

## Essence Vol 2 – GEOSynths.

Thanks for purchasing Essence Vol 2 for Sequential's Take 5 Synthesizer. I wasn't sure if I'd do a follow up Bank seeing as the User Space was a bit limited, however with V2 Firmware (Which you will need) they added some extra User Slots, so just had to get on and make some more!

I have a Prophet 10 re-issue and recreated some sounds with the Take 5, which completely surprised me at how close it got, especially with high Modulation rates and the Resonance, then took advantage of the extra functionality such as built in FX and Stereo Panning, which made a huge difference.

V2 Firmware also added some extra Functionality such as bypassing the Filter for Osc 2, extra Destinations and so, which I have full used.

### Presets

I have gone through the Patches and tried to match the Volume Levels, however this can change drastically depending on if the Mod Wheel and Aftertouch are utilised, as well as amount of Resonance used.

I hope you enjoy using the patches, I've tried to make them musical and dynamic, so you can use them in your Productions, as is. This time I didn't really do any FX, I mainly concentrated on playable Sounds, the rest are all Pads, Strings, Bass Lead and so on. With some Sounds which have used FM you may find them in a different Key as there is no Transpose Function for each Patch. This is done to get the desired tone, so you may need to adjust.

As there are only 256 User Slots I have arranged the Patches as follows:

1. All Banks - This is only if you have purchased the Bundle of Essence Vol 1 & 2, as there will be 256 individual Patches and you can load them all in one go.
2. Banks 1 to G - This contains 2 Folders - 1 to 8 and 9 to G. Choose one of them, you will see 8 Banks of 16 Patches, load these into your Take 5.
3. Individual Patches - There are 128 separate Patches, so they can be auditioned and saved to your desired location.

### Installation

#### Sysex Tool

Mac - Sysex Librarian - <https://www.snoize.com/sysexlibrarian/>

PC - Midi Transfer Utility - <https://www.microsoft.com/en-us/p/midi-sysex-transfer-utility/9pfd4ddwgktn?activetab=pivot:overviewtab>

1. Connect to your Computer via USB or MIDI Cables (USB Preferable)
2. Press “global” on the T5 and select item 21. Sysex to “ON”.
3. Move to item 22 and select the cable you are using (USB or MIDI)
4. Choose the file or files you want to load into the Sysex Tool and ensure the MIDI/USB is set up correctly.
5. Press “Send” or equivalent to send the Sysex over to the T5.

Patch Name	Type	Description
<b>1. Darkfold GEO</b>	Made	Beautiful and dynamic FM Pad with a rich tone and even richer sounding Reverb.
<b>2. PolyPad GEO</b>	Poly	Bright PWM PolySynth. Use MW to turn it into a Pad and to hear the Reverb.
<b>3. Hells BellsGEO</b>	Bell	Lovely tone for this Bell, sort of DX Bell with lots of variation when using the MW.
<b>4. Jazz Knights GEO</b>	EP	Very conniving Electric Piano with subtle (Wah) effect.
<b>5. Mad Mini GEO</b>	Bass	Heavy Bass/Lead with nice overtone, use MW to change the tone.
<b>6. Pass Over GEO</b>	String	Bright StringPad which has a lot of power, use AT to add stereo panning and the MW for some High Pass Filtering.
<b>7. Hotline GEO</b>	Lead	Bit of a Mad Lead with some strange overtones, use AT for Sample & Hold.
<b>8. Glass Full GEO</b>	Arp	Edgy and ‘Glasslike’ with some subtle modulation of the Filter and FX.
<b>9. Vangelis Lives GEO</b>	Pad	I love this Pad, it has so much tone and movement. Lots of atmosphere and soaked in Reverb :)
<b>10. Reversal GEO</b>	Arp	Unison Arp which sounds quite typical until it grows and you use the Controllers.
<b>11. FM Dynamics GEO</b>	Lead	Slow attack Lead and also for low lines. This is an unusual sound, almost like it’s layered. MW adds some extra rhythm.
<b>12. Cold Layers GEO</b>	Strings	Bright StringPad with lots of slow PWM, great for Block Chords with lots of sustain to hear the sound “layer” up.
<b>13. Front Row GEO</b>	Guitar	Heavy, distorted Guitar, which is quite convincing. Use the MW for extra depth.
<b>14. Stringerz GEO</b>	Strings	Very authentic Stringer Synth Sound...This Synth is so good at making these types of patches. MW darkens the Strings while brightening the Reverb.

<b>15. 80s Strat GEO</b>	Guitar	Great sounding Strat Sound, very bright and 'Plucky', even more of a Pluck when using the MW.
<b>16. Thunderbolt GEO</b>	Pad	Modulated Pad which becomes even quicker when using the MW.
<b>17. Big Mama GEO</b>	Bass	Big and Huge Bass, use the MW for more.
<b>18. Ripple FX GEO</b>	Poly	LFO driven Poly with Rhythm. MW for Atmosphere.
<b>19. Sync or Swim GEO</b>	Lead	Typical Oscillator Sync Lead, however, use the MW to dirty it up a bit :)
<b>19. True Mini GEO</b>	Lead	Moog style Lead with pitch change when using the MW.
<b>21. Serpent GEO</b>	Strings	StringPad with slow Phasing, AT for movement and MW for atmosphere.
<b>22. Jupiter 6 GEO</b>	Poly	Classic Chorus driven Poly Synth with a twist on the MW.
<b>23. FM Aurora GEO</b>	Lead	Buzzy FM infused Lead with subtle changes with the Controllers.
<b>24. Lords Prayer GEO</b>	Pad	Probably the best Chop Pad I've ever made on an Analog Synth. Use the Controllers throughout sustain for variation.
<b>25. Roller FM GEO</b>	Bass	Chorused FM Bass which is quite Dark, use MW to brighten.
<b>26. FM Brass GEO</b>	Brass	Quite a decent Brass Sound this, not too bright but some cool tone. MW for Atmosphere.
<b>27. Skylight GEO</b>	Pad	Effected Pad with Panning, softer attack when using the MW.
<b>28. Dark Depths GEO</b>	Pad	Glorious Pad which is quite dark with lots of movement, becomes brighter with MW.
<b>29. MultiLayer GEO</b>	Poly	My attempt at trying to create a 2 Layered Patch using...err...1 Layer. Not bad :)
<b>30. Evil Lines GEO</b>	Lead	Unusual Sync Lead with extra low when using the MW.
<b>31. Stereo Keys GEO</b>	EP	Simple Electric Piano which has a Stereo bounce when using the MW.
<b>32. Death Ray GEO</b>	Lead	Frothy, Buzzy and cutting Lead. Controllers change up multiple parameters.
<b>33. Amped Waves GEO</b>	Pad	Hard to describe really but a Pad/Poly going through a Leslie?
<b>34. Flapper GEO</b>	Bass	Punchy Bass which becomes brighter with the MW.
<b>35. Knife Edge GEO</b>	Strings	Wiry StringPad which becomes high pass filtered with the MW.

<b>36. Stratospheres GEO</b>	Guitar	Has a great bright tonality to it, quite convincing.
<b>37. Hollow Halls GEO</b>	Poly	Plucked type of Poly which becomes a Pad when using the MW.
<b>38. Recall GEO</b>	Strings	Rippling StringPad with great character and tone.
<b>39. Show Me GEO</b>	Bass	Cool electronic, almost Digital sounding Bass. MW for atmosphere.
<b>40. No Sleep GEO</b>	Pad	Awesome Pad which is great for long sustained chords, especially when it glitches out. Use MW for LFO effect.
<b>41. Maestro GEO</b>	EP	Vangelis style Electric Piano. MW for more Reverb.
<b>42. Organ Air GEO</b>	Organ	Sounds like one of those cheap Fan based organs :) MW for a bit of 'Grit'.
<b>43. Koto Synth GEO</b>	Poly	Slow modulating sound which goes through the tomes and sounds like a Koto times. MW turns it to a Pad.
<b>44. Soloist GEO</b>	Strings	Thin sounding Violin at first but use the Controllers for dynamics , especially the MW for Ensemble Effect.
<b>45. Driller Killer GEO</b>	Lead	It sounds more like a Guitar Sample! Just play it low down, then use the Controllers.
<b>46. Simmering GEO</b>	Strings	Amazing Stringed with some great character and tone. MW opens up the High Pass Filter.
<b>47. Sync Punk GEO</b>	Lead	Dirty Sync Lead infused with FM, MW drops it down.
<b>48. 2 Face Bass GEO</b>	Bass	Short snoopy Bas which becomes something very different with the MW.
<b>49. Full Figure GEO</b>	Poly	Cool PolySynth, great for Chords and Melody.
<b>50. Brass Tax GEO</b>	Brass	Muted Brass which can be brightened using the MW.
<b>51. Short Stack GEO</b>	Bass	Cool Bass, like the old Chicago House!
<b>52. Neon Tines GEO</b>	Poly	Great PolySynth, really different and has so many uses. Plucky on one hand, bright on the other.
<b>53. Clangerz GEO</b>	Arp	Digital Sounding Arp...Just mess about with it :)
<b>54. Message GEO</b>	Poly	Similar to the Sound in "The Message" classic Hip Hop Track.
<b>55. Arp Strings GEO</b>	Arp	Muted Arp Sound, however use AT to bring in Reverb, which acts as if it's a Pad underneath.
<b>56. Righteous Pad GEO</b>	Pad	This is such an ultimate Warm Pad. Some great overtones when using the Controllers.

<b>57. PWM Poly GEO</b>	Poly	Frothy and ever changing PWM Poly. MW adds a twist!
<b>58. Thick Shake GEO</b>	Arp	Massive Unison Arp with great tonal changes with the MW.
<b>59. Acoustic Phaze GEO</b>	Guitar	Cool Ambient Acoustic Guitar, though becomes very dirty and phased with the MW.
<b>60. Solid Ground GEO</b>	Lead	Good for Lead and down low.
<b>61. Gravity Falls GEO</b>	Pad	Beautiful Dark Pad with sad atmosphere, then overdrive with the MW for extra tone.
<b>62. 80s Strings GEO</b>	Strings	Another cool Stringer Synth, Gary Numan would have loved it :)
<b>63. Gates of Hell GEO</b>	Lead	Massive Lead which could cut a person in 2 :) Added LFO changes with the Controllers.
<b>64. Gibson Blues GEO</b>	Guitar	A very convincing Gibson type of Sound which has been Amped Up. MW turns it to mutes.
<b>65. Key Octave GEO</b>	Poly	Great little poly with 1 Voice jumping an Octave so melodies become quite unpredictable. MW turns it to a StringPad.
<b>66. Epicentre GEO</b>	Pad	Great Soundtrack Pad with lots of expression and works great over the 2 main Octaves. MW for extra texture.
<b>67. 80s B-Line GEO</b>	Bass	Bright Bass Lead, cool for Synth Pop, however use the MW for some straight 8ths.
<b>68. Filed Theory GEO</b>	Pad	Wiry and brittle String Pad which sounds like a slowly sweeping Wavetable. Love this one, especially with a Dark Pad underneath.
<b>69. Fret Harmonix GEO</b>	Guitar	Bright Guitar, however if you release the keys quickly it almost sounds like Fret Noise... Almost!
<b>70. Pure Poly GEO</b>	Poly	Bright and Chorus Poly, becomes a pluck with the MW.
<b>71. Stacked Synth GEO</b>	Strings	Very surprised the T5 could pull this off, sounds like there's many Layers. Just hold it down for 10 Seconds.
<b>72. FM Pipes GEO</b>	Flute	I did a similar flute in Vol 1, but this one sounds better.
<b>73. Dual Bass GEO</b>	Bass	Big, Bright Bass, which becomes short and darker with the MW.
<b>74. Swells GEO</b>	Brass	Sort of Brass Sound which brightens with the MW.
<b>75. Face Hugger GEO</b>	Lead	This one is a bit Nuts, so much FM character going on. MW drops it down.
<b>76. In Time GEO</b>	Bell	Love these Bell/Chimes. MW really changes it up.

<b>77. D Model Army GEO</b>	Bass	Nice and Rich Bass which adds more resonance etc with the MW.
<b>78. Space Time GEO</b>	Pad	This is so lovely to play and delicate, especially on release. MW adds some great texture.
<b>79. Arp Reflects GEO</b>	Arp	Digital Sounding Arp, quite wet sounding... becomes 'soaked' with the MW.
<b>80. Hard Strings GEO</b>	Strings	Slow Phasing Strings, lovely patch this.
<b>81. Rez FM GEO</b>	Poly	Poly with some cool FM overtones. Longer Decay with the MW.
<b>82. Warped Lines GEO</b>	Pad	Tricky one to get in tune, but has some great movement.
<b>83. Movie Chimes GEO</b>	Bell	Great shape to these Chimes, lots of subtle movement for the sound and FX.
<b>84. JX-3P Poly GEO</b>	Poly	Cool and rich Poly, quite bright and resonant.
<b>85. Haunt You GEO</b>	Pad	Ghostly and Vocal type of Pad, tricky to keep in pitch, but sounds great.
<b>86. Open Wide GEO</b>	Lead	This could Saw a person in Half :) Great tone when using the controllers.
<b>87. Wireframe GEO</b>	Strings	This is cool and what you'd expect from a Digital Synth. Great tone and then changes with the Controllers.
<b>88. Mogue Lead GEO</b>	Lead	Based upon a Moog Modular this is a cracking Lead.
<b>89. Skittles GEO</b>	Arp	Arp which has changes to the rhythm over time when using AT. MW for Atmosphere.
<b>90. FM Blip GEO</b>	Poly	A very 80's Sound, great for Chords and Melody. More rough FM texture added with MW.
<b>91. Simple Pads GEO</b>	Pad	Very useful Pad to Strings.
<b>92. So Solid GEO</b>	Bass	Modulated Bass which is quite resonant. MW changes the Decay.
<b>93. Stage Organ GEO</b>	Organ	A very useful and cutting Organ that would be great used Live.
<b>94. Stage EP GEO</b>	EP	As previous Patch, cool EP for Live use.
<b>95. Synth Keys GEO</b>	Poly	Wiry PolySynth, quite close upfront. MW changes that all up completely.
<b>96. Pulse Check GEO</b>	Pad	A PWMStringPad with a huge change with the MW.
<b>97. To Heart GEO</b>	Bell	Weird one this, distorted Bells? I dunno..ha
<b>98. Day &amp; Night GEO</b>	Strings	Bright, Brassy StringPad which then becomes a Dark Pad with MW.

<b>99. FM Glitches GEO</b>	Arp	Digital Sounding Arp with lots of tone, massive Reverb wash with MW.
<b>100. Candy Lead GEO</b>	Lead	Sweet, Brassy Lead which pitches using the MW.
<b>101. Rock Me GEO</b>	Guitar	Great Guitar Patch with stereo panning.
<b>102. Phazed Out GEO</b>	Poly	Resonant and Phased Poly. Atmosphere with MW.
<b>103. Dark Ring GEO</b>	Pad	Some huge movement and texture going on here. Just play long, sustained Chords.
<b>104. Plucking Arp GEO</b>	Arp	great little Arp this with lots of dynamic changes. MW brings out the FM more.
<b>105. Low Tide GEO</b>	Pad	Very slow and evolving Pad which glitches out at times.
<b>106. Reed GEO</b>	Flute	really expressive Reed Sound.
<b>107. DX100 Bass GEO</b>	Bass	Brigh Bass at first, but becomes more punchy and bouncy with the MW.
<b>108. Noise Floor GEO</b>	Pad	Noise infused FM Pad. Lots of colours here.
<b>109. PLUX GEO</b>	Poly	Plucked Synth Poly, different shape if released quick. Becomes a Pad with MW.
<b>110. Organ Bass GEO</b>	Bass	Classic Organ Bass Patch used in House.
<b>111. Sad Strings GEO</b>	Strings	Thin Strings which become slightly fuller with the MW.
<b>112. Day Dream GEO</b>	Arp	Percussive sounding Arp, controllers change it up quite well.
<b>113. Passed Off GEO</b>	Poly	PolySynth with great shape and tone, then with added High Pass Filtering with the MW.
<b>114. Lies Beneath GEO</b>	Strings	Rough sounding StringPad with great atmosphere, which becomes richer with the MW.
<b>115. Mod Bass GEO</b>	Bass	Another great Bass, both bright and dark.
<b>116. Double Slit GEO</b>	Poly	It's a Particle at first, then a Wave with the MW :)
<b>117. Terminal GEO</b>	Lead	Massive and rich, cutting Lead. 8th Notes on the MW.
<b>118. Dune GEO</b>	Pad	Dark Pad with nice tone and movement, becomes more Epic with the MW.
<b>119. Lake Fear GEO</b>	Pad	A definite winner for me, going to be using this. Play long Chords and hear it Glitch. MW for Epic Atmosphere.
<b>120. Phazed Clavs GEO</b>	EP	Oh why not :)
<b>121. Perc Up GEO</b>	Bell	Great little percussive Bell/Block. Brighter with the MW.

<b>122. Da' Blues GEO</b>	Guitar	Great Blues Guitar, good for fast runs.
<b>123. Old Solina GEO</b>	Strings	Nice and rough sounding Stringer...Could play this all day!
<b>124. Stepping Stone GEO</b>	Arp	Resonant Arp over 2 octaves, bit of dirt with the MW.
<b>125. Evil Intent GEO</b>	Bass	Lovely sound this, could see it being used for Drum & Bass.
<b>126. Poly Synced GEO</b>	Poly	Oscillator Sync but with a Poly. MW turns it to a Pad.
<b>127. Brass Line GEO</b>	Brass	Simple Brass with a cool little "Rasp" on the front end.
<b>128. Tables Saw GEO</b>	Lead	Oscillator Sync Saw with more depth with the MW.

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