

# Entangled Species

## A Warm Pad

*Classification: Pad / CPU load: High*

## ACME Percolator

*Arpeggiator / Medium*

Popcorn for coffee machines. Dedicated to Raymond Scott.

## Applied Arpeggiator

*Arpeggiator / Medium*

## Arp A

*Arpeggiator / Low*

## Asphalt Mirage

*Synth / Medium*

Dark, disintegrating synth patch for road movies.

## Aurora Expedition

*Looper / Medium*

## Barron Land

*Electronic Tonality / Medium*

For Louis and Bebe. Warning: Do not attempt to tune or transpose.

## **Bell Saw Massacre**

*Noise / Low*

Dedicated to Wayne Bell.

## **Bellows**

*Simulation / High*

## **Black Beach Telemetry**

*Electronic Tonality / Medium*

Grey skies over an irradiated beach, with artificial seagulls. Hold for best results.

## **Blechtrum**

*Short Sound / Low*

## **Bring Strass**

*Synth / Medium*

## **Brushworks**

*Sound Effect / Medium*

## **Burnished**

*Synth / Low*

## **Carlsbad Bass**

*Simulation / Medium*

A reverberant acoustic bass instrument, minus actual reverb.

## **Cathedral Swell**

*Pad / High*

Ambient organ patch. Hold for subtle swells.

## **Central Daylight**

*Synth / Low*

A quiet synth "piano" patch based on my nostalgia for 80s home keyboards.

## **Chrominance**

*Looper / High*

## **Chubbie**

*Short Sound / Low*

A Kick Pick.

## **Clockwork Pizz**

*Sound Effect / High*

## **Cluster I**

*Simulation / High*

A string cluster patch that can be used as a layer or on its own.

## **Cluster II**

*Simulation / High*

Variation on a string cluster patch that can be used as a layer or on its own.

## **Corrugated Soundboard**

*Simulation / Low*

What lurks deep inside a prepared piano.

## **Crafty Lead**

*Simulation / Medium*

For Mr. Fripp. Best used with an external looper plugin or pedal.

## **Crafty Looper**

*Simulation / Medium*

For Mr. Fripp. A variation on the Crafty Lead patch with more effects and a slightly creamier tone.

## **Dark Backwards**

*Synth / Low*

## **Diceman**

*Arpeggiator / Medium*

## **Disintegrator**

*Sound Effect / Low*

## **Dominance**

*Looper / High*

## **Dragging Chrome**

*Sound Effect / Low*

## **Dream Sequence**

*Arpeggiator / Low*

## **Dripsonic**

*Sound Effect / Medium*

## **Drone Ensembler**

*Synth / High*

## **Drone Room**

*Looper / Low*

A dark drone looper patch. Sometimes it clicks at the start, so it's best to always reset the loop by turning the effects off and on again before playing.

## **Dropped Broadcast**

*Noise / Medium*

## **Dying Solina**

*Synth / Low*

A defective analogue string machine; slightly out of tune, with bad diodes in the higher keyboard range.

## **Effervescent Beings**

*Sound Effect / Low*

A vintage Sci-Fi effect.

## **Electric Sadness**

*Piano / Low*

A murky, resonant electric piano.

## **Eminence**

*Looper / Medium*

## **End Titles**

*Pad / High*

A rich cinematic pad.

## **Filing Cabinet**

*Sound Effect / High*

An index of metals.

## **Gargling Rubberbands**

*Sound Effect (kinda) / High (kinda)*

## **Gently Now**

*Pad / High*

## **Haunting Ourselves**

*Pad / High*

## **High Tension**

*Simulation / High*

I would like to think the late great Bernard Herrmann would have been at least mildly interested in this one.

## **High Wireless**

*Looper / Low*

Works well in a layer with Dropped Broadcast and/or Narrowcast.

## **Hold On**

*Mild Looper / Medium*

## **III Tempered Klavier**

*Keyboard / Medium*

Somewhere between a cymbalom and harpsichord...

## **Invaders from Mars**

*Sound Effect Looper / High*

Retro Sci-Fi bed.

## **Ion Racers**

*Sound Effect / High*

## **Ironaut**

*Sound Effect / Medium*

## **Irrlicht Two**

*Synth / Medium*

## **It Lives in the Walls**

*Sound Effect / Medium*

## **It Lives in the Well**

*Sound Effect / Medium*

## **Junkyard**

*Sound Effect / High*

## **Jupiteresque**

*Pad / Medium*

## **Kayo's Pad**

*Pad / High*

For my wife.

## **Kimochi**

*Looper / Low*

## **Kobito**

*Arpeggiator / Low*

Small beings invade the pachinko arcade.

## **Lakeview**

*Arpeggiator / Low*

Latch it if you want.

## **Ligature**

*Simulation / Medium*

## **Ligature II**

*Simulation / Medium*

This patch works well on it own or layered with other string section mayhem.

## **Lost Tapes**

*Synth / High*

Ode to the tape sample player.



## **Lost Tapes II**

*Synth / High*

Tape sample player with a bit of saturation.

## **Lost Tapes III**

*Synth / High*

Very worn choir tape. I know this isn't at all like a real Tron, but it does have a similar feel.

## **Low and Beheld**

*Simulation / Low*

Sloooow bassssssline.

## **Lull**

*Looper / Low*

One of my favorites.

## **Malaysian Sequence**

*Arpeggiator / Low*

For Mr. Froese.

## **Maltempi**

*Synth / Medium*

Drone synth patch.

## **Metaluna**

*Synth / High*

Retro Sci-Fi synth patch.

## **Migi**

*Sound Effect / High*

## **Muddsville**

*Synth / Low*

Where there is no joy.

## **Murky Brewster**

*Pad / Medium*

## **Narrowcast**

*Noise / Medium*

## **Natalya's Dream**

*Pad / High*

## **Nostalgic Ensemble**

*Synth / Medium*

## **Numb**

*Looper / Medium*

## **Obachi**

*Noise / Medium*

Atonal noise bed, can also be used for sound design.

## **Old Mono**

*Synth / Low*

A classic dry monosynth patch.

## **Oratorium**

*Pad / High*

## **Organum**

*Simulation / High*

Impressionist pipe organ patch.

## **Pizzikoto**

*Short Sound / Low*

## **Plateau of Green Grass**

*Pad / Low*

Warm analogue pad.

## **Polyhymn**

*Pad / High*

Warm and slightly detuned general purpose pad sound.

## **Pots and Pins**

*Arpeggiator / High*

## **Q-Pad**

*Synth / Medium*

## **Radioactive Pebbles**

*Sound Effect / Medium*

## **Remorse Code**

*Sound Effect Arp / Low*

## **Reverse Looper**

*Looper / Low*

## **Reversed Pipeline**

*Pad / High*

## **Reversible Bow**

*Pad / High*

## **Rubberband Tines**

*Arpeggiator / Medium*

## **Runaway Dirge**

*Pad / High*

Based on my EMS Synthi dirge choir from "Eaten by Trees", heard at the beginning of the film Subconscious Cruelty. The runaway feedback echoes swell when the patch is sustained.

## **Sand Mallet**

*Short Sound / Low*

## **Sander Glissando**

*Noise / Low*

## **Scrawl**

*Looper / Medium*

## **Screaming Machine**

*Sound Effect / High*

## **Seabeams**

*Synth / High*

## **See-Saw Echoes**

*Looper / Low*

## **Slow Bouncer**

*Sound Effect / Low*

Be patient...

## **Solo Cello**

*Simulation / Low*

As close as I could get to emulating the real thing. More realism can be achieved by running this patch through convolution reverb.

## **Some Stops Pulled**

*Organ Pad / Medium*

## **Something In the Mist**

*Sound Effect / Medium*

## **Son of Bellows**

*Simulation / Medium*

## **Sprung Bell**

*Sound Effect / Medium*

## **Staring at the Sun**

*Pad / High*

## **Starry Night**

*Synth / Low*

## **Stinson Particles**

*Arpeggiator / Medium*

Motor City under the sea. For J.S.

## **Strange Section**

*Orchestral Noise / High*

Atmospheric bed for unsettling strings. For best results, sprinkle with sharper material, i.e. random pizzicato violins.

## **String Ensemble Layer**

*Simulation / High*

## **String N' Spell**

*Arpeggiator / Low*

String Studio morphed with a circuit bent toy.

## **Strung Guiro**

*Noise / High*

## **Sub-Fiction**

*Sound Effect / High*

## **Suspension**

*Synth / Low*

It could imitate anyone, or anything.

## **Swamp Chorus I**

*Sound Effect / Low*

## **Swamp Chorus II**

*Sound Effect / Low*

## **TD 75**

*Arpeggiator / Low*

1975 was a very good year for this famous German electronic band.

## **Terminal Illness**

*Looper / High*

## **The First Doctor**

*Simulation / Who cares?*

Dedicated to Ron Grainer and Delia Derbyshire

## **The Gold Room**

*Simulation / High*

What she saw by the moonlight in the hotel ballroom.

## **The Sleeper**

*Looper / Medium*

## **Towards the Sun**

*Arpeggiator Pad / Low*

## **Tumble Dry**

*Short Sound / Low*

Best used in a rhythmic sequence.

## **Tungsten Echoes**

*Sound Effect Looper / High*

## **Unseen Hands**

*Looper / Low*

## **Venusian Steel Drum**

*Sound Effect / Low*

## **Vintage Tension**

*Simulation / Low*

## **Zombie Quartet**

*Simulation / High*

Appearing live, tonight in the haunted ballroom.