

Evolution Vol 2 – 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 with the DSI OB6 again, which is an absolute marvel of a Synthesizer.

The previous set I made 'Evolution Vol 1' has been well received and I've had a lot of great comments and people sending me their compositions using the patches, great stuff, keep it coming.

I just want to point out that I make my patches from initialised sounds and only use the front panel of the Synth. The only 'software' I use is a website called 'Laser Mammoth' which is an online Librarian for many Synths, to name my Patches.

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,

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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.

I've used a Ring Modulator with a '0' setting for some patches as it affects the tone, though on a couple of Patches, it can cancel out the lower frequencies. This must be something to do with the nature of Ring Modulators or DSI's implementation of it.

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

I've not used the Sequencer really, only on the first Patch.

Installation

Please see the OB6 Manual on page 59. Patches are from 400 to 499 and when loaded in will replace what you already have there, so make a back up of your Sounds first. I have included the sysex for 1 full Bank and each sound individually to make it easier for auditioning. If you load in Patch 16 for example, it will be placed at 416, you can then save it to your preferred location.

Patch Name	Type	Description
00_Duran_GEO	Arp	You'll know it, just hit the sequence button.
01_AHA_GEO	Lead/Keys	Main melody sound used by AHA
02_My_Queen_GEO	Bass/Arp	Close attempt of the infamous intro.
03_Tom_GEO	Bass	Tom Sawyer Patch
04_Gazza_GEO	Strings	Vox Humana.
05_Layer_Pad_GEO	Pad	Nice and gurgling sound with Mod Wheel dramatically changing into a Rhythm.
06_Crossover_Pad_GEO	Pad	Pad that sweeps through all Filter Modes
07_Jump_GEO	Brass	Sorry, I had to do it!
08_60's_SciFi_GEO	Keys	Reminded me of old 60's Sci-Fi. Aftertouch makes it brighter.
09_1984_GEO	Lead/Keys	Is 80's all over, Mod Wheel brings in slight variation.
10_Filter_Sync_GEO	Lead	Sync Lead, with Aftertouch that can be used like Wah Wah
11_Hypiano_GEO	Keys	Very weird Keys sound, lots of delays, but hold down and use Aftertouch to bring in Pad...sometimes it works, sometimes not.
12_Oui_GEO	Lead	Vocal Lead Sound, use Mod Wheel for vowel changes.
13_Express_Lead_GEO	Lead	Very expressive Lead, quite Brassy and with a bit of Mod Wheel vibrato and aftertouch Filter control.
14_Sweeping_GEO	Pad/Strings	Beautiful, slow swept String Pad
15_Sweep_Signal_GEO	Pad/Strings	A resonant Pad/Strings that slowly sweeps rhythmically, lots of texture.
16_New_Wave_GEO	Arp	Nice, Synthetic, 80's Arp.
17_Soft_Piano_GEO	Keys	Unique Piano Pad with lots of character.
18_Creamy_Pad_GEO	Pad	Just hold it and smile.
19_String_Pad_GEO	String	Slow and evolving.
20_Hold2Phase_GEO	String	Very wide and constantly moving, stick a huge reverb on if you can.
21_Arp_Filter_GEO	Arp	Arp that randomly moves through the Filter Modes
22_LFO_Express_GEO	Pad	Hard to describe, bubbling LFO Pad?
23_Electro_Bass_GEO	Bass	Reminds me of the Bass sounds in early Electro...when I used to spin on my Back!
24_Synth_Ice_GEO	Keys	Coldish Synth Piano can be Lead also.
25_Pitched_Pad_GEO	Pad	Pitched Oscillator at different interval, spreads out the Pad pitches.
26_Static_Keys_GEO	FX	Can be used with the Arp, but I like it as FX as it has a static, dusty quality to it.
27_China_Arp_GEO	Arp	Just play a Triad (No pun intended) with a root note and then use the Wheel to enhance slightly.
28_Key_Cutter_GEO	Keys	Cuts through any mix, thin, sharp Piano keys.
29_Karplus_B_GEO	FX	Attempting Karplus Strong with the DDL, seems to do more on the B notes for some reason '?'
30_Morse_Arp_GEO	Arp	Metallic and full sounding LFO driven Rhythm, can be used as a Lead Line or Bass. Aftertouch to remove Rhythm. One of my Favourites!
31_Sweeping_LFO_GEO	Poly	LFO for main Rhythm and Ring Mod at slow speed for second Rhythm and then Filter Sweep

32_Interference_Pad_GEO	Pad/String	Uncontrolled Pad, use Aftertouch to make it crazier, lovely tones though. Mod Wheel makes it worse/better?
33_Chorus_Bass_GEO	Bass	Good for Bass Lines with held note or New Wave type of Music.
34_Ring_Leader_GEO	Lead	Ring Mod Lead Sound, can get a little 'vocal' at times and Mod Wheel takes it somewhere else.
35_Pure_Strings_GEO	Strings	Simple, clean and pure Strings, just to float above a dark Pad or full Bass...Heaven!.
36_Fuzzy_Piano_GEO	Keys	Bright and Bold Piano with a Fizzy front end, due to X-Mod. Mod Wheel makes it unlistenable.
37_Kaleidoscope_GEO	Arp	Bright, in your face, reminded me of a Carousel with lots of colours... <i>No, I don't take Drugs!</i>
38_Evolution_GEO	Strings	Slow evolving Strings, keep chord held down for low-end sweep up.
39_Evolved_GEO	Strings	Sums up my favourite types of sounds. Nice, filtered down with lots of resonance.
40_You_What?_GEO	FX	Sounds like a naff Sci-Fi Robot.
41_Warm_LFO_GEO	Pad/Lead	Works mainly as a Pad but is quite a good Lead, for a 'broken' up sound.
42_Karplus_Klang_GEO	FX	More experiments with the DDL, for a weird type of Sitar/Bell and becomes more of an effect with the Mod Wheel...Not sure how it would be used, but was interesting to make.
43_Twin_Peaks_GEO	Keys	Nice, thick and rich Piano type sound, lower register reminded me of 'Twin Peaks' Theme (unintentional).
44_Nursery_Ryme_GEO	Arp	Like a Kids Toy, especially with aftertouch.
45_Square_Circles_GEO	Keys/Pad	Nice Square Wave Piano/Pad and sweeper.
46_Cold_Ice_GEO	Lead	Heavily Effected, but cool sounding Unison Lead.
47_Run_Rings_GEO	Keys	Using Ring Mod for LFO effect sounds weird with single notes, but play a Triad and root note, then change chord, get wide variety of tones.
48_80's_Lead_GEO	Lead	Authentic 80's Lead, velocity changes the Filter and vibrato from Mod Wheel.
49_Band_Pad_GEO	Arp	Band Pass Pad with tonnes of character, tone and movement, very industrial sounding and massive. Another Favourite of mine.
50_The_Ringer_GEO	FX	A strange patch with lots of tone variety, especially with aftertouch. LFO drives Rhythm.
51_She_Grows_GEO	Pad/String	Rising filtered Pad/String, aftertouch brings in tremolo rhythm.
52_Subtle_Sweep_GEO	Pad	Downward resonant Pad/Keys, great for 1-bar chords.
53_Select_Pad_GEO	Pad	Evolving and broken up Pad, aftertouch smooth's it out.
54_The_Bed_GEO	Pad	Good Pad to be used for long held Chords, subtle random changes, more so with Mod Wheel.
55_Ultimate_80's_GEO	String/Lead	Flanged String Pad, used extensively in 80's Sci-Fi (Blake 7)
56_Big_Lead_GEO	Lead	Heavily distorted lead, very cutting.
57_Silk_Strings_GEO	String	Beautiful String Pad, hear each individual note.

58_Acoustic_Arp_GEO	Arp	Has a slight acoustic guitar sound to it, but with some Drive.
59_ArpaTron_GEO	Arp	Great Arp with modern electronic sound.
60_Hold_Lead_GEO	Lead	Strange Flanged Lead almost sounds airy and hollow on some notes.
61_Hot_Ring_GEO	FX/Lead	Having a bad day when I made this. Strange Ring Mod overtones, especially with aftertouch.
62_Soft_Sync_GEO	Lead	Not a typical Sync sound, much softer, but with similar character.
63_Funky_Lead_GEO	Lead	Use with Mod Wheel, play scales and do 'Filter Mouth'
64_Movie_Bass_GEO	Bass	LFO driven rhythm, just play a low note.
65_Ice_Mountain_GEO	Arp	Clean and detailed, lots of tones between aftertouch levels.
66_Ring_Piece_GEO	Arp/FX	Sorry for the name ☺ Err...what can I say.
67_Rez_Strings_GEO	Strings	Who needs 24db Filter, when you can do this?
68_Warm_Pad_GEO	Pad	Simple and useful warm Pad. A bit pitchy also.
69_Uni_Bass_GEO	Bass	A good, slow decay Bass.
70_Confusion_GEO	Pad/Lead	Lots of movement and roughness, bring in the Mod Wheel for more.
71_Too_Nice_GEO	Keys	Just a great icy piano/Keys to play.
72_SubSynth_Bass_GEO	Bass	Funky Bass with added low end.
73_Tough_Lead_GEO	Lead	Sharp, cutting Unison Lead.
74_Attack_Lead_GEO	Lead	High Pass attack, very resonant, aftertouch for Wah Wah.
75_Angels_Scream_GEO	Organ	With a bit of Mod Wheel and changing chords, sounds a bit like a dull Choir on Tape.
76_Sample_Lead_GEO	Lead	Sounds like a sampled sync lead, but it isn't?
77_Distant_Arp_GEO	Arp	Play 4 low notes over an octave, nice bassline.
78_Warm_Clav_GEO	Keys	Not a fan of Clav sounds, but can live with this one, a bit Synth.
79_Pad_Lines_GEO	Pad	Is what I love about the OB6, you can hear each note shimmering across left and right.
80_Fast_Arp_GEO	Arp	Daft Punk style Arp, very good example.
81_Reverse_Arp_GEO	Arp	Play softly for an almost reversing sound, press harder for something completely different.
82_Random_Ring_GEO	Arp/FX	Very strange tones just hold.
83_Pillow_Pad_GEO	Pad	Very quiet and subtle, Mod Wheel makes it more interesting.
84_Outasync_GEO	Keys	Synth Keys that are slightly out of tune, but work well. Hit Osc Sync for variation.
85_Pressed_4_GEO	Arp	Staccato Arp, but falls into line with aftertouch.
86_Smothered_Pad_GEO	Pad	Big and Warm, yet evolving, like being smothered in warm Gravy...Err.
87_Stringer_GEO	String	Big, thin and bright.
88_VCO_Strings_GEO	String	Bold and bright Strings.
89_Xmod_Arp_GEO	Arp	Using XMOD on the Filter frequency, to give a subtle distortion.
90_Ripples_GEO	Pad/String	Confused and ever changing Sync Pad.
91_4Chords_GEO	Pad	Good all rounder for Chords, quite bright.
92_4Chord's_2_GEO	Pad	As above, but duller
93_Ambient_Glass_GEO	Keys/Lead	Vangelis would use it!
94_Thick_Bass_GEO	Bass	Big and full Bass sound, with Ring Mod overtones.
95_Trance_Arp_GEO	Arp	Heavily effected and modulated frequencies.

96_Blackpool_GEO	Organ	Used to live there, reminds me of the Tower!
97_Galaxy_Pad_GEO	Pad	If this sound was a chocolate, it would be 'Galaxy' ☺
98_Intro_Pad_GEO	Pad	Just play 1 chord for ages and play a lead over the top.
99_Voltare_GEO	Arp	Phew, names for 100 patches over. Err, this patch reminded me of electricity, should have named it Tesla or something.

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