptAway GEO	Motion	Resonant Filtered Sweep with lots of movement.
05. Chorus Pad GEO	Pads	Nice Chorus/Phaser Pad with lots of movement and wide Stereo.
06. Clapper Keys GEO	Keys	Wide EP with loose Chorus/Short Delay. Mod Wheel makes it darker.
07. Rezzers GEO	Res Lead	Stacked Lead with bright and Bold sound, along with 'Ghost' notes. Mod Wheel separates the layers.
08. Massive Pads GEO	Pads	Well, they are...HUGE! Like being coated in warm Chocolate...err! Mod Wheel makes it brighter.
09. Komplex GEO	Keys	Bit of a strange one, is it a Bass, a Poly, a Pad or Keys...not sure, but is fun to play.
10. LightPipe GEO	Res Lead	3 Voice Unison Lead, with the Filter responding to Velocity.
11. Dotted Arp GEO	Arp	2 Stacked Arp's, great for melody lines or Bass. Mod Wheel changes the tone.
12. Chorus EP GEO	Keys	Nice Honky Tonk' sounding EP, with Mod Wheel for Tremolo.
13. Soundtrack GEO	Pad	Evolving Pad with overtones. Filter by Mod Wheel.
14. SETI Speaks GEO	Sound FX	Surprised myself with this one, just wanted to make something strange...it does with full Mod Wheel!
15. Snake Bite GEO	Bright Lead	Dual Lead, 1 bright, one resonant, both react to Mod Wheel Vibrato and Filter.
16. VelociBass GEO	Res Bass	Detuned Bass which responds to Velocity
17. Pulse Pad GEO	Motion	Rhythmic Pad with wide Stereo, which responds to Mod Wheel Filter.
18. Funky Split GEO	Synth	80's inspired Split, with Bass on left Hand and Juno'ish Strings on the right.
19. Data Clouds GEO	Arp	Short, Rounded Arp's. Can be good for Basslines or Melodies.
20. S&Hold Me GEO	Arp	Using Random to modulate, this Stacked Arp is lot of Fun.
21. Solid Bass GEO	Res Bass	Cool Bass with lots of Depth, responding to Velocity...Great for sequences.
22. Rising Flange GEO	Sequence	Quite a lot going on here, with lots of rhythm and movement, check out the Mod Wheel for an Octave Pitch Rise. .
23. Swirling Pad GEO	Pads	Rough sounding Pad that evolves over time, just hold it down and play over the top.
24. Static Keys GEO	Keys	Was going for an old Analogue style Stringer, subtle tone change with Mod Wheel.
25. Ultimate HP GEO	Motion	I love High Pass Pads and Strings...This is Stacked with a Low Pass Pad and HP Pad. Mod

		Wheel turns it into a Dark Pad.
26. Evolver GEO	Motion	Fizzy Pad, that moves in the Stereo Field...Becomes very rough with Mod Wheel.
27. Crossfire GEO	Arp	Strange sounding Arp made up from 2 layers but becomes darker with Mod Wheel.
28. The Racer GEO	Arp	I pictured a guy on a fast Bike, swerving through Traffic when I made this...No idea why!
29. High Sweeper GEO	Motion	Great Track opener, one of my best Sounds ☺
30. Bright Keys GEO	Keys	Trying to make a more Synth based EP or classic Poly sound.
31. Echo Fields GEO	Motion	Quite proud of this one, an unusual rhythm, enhanced by the release, thanks to a negative Envelope.
32. 12 Voice Lead GEO	Bright Lead	If this were a Knife, it would chop the Stage in Half!
33. Swirler GEO	Motion	Fizzy, modulated Pad, with Mod Wheel slowing down the Modulation.
34. Quantum Tides GEO	Motion/Arp	Stacked Pad and Arp...Love these types of patches; take time to do, but big and full with lots of movement.
35. Digi Bass GEO	Bright Bass	Modern sounding Bass, which responds to Velocity, Mod Wheel enhances the resonance.
36. Andromeda GEO	Motion	This the 2 nd best Motion Patch I've made on the Prophet 12 I think, lots going on thanks to the 2 Layers.
37. Dark Matter GEO	Motion	This is my BEST Motion Patch with LFO modulating LFO...Is great...Love playing it.
38. Little Star GEO	Bells	It's loud...and a bit grating on the Ears, but increase the Mod Wheel for a more 'tamed' sound...Also, it may click when changing Patch...no idea why?
39. Slick Split GEO	Bass/Lead	Arp Bassline rhythm with Lead on the right.
40. Deeper House GEO	Synth	Type of filtered/7 th Synth Keys is great with some 909's.
41. Bad Arpitude GEO	Arp	I hate naming Sounds ☺ Yes, it's a cheesy name, but sounds pretty cool. Stacked Arp's.
42. Dirty Moog GEO	Res Bass	Moog Bass can sound Dirty and this...Doesn't sound like a Moog! Well, it's ok, nice and squelchy, but serious when using the Mod Wheel...a bit Yan Hammer with the MW.
43. LA Synth Pad GEO	Pads	Nothing to do with the California, more the Synthesis method, 1 layer for the Attack, the body on another. Mod Wheel removes Attack layer.
44. Bold as Brass GEO	Brass	Yeah...It's Brass...Get over it!
45. C-Beams GEO	Motion	Juicy, sweeping Pad, able to hear each note in a Chord...Mod Wheel brings in Tremolo!
46. Bassline GEO	Sequence	This could be used in a Movie, just hold one note down and hear it grow.
47. The Prophets GEO	Pads	Lots of movement and tone changes with Mod Wheel creating 'Strings'.
48. Juno Keys GEO	Synth	Recreation of the Patch currently on my Juno 6.
49. Megatronic GEO	Bright Lead	I know...Scraping the Barrel with these names...Anyway, it sounds huge. Filtered, resonant, downward sweep.
50. LA Chorus GEO	Synth	A pleasant Synth Keys Patch...Lovely!

51. Nasty Bass GEO	Bright Bass	Typical Analogue Bass, but use the Mod Wheel for FM Nastiness.
52. Drums...ish GEO	Percussion	4 on the Floor with Kick, Snare and Hats. Mod Wheel takes it deeper.
53. Dyno Lead GEO	Bright Lead	Set at a 5 th and responding to velocity, this Lead is big and powerful.
54. Fairground GEO	Arp	2 Arp's layered, reminded me of the Fair when I was a kid ☺.
55. Writers Block GEO	Motion	Upward sweeping, resonant Pad with almost reversed modulations. Reminds me a bit of Bjork's 'Play Dead' intro.
56. Old Fair GEO	Arp	Another dual Arp, a little more fun.
57. Space Tides GEO	Sound FX	A rhythmic, playable with chords type of sequence...Very Wide.
58. Delicate EP GEO	Keys	Quite understated, almost 'Organ' with the sustain. Pleasant tone.
59. Space Dock GEO	Sound FX	Surprised myself with this one. Mod Wheel helps out.
60. Abyss GEO	Motion	Quick moving 'Wavetable' like Pad.
61. Warmest Pad GEO	Pads	Damn...I could make a library of Pads like this. Love this type of sound.
62. Arp4Eons GEO	Arp	I make this Arp on every Synth, as I love the pattern with Dotted 8 th delays.
63. Winds of Europa GEO	Sound FX	Flanged, wind sounds...Cold and icy!
64. Moogers GEO	Bass/Lead	Heavy, thunderous Bass with a Funky Lead Split.
65. Champagne GEO	Keys	Modern EP with 7 th .
66. The FerryMan GEO	Motion	Nearly Sh*t my Pants when I made this. Play a chord with the Right and bring in a low root note on the left....Scary stuff! All thanks to the FM tools.
67. Extra Padding GEO	Pads	Another Dark Pad with a nice, warm bottom end.
68. Stranger Splits GEO	Arp	Just a nod to the fantastic Netflix Series. Split Arps.
69. Bass Attack GEO	Bass	Squelchy Bass that responds to velocity, Mod Wheel changes the Attack time.
70. Rezo Intro GEO	Motion	Just kept below self-oscillation, there is a good opening Sweeper.
71. Organamic GEO	Organs	Only Organ I've made, did some pseudo 'Leslie' ...Not the best, but useable
72. Taffy Lewis GEO	Soft Lead	Character in Bladerunner, when they are in the Market, Music has a similar Lead sound, a little ethnic in flavour.
73. Chiff Chiff GEO	Soft Lead	I know, bad name again...But what a big Lead sound which responds to velocity. ☺
74. Vox Humana GEO	Strings	Turned out great on the Prophet 12...Classic Sound from the guy who got me into Synths as a kid.
75. 70's Kids Show GEO	Res Lead	School TV programs had little budget, so the soundtrack was always with Moog's and 'plinky plonky' Synth sounds.
76. Rainy Days GEO	Motion	Highly fuzzy and modulated, slow it down with the Mod Wheel.
77. Hymne GEO	Keys	Classic Keys of Vangelis. Brighter with Mod Wheel.

78. Got Da' Funk GEO	Synth	Covers Bass, Lead and Poly in one sound.
79. Starlight GEO	Synth	Is it a Particle or is it a Wave...or Both?
80. D Lead GEO	Res Lead	Bold and slightly dirty Lead, similar to the old Moog Model D...Maybe ☺
81. Half a Dozen GEO	Arp	Crazy 6 voice Unison Arp...Lots going on...maybe too much!
82. Bad Hombre GEO	Bright Lead	Sorry...Been watching Narco's...But it is Nasty!
83. Pack Leader GEO	Bright Lead	Tried to do a Keith Emerson (rip) Lead...Not bad.
84. Arpz GEO	Arp	Quite 'wet' sounding, lots of tonal changes with this Stacked Arp.
85. Leading Lady GEO	Res Lead	Subtle use of 'Oscillator Sync' really is a quality Lead.
86. Bright Eyes GEO	Arp	Single Arp with lots of changes over time. Starts Dark, Mod Wheel makes brighter.
87. Deep Delays GEO	Synth	Can be used as a Bass, Poly and Lead...Bring the Mod Wheel in for Stereo Delays.
88. Town Folk GEO	Keys	Where I got the name from, I don't know...Just pictured a Village when I made it :/
89. True GEO	Pads	A user requested this. The Spandau Ballet Pad in the Song "True"
90. Electro FM GEO	Bright Bass	Huge Electro Bass...Electro as in Early/Mid 80's, spinning on ya' Back Electro ☺
91. Illuminations GEO	Motion	Can be used subtly and then Mod Wheel for Building up the tension.
92. Pulsing Pad GEO	Motion	Sound quite 'wiry' when played with Chords and a little 'Violin'ish' with single notes. Slow Pulse with Mod Wheel.
93. Razor Lines GEO	Arp	Big, Bold in ya' Face Arp...Use the Mod Wheel to bring in and out.
94. Harmonics GEO	Pads	I love this Patch, like the resonance of Tibetan Monks, doing Throat Singing. Just leave this to Drone. Stacked 2 of them
95. Event Horizon GEO	Motion	High Pass sweeper, then delayed modulation as the low frequencies come back in.
96. FM Sync GEO	Bright Lead	Along the lines of a traditional "Oscillator Sync" Lead, but with added depth and growl, thanks to FM.
97. Double Slit GEO	Pads	Been watching far too many Quantum Mechanics Documentaries...Can you hear the ripples?
98. BOC Bass GEO	Soft Bass	User requested this. Boards of Canada 'roygbiv'. Get's slightly darker with Mod Wheel.
99. Don't Go GEO	Bass/Lead	User requested this. Classic Bass and Lead from Yazoo.

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