

## **Evolution Vol 3 – GEOSynths.**

I didn't think I'd do another OB6 Bank, however it had been almost 3 years since I did Vol 2 and then of course, the "Vintage Knob" was ported over from the Prophet 5/10 Rev 4. As well as MPE support, it went far beyond just detuning a Unison Patch, but now had more variation in the tone, sometimes subtle, sometimes not so.

I was also aware that while I had made Sounds using Oscillator 2 as an LFO (Leaving only 1 Oscillator) I could have explored that a little more in conjunction with the X-Mod section, so I decided to make Evolution Vol 3.

While the OB6 is great at your more traditional 80's Patches, I've made this Bank to try and find the different tones it can make, I mean, it's a Synthesizer after all!

I've added FX and set them up, even if they are turned off on a few, so you can always toggle them and see how they are different. Delays and LFO's are Tempo Synced so you can use them in your Tracks, no matter what Tempo. Only caveat is that when using Oscillator 2 as an LFO, it's not possible to Sync, so was done by ear.

I hope you have fun exploring and using these Sounds or mangling them up to your own taste. It's been fun and while it was my favourite Synths until I got the Moog ONE, since doing this, it's my favourite again :)

Some Patches may vary in terms of Volume level, more to do with which Filter type is used. I have gone through them and tried to balance, but some are just quieter than others.

### **Firmware Update for "Vintage Knob"**

For the sounds to be reproduced correctly, you will need to update the Firmware to at least BETA V1.6.6. To download it, you will need to join the Sequential Forum and get it from the following page. Instructions for Installation are included as well as "Turning On" the function.

To note, I had to put it into Boot Load Mode for it to update my OB6, by holding down the "Write" Button and Switching it on. The Firmware then counts down from 999.

Link - <https://forum.sequential.com/index.php/topic,1190.0.html>

### **Installation**

Please use a SYSEX editor to send the Patches to your OB6 or Sound Tower Editor - Banks have been duplicated for each User Slot. Tools - <https://www.geosynths.com/tools>

Patch Name	Type	Description
00_Vectors_GEO	Motion Pad	Filter Modulated Pad with lots of movement. AT for opening Filter.
01_Ort Cloud_GEO	String Pad	Gorgeous High Pass Sweep.
02_Bass Escape_GEO	Bass	John Carpenter inspired Bass, very heavy and resonant.
03_Cold Nights_GEO	Poly	Bright Poly Synth, almost Supersaw quality, but uses only 1 Oscillator.
04_OB One_GEO	Poly	80's inspired Poly but can be used for Lead Melodies too. AT for Cutoff increase. MW for LFO.
05_Poly Sync_GEO	Poly	Oscillator Sync, but used for texture in their Poly Patch. MW changes Filter Type AT for Osc 1 changes.
06_Outliers_GEO	Motion	Very bright and brittle with lots of movement and strange background tones due to Ring Mod FX.
07_Derezzzer_GEO	Motion Pad	Great movement and texture for this single Oscillator Pad. AT to open up the Sound.
08_Low Down_GEO	Bass	Effected Bass Sequence using the LFO and Osc2 to create the Rhythm. AT changes pattern.
09_Glocks_GEO	Arp	This is great Arp with lots of movement, great for playing Chords. AT and MW for more tonal changes.
10_Warm Nights_GEO	Poly	Use varying levels of Velocity for Dark and Bright tones. Osc 2 set at a 5th.
11_Sync or Sweep_GEO	Motion Pad	Love this one and while thinner than big heavy Pads, the clean tone from dark to bright is great for a glassy texture. AT for more. MW to darken.
12_Satin_GEO	Keys	Variation of a Vangelis Patch I made to have a bit more movement and tone. AT bends the "Strings" slightly.
13_Ripple Lead_GEO	Lead	Massive Lead, great at the low end also. Slightly resonant that sweeps with sustain. MW for Vibrato.
14_Dusk Calls_GEO	Motion Pad	Just a lovely Warm Pad but with movement throughout, quite subtle as well. MW for Filter Sweep.
15_Unified_GEO	Lead	Awesome Lead which comes back while sustaining a note.
16_Shadows_GEO	Motion Pad	Big, Dark and rumbling. Added texture from Osc Sync.

<b>17_String Lines_GEO</b>	Strings	The OB6 is great at making Stringer Synths and this one of them :)
<b>18_Phantom Arps_GEO</b>	Arp	Big and Bright Arp, that's until you use AT to get darker. MW for LFO changes.
<b>19_Haunting_GEO</b>	Bell	I love this one as it's quite glitchy and has strange background tones. MW adds a trill effect.
<b>20_LFO Low_GEO</b>	Bass	Heavy PWM Bass and can be used as a Lead, though bring up the MW for low end Rhythm. AT to close Filter.
<b>21_Pleasant Poly_GEO</b>	Poly	A cool single Osc Poly which is also good for Melodies. AT to open the Filter/Type.
<b>22_Passed Over_GEO</b>	String Pad	I could play this all day, great textures and subtle background noises. AT to open Filter. MW for Sweep.
<b>23_Transitions_GEO</b>	Motion Pad	Osc Synced Warm Pad. Lovely sound with MW for sweep. AT to open Filter.
<b>24_Puzzler_GEO</b>	Poly	Single Oscillator with LFO and Osc 2 creating fast and slow movement. Heavily effected.
<b>25_Phazed Tines_GEO</b>	Keys	Very bright and thin, almost Clav quality but with swirly Phasing. MW to change Osc Sync frequency for different tone.
<b>22_Rhythm Play_GEO</b>	Arp	Resonant Arp and constantly changing. AT for Filter Mode change.
<b>27_Perc Organ_GEO</b>	Organ	Quite a Cool Percussive Organ with a small amount of "Leslie" Effect, turn of FX for cleaner Sound.
<b>28_OB Warmth_GEO</b>	Poly	It's a Poly, quite resonant and sweeps down with slight quivering.
<b>29_Fairt Dust_GEO</b>	Arp	Great resonant Arp with some cool tones. MW increases the Filter sweep. MW opens Filter and changes type for more glass like texture.
<b>30_Rolling Bass_GEO</b>	Bass	Very strange, almost FM Bass. Vet heavy and full of character.
<b>31_String Slide_GEO</b>	Strings	Stringer with Portamento, great when changing Chords. MW and AT for thinning out the tone more. Great for over the top of a Dark Pad.
<b>32_After Rain_GEO</b>	Poly	A simple sound with some PWM movement. Great for subtle melodies too.
<b>33_Electric Vibes_GEO</b>	Lead	This is a bit mad, though I love the "digital" quality to it and constant changes when applying AT and the MW.
<b>34_Undertones_GEO</b>	Poly	So much going on here, especially in the background. Try it an Octave lower too...

<b>35_Journeys End_GEO</b>	Motion Pad	Oh yes, love this too. Gradually growing and dipping in and out of tune slightly.
<b>36_Close Lead_GEO</b>	Lead	Cool and vibrant Lead, Vibrato with AT.
<b>37_Short Wave_GEO</b>	Poly	Unusual tone with this, slightly EP slightly Poly. MW will go through the tones more.
<b>38_First Contact_GEO</b>	String Pad	Huge String Pad, slowly pulsing and getting bigger. It's a Monster.
<b>39_Evil Sees_GEO</b>	Arp	Another rhythmic Bass/Arp with a fast, alternating Pattern. MW for Filter LFO and AT to darken.
<b>40_Tectonic_GEO</b>	Lead	Great for Lead and for Low Bass. Lots of movement with AT making changes, be good to sequence the AT.
<b>41_OB Flute_GEO</b>	Wind	Bit of an oddball, but hey, it's Flute. Use AT and Note Off for more authenticity.
<b>42_Sonargram_GEO</b>	Poly	A weird one this, play a Chord and just leave it. Hold the chord for repeats.
<b>43_Rich Keys_GEO</b>	Keys	Cool Keys with natural Chorus, turn on FX for a Warmer Sound.
<b>44_Rolling Arps_GEO</b>	Arp	Short, Glassy types of Arp Sound. Moving from bright to dark. AT for Filter Type and MW for deep LFO.
<b>45_Gravity Waves_GEO</b>	Motion Pad	Slow, Pulsing Warm Pad but gets brighter with AT and MW for sweep.
<b>46_Cold Case_GEO</b>	Keys	Subtle tones, good for block chords and Melodies. Subtle tonal changes with MW and AT.
<b>47_Poly Synced_GEO</b>	Poly	Very bright, but quite heavy also. Subtle swirling tonal changes with Sustain. Weird glitches with MW.
<b>48_Lens Effect_GEO</b>	Motion Pad	Wiry and brittle, but with subtle changes and pulsing, like the sound is going in and out of Focus :) AT is good for removing the brashness.
<b>49_ET Calls_GEO</b>	Arp/FX	Arp with Vocal quality to it, not quite The Daleks, but the Ring Mod helps with the effect.
<b>50_Ring Worm_GEO</b>	Bass	Bass and Ring Mod, not something you'd think would work together, but creates a cool tone. MW for Rhythm.
<b>51_Last Dance_GEO</b>	Poly	Type of sound you'd hear in an 80's Ballad. MW for PWM and AT for slightly opening the Filter, good for Chord changes.
<b>52_Polytech_GEO</b>	Poly	On the edge of sounding "harsh" if sustained, there's some nice Notch movement. AT/MW for Vibrato

<b>53_Oceans Above_GEO</b>	Motion Pad	Love this one, has got's constant, subtle movement and with AT the pitch drifts slowly.
<b>54_Warped_GEO</b>	Arp	Awesome Arp, great for an Intro or being driven over a Beat/Bass. AT for subtle changes and MW for dramatic.
<b>55_Time Trip_GEO</b>	String Pad	Wiry, gooey and lush...love this one as it gently pulses through the Phasing. AT reduces the pulses and tone little.
<b>56_70's Strings_GEO</b>	Strings	Stringer which goes between Filter Types for bright and brittle to Dark and Warm.
<b>57_Leading Edge_GEO</b>	Lead	Sync Lead with some strange Phase Cancellation, then pulse to normal. Can get really broken up.
<b>58_Arise OB_GEO</b>	String Pad	This has to be the best Opener in the set. Warm and wiry, slightly brittle and using only 1 Oscillator.
<b>59_Wall of Doom_GEO</b>	FX	Fixed pitch Noise Sweep. AT opens the Filter, could be recored in DAW for a rhythm.
<b>60_Rengade_GEO</b>	Sequence	LFO driven Poly which sounds great thanks to Osc 2 being used as a Mod Source. Subtle Distortion to add further colour.
<b>61_Pass the Lead_GEO</b>	Lead	High Pass Lead which affects the Attack portion more, great for fast playing. MW for Vibrato.
<b>62_Proxima_GEO</b>	Motion Pad	Pad with phasing texture and Portamento for Chord changes. AT for subtle changes to the Filter.
<b>63_Half Life_GEO</b>	Lead	This is a great Lead, especially when going down to the low Octave. AT for a bit of Vibrato.
<b>64_Sunfly_GEO</b>	Arp	Great Ambient Arp that stays fairly dark, though increases with AT. MW fully open Filter.
<b>65_Brass OB_GEO</b>	Brass	Classic Synth Brass with vibrato and slight brightness with AT.
<b>66_Death Row_GEO</b>	Bass	Huuuggee Bass Sound with pounding rhythm. PWM with MW and Filter mode with AT.
<b>67_Winter Warmer_GEO</b>	Motion Pad	Very warm, PWM Pad.
<b>68_Street Life_GEO</b>	Lead	Phased Lead and can be used for Bass as 8th Rhythm is on the MW and open Filter with AT
<b>69_Solemn Space_GEO</b>	Arp	Warped Arp with glitch FX and lots of wide open space.
<b>70_Signal Loss_GEO</b>	Motion Pad	You think it's going to be a nice and slowly evolving Pad, but get broken up quite hard with a bright repeat. AT darkens and lowers the repeat depth.

<b>71_Roll Off_GEO</b>	Lead	Great, funky resonant Lead, has slight Moog qualities.
<b>72_Just Cause_GEO</b>	Sequence	Octave shift pitch via Osc 2. AT for tonal change.
<b>73_On the Wire_GEO</b>	String Pad	Cool swirling and wiry Pad with some Brass like quality to it.
<b>74_Passed Down_GEO</b>	String Pad	Cool Band Pass Pad which slowly pulses down through the frequencies...then back up on key release.
<b>75_Detox_GEO</b>	Sequence	Tempo Since LFO and Arp moving through an Octave. AT for opening Filter. Triggering is weird on this, something to do with the slow ARP division. \0/
<b>76_Ring String_GEO</b>	Strings	Thin and wiry, however when changing from chords to single notes in a chord, hear the rhythm change :)
<b>77_Statix_GEO</b>	Sequence	This blows away the Cobwebs :) Metallic Bass Lead, it's just massive!
<b>78_OB Flux_GEO</b>	Lead	Single Oscillator, but has a great quality to it, mixed with Noise. AT to control the LFO
<b>79_Wonder_GEO</b>	Arp	Delightful single oscillator Arp moving through the octaves. AT changes the tone and shape.
<b>80_Darkness Falls_GEO</b>	String Pad	Creamy Pad, AT for Filter opening.
<b>81_Busy Bee_GEO</b>	Lead	Fizzy Lead with High Pass Filter and AT for Vibrato.
<b>82_Drawback_GEO</b>	Organ	Cool Organ sound with subtle "Leslie" effect, use the MW or AT for more.
<b>83_Old Souls_GEO</b>	String Pad	Another slightly brighter, Warm Pad.
<b>84_Secrets_GEO</b>	Poly	Resonant Poly, great for Block Chords and even melodies. AT for brightening the sustain
<b>85_Min Bass_GEO</b>	Bass	Heavy and quite "Throaty" Bass, some Minimoog qualities too. Bring in the 8th's with the MW.
<b>86_Open a Jarre_GEO</b>	Strings	Very Jarre like Stringer, kind of what you'd hear in Oxygene.
<b>87_Tubeway_GEO</b>	Lead	it's bright but also warm and cutting too, love this Lead. Great for picking out Bass notes or as a Lead for Melodies.
<b>88_Hammerhead_GEO</b>	Sequence	Ready made Bass Line. MW for Filtering.
<b>89_Skylight_GEO</b>	Bells	Great for chords though you'll hear slight interference in the background. AT for Vibrato.
<b>90_Autopoly_GEO</b>	Poly	Just play block chords and hear the texture evolve. AT for subtle Tremelo, MW for more.

<b>91_Reflections_GEO</b>	Arp	Arp which sounds like the sound is being reversed. AT to darken the sound and MW to brighten.
<b>92_Leading Lady_GEO</b>	Lead	Subdues Lead which slowly grows, AT for Vibrato and slight brightening.
<b>93_Spirallz_GEO</b>	Motion Pad	Random driven rhythm, sounds like cheap Alien Toy's.
<b>94_VCO Bass_GEO</b>	Bass	Just a simple, yet heavy Analogue Bass.
<b>95_Glassware_GEO</b>	Keys	Percussive Poly with different velocity shades.
<b>96_12 Bit Stab_GEO</b>	Lead	A weird one this, sounds like a Sample when changing to the lower notes :)
<b>97_Spring's here_GEO</b>	Arp	Quite an ugly sound really but I like the almost bit reduction quality to it. This reduced via AT where you hear the Spring Reverb.
<b>98_Sad Squares_GEO</b>	Poly	Nice, warm Poly with release.
<b>99_The Low Down_GEO</b>	Lead.	Cool Bass and Lead where you can "wobble" it with AT. Turn on the FX for more tone.

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