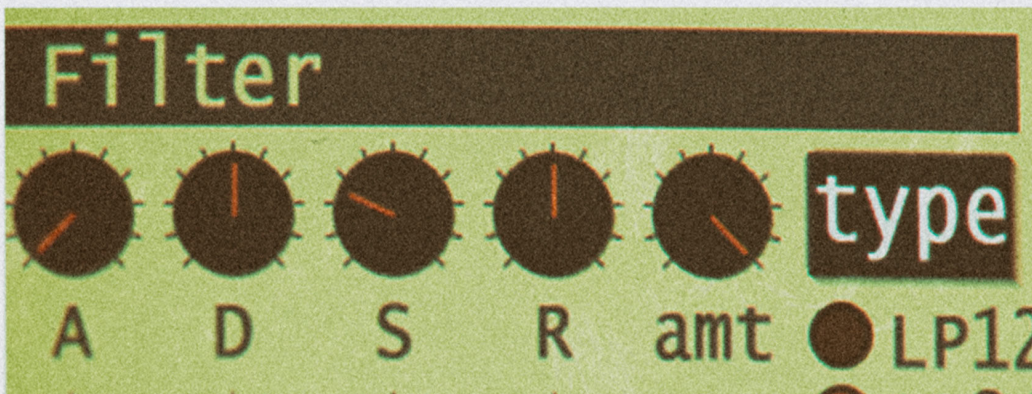


SYNTH1

PLUTO BOX



synthmörph

INTRODUCTION

First of all, I would like to thank you for downloading this **FREE** compilation!

The idea of *Synth1 Pluto Box* originates from the love and work of my trusty Nord Rack 2x I have been using for years. Lately I became curious about its free software counterpart (Synth1 was modelled after the Nord Lead 2 synthesizer).

First I thought it would be a great idea to transfer some of the sound design concepts into the Synth1 so started experimenting into this direction. I realized that even though most of the functionality is common in the hardware and the software (Synth1 even delivers much more), some advanced concepts (like the velocity/morph) of Nord 2x could not be used here. Despite the several shortcomings of Synth1 I become attached to this free VST plug-in due to its ease-of-use, limitations and flexibility, so making a free preset bank was a rewarding experience.



If you want to know more in-depth details about Synth1 or other synths, please read my articles at <http://www.synthmorph.com>, some might help you to make use of their full potential.

And finally, enjoy the journey through the sounds and sequences of *Synth1 Pluto Box*!



CONTENT

Synthmorph - Synth1 Pluto Box content:

- *Synth1 Pluto Box Presets* folder: 127 categorized presets in native .sy1 format
- *Synth1 MIDI configuration*: the location of the special *synthmorph.ccm* file which is needed for the Synthmorph sequences
- *Synthmorph sequences* folder: 10 Synthmorph sequences both in MIDI and mp3

Preset categories:

- 16 Arp
- 14 Bass
- 32 Key
- 8 Lead
- 10 Pad
- 44 SFX
- 4 Kick

Synth1 Pluto Box- Program List:

1.BASS Acid	26.ARP Legend	51.KEY U Know	76.PAD Navajo
2.BASS Toxicia	27.ARP Wires	52.KEY Lhaser	77.PAD Serenity
3.BASS Dark Tech	28.ARP Oldie	53.KEY Orbit	78.PAD Pulsating
4.BASS Crushed	29.ARP HP Dwarf	54.KEY Black Hole	79.PAD Milky Way
5.BASS Pluto	30.ARP Chariots	55.KEY Superson	80.SFX TheLaunch
6.BASS Tholin	31.KEY Orbital	56.KEY Drastica	81.SFX Transmission
7.BASS Kuiper	32.KEY Guitar	57.KEY Perihelion	82.SFX Rise
8.BASS FM	33.KEY Jantina	58.KEY Housy Kords	83.SFX Enharmonic
9.BASS Deep	34.KEY Aphelion	59.KEY Rotation	84.SFX Drone Landing
10.BASS Flex	35.KEY Hydra	60.KEY Houstic	85.SFX Gremlins
11.BASS After Sub	36.KEY Neptune	61.KEY Tangerine	86.SFX Planum
12.BASS Eris	37.KEY Uranus	62.KEY AmpKiller	87.SFX Wire Singer
13.BASS SH	38.KEY Fluffy	63.LEAD Deep Hole	88.SFX Energie
14.BASS Sauron	39.KEY Minverva	64.LEAD Carbonid	89.SFX Generator
15.ARP ARPland	40.KEY DeepHole	65.LEAD Planum	90.SFX Minhotep
16.ARP DSMO	41.KEY Cronus	66.LEAD Going TB	91.SFX Jungle
17.ARP FM Expo	42.KEY Lowell	67.LEAD Horizon	92.SFX RoboTalk
18.ARP Tesla	43.KEY Chords	68.LEAD Subsurface	93.SFX Doppler
19.ARP Epoch	44.KEY TheSharp	69.LEAD Triangle	94.SFX Noiseepoch
20.ARP Astronomy	45.KEY Plucky	70.LEAD Vintage	95.SFX Just Hold
21.ARP Charon	46.KEY FM We Love	71.PAD Ganymede	96.SFX Alva Noto
22.ARP Styx	47.KEY Seaborg	72.PAD Titan	97.SFX Factory
23.ARP Binary	48.KEY Drops	73.PAD Europa	98.SFX C64 Xplosion
24.ARP Thinnie	49.KEY Planet X	74.PAD Fluctuation	99.SFX Space Siren
25.ARP Nix	50.KEY Ceres	75.PAD Gemini	100.SFX Grain

101.SFX Radio Orbit	108.SFX Factory	115.SFX Countdown	122.SFX Oxyjean
102.SFX FM Rise	109.SFX RoboCat	116.SFX Psy 01	123.SFX Alert
103.SFX Prison	110.SFX Fall	117.SFX Psy 02	124.Kick 01
104.SFX Catbang	111.SFX Electro Storm	118.SFX Psy 03	125.Kick 02
105.SFX Surprise...	112.SFX Superresonance	119.SFX Psy 04	126.Kick 03
106.SFX Xerrox	113.SFX Fluidoid	120.SFX Psy 05	127.Kick 04
107.SFX Propeller	114.SFX Particles	121.SFX Psy 06	

Synthmorph MIDI sequences:

1. SM 107 bpm - KEY Tangerine.mid
2. SM 112 bpm - PAD Milky Way.mid
3. SM 115 bpm - ARP Chariots.mid
4. SM 115 bpm - ARP FM Expo.mid
5. SM 115 bpm - KEY Orbit.mid
6. SM 120 bpm - ARP ARPland.mid
7. SM 124 bpm - KEY Neptune.mid
8. SM 125 bpm - BASS Tholin.mid
9. SM 138 bpm - BASS Sauron.mid
10. SM 145 bpm - ARP Astronomy.mid

INSTALLATION ON MAC OS & WINDOWS

Installation takes to locate and load two items:

A. the *synthmorph.ccm* file (necessary for the Synthmorph sequences)

B. the *Synth1 Pluto Box Presets* folder

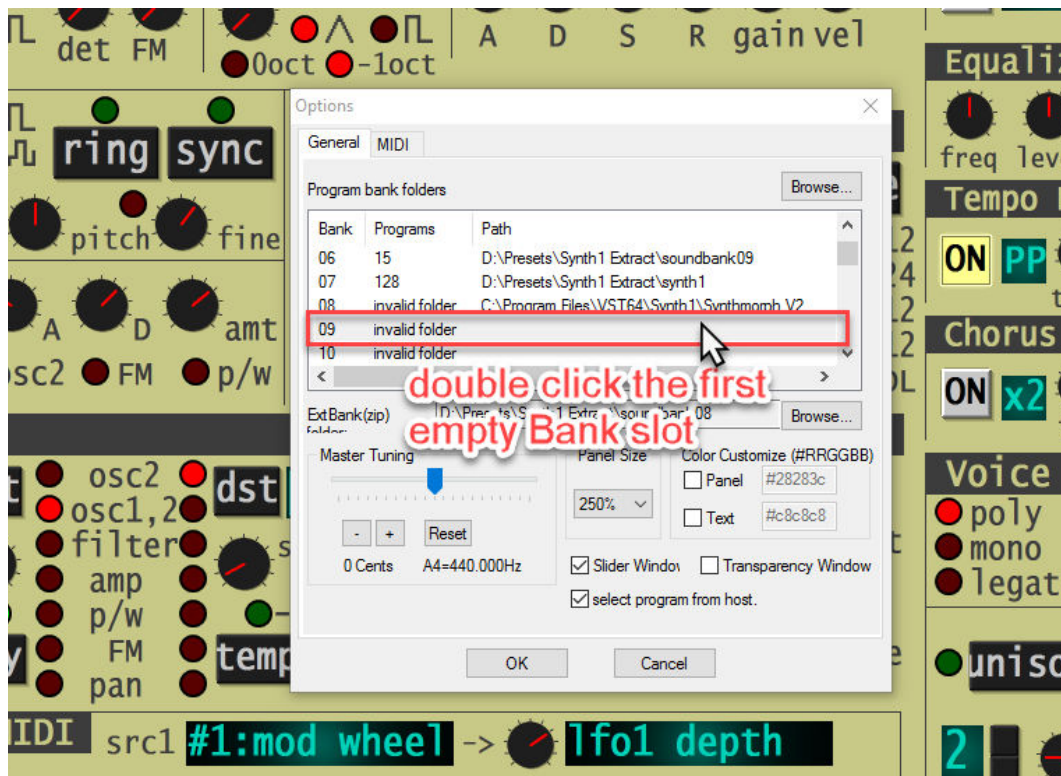
A. Loading the synthmorph.ccm file:

1. On the Synth1 interface, click the *opt* button
2. Select the *MIDI* tab
3. Control Change Map > Load
4. Locate your *synthmorph.ccm* file within the Synth1 Pluto Box pack. It is available in the [Synthmorph - Synth1 Pluto Box\Synth1 MIDI configuration\](#) folder.
5. Click the *synthmorph.ccm* and load it
6. Click OK to close.

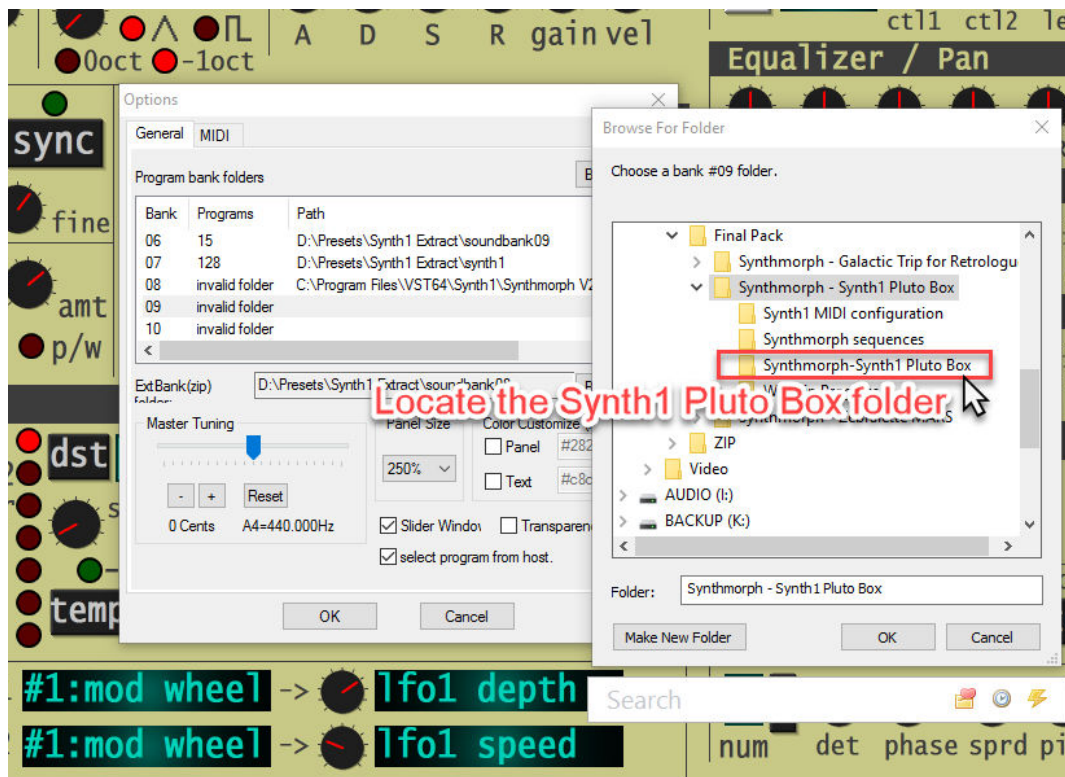
B. Steps of loading the *Synth1 Pluto Box Presets* > Step 1.



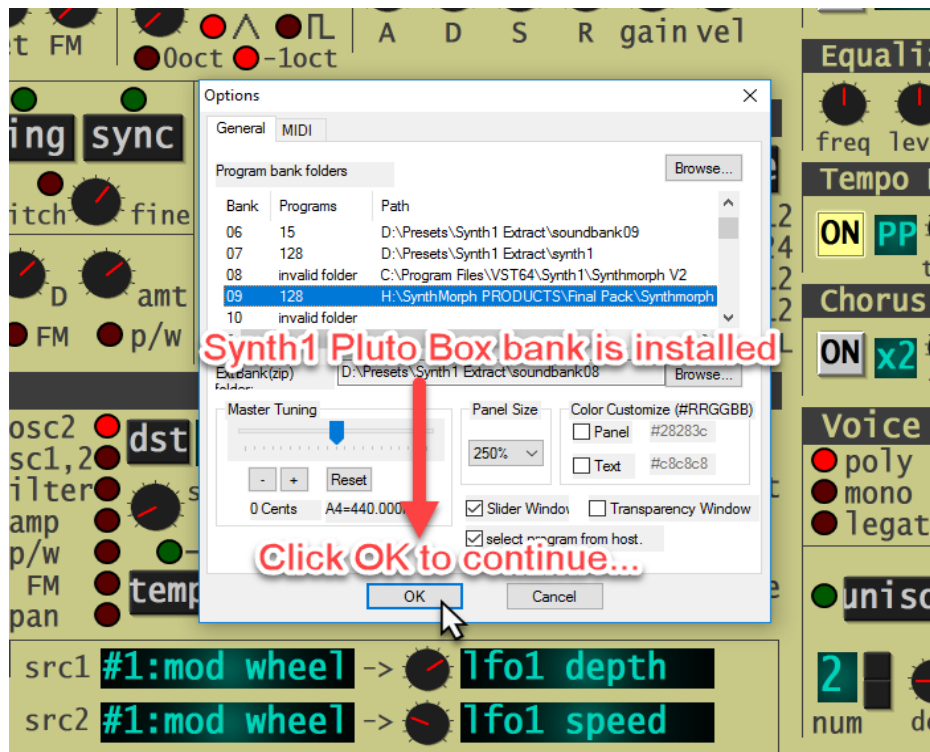
Step 2.



Step 3.



Step 4.



Step 5.

Synth1 virtual Analog v1.13 64bit beta3 2014.7

Oscillators **Amplifier** **Effect**

2. Select the Synth1 Pluto Box Bank **3. Programs appear below**

Bank00:Synthmorph-Synth1 Pluto Box 128 Programs

00:Synthmorph-Synth1 Pluto Box (128)	1:BASS Acid	33:KEY Jantina	65:LEAD Planum	97:SFX Alva Noto
01:soundbank01 (51)	2:BASS Toxicia	34:KEY Aphelion	66:LEAD Going TB	98:SFX Factory
02:soundbank02 (128)	3:BASS Dark Tech	35:KEY Hydra	67:LEAD Horizon	99:SFX C64 Xplosion
03:soundbank03 (112)	4:BASS Crushed	36:KEY Neptune	68:LEAD Subsurface	100:SFX Space Sire
04:soundbank04 (127)	5:BASS Pluto	37:KEY Uranus	69:LEAD Triangle	101:SFX Grain
05:soundbank05 (22)	6:BASS Tholin	38:KEY Fluffy	70:LEAD Vintage	102:SFX Radio Orbit
06:soundbank06 (15)	7:BASS Kuiper	39:KEY Minerva	71:PAD Ganymede	103:SFX FM Rise
07:synth1 (128)	8:BASS FM	40:KEY DeepHole	72:PAD Titan	104:SFX Prison
Internal (All)	9:BASS Deep	41:KEY Cronus	73:PAD Titan	105:SFX Catbang
External (.zip)	10:BASS Flex	42:KEY Lowell	74:PAD Europa	106:SFX Surprise...
	11:BASS After Sub	43:KEY Chords	75:PAD Fluctuation	107:SFX Xerrox
	12:BASS Eris	44:KEY TheSharp	76:PAD Gemini	108:SFX Propeller
	13:BASS SH	45:KEY Plucky	77:PAD Navajo	109:SFX Factory
	14:BASS Sauron	46:KEY FM Vve Lov	78:PAD Sereniv	110:SFX RoboCat
	15:ARP ARPland	47:KEY Seaborg	79:PAD Pulsating	111:SFX Fall
	16:ARP DSMO	48:KEY Drops	80:PAD Milky Way	112:SFX Electro Sto
	17:ARP FM Expo	49:KEY Planet X	81:SFX TheLaunch	113:SFX Superreson
	18:ARP Tesla	50:KEY Ceres	82:SFX Transmissio	114:SFX Fluidoid
	19:ARP Epoch	51:KEY U Know	83:SFX Rise	115:SFX Particles
	20:ARP Astronomy	52:KEY Lhaser	84:SFX Enharmonic	116:SFX Countdown
	21:ARP Charon	53:KEY Orbit	85:SFX Drone Landi	117:SFX Psy 01
	22:ARP Tyx	54:KEY Black Hole	86:SFX Gremlins	118:SFX Psy 02
	23:ARP Binary	55:KEY Superson	87:SFX Planum	119:SFX Psy 03
	24:ARP Thonle	56:KEY Drastica	88:SFX Wire Singer	120:SFX Psy 04
	25:ARP Nix	57:KEY Perihellon	89:SFX Energie	121:SFX Psy 05
	26:ARP Legend	58:KEY Housy Kord	90:SFX Generator	122:SFX Psy 06
	27:ARP Wireles	59:KEY Rotation	91:SFX Minhotop	123:SFX Oxyjean
	28:ARP Oldie	60:KEY Houstic	92:SFX Jungle	124:SFX Alert
	29:ARP HP Dwarf	61:KEY Tangerine	93:SFX RoboTalk	125:Kick 01
	30:ARP Chariots	62:KEY AmpKiller	94:SFX Doppler	126:Kick 02
	31:KEY Orbital	63:LEAD Deep Hole	95:SFX Noiseepoch	127:Kick 03
	32:KEY Guitar	64:LEAD Carbonid	96:SFX Just Hold	128:Kick 04

123:SFX Oxyjean **1. Click here** **write**

00:Synthmorph-Synth1 Pluto Box **opt**

TIPS FOR USAGE

Usage: Most of the sounds use the modwheel (and sometimes aftertouch) for extensive modulations. Please *always try to move the modwheel or press your keys gradually harder* on the MIDI keyboard to activate *aftertouch* (if it has this functionality).

To use the Synthmorph MIDI sequences, follow these steps:

1. You can preview the sequences as mp3 audio files located in the *Synthmorph sequences* folder.
2. Decide which one you like and load / import / drag its corresponding .mid version from this folder into a MIDI track of your DAW.
3. Load and assign a new instance of Synth1 to this MIDI track.
4. The name of the MIDI file contains both the tempo and the exact Synth1 preset name.
For example "*SM 112 bpm - PAD Milky Way.mid*" means
 1. "SM" is just the Synthmorph prefix
 2. set your DAW tempo to 112 bpm and
 3. load the "*PAD Milky Way*" preset in this instance of Synth1.
5. Press play and start experimenting!

Experimentation

The Synthmorph MIDI sequences contain multiple parallel modulation streams matching exactly for the appropriate MIDI note sequences. As a result you get more complex organic textures even from simple sounds tailored for that specific sequence.

However, it does not prevent you to

1. rearrange the MIDI notes, or
2. delete all the MIDI notes (and probably the pitch bend automation if there is one), then loop the MIDI file with the automation still intact and play live along with your MIDI keyboard. This can be a source of some new organic phrase ideas during jamming.
3. Create your own new MIDI sequences along the automation.
4. Going further, you can change to different presets while looping the Synthmorph MIDI file and grab the momentum where it musically works, sample it, etc.
5. Redraw the control change automation embedded into the MIDI file to get your own version of the evolving sound.

Compatibility

I have rigorously tested the Synthmorph MIDI sequences in multiple popular DAW hosts, including *Studio One*, *Live*, *Reaper*, *Cubase*, *Logic 9*, *FL Studio*, *Pro Tools (Win)* and *Bitwig Studio* and got the same results sound-wise.

If you are an *FL Studio 12* user, be aware of the fact that the MIDI file import with automation embedded is currently incredibly clumsy.

LICENSE AGREEMENT

The contents of these soundsets are licensed, not sold to you. Ownership remains with Synthmorph. All rights of the producer and the owner of the work are reserved.

You may use the content of this free soundset in your own music productions, including library/production music, as long as the content is not used in isolation (in the case of programmed synth sequences).

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CONTACT INFORMATION

Feel free to share your music where you've used my patches with me, I always enjoy hearing them.

If you need some technical help regarding this product or you would just share your feedback, improvement tip or future ideas I am always open to answer them, just write me to my e-mail address: help@synthmorph.com

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