

Deeper Vol 1 – GEOSynths.

Thanks 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 Behringer DeepMind 12, which is an absolute marvel of a Synthesizer.

Like many of you, I've had a number of Synthesizers over the years, including Roland, Korg, as well as from DSI, however the versatility of the DM12 is really refreshing and rewarding...and as their first Synth, I am incredibly impressed.

At first glance, the DM12 could be seen as quite a simple Synth, restricted with regards to functionality of say, Software Synths...But who want's to play and make sounds on a Computer using a Mouse? The beauty of the DM12 is that with a combination of good sounding Oscillators, extensive Modulation, as well as great FX...allows you to sculpt a wide array of sounds.

I hope you enjoy these Patches as much as I did making them and I hope to make many more in the future.

All the best,

GEOSynths

Tips and Tricks

I've tried to Program in movement throughout the Sustain Stage, to make the sound more interesting. Added to this, Aftertouch plays an important role in sculpting the sound while you play, though the Mod Wheel plays a bit more of a role throughout.

Most of the Arpeggio's have synchronised FX and LFO rates, so you can lock with your track.

All patches are original and not tweaked Presets and all made from scratch...only thing I 'borrowed' was the routing of a Preset for the 'Shimmer' effect.

Patch Name	Type	Description
1. Deep Sweep	Pad	Slow, evolving and sweeping pad. Mod Wheel brings in more Resonance and increases rate of LFO 1.
2. Round Bass	Bass	Nice and full Bass, ideal for bouncing House. Mod Wheel increases VCF Envelope.
3. Silk Road	Pad	Beautiful smooth 12db Pad, slowly opening and Mod Wheel increases Filter Cut-Off
4. Arpin' On	Arp	Evolving Arp, good for Bass also. Mod Wheel increases VCF Env, but reduces VCF Freq and VCF Res.
5. Dub Bass	Bass	Big, Chorused Bass, being modulated by Sample & Glide. Mod Wheel increases VCF Freq and Pressure increases VCF Res.
6. Simple Pad	Pad	Simple Pad with movement, Mod Wheel increases VCF Freq, LFO 1 modulates PWM and Env 3 modulates VCF Env
7. BladeRunner	Lead/Pad	My take on the legendary CS-80 Synth sound by Vangelis. Mod Wheel to VCF Freq.
8. Pattern Pad	Pad	Strong Pad that then modulates the VCF Freq via the Control Sequencer.
9. Milky Way	Pad	Creamy smooth Pad, with lots of movement and extensive Modulation.
10. Eclipse	Strings/Pad	Monster String Patch, with lots of power. Mod Wheel reduces the High Mid Gain of the EQ effect.
11. Ice Evolver	Keys/Pad	Nice and Bright EP sound with VCF being modulated by Pressure and the Mod Wheel creates endless Reverb.
12. Star Shower	String/Pad	Subtle use of Sync with extensive Modulation, especially Env 3.
13. Altitude	Airy Pad	Starts off Airy by use of modulating the High Pass Filter, then lower frequencies are present.
14. The Signal	String/Pad	Thick, panning Pad with Square Wave creating a Rhythm. Mod Wheel increases LFO speed.
15. Arp4Hours	Arp	Really Big Arp sound with extensive Modulation, including the Mod Wheel bringing in the Mood Filter.
16. Horizon	Pad	Dark Pad with resonant attack. Great to pick a Chord and just hold.
17. Arp Upload	Arp	Nice ethereal Arp with FX being controlled by Mod Wheel.
18. Juicy Fruit	Lead	Very expressive Lead with Moog like qualities. Responds to Pressure and FX control from Mod Wheel.
19. Moogy Man	Lead/Bass	Chorused Lead and Bass, which responds to pressure and fast LFO rate with Mod Wheel.
20. 1975	Lead	Resonant Lead sound, with a mid 70's feel. Responds to Pressure and Mod Wheel.
21. Arp Alone	Arp	Nice, Clean Arp with subtle metallic overtones. Mod Wheel turns it into something else completely.
22. Sync Lead	Lead	Typical Sync Lead with pressure modulating Pitch from LFO.
23. Destroyer	Lead/Bass	Sharp and heavy Lead/Bass, Mod Wheel brings

		in the DecimDelay for an altogether horrible sound ☹
24. Curler Pad	Pad/Strings	Forever evolving, moving and bright Pad/String. Has Sync Overtones that are removed with Mod Wheel.
25. Signal Pad	Pad/String	Sweeping from Dark to Bright, before Square Wave creates a Rhythm. This can be removed via the Mod Wheel, for a smoother Pad.
26. Sweep High	Pad/String	Nice swept Pad from high to low, due to resonance. Can be reduced via Mod Wheel
27. Entwined	Pad/String	Beautiful, flowing and evolving Pad. Mod Wheel increases VCF Freq.
28. Rock Bass	Arp	Nice, subtle and crunchy Bass
29. Lead Repeat	Lead/Bass	Cutting Lead with sharp attack, good for Bass also. Mod Wheel brings in never ending Delay/Freeze.
30. Lively	Arp	Dancing Arp in the Stereo Field, never the same throughout.
31. Bassless?	Bass	Nice, growly Bass with Mod Wheel opening VCF Freq.
32. Hold4Ever	Pad/Ambient	One the best Patches I've ever made, just sounds heavenly. Oscillator 2 gently comes in over time.
33. FArT Bass	Bass	Yeah, it sounds like a Fart ☺
34. Pad Tine	Keys	Cutting and melodic Piano Sound.
35. Music Box	Arp	Dream Like, Fantasy Arp sound. Very nice, Bell tones. Mod Wheel controls the decay of the Filter Envelope.
36. Hoovered	Bass/Lead	Massive Bass and Lead using all 12 Voices. My take on the classic Hoover sound (Alpha Juno)
37. Rolling	Pad/Strings	Very Bright, String like with lots of subtle Modulation. Pressure reduces the VCF Freq.
38. Can Alley	Arp	Big and Wide Arp, which can be reduced in presence by the Mod Wheel...Reminded me of Tin Cans for some reason (must have smoked too much!)
39. Chorus Line	Lead/Pad	A weird Lead, as it sounds bare, but stands out. Can be used as a dry Pad.
40. Lead & Pad	Lead/Pad	Works great as a piercing soft Lead and Pad also...quite haunting if used slowly.
41. Pretty Pad	Pad	Lovely, swirling Pad, which gets better with a little Pressure. This is my Favourite.
42. Rez Rhythm	Lead	4 Voice Lead with both LFO's creating Rhythm
43. Glistening	Arp	Guitar like Arp, very slow and evolving, especially in the Stereo Field.
44. Old Bass	Bass	Simple Square Bass with Mod Wheel assigned to VCF Env...Good all rounder.
45. Suddenlead	Lead	6 Voice Lead, which Filters over time. Mod Wheel changes OSC 2 Octave.
46. Sample & ...	SFX	LFO driven patch, which is typical Sample & Hold, Mod Wheel changes Slew, plus many other Modulations. Can be used for Chords.
47. Cut Chord	Arp	Chord based Arp. Lots of Modulation and movement.
48. Heaven Piano	Keys	Glorious Piano that drifts with FX. Very warm, almost sounds like Tape warble.

49. Thick Arp	Arp	Nice, Big and Fat Arp. Just hit a key and leave it for varied changes.
50. Shimmer Me	Ambient	Hard to tame Pad sound, as the feedback from the Dual Pitch, set at Octaves and 7 th , feeding into Delay is only stopped by Mod wheel. Strymon Timeline 'esque'
51. MiniMog	Bass/Lead	Big and heavy Bass and Lead Patch, reminiscent of the Moog MiniMoog
52. Synth Bass	Bass	Resonant Bass, but with lots of bottom end.
53. Mog Bass	Bass	Going for the Vintage tone of a MiniMoog, Mod Wheel makes it rounder.
54. PolyBass	Bass	Similar to the PolySix Bass used by Madonna, 'Like a Virgin'
55. Mantronix	Bass	Nice, big and bold 80's Synth Bass, sort of sound used in early Electro
56. Winter Tale	Airy Pad	Beautiful Pad with lots of movement and change in tone.
57. Modular	Modular	Play 4 notes and it sounds like the results you can get from a Modular Synth.
58. Ill Strings	Strings	Damn, they don't sound too healthy! Sounds like the Strings are being bowed with a knife!
59. Minor Arp	Arp	Chord based Arp with Osc 2 set at 7 th 's. Mod Wheel changes Octave and VCF
60. Lost Keys	Keys	Lovely Piano'esque Keys patch. Pressure makes pitch change.
61. That Sync's	Lead	Cutting Sync Lead with Mod Wheel creating a Wah like effect.
62. Mog Me Once	Bass/Lead	Big MiniMoog Bass and Lead
63. Hollowing	Lead	Haunting and lonely Flute like patch. Pressure opens up Filter for expression.
64. Wild Sweep	Bass/Lead	RUSH inspired Bass Sweep, can be used as a Lead. Mod Wheel removes resonance.
65. SeaSaw	Pad	Clean, but wide detuned Pad. Modulation follows after the 'bloom' of the envelope. Mod Wheel slows it down.
66. Arp	Arp	Used low down for Basslines, it's quite John Carpenter.
67. Alien Pad	Pad	Lots of Modulation...Must be what Aliens sound like...hey?
68. Organic Arp	Arp	Sounds like a Church Organ being sequenced, but with Mod Wheel full, it changes the Envelopes.
69. Emo Pad	Pad	Very sad...If it was alive it would have long Black Hair and a long Trench Coat...and a Therapist.
70. 5am	Pad/Strings	Annoying, repeating Pad, like a Siren at 5am.
71. Overtones	Pad	Nice and Warm Pad, with Mod Wheel bringing up higher frequencies/Pitch.
72. Pipe Bass	Bass/Lead	Can be both a Bass and a Lead.
73. Mod Arp	Arp	Like a Modular Sequence on a loop. Gets brighter with Mod Wheel.
74. Shoe String	String	With similarities to Tremolo Strings, this is further enhanced with Sync.
75. Alien Pipes	String	Cross between Strings and an Organ, but with heavy spacey Modulation.
76. String Fizz	String	That sound of freshly poured Soda? Yeah, it's

		nothing like it, but has a Fizzy Top, then filters down, more so with Mod Wheel.
77. 2 Tone	Strings	Going for an old String Synth patch, but with the tone alternating. Mod Wheel makes it 'older'.
78. Chrome Bass	Bass	Heavy, metallic Bass that will cut through any mix.
79. 80's Bass	Bass	Big old resonant Bass, used in some R&B in the 80's...Jimmy Jam etc.
80. Gritty Bass	Bass	Has a nice, dirty quality to it.
81. Brass Pad	Pad	Well, every Synth needs one. Big and Warm.
82. Sharp Lead	Lead	Short delays with clear and cutting sound. Can be a PolySynth too.
83. Harpsikeys	Keys	Nice and bright Piano type of sound can be darkened with Mod Wheel.
84. Poly2Pad	Keys	Big and Bright, filtering off to a lovely Pad.
85. Wooden Box	Arp	I don't know why, but thought of a Box in my Shed, full of old Screws. Mod Wheel changes it up...to only a few Screws...errr!
86. Alone Brass	Lead	Reminds me of an old Lead sound on one of Vangelis's albums...The City. Nice and Haunting...or those 1980's American Cop Shows where it shows the Skyline at night!
87. Squaring Up	Arp	Sounds like a Computer Game from the 80's
88. Strings	Strings	Big Old Saw Strings.
89. Phaser Stun	Strings	Big, Phased Strings with nice Filter roll off and sweep from Mod Wheel...Lovely!
90. Rollover	Pad/Strings	Use of the Band Pass Filter (MoodFilter), speed controlled by Mod Wheel.
91. China Organ	Poly	Speaks for itself. Just play it!
92. Light Organ	Poly	Goes from a simple Organ to sounding like the Organ Player has been electrocuted!
93. Kick&Snare	Perc	Control Sequence, creating a Kick and Snare, Mod Wheel increases the Envelopes...Kick gets close to an 808.
94. Enhance Arp	Arp	Very dynamic Arp, showing lots of frequencies working together.
95. Movie Bass	Arp	Just play a note for instant Movie Bass.
96. Key Phase	Keys	Nice Phased Piano, be good for Ambient.
97. Space Bell	Lead	Authentic Bell Sound, even without Ring Mod, can be bright or dark.
98. Arp On It	Arp	Slight Vocal tones
99. Bent Bass	Bass	Quite dubby with pitched attack.
100. Stop Moggin	Bass/Lead	Moog type Bass and Lead. Filter on Mod Wheel.
101. Square Root	Arp	Simple, yet wide square wave using 4 Voices.
102. Organ Blues	Organ	Lovely, crunchy Blues Organ, with Hammond like qualities. Mod Wheel increases Rotary Speaker speed.
103. Pad in Wait	Keys	Inverted envelope to create Pad like sound after initial attack.
104. AnalogConga	Perc	Nice and heavy, Conga sound, can sound like an 808 Kick lower down. Mod Wheel changes VCF Freq.
105. 1st EP	Keys	Nicely chorused EP sound, with modulation on the sustain. Gets brighter with the Mod Wheel
106. Rippling	Strings	Rough sounding String patch, pressure increases

		VCF Freq.
107. BirdOfBass	Bass/Lead	Can be used as both a Lead and Bass sound, high resonant overtones. Mod Wheel brings in Delay, pressure increases VCF Env.
108. X-Files Arp	Arp	Very expressive Arp, LFO modulates the Envelope rates for a very unusual sound.
109. ModFilter	Bass/Lead	Uses the ModFilter FX as the main filter.
110. Octave Bass	Bass/Lead	Very bright and cutting Bass sound, but can be used for Lead.
111. Subby Bass	Bass	Big and Beefy Bass sound, good for Dub and Drum&Bass. Mod Wheel makes it brighter.
112. FilterFast	Pad	LFO's work together to create a growing rhythm over 4 Bars.
113. Inverse Pad	Pad	Fast sweep from bright to dark, and then gentle growing of the sound over time, through the Stereo field.
114. Chicago Bass	Bass	Nice Bouncy Bass, which can be heard in many early House tracks.
115. Rezzing Arp	Arp	Nice movement from dark and full, to high resonance. Mod Wheel increases VCF Freq slightly.
116. Venus Winds	SFX	Great backdrop to a track intro, with sweeping 'wind' over time.
117. Demons Bass	Bass/Lead	Dark and Evil sounding Bass, but just as scary as a Lead. Mod wheel increases LFO rate.
118. Ice Keys	Keys	Cutting Piano type of sound, very bright, almost Bell like, can be made darker by Mod Wheel.
119. Ice Chords	Arp	Chord based Arp, very cutting and lots of tonal difference.
120. Playfull	Bass/Lead	Fun Bass sound, could be used higher up.
121. Phantom Lead	Lead	Modulated Lead sound with some Organ qualities.
122. Warm Pad 24	Pad	Big old, Duvet covering Pad at 24db
123. Warm Pad 12	Pad/Strings	As above, but using 12db Filter.
124. Sol Strings	Strings	Going for that old Solina Strings Sound, nice and fuzzy. Mod Wheel makes it brighter.
125. Uncanny Arp	Arp	Nice and Wide Arp Can like sound.
126. Pencil Keys	Keys	Play chords higher up for an Octave effect, with lots of Bass.
127. BigSpace	SFX	LFO driven Space Soundscape.
128. 7th Keys	Keys	Short and Stabby for Chords.

Terms of service

All sound libraries and samples are copyrighted by GEOSynths. Reselling of any GEOSynths product purchased, also partially (e. g. single sounds), is prohibited. When ordering a GEOSynths product, you accept this agreement.

Copyright

This product is © Copyright 2017 GEOSynths, all rights reserved, and is protected by EU laws, international treaties and all other applicable national or international laws. This product may not, in whole or in part, be copied, photocopied, translated, or reduced to any electronic medium or machine-readable form, without prior consent in writing, from GEOSynths and according to all applicable laws. The sole owner of this product is the GEOSynths.

No Warranty

GEOSynths provides absolutely no warranty. The software and information are provided "as is" without warranty of any kind, either express or implied, including, but not limited to, any implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and usefulness of the software and information is with the buyer. Should the information prove to be incorrect and/or software not work as expected, the buyer assumes the cost of all necessary servicing, repair or correction. In no event will GEOSynths be liable for any damages, any lost profits, lost monies, or other special, incidental or consequential damages arising out of the use or inability to use this software and/or information including but not limited to loss of data or data being rendered inaccurate or losses sustained by third parties, or for any claim by any other party.

Restrictions

The buyer may not use, copy, modify, translate, or transfer the product or any copy except as expressly defined in this agreement.

Operating license

The buyer has the non-exclusive right to use the product only by a single person. If the product permits, the buyer may physically transfer the product from one Synth to another, provided that only the buyer uses the product.

Back-up

The buyer may make one copy of the software part of the product solely for back-up purposes. The buyer must reproduce and include the copyright notice on the back-up copy.

Terms

This license is effective until terminated. The buyer may terminate it by destroying

the complete product and all copies thereof. This license will also terminate if the buyer fails to comply with any terms or conditions of this agreement. The buyer agrees upon such termination to destroy all copies of the software and of the documentation.

Other rights and restrictions

All other rights and restrictions not specifically granted in this license are reserved by the GEOSynths.