

# **Modulation Source „Analogue Inspiration“ Circuit Sound Pack**

*32 High Voltage Patches from the world of real circuits*

Dear synthesizer enthusiast,

I did these patches to customize my Circuit and I like to share the patches.

Most of them were inspired by playing, knobbing and patching analogue synthesizers, so there is some 80s sound inside.

On most patches, the macro encoders have quite a similar layout, especially for the filter and filter envelope section, so it's easy to make it fit to your song very quickly.

Below you can find the description of the patches and what the macro encoders do.

The Sounds are free, you can use it and change it and take as inspiration for your own packs.

**Have fun !**

## Bass Patches

Patch 01: „Modular Bass“, simple but effective two oscillator bass

1: Low OSC Detune	3: Filter Resonance	5: Filter ENV Decay	7: Distortion Level
2: OSC Mix	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 02: „Bassdrive“, more Resonance moves it from singing to screaming

1: Low OSC Detune	3: Filter Resonance	5: Filter ENV Decay	7: Distortion Level
2: OSC Mix	4: Filter CutOff	6: Filter ENV Amount	8: Glide Time

Patch 03: „TechnoBass03“, Patch # 03 for a reason ..

1: Blends Saw to Square	3: Filter Resonance	5: Filter ENV Decay	7: Distortion Level
2: Square Pulsewith	4: Filter CutOff	6: Filter ENV Amount	8: Glide Time

Patch 04: „Double Bass“, just more bass

1: OSC 1 Density	3: Filter Resonance	5: Filter ENV Decay	7: Distortion Level
2: OSC Mix	4: Filter CutOff	6: Filter ENV Amount	8: OSC 2 PWM

Patch 05: „Funky Bass“, bass with some Ring Modulation

1: OSC 2 Pulsewith	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: OSC Mix / RingMod	4: Filter CutOff	6: Filter ENV Amount	8: Glide Time

Patch 06: „Chip Bass“, simple Chiptune Sound Bass, blends from Square to Triangle

1: OSC 1 Pulsewith	3: Filter Resonance		7: Glide Time
2: OSC Mix	4: Filter CutOff		8: Vibrato

Patch 07: „Star Bass“, with rhythmic movement on the Pulswith

1: OSC 1 Movement	3: Filter Resonance	5: Filter ENV Decay	7: Distortion Level
2: OSC Mix	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 08: „Wob“, Bass with Time Sync LFO to Filter Cutoff

1: OSC 2 Pulsewith	3: Filter Resonance	5: LFO Rate	7: LFO Amount
2: OSC Mix / RingMod	4: Filter CutOff	6: Filter ENV Amount	8: Glide Time

## Lead Patches (monophonic)

Patch 09: „SyncLead“, screaming sync Sound

1: Sync Time	3: Filter Resonance	5: Filter ENV Decay	7: Distortion Level
2: Sync Level	4: Filter CutOff	6: Filter ENV Amount	8: Glide Time

Patch 10 „Cyborg Insect“, Lead with Bandpass Filter

1: Swarm Size / Detune	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: Bring it to life	4: Filter CutOff	6: Filter ENV Amount	8: Stinger Amount

Patch 11: „Funky Ring Mod“, Lead with some Ring Modulation

1: OSC 2 Pulsewith	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: OSC Mix / RingMod	4: Filter CutOff	6: Filter ENV Amount	8: Vibrato Level

Patch 12: „Drive Me“, Overdrive Lead

1: OSC 2 Semitones	3: Filter Resonance	5: Filter ENV Decay	7: Overdrive
2: OSC Mix	4: Filter CutOff	6: Filter ENV Amount	8: Glide Time

## Lead Patches (polyphonic)

Patch 13 „SuperSaw“, Supersaw Lead

1: Detune	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: OSC 2 Semitones	4: Filter CutOff	6: Filter ENV Amount	8: Extra Attack Zapp

Patch 14 „Dream Raver“, just Happyness

1: Sync Depth	3: Filter CutOff	5: Detune	7: Phaser Level
2: OSC 1 Semitones	4: Filter ENV Sustain	6: White Noise Amount	8: Vibrato

Patch 15 „Brassy“, Fat Poly Brass Sound

1: Sync / Detune Time	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: Sync / Detune Level	4: Filter CutOff	6: Filter ENV Amount	8: Extra Sync

Patch 16 „Dance With me“, rich detune sound, also nice for chords

1: Detune	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: Sync Settings	4: Filter CutOff	6: Filter ENV Amount	8: Extra Sync

## Pad Sounds

Patch 17 „SpaceWind“, from another planet

1: OSC Mix	3: Filter Resonance	5: Filter/Amp ENV Attack	7: Vibrato
2: PWM Depth	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 18 „Pad“, Sharp Pad Sound

1: OSC Mix	3: Filter Resonance	5: Filter/Amp ENV Attack	7: Extra OSC Sync
2: PWM Depth	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 19 „Saw String“, String Ensemble

1: Detune	3: Filter Resonance	5: ENV Attack/Decay	7: Chorus Level
2: Vibrato	4: Filter CutOff	6: Filter ENV Amount	8: Noise / Distortion

Patch 20 „Sweepy“, Filter Sweep Pad

1: OSC Mix	3: Filter Resonance	5: Filter ENV Attack	7: Vibrato
2: PWM Depth	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 21 „ChordPad“ bright Saw Sound

1: Detune	3: Filter Resonance	5: ENV Decay / Release	7: Chorus Level
2: OSC2 Semitones	4: Filter CutOff	6: Filter ENV Amount	8: Pitch ENV Amount

Patch 22 „P.W.M.“ another pulsewith modulated pad

1: PWM LFO Rate	3: Filter Resonance	5: ENV Decay / Sustain	7: Distortion Level
2: PWM Depth	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 23 „Illumination“ Shining Pad Sound

1: Ringmod Mix	3: Filter Resonance	5: Filter ENV Attack	7: LFO Amount
2: PWM Depth	4: Filter CutOff	6: Filter ENV Amount	8: Chorus Level

Patch 24 „Bugs“ Sync LFO modulated Pad

1: OSC Mix	3: Filter Resonance	5: Filter ENV Decay	7: LFO Rate
2: OSC 2 Semitones	4: Filter CutOff	6: Filter ENV Amount	8: LFO Amount

## Pluck Sounds and Special Patches

Patch 25 „Dark Sparks“ Short Plucked Sound

1: OSC Sync	3: Filter Resonance	5: LFO to Filter Amount	7: Chorus Level
2: OSC Pulsewith	4: Filter CutOff	6: ENV Settings	8: Distortion Level

Patch 26 „Drops“ similar to 25, but with other waveforms

1: OSC Sync	3: Filter Resonance	5: LFO to Filter Amount	7: Chorus Level
2: OSC Pulsewith	4: Filter CutOff	6: ENV Settings	8: Distortion Level

Patch 27 „Blang“

1: Sync Decay	3: Filter Resonance	5: Filter ENV Decay	7: Chorus Level
2: Sync Amount	4: Filter CutOff	6: Filter ENV Amount	8: Extra Sync

Patch 28 „Good Night“, Vibraphone Sound

1: OSC Mix		5: Amp ENV Decay	7: Vibrato Rate
2: Timbre			8: Vibrato Level

Patch 29 „Lame Boy“, Chiptune Sound with Square Wave

1: Arp 5 <sup>th</sup> on/off	3: OSC Pulsewith	5: Amp ENV Dec/Sustain	
2: Arp 3 <sup>rd</sup> Note	4: Vibrato Depth	6: Glide Time	

Patch 30 „Sine Boy“, Chiptune Sound with Sine Wave

1: Arp 5 <sup>th</sup> on/off		5: Amp ENV Dec/Sustain	7: Filter Overdrive
2: Arp 3 <sup>rd</sup> Note	4: Vibrato Depth	6: Glide Time	

Patch 31 „Triangular“, Chiptune Sound with Triangel Wave

1: Arp 5 <sup>th</sup> on/off		5: Amp ENV Dec/Sustain	7: Filter Overdrive
2: Arp 3 <sup>rd</sup> Note	4: Vibrato Depth	6: Glide Time	

Patch 32 „Chipsaw“, Chiptune Sound with Saw Wave

1: Arp 5 <sup>th</sup> on/off	2: Detune	5: Amp ENV Dec/Sustain	7: Filter Overdrive
2: Arp 3 <sup>rd</sup> Note	4: Vibrato Depth	6: Glide Time	8: Filter Cutoff