

Singularity Vol 3 – GEOSynths.

I'm back with another 128 Patches for the fantastic MOOG ONE! Of course many of the Patches are made up from 2 or 3 Layers for stacked or split Sounds, so there's actually way lot more than 128. I made these Patches so they are compatible with V1.4 Firmware (and others) from Moog.

With Vol 1 and 2 there is a good mix, though I was aware of maybe doing too many Pads (if there is such a thing). This time, I've concentrated a lot on Motion and Evolving sounds, Strings with a lot of texture and movement, Pads with elements over the top, just really making the best Sounds I could.

Of course, there are some great Leads and Bass Sounds, some of which are really heavy and deep! There's EP's and Polysynth, some are really unique, as well as the Arps. You'll like the old Vintage Stringer types of Sounds too...I do. Overall, I think this Bank is some of the best Sounds I've made for ANY Synth, I hope you think so too.

The Patches have been tested on both an 8 Voice & 16 Voice and work across both, however the reduced Voice Count will be evident for some Patches for the 8 Voice. All Patches have Mod Wheel, Aftertouch and X/Y assignments, sometimes multiple destinations from them. Typically:

Aftertouch – Vibrato.

Mod Wheel – FM, Filter or Frequency.

X – Filter type Balance.

Y – Filter Cut Off, FM etc.

I've gone through the Patches and tried to balance out the Volume levels as much as possible, however depending on movement from 1 Filter to another or introducing FM, Resonance, it can dramatically increase or decrease the Volume. I have also tried to make them as loud as possible for better Signal to Noise.

I hope you enjoy these Patches and incorporate them into your Tracks, Productions, and Live or just enjoy playing them. We're a small, yet growing community and I intend to support the Moog One for years to come and thank you for your support.

If you ever do any Music with these Patches, please let me know, it's great to hear what you do with them 😊

Thanks

Jamie
GEOSynths

Installation

Moog actually make it quite easy to install and there are multiple options.

User Space

This is essentially a snapshot of the Synths settings, including the Patches and Performance list's etc. This way, you can load the User Space and it will be set up just as I made it.

1. Drag the file onto a FAT 32 Formatted USB Stick.
2. Put into the Moog One, you may need to restart the Moog for it to see the USB Stick.
3. Go to Settings - Library - Import
4. Scroll down to "ALL DATA (USER SPACE)"
5. Select "SINGULARITY VOL 3 - GEOSYNTHS"
6. Use the Top Right Button over the screen to "Import"
7. In the Library Page again, select "Switch User Space" and then select "SINGULARITY VOL 3 - GEOSYNTHS"
8. That User Space will load.
9. You can change the Performance Sets by using the "More" button on the right of the Performance Set buttons and selecting "Browse Sets"

Performance Sets.

There are 2 Performance Sets consisting of 64 Patches each, so they can be selected by using the buttons. The order they are in is the order I made the Patches.

1. Drag the file onto a FAT 32 Formatted USB Stick.
2. Put into the Moog One, you may need to restart the Moog for it to see the USB Stick.
3. Go to Settings - Library - Import
4. Scroll down to "Performance Sets" and press the large Encoder.
5. You can select 1 or both of the sets to load them "SINGULARITY VOL 3 GEO-SET A or B"
6. Press the "Import" Button above the screen, top right.

Presets.

Here you can load an individual Preset, so for instance if there are certain favourite Patches you like and want to include them in your own Sets or Spaces, then this is how you can load them in. Make sure you are in the User Space that is either the Factory or the one you want it to go in.

1. Drag the file onto a FAT 32 Formatted USB Stick.

2. Put into the Moog One, you may need to restart the Moog for it to see the USB Stick.
3. Go to Settings - Library - Import
4. Press the Encoder to go to "PRESETS"
5. Select some or all of the Presets to load in by using the Encoder or the "Select All" Button.