

Korg Prologue - Epilogue Vol 1 – GEOSynths.

Thank you for purchasing this Sound Set from GEOSynths, I hope you have fun with the sounds and use them into your compositions, as well as live. It was only a handful of years ago; that the leading Manufacturers were putting out Virtual Analogue Flagships...this was going to be the future. Analogue was “too expensive to make” but there’s a lot more you can do with Digital...though many of us, still wanted that sound we grew up with (yes, I am that old) and thankfully, Korg started to give them to us...Monotron, remember that?

Of course, we’ve seen a deluge of analogue Mono’s and more recently the Poly’s again, sporting more Voices than ever, more reliability and an overall better experience than trying to maintain the old Synths. The Prologue is Korg’s re-emergence into the “Pro” level of Analogue Poly Synths and some have questioned what they have delivered with Prologue, but as a Sound Designer, it’s the Sound I judge a Synth on, not what the “Spec Sheets” state...and the Prologue sounds great!

All of the patches have been made from scratch, I never tweak existing Patches and pass off as my own, the process of making a Patch is where I get eh enjoyment and if at the end of the process, there is a quality Patch, then ever better!

The majority of the Patches have Mod Wheel 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 and if Layered, but I have checked them on a level meter and changed the output level of each patch accordingly.

Some Layered patches will obviously reduce the Polyphony by at least half...It can be more if the Voice Depth is increased, however I only used that function a couple of times.

Note – All the patches were made with the Prologue 8, so you’ll have to address any Volume settings if using the LF Compressor.

I hope you have lots of fun with the Patches, I’ve really enjoyed making them and while yes it would be nice to modulate this with that, the overall range of tones in the Oscillators alone (both Analogue and Digital) and that 12db Self-Resonant Filter is more than enough to buy the Prologue...Well Done Korg!

All the best,

GEOSynths

Installation – Software Tools

<http://www.geosynths.com/tools>

11th July 2018 – Korg released the Librarian and support has been added.

1. Do a Back Up of your Prologue first.
2. Unzip files, open “Librarian Bank”
3. Open Librarian and click “File” then “Open” and select “Epilogue Vol1_GEOSynths.prlglib”
4. Under “Send/Recv – Click Send. (This will overwrite everything on the Prologue.

This is where it gets a little Tricky, as of now (April 2018) there isn't a Librarian for the Prologue and you can either Dump the entire Sound contents (All 500 Locations) or just 1 Patch at a time. This means that to load the Patches in 1 simple process, it will overwrite every Patch on your Prologue...Alternatively you can load them in 1 at a time.

If you've made some patches, then I suggest you back them up first and send them as a “Program Dump” 1 at a time, you can then load them in after. To do this,

1. Select the Sound you want to send
2. Push the “Edit Mode” button 2 times, so that “Function” is highlighted.
3. Buttons will Flash, push button number “7”
4. Turn the “Program/Value” Knob 1 turn and the screen will display “Program Dump Execute..?”
5. Hit “Record” in the SYSEX Utility
6. Hit the “Write” button on the Prologue
7. Save and Name them.

Once you've backed up your own Patches, you can load the file “Epilogue_Vol1_GEOSynths.sys” in the Utility of your choice and push “Run/Play” This will then overwrite the Factory Presets again and place my Patches from numbers 300 to 400.

Hopefully, Korg will bring out a Librarian like they did with the KingKorg that made this process very simple.

There is also a Folder called “Programs” where I have each Patch individually and you can load them in and save them to your preferred location.

Note – I have reordered some of the Patches from the initial Video Demo I made (Patches 1 to 25), but only a handful...all the Patches are there, just that I originally started doing the Patches at 251 onwards, but later changed.

Patch Name	Type	Description
00. Epilogue GEO	String/Pad/Arp	A Layered Pad and Arp...Quite an Angry Pad as well, especially with using the Mod Wheel.
01. Lucifer GEO	SFX	While an SFX it can be played with a Chord, check out those Evil Vocal Tones...Arrrrgghhh!
02. HalfLife GEO	Pads/Strings	Beautiful and with lots of texture, this Pad String is warm and resonant, with a touch of Shimmer.
03. Soft Ep GEO	Keys	Very soft EP sound, but with lots of dynamics, bring up the Mod Wheel for more.
04. LimeWire GEO	Pads/Strings	I love this one, nice wavy LFO and almost OB6 sounding.
05. HAARP GEO	Arp	Tough and Rough sounding Arp, Mod Wheel for the Filter.
06. StarTide GEO	Pads/Strings	LFO controls the Filter making this a Rhythmic Pad. Mod Wheel increases LFO Rate.
07. Blade GEO	Lead	Well...It's my version of the Bladerunner sound, which I do, on every Synth. Nice and with lots of movement, can be used with chords also.
08. EP-Logue GEO	Keys	Damn...This is a great sound, the 2 nd I made on the Prologue with that awesome Reverb and slightly dirty tone...Me Like!
09. Signalz GEO	Pads/Strings	LFO is assigned to VCO 2 only, so elements of Rhythm, though not cutting out.
10. Plasmarp GEO	Arp	I really liked the tone of this, especially with the Mod Wheel up full.
11. AlphaPad GEO	Pads/Strings	Could see this being used in a Movie, dark textures, scary Reverb and Cut Off on the Mod Wheel...Be Very Afraid!
12. JackUr GEO	Bass	Just reminds me of the Bass in Jack Your Body...old House Classic.
13. Stringer GEO	Pads/Strings	It has the dirt of old String Synths, just not the speed for the Ensemble effect, so had to use the LFO to imitate it.
14. Dirt Box GEO	Lead	It is quite nasty, but I love the character.
15. Droner GEO	SFX	Just play 1 note and leave it for 5 minutes of use it for a Melody line.
16. Ripples GEO	Pads/Strings	Very detuned with pitch "Ripples". Mod Wheel for Brightness.
17. CityBells GEO	Bells	Great playable Bells which the Prologue does great, very warm. Digital Oscillator shape is controlled from the Mod Wheel for slight variations.
18. Orbiter GEO	Pads/Strings	Just had thoughts of a Satellite Orbiting a Planet, sending signals. Quite Digital sounding.
19. Rush Man GEO	Lead	Well, it's inspired by Rush!
20. Cars GEO	Pads/Strings	Well, you've got to have Numan haven't you?
21. SynthPop GEO	Bass+Keys	I was thinking of groups like AHA and other 80's Bans when making this.
22. Dawning GEO	Pads/Strings	Beautiful Pad with rising resonance and Shimmer Effect.
23. The Wall GEO	Poly Synth	Play Chords for this choppy and rhythmic Synth. Use Mod Wheel to Filter it down.
24. Glass GEO	Arp	Delicate yet Fast Moving Arp, use the Mod

		Wheel to do some Shape Mod.
25. NeuvoPad GEO	String/Pad	Would Hans Zimmer use this? Maybe he would.
26. TronBass GEO	Bass	Just reminded me of a Sound from the latter Tron Movie. Mod Wheel to Brighten.
27. ProChord GEO	Chord	Major 7 th Chord, Filtered and Rhythmic.
28. 2 Pole GEO	Pads/Strings	Basic but effective Pad with some nice subtle overtones.
29. StarBase GEO	SFX	Yeah I know, it's a bit Sci-Fi ☺
30. Jump GEO	Poly Synth	Cheesy yes, but it sounds pretty cool on the Prologue.
31. DigiBass GEO	Bass	FM type of Bass, some cool changes with the Mod Wheel.
32. Radial GEO	Arp	Chord playable Arp with some serious Audio Rate Modulation.
33. Timeshift GEO	Pads/Strings	Negative EG Pad with some rhythmic changes from the Mod Wheel and cool Reverb.
34. ProKeys GEO	EP	Thick and Dynamic Electric Piano. Joystick changes the tone.
35. W-Arp GEO	Arp	Sounds like a conventional Arp, then goes all weird with the Mod Wheel.
36. GatesOf() GEO	Pads/Strings	The biggest Sweeping String you'll ever hear ☺
37. SawnOff GEO	Lead	Unison sound, giving a nod to the Supersaw. Filtered dynamically.
38. Wait4Me GEO	Pads/Strings	I love this one...It sounds Grainy and then Bubbly...Just hold a Chord down!
39. Don't Go GEO	Bass/Lead	Bit of Yazoo...Done it a few times, love making it on different Synths.
40. WildOne GEO	Pads/Strings	It's Goopy and Wiry and some other descriptive word...Lots going on.
41. V'ger GEO	SFX	Reminds me of the sound that "V'ger" made in Star Trek "The Motion Picture" – Use the Mod Wheel and hear it.
42. Silk Pad GEO	Pads/Strings	Great Dark Pad with Delays in Stereo, good for low and Higher Octaves with Resonance going through the Harmonics.
43. 2ndString GEO	Pads/Strings	Another Stringer, still Gritty, but slightly fuller and "Vocal" in tone.
44. 4AllTime GEO	Pads/Strings	Cool Hollow Pad.
45. SyncHole GEO	Lead	Like all Sync Lead Sounds, this sounds like a Dentist's Drill...Open Wide!
46. Arpanet GEO	Arp	A little Distorted Sounding, but then becomes "Wet" when the Mod Wheel turned up...Great Negative EG.
47. Martian* GEO	Pads/Strings	Beautiful Pad with lots of depth and texture...Drop the Pitch, and then hear it rise with the Mod Wheel.
48. DarkFear GEO	SFX	Another experiment into the weirder places of the Prologue. Can play it with Chords, just don't get too scared...it's coming for you!
49. My House GEO	Chord	Type of sound you would hear on an old Korg Workstation.
50. ToTheWire GEO	Pads/Strings	Starts of as a Stutter but bring in the Mod Wheel to hear them Wires.
51. Ring Out GEO	Bass	Sort of Rhythmic Bass with lots of Ring Modulation. Play at different Velocities.

52. DownPipe GEO	Arp	Just sounds like it's being played through a PVC Pipe.
53. AnalogKit GEO	SFX	909 Kick as well as a Snare, but roll the Mod Wheel and you'll get 808 Kick and Snare with Reverb. Very good for Drums, especially for a 12db Filter!
54. SubSonic GEO	Bass	Sub Bass from the tunes Self Resonating Filter. Then some Garage Bass with the Mod Wheel.
55. LogikPad GEO	Pads/Strings	Nice and Frothy, reminds me of the OB6 Pads that I've previously made.
56. B3 GEO	Keys	Cool convincing Organ.
57. Quantum GEO	Arp	Hard hitting Arp with fast Modulation.
58. Weary Ep GEO	Keys	Sounds slightly Warped, cool sound.
59. FilmNoir GEO	Keys	Just reminds me of an old B&W Film Noir Movie...Some guy walking in slow motion in the Rain or something...Has some noisy overtones.
60. Wheel4Pad GEO	Pads/Strings	Very expressive Pad, sounds quite thin at first, but then grows. Great Pad!
61. Carousel GEO	Arp	Imagine being at the Fairground...change it up with the Mod Wheel.
62. Garage GEO	Bass	Sort of thing you hear in House/Garage Basslines, use the Mod Wheel for softer Attack.
63. MiniMog GEO	Lead	Not a bad version, even if I do say so myself!
64. Sub0 GEO	Bass	Stacked Bass Sound, bright on one and Sub on the other.
65. GEOSynths GEO	Pads/Strings	Big Layered Pad. I like this one so much, it got my name ☺
66. JunoKeys GEO	Poly Synth	It is very Juno'ish...I know, I have one ☺
67. FeFiFoFum GEO	Bass	Some nice overtones on this Thick Bass. Mod Wheel to open it up.
68. Future GEO	Bass	Again, this is what the KK is made for, slow evolving pads with lots of movement over time.
69. RezoKeys GEO	Keys	Very Cutting EP Sound and get's even more so with the Mod Wheel thanks to the Digital Osc.
70. WaveHold GEO	String/Pad	This is the ULTIMATE PAD...Yes, I did Shout! Just play a Chord and Hold it Down.
71. LushBell GEO	Bells	Gorgeous Bells, just play some notes in a Chord.
72. S&H Lead GEO	Lead	Sounds like Sample & Hold, but of course, there isn't any on the Prologue! ☺
73. NoizLead GEO	Lead	Noisy and full, bring in Delay with the Mod Wheel.
74. WhlMeIn GEO	Lead	Another Moog type Lead, this time with an added 5 th .
75. Yiayyy GEO	SFX	Using the very fast Modulation to create Vocal Sounds. Use the Mod Wheel once it Sustains.
76. LoFreq GEO	String/Pad	Lots of resonant movement in this Pad, which is further enhanced with the Mod Wheel.
77. Breather GEO	Pad	A Digital inspired Pad that's quite Vocal.
78. Pinball GEO	Arp	Fun little Arp.
79. ET Pad GEO	EP	Quite Vocal at times. Mod Wheel for Tone.
80. FM Bass GEO	Bass	Typical FM Bass. Mod Wheel changes the Tone.
81. SweptAway GEO	String/Pad	Again, lots of overtones with this, something that the Prologue is really good for.
82. DriveLow GEO	Bass	From Bass to Buzz...
83. The Lost GEO	String/Pad	Cool Slow Sweeper, Mod Wheel to Brighten.

84. MooMoog GEO	Lead	It has that Classic Filtered Tone, especially low down.
85. SpitRoast GEO	Bass	Layered Bass can be also be used for Lead.
86. PolyStar GEO	Poly Synth	Nice and Bright, Nice and 80's. Mod Wheel brings in the Delays.
87. Enchanted GEO	String/Pad	Almost like a Synthetic Chamber Orchestra, Mod Wheel brings in the Magic!
88. Arp4Epoch GEO	Arp	I make this on everything, works great in Low and High Octaves. Tone changes with Mod Wheel.
89. Enceladus GEO	SFX	Layered Noise to create Stereo Winds, speeds up with Mod Wheel
90. The Core GEO	String/Pad	Rich with Low End Resonance, sounds great and little Evil!
91. ETAttack GEO	SFX	He phoned home, but all his mates came...And ATTACKED! Aaarrggghhhj
92. Seduction GEO	Chord	Can imagine on a Sexy House Track.
93. InSecret GEO	Arp	Very subtle and light Arp. Mod Wheel for more.
94. Mellow GEO	String/Pad	Was asked a "Loaded Question" about whether the Prologue could sound Mellow...So I made this.
95. Mellower GEO	String/Pad	Still Mellow, just some more Tones coming through.
96. Bass-bass GEO	Bass	Some Digital tones on this Bass, use Mod Wheel for Delays.
97. Cravings GEO	Poly Synth	Some more Negative EG but with a bit of Rhythm. Some interesting Tones in the middle with the Mod Wheel.
98. Long4U GEO	String/Pad	A weird one using a bit of Cross Mod from the Mod Wheel.
99. OceanSky GEO	String/Pad	Like sticking my OB6 through a BigSky.
100. Xtra Bass GEO	Bass	Yeah, an extra Patch. Someone was asking how to make a certain Sound, so I made this...you may as well have it. ☺

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