

## Secrets Vol 2 – GEOSynths.

Thanks for purchasing Secrets Vol 2 for the Arturia POLYBRUTE and supporting GEOSynths, I'm sure you'll agree it's a fantastic Synthesizer. I've made a further 96 Patches and contain both A and B States, as well as having Controllers assigned.

With Vol 1 there was a good variety of Sounds to show the range of the Synthesizer, however with Vol 2 I've concentrated more on texture and tone and created what I believe are sounds based upon the Polybrute Strengths. So, there's quite a lot of Motion Pads and Soundscapes, Strings, Leads and so on.

There are some Bass and Poly Sequences and surprisingly the Polybrute is excellent at Acoustic Guitar and I made "Koto" which sounds like the real thing...Granted, you may not use it in your latest Techno Banger :) But it does highlight how good this Synth is, not all Analog Synths can do it.

Some of the A and B states are completely different, only sharing the same FX and Parameters that can't be split up. I've mainly kept with Single Layers as you get to maximise the Polyphony. I used the Morphee surface as an A to B switcher, so you don't need to turn the "Morph" knob.

Some of them use the Arpeggiator, the Sequencer and the combination of both, which can be played by the left hand (Sequences). I've assigned Controllers to the majority of the Patches, however some may not action until you're in Layer B for example. Some of them use the Z Axis of the Morphee, however a lot of them don't as it's not a preferred Controller.

Hopefully you'll have fun with these Sounds and of course, if you do any Music with them, then please let me know, it's great to hear how people use them in their Compositions.

Jamie  
GEOSynths

### **Observations.**

It's quite an expressive Synth with lots of dynamics, so some Patches may sound louder than others. I did look at them with a Level Meter, however once a Controller adds resonance or opens the Filter, it can radically change Volume.

I mainly set the Morphee to act as the A/B Morph knob and with the ribbon, it's main holds when using these controllers.

## Installation

You must use Polybrute Connect to transfer the Patches over to the Polybrute.  
Before starting **BACK UP YOUR PROJECT**

Arturia - <https://www.arturia.com/products/hardware-synths/polybrute/overview>

I made the Patches on the Hardware in a certain order and then transferred them to Polybrute Connect. There are 2 ways you can load in the Patches.

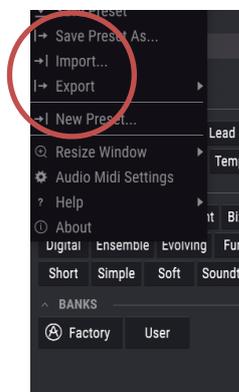
### Import Bank (Instructions refer to Vol 1, however it is the same for Vol 2)

The Import Bank is different in that it will only Import the Patches in Secrets Vol 1, though they will not be in the order that they were made, That may not be a problem and all 96 Patches are tagged.

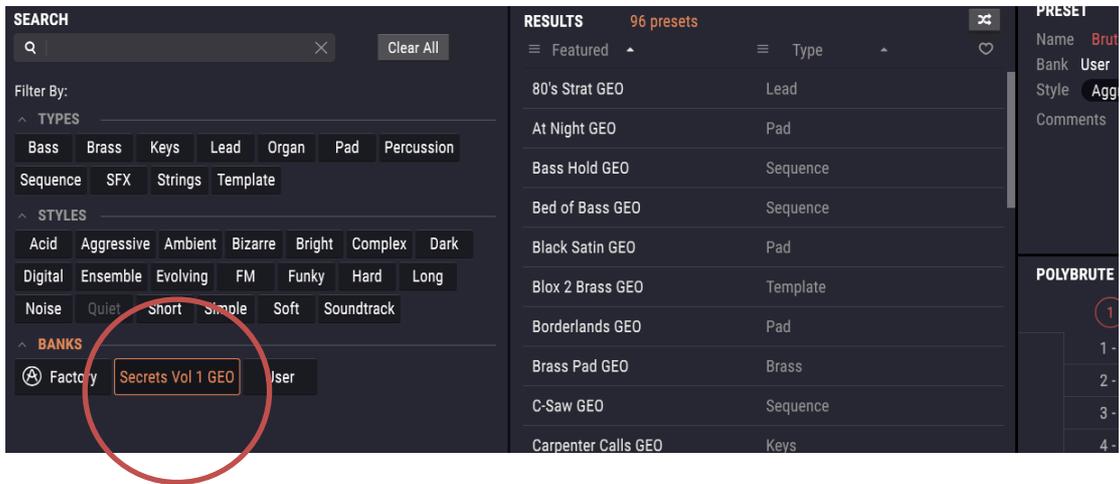
1. Go to the top left corner where it says “Polybrute Connect”. Press this and it will open a Drop Down Menu.



2. Select “Import” from the Menu.

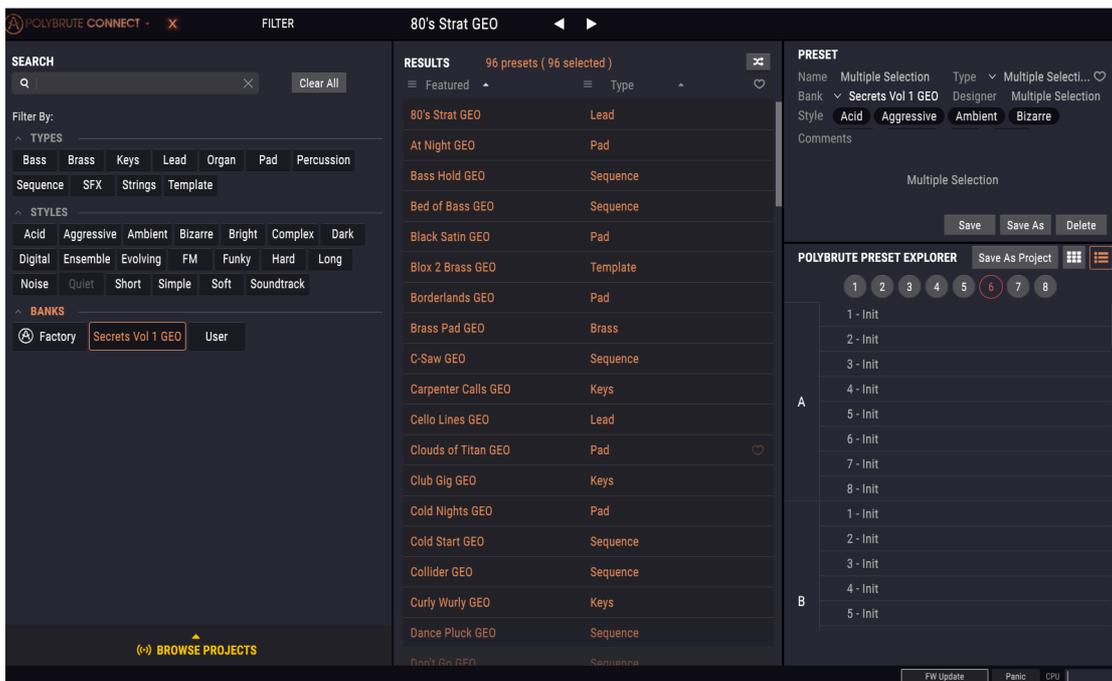


3. In the Files you downloaded, find the Folder “Bank” open it up and Import the File “Secrets Vol 2 GEOSynths.pbx”. It will now Import these into Polybrute Connect.



4. In the “Results” section in the middle you can see all 96 Patches, order them how you like and test them out. Each time you select a Patch it will send it to the Synth itself and you can play it. The Patches though will only be stored in the Software/ Computer, not the Synth itself.

5. To send to the Synth itself, select all 96 Patches by selecting the first Patch, hold down “Shift” and while holding it down, scroll to the last Patch and select it. All 96 Patches should now change colour to “Orange”



6. On the right (which represents the actual Hardware) select and Empty Bank and then Drag Over the Patches to the Empty Bank. Once released it will show a “Green Line” with the message that it is sending. They will now be in the order you had them in Polybrute Connect.

### Import Project.

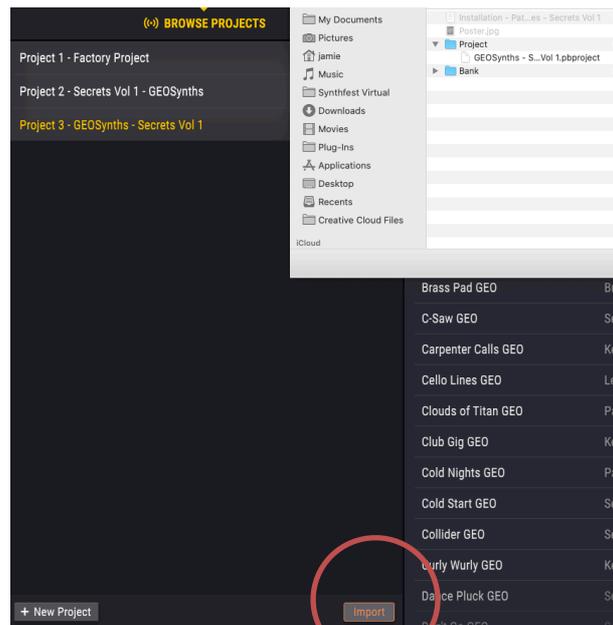
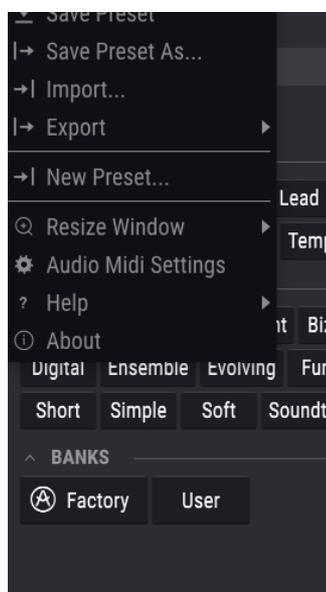
The Project contains the Factory Patches and the Bank Secrets Vol 2, which is in Bank 7. If you send this to the Polybrute it **will overwrite** every Patch on the Synth, so make sure you **back up** before doing this.

Doing it this way will ensure the Patches in Bank 8 will be in the order that I created them.

1. Start Polybrute Connect. If working correctly you will see a representation of your Synth with all the Knobs and Buttons. At the top left you will see an image of 4 Lines with 1 of them slanted. Press this to open up the “Preset Browser”

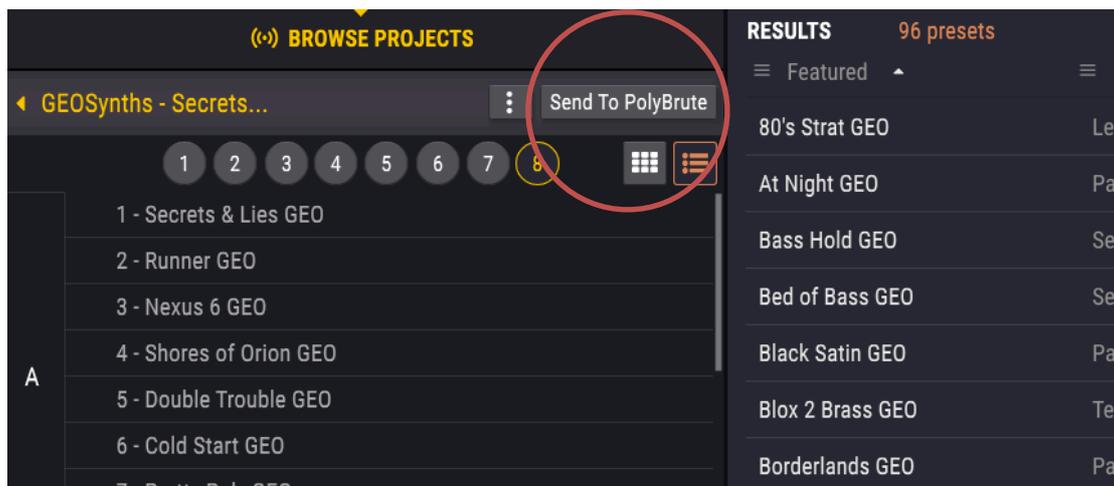


2. Press “Browse Projects” and select



“Import” at the bottom right.

- Find the file you downloaded and open the Folder "Project". Import the file "GEOSynths - Secrets Vol 1.pbproject".
- Once Imported, you will need to send the files over to the actual Synth. This can take some time.



- The Factory Patches will be in Banks 1 to 4 and Secrets Vol 2 will be in Bank 7 (Vol1 is Bank 8).

Patch Name	Type	Description
<b>Seasons GEO</b>	Motion Pad	Dystopian and Dark StringPad, awesome for Movie and Ambient work. Move to the B State for an altogether different texture and feel. Lots of expression with this one.
<b>Memories GEO</b>	Key	Beautiful Bell like Sound with some great atmospherics, though it can become a Pad with the MW. AT for some lovely modulation of pitch.
<b>Vanishing GEO</b>	Pad	Quick Attack Pad which slowly and subtly evolves. AT adds movement and MW increases the Attack. B Star becomes softer.
<b>Sonus GEO</b>	Pads	Wiry StringPad which slowly phases and more brightness with the Ribbon. B state for glorious Pad.

<b>Bloom GEO</b>	Pad	This a a massive Pad with lots of tonal changes and subtle movement, especially with expression from the Controllers, love this one.
<b>Lost Love GEO</b>	Keys	Great for melodies and reminds of Vangelis to a degree, however it has a slight glitches to it on key release. FM overtones with the MW and more of a Pluck shape on the B State.
<b>Farscape GEO</b>	Strings	Strings with a Brass like quality, yet very expressive with the MW turning it darker. B State provides a lovely Soundtrack texture.
<b>The Lowdown GEO</b>	Bass	Massive Bass with great low end, however use the MW and it becomes even heavier! Press the Morphee for 8th Notes.
<b>Day to Night GEO</b>	Strings	With the newly added Ensemble FX it's now great to create convincing Stringer type sounds, this is a good example, both Bright and Dark.
<b>Cadence GEO</b>	Keys	Rhythmic Poly Sound which has a slight glitch and then into 8th Notes, however press the Morphee for different speeds. MW for an almost reversing effect. B state for deeper tone.
<b>Low Pressure GEO</b>	Bass	Cool Bass Sequence, very much "John Carpenter" in style. Has "ambience" coming in and out and the controllers affect the brightness. B State for some FM Madness.
<b>Ensemble GEO</b>	Strings	Gorgeous Synth Strings, in the style of old Vintage Stringers like the Solina. Higher Octave with B State.
<b>Fractured Mind GEO</b>	Motion Pad	I love this one, glorious Pad with Digital Overtones and Noise. Ribbon to add more glitchy emphasis and B State for some "Wow"!
<b>Dirty D GEO</b>	Lead	Oh, this is a filthy :) Lead with a "Throaty" quality to it and digital texture. B State provides cleaner version.
<b>Lights Out GEO</b>	Bass	Punchy Bass Sequence with added FX. Controllers control the tone and FX levels.
<b>Walkers GEO</b>	Keys	PolySynth Sequence, slowly "walking" and has some nice added rhythmic elements with the Controllers.
<b>Delta Lines GEO</b>	Keys	Cool Polysynth with subtle phasing and drift. Could work for Synthwave quite well.
<b>Jupiter Split GEO</b>	Keys	Bass and Keys Split with cool Chorus, quite reminiscent of the Jupiter 8.
<b>Witness GEO</b>	Sequence	Cool Arp with a lot of dynamics and glitch elements.

<b>Fast Prophet GEO</b>	Keys	Cool PolySynth based upon the Prophet 5 and has some wide tuning, seems to go in and out... Just like my P10! B State for simple Pad.
<b>Old Model GEO</b>	Lead	Dirty Old Model D Lead with background noise. B State adds a rich low end!
<b>No Escape GEO</b>	Lead	Works as a Lead, however it's best as a low end drone and when pressed provides an 8th note sequence. B state has a nice Punchy Bass.
<b>Perks GEO</b>	Organ	Percussive Organ with added Drawbar using the MW. AT for "Leslie Effect" and B State for variation.
<b>Nazca Lines GEO</b>	Lead	I made this Split on the Moog One and really enjoyed playing it. Bass Drone in the left and Flute on the right, very ambient.
<b>Looking Glass GEO</b>	Keys	Excellent, Pluck like PolySynth. Great for melodies and Chords. MW for Chorus, Ribbon for Reverb. B state for a more metallic tone.
<b>Streams GEO</b>	Pad	Resonant StringPad with a nice, gooey texture :) Controllers for changes and fuller tone when using the B State.
<b>Old Score GEO</b>	Strings	Like an old 70's Movie that only had a budget for Synth Strings, this has a similar sound to some classic soundtracks. MW makes it darker, B State adds more oomph!
<b>Rollover GEO</b>	Lead	Bit of an experiment with tone and Distortion and trying to get an Electric Guitar Overdrive out of it.
<b>OB Lives GEO</b>	Strings	Resonant Strings, quite reminiscent of old Oberheim Sounds. Soft attack, however becomes more "Plucky" with B State.
<b>6 String GEO</b>	Keys	I know Guitar isn't to everyone's liking on a Synth, however I'm just amazed at how well the Polybrute does them. Ribbon for Phaser, MW for tonal changes and B State for darker tone.
<b>Tidal Lock GEO</b>	Pads	Really cool, slow evolving Pad with subtle changes as it grows. B State becomes more of a Poly. Love this one.
<b>Shimmers GEO</b>	Pad	Bright and Fizzy Strings which become fuller when using the MW. More Fizz on the B State.
<b>The Rift GEO</b>	Lead	Heavy, phased Lead, great across the top and low down. MW for 8th Notes and more traditional Lead on B State.

<b>Particles GEO</b>	Pad	Great StringPad which goes through the resonant harmonics and with great atmosphere and movement throughout. B State provides a more subtle Pad.
<b>Dubbed It GEO</b>	Sequence	Poly Sequence with a dark tone. Controller cover the brightness, especially with the MW. More dynamics with the B State.
<b>Precision Bass GEO</b>	Bass	Good, authentic Electric Bass with slide on the ribbon and chorus on the MW. Different tone with the B State.
<b>Quad Cutter GEO</b>	Lead	Gnarly and Resonant Lead which becomes higher and thinner when using the B State.
<b>Koto GEO</b>	Keys	Very authentic, actually was well impressed with how close it sounds. Great Atmosphere too. B State has a variation.
<b>Bitly GEO</b>	Sequence	8 Bit Sounding Arp with Delays and glitches. Controllers for tonal changes and added FX.
<b>Falling Down GEO</b>	Pad	Great Pad with falling Pitch on the Attack, really good with Chord changes over a Bar. Some nice FM Texture too.
<b>Void GEO</b>	Pad	Love the texture on this, very wiry and evolving. B State becomes a Poly Synth.
<b>Wonderland GEO</b>	Keys	Great Ambient Bell like sound which I couldn't stop playing, quite delicate at times. B State makes a beautiful Pad.
<b>Metallics GEO</b>	Keys	Bit of a weird one this, has a very metal tone to it, but not quite a Pad and not quite a Guitar. Has a harsher tone and lots of FM richness.
<b>90's Punch GEO</b>	Sequence	Rich Bassline, nice and Punchy. Deeper tone with the MW and brighter with the Ribbon. Morphee for added Delay and bigger, harsher tone on the B State.
<b>P5 Keys GEO</b>	Keys	Rich, 80's Sounding Keys with nice resonant tone. B State for more of an EP Sound.
<b>Warm Soul GEO</b>	Pad	Just a really cool Warm Pad. B state has a brighter variation, but this is lovely!
<b>4 Chords GEO</b>	Sequence	Just 4 Chords :) Bit of an experiment with modulating FX etc.
<b>Theatre GEO</b>	Keys	It was more about creating a more expressive Cello like sound, but decided to add a Harp like melody and create a Split.
<b>Afterglow GEO</b>	Pad	This one of my Fav's, it just is so atmospheric and slowly builds in tone and volume. Sound is swirling around and...well, just play with it :)

<b>Electric Sheep GEO</b>	Sequence	Another experiment with varied tone and movement, which is more in depth when moving to the B State.
<b>Acoustic Set GEO</b>	Keys	Another great Acoustic Guitar, spent more time on the initial tone. Ambience is added with B State and Controllers.
<b>Aunt Poly GEO</b>	Keys	I know, awful name, but great Sound, almost like an extended Pluck. B State becomes Brass.
<b>In Disguise GEO</b>	Sequence	Glitchy and Bit reduced Arp, which becomes very blissful with the B State.
<b>Lord Sol GEO</b>	Strings	Great Stringer with more of a shimmering tone, reminds me of "Stranger Things" for some reason. Great movement and tone.
<b>Synthwave GEO</b>	Keys	Icy PolySynth, great for Melodies and on the Bar Chords. Becomes softer with Controllers and B State.
<b>Ear Worm GEO</b>	Lead	Sync and FM go so well together for Leads and this is no exception. Just turn it up and play.
<b>Twilight GEO</b>	Keys	Phased Bell with lots atmosphere. B state becomes a wiry, metal Pad...Love this one!
<b>Karplus Bass GEO</b>	Sequence	Springy Bass. Was a test with modulated Delay times and with the B State, it becomes quite... Woody :)
<b>Nexus 7 GEO</b>	Strings	I think this is my fav Stringer, it has a lovely warm tone yet still the roughness. The Ensemble Effect is really good.
<b>Sick Sync GEO</b>	Lead	Starts off as a simple Sync Lead, however with the Controllers it goes deeper and more "throaty". Different Glide Lead on the B State.
<b>Airtight GEO</b>	Keys	Noise induced PolySynth, quite "Icy" at times, though it becomes more "Plucky" with the B State.
<b>Byte Me GEO</b>	Sequence	Cool Arp with fast rhythmic movement and great tone. Controllers change and add FX. Really good this one :)
<b>Cajones GEO</b>	Bass	Carpenter inspired Bass, very round and Dark, however the Controllers have a surprise :)
<b>Drumbrute Impact GEO</b>	Percussion	I did a Drum Sequence in Vol 1, so enhanced it and made a new Rhythm, tones and Filter like effects with the Controllers.
<b>Voyager GEO</b>	Lead	Massive Resonant Lead with great Low End. Variation on B State.
<b>Wired GEO</b>	Pad	Wiry StringPad with added Phaser. Love this one, you can hear each note, especially good when dipping into the AT.

<b>Fusion GEO</b>	Pads	Cool Airy Pad with some great Stereo Movement.
<b>Swept Under GEO</b>	Strings	Great, falling Resonant Sweep. I made these sorts of Sounds on the OB6 and the Polybrute does them great too. Changes in decay time and Tone with the Controllers.
<b>CP Keys GEO</b>	Keys	Cool Stage Electric Piano with various changes using the Controllers for different one also.
<b>DI Bass GEO</b>	Bass	Clean Electric Bass though it also has some bite when using the Controllers. Be careful :)
<b>All Rejoice GEO</b>	Pad	This is just Epic, couldn't stop playing it. Massive Pad with so much Depth and Dynamics...Just Play it, Play it loud!
<b>Movie Scene GEO</b>	Sequence	I just imagined a Car Chase Sequence at Night and it's raining. Just add a Kick Drum and your done!
<b>DX Bass GEO</b>	Bass	Sounds like an old DX7 Bass though with more twists and turns when using the Controllers.
<b>Easy Picking GEO</b>	Keys	Was going for more of a Strat type of picking Sounds, however it goes "Snthy" on the B State.
<b>Poly Returns GEO</b>	Keys	Cool, heavy PolySynth, however keep it held for a "Return". MW for pluck B state for longer Decay.
<b>Backbone GEO</b>	Bass	Play the low B for a Kick Drum to start and play Bass over the top.
<b>Glitch Out GEO</b>	Sequence	Great Arpeggio with cool glitching and movement. Add some Spring Reverb with the ribbon and tone variation with the Controllers.
<b>Old OB GEO</b>	Keys	Simple, yet effective OB type of Brass Pad. Slightly harder attack with MW, but subtle changes with Controllers.
<b>Resolve GEO</b>	Pad	This a great, slowly evolving Pad. Lots of motion with this, just let it build gently.
<b>Basslines GEO</b>	Sequence	Great Unison Bass, nothing more to add, just play it and smile :)
<b>FM Piano GEO</b>	Keys	FM infused Electric Piano. Cuts through quite nice.
<b>Prophet 10 GEO</b>	Keys	Similar sounds on my Prophet 10 which can get quite "Phasey" so recreated it here. B state for Pad.
<b>Kaleidoscope GEO</b>	Sequence	Really unique Arp which slowly evolves and glitches, Controllers for FX and Filter.

<b>Cursed GEO</b>	Sequence	Simple Arp though with LFO cutting into it for Rhythm. Ribbon for FX changes and Morphee for different tone.
<b>Leading Man GEO</b>	Lead	Huge Lead and works great High up and Low. Best down low for lovely tone and texture. Morphee for Rhythm.
<b>The Mist GEO</b>	Strings	Aggressive Stringer with some sharp, raspy sounds at times. Simpler sound on the B State.
<b>Toy Box GEO</b>	Keys	FM Bells with broken texture which becomes a Pad when using the Controllers and B State.
<b>Good 2 Me GEO</b>	Lead	Was going for something with a bit of power low down, like with the SOS Band's "Just Be Good To Me.
<b>Tears &amp; Fears GEO</b>	Keys	Reminded me of some of the sounds in "Songs From the Big Chair" by Tears for Fears. Cool Poly, but hidden Pad with Morphee.
<b>Grandmother GEO</b>	Sequence	Sounds like the types of sound I get from my Moog. Fast Arp slowly being filtered. Controllers for variation.
<b>Overpass GEO</b>	Lead	Massive, Aggressive lead, will cut through Steel!
<b>Haunted GEO</b>	Pad	Lovely, Textured StringPad though you hear the "Phantoms" fly by. Very Ambient, just put an Arp over the top and deep held Bass...Job done!
<b>Double Sync GEO</b>	Lead	This one is down right Dirty. Check it out and use the Controllers...Pure filth!
<b>Solid Bass GEO</b>	Sequence	Massive, punchy FM Bassline.
<b>Overture GEO</b>	Pad	Very expressive and Ambient. I think this is my Fav Pad in this set. Have fun :)
<b>Alt Rez GEO</b>	Keys	Cool and cutting Poly, which slowly Phases. B State is softer.

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