

Korg Prologue - Epilogue Vol 2 – GEOSynths.

Thank you for purchasing this Sound Set from GEOSynths, I hope you have fun with the sounds and use them into your compositions.

I wasn't sure if I was going to do make a follow up Bank for the Korg Prologue as it had been out for a while and there were lots and lots of new Oscillators and FX to try out. That has its problems with support as having the right Oscillators in the right slot etc.

So I decided to return to just using the stock "WAVES" Oscillator and FX and in the main, I've use the VPN the most. So what is different? Well I decided to make all 100 Patches with using both Layers for each. Not just simple doubling up, but complete different sounds, Pads with Arpeggiators on top, Pads and Strings layers, Bass & Poly Splits...It's taken longer, required a lot more work to make them, however I think it really shows the power of the Korg Prologue using both Layers together.

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.

As it uses both Layers for each Patch, if you have a Prologue 8 you will be limited with polyphony, though you could turn off the sub level, Record it, swap the layers and get access to the other sound.

Note – All the patches were made with the Prologue 16, with the L.F Comp set at between 9 & 10 o'clock.

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 then enough to buy the Prologue.

All the best,

Jamie
GEOSynths

Installation – Korg Librarian

If using the Librarian Bank, the Factory Patches are included and the GEOSynths Patches start at 400.

Load the Bank

1. Do a Back Up of your Prologue first.
2. Unzip files, open "Librarian Files" then "Librarian Bank"
3. Open Librarian and click "File" then "Open" and select "Epilogue Vol2_GEOSynths.prlglib"
4. Under "Send/Recv – Click Send. (This will overwrite everything on the Prologue.

Load Single Patch

1. Do a Back Up of your Prologue first.
2. Unzip files, open "Librarian Files" then "Single Patches"
3. Open Librarian and select an unused Patch slot.
4. Click "File" then "Load Program Data".
5. Select the Patch you want to load and Open.
6. You can then drag it to another slot if you want.

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

Korg do not use a Bank System, so it's a case of overwriting all 500 Slots or loading 1 Patch at a time. I have added support for the Korg Librarian, which includes Bank and Single Patch Folders. There is also a SYSEX Dump for all 500 Slots which includes the Factory

Patch Name	Type	Description
01. UV Light GEO	Polysynth	FM style of Poly with a Pad and Shimmer. Brighter with MW
02. Echozz GEO	Pads/Strings	Beautiful and with lots of movement, this Pad String is warm and resonant with the MW, with a touch of short delay.
03. X Lines GEO	Lead	Great and very dynamic Bass & Lead Split. MW to darken Bass and add Vibrato to the lead.
04. DownDeep GEO	Pads/Strings	One of my fav's, Pads and very slow, metallic Arp. MW for subtle changes.
05. Loaded GEO	Lead	Hollow Lead with Osc Sync undertones. MW for Vibrato.
06. Bamboo GEO	Lead	Reed type of Flute, with lots of texture. MW for brightness.

07. DeepDish GEO	Polysynth	Awesome Bass & Poly Split. MW to bring in synced LFO Filter on the Bass.
08. Devil Key GEO	Keys	Can't wait to use this. It's dark and has a rumbling String underneath, which becomes more prominent with the MW.
09. Go Fly GEO	Pads/Strings	Strings yes, Arp Yes...Together, OMG! MW fades out Arp
10. Analoged GEO	Polysynth	It's a Polysynth with a Pad together. MW for Cut Off.
11. Old Stax GEO	Pads/Strings	Crazy Dual Pad with lots of texture, MW to darken.
12. Stranger GEO	Arp	Not quite Stranger Things, but a nod to it.
13. NightRem GEO	Arp	Dual Arp with MW for Cut Off.
14. DrawBack GEO	Key	Nice Drawbar Organ with MW for more tones and Leslie Effect.
15. Shining GEO	Pad/Strings	Dark Pads with increased Shimmer on the MW.
16. Realms GEO	Pads/Strings	Nice, hollow Pad, get's brighter with MW
17. Filth GEO	Lead	This is bonkers. Hold a lowish note and keep it down to hear it go in and out. MW to increase Sync Effect.
18. Awaken GEO	Pads/Strings	Saturated in Reverb and Shimmer, yet with lots of tone with MW.
19. Pulsed GEO	Arp	Metallic Arp and LFO driven Sequence. MW for XMOD Madness.
20. Scored GEO	Pads/Strings	This is just gorgeous for low Chord and double root notes. Digital tones with MW.
21. TollRing GEO	Pads/Strings	Dystopian Future, which get's darker with the MW.
22. Banished GEO	Lead	Dual Lead which is huge and quite unusual. MW for Vibrato.
23. AirLine GEO	Lead	Bass & Lead Split. Solid Bass Sequence which drives harder with the MW. Simple hollow Lead.
24. Phonics GEO	Key/Bell	Synthetic Keys with rough Pad. MW for brightness
25. Karma GEO	Key/Bell	Another Keys & Pad, this time a bit deeper. MW for wiry, digital sounds.
26. SkyFall GEO	Pads/Strings	Airy Pad and solid Bass Split. MW to add more brightness for the Bass.
27. BrassPad GEO	Pads/Strings	Simple layer Pad with Brass. Digital tones with MW.
28. Pad & Lead GEO	Lead	Pad on the left, resonant Lead on the right. MW increases lead Oscillator by an Octave.

29. Pacific GEO	Pads/Strings	Bit of a laugh trying to do the 808 State Pacific State Pad & Sax.
30. Overload GEO	SFX	Dramatic Oscillator Sync, downwards drone. MW for rhythm.
31. Dee50 GEO	Poly	Classic LA Synthesis in the style of Enya. MW makes the Poly brighter.
32. 2 Bellz GEO	Key/Bell	Clangorous Bell but pushing the MW, you get a lovely chorus Bell.
33. ToddTerry GEO	Chord	Todd Terry was a hero of mine back in the old House Days, this just reminded me of his Music.
34. Souper GEO	Pads/Strings	SuperSaw'ish. Very Dark yet MW increases brightness to full on Hands in the Air...maybe not!
35. NotchLike GEO	Pads/Strings	I love Notch Filters, but there isn't any on here, so used the Digital Osc to approx the tone. MW brings up other Layer.
36. In Yo :) GEO	Lead	A bit "Hoover" in terms of sound, MW reveals lower level.
37. Heavenly GEO	Key/Bell	Great EP with Stringer underneath. MW swaps the Layers.
38. Returnz GEO	Pads/Strings	Short Pad, but if you keep keys held, it comes back. Portamento for chords also.
39. No Need FX GEO	Pads/Strings	No FX used - Big Warm and Bold StringPad. MW for Brightness.
40. Clangerz GEO	Arp	Err...It was an experiment!
41. 80s Trap GEO	Polysynth	More so the right hand side for the 80's Sound, left was...well, I don't know :)
42. Choir Lo GEO	Pads/Strings	Great Bass Sequence with an even greater Choir on the right...Quite pleased with the Choir on this. MW for Bass movement.
43. The Pad GEO	Pads/Strings	I can't stop making Pads, it's my thing...Love this one, MW for extra digitalness...
44. Be Gentle GEO	Key/Bell	Very dynamic and great for quiet parts which allows the Strings to come through. MW for Keys brightness.
45. DigiAnna GEO	Key/Bell	Analog on 1 layer, Digital on the other. Use MW to mix.
46. X OverGEO	Lead	i don't know why, but this split works so well together, very unusual tones. MW for the Lead brightness.

47. Trauma GEO	Lead	Again, another weird Split. Chorded Bass Sequence on the left and cutting Lead on the right. MW for Bass Brightness and Lead Resonance.
48. LifeLine GEO	Arp	Love this one, bright Arp going over a textured Pad. MW for digital harshness.
49. Willows GEO	Arp	Falling Bells and slightly quivering, more with the MW
50. NightFunGEO	Arp	Driving Bass Sequence, even more with the MW. Digital Stringpad on the right.
51. PPG Keys GEO	Key/Bell	Very 80's Digital Sounding. Really cuts through.
52. Overture GEO	Pads/Strings	Digital Stringpad with lots of movement, just play a chord and hold it. MW removes certain tones.
53. Gridz GEO	Pads/Strings	Pad with metallic Overtones MW removes this.
54. Scanning GEO	Pads/Strings	Resonant Pad with wow movement and slow metallic Arps. MW increases Attack Envelope
55. Midnight GEO	Pads/Strings	Airy Pad which gets darker with MW.
56. 3am GEO	Pads/Strings	Another dystopian Pad, so much movement and texture with this. Maybe my fav Pad in this set...maybe!
57. Driven GEO	Arp	Rhythmic Sequence of Arp and Pulsing Pad. MW darkens the Pad...Great Sound this.
58. Insecure GEO	Arp	Play single key in the middle and drive it harder with the MW.
59. Add 7th GEO	Polysynth	Massive Saw Poly with MW increasing Oscillator by 7.
60. 2 Keys 2U GEO	Key/Bell	Nice and cutting EP but with MW, a big, round and warm dark EP. MW to mix.
61. For Hanz GEO	Pads/Strings	Great Soundtrack StringPad, MW to increase Shimmer level.
62. 2 Lines GEO	Lead	2 Bright Leads, Bass on the left, and cutting Lead on the right. MW for Resonance for the Lead and to darken the Bass.
63. Eastwind GEO	Lead	This is my fav patch, it's so expressive and beautiful to play. Rough Stringer on the left and gorgeous Flute on the right.
64. Unsettled GEO	Pads/Strings	Angry, Swept Pad with slow Arp. MW removes Arp and darkens Pad.
65. Matriarch GEO	Arp	Not too shabby...My take on the glorious Moog Matriarch.
66. Tango GEO	Poly Synth	Great for House type of tracks. MW for more movement.

67. FM 80's GEO	Bass	FM Bass Sequence to the left and simple Saw Strings on the right. MW darkens Strings and goes full on FM!
68. Ganimede GEO	Pads/Strings	Rolling Pad with digital tones from the MW.
69. Perculate GEO	SFX	4 on the Floor Kick and Hats. MW speeds up the Hats.
70. 2 Padz GEO	String/Pad	2 Pads, 1 for each Layer, use MW to blend.
71. Aciied GEO	Arp	Highly Resonant Arp, be careful :)
72. Reverted GEO	Pads/Strings	Sweep Pad grows then cuts off. Use MW to stop it!
73. Fairlight GEO	Key/Bell	This is great, so 80's, use the MW for more.
74. Grandma GEO	Arp	Another Moog type Arp.
75. 2PadPack GEO	Pads/Strings	Dark Saw Pad on 1 layer, Hollow on the other. MW to blend.
76. Electro GEO	Arp	Bouncing Arp with subtle Strings underneath, MW turns Strings to Pad.
77. DX Lives GEO	Key/Bell	FM EP with Warm Pad...So 80's Ballad.
78. Air Lead GEO	Lead	Bright Lead with Sync Underneath.
79. Prophet 5 GEO	Pads/Strings	Not quite, but it did remind me of the resonance that breaks up on the original p5. MW removes rez.
80. 1 Finger GEO	Arp	Play in the lower octave and change notes. MW brings up Poly Rhythm.
81. Hadron GEO	Arp	Not sure if this is what it sounds like in the LHC, maybe like this?
82. Key4Life GEO	Key/Bell	Wiry Pad, sits underneath FM Keys. Brighter tone with MW.
83. Quanta GEO	Pads/Strings	Frothy Pad, MW darkens 1 layer.
84. Anagram GEO	SFX	Mad Percussion, MW for Flanger.
85. RuffLand GEO	Pads/Strings	Classic, rough Stringer Synth. MW for some LFO.
86. Red Oct GEO	SFX	Bit of fun...Press middle A, slowly bring up the MW, it will disappear and then explode.
87. Perc Organ GEO	Key/Bell	Saturated Organ with Leslie on MW.
88. AC no DC GEO	Polysynth	Acoustic Guitar with Chorus/Pad on MW.
89. Chamber GEO	Pad/Strings	Cello/Strings, very subtle changes from MW.
90. Silk Split GEO	Lead	Cool Split with Poly on the left and juicy Lead on the right to jam out to.
91. BrassTax GEO	Polysynth	No FX Brass, higher octave on 2nd Layer. MW to mix.

92. Subvert GEO	Bass	Sub Bass on the left and dynamic Poly Sequence on the right. More control with MW.
93. Twilight GEO	Pads/Strings	Great Dark Pad which has increased tones using MW.
94. Key of DX GEO	Key/Bell	Get those Ballads going. :)
95. Opener GEO	String/Pad	Great to start a track off with. MW for LFO.
96. MG Bass GEO	Bass	Dual Layer Bass, nice and phat on one layer, more chorused on the other. MW to blend.
97. Low Sync GEO	Lead	Huge, monstrous Lead. MW brings in FX.
98. 80's Poly GEO	Polysynth	No FX Poly, sounds great MW for slight brightness.
99. John C GEO	String/Pad	No FX - Very John Carpenter like Split. Bright Bass on the left, Poly to the right. MW for Brightness.
100. GEO King GEO	Pads/Strings	Haha...I know, such a Boast. Pads/Motion Strings, they are my thing and is what I really good at :)

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