

## Sound Bank Zebra2 1st Encounter © Simon Stockhausen



### Installation

After unzipping the zip-file you received just drag the the folders „1st Encounter Zebra“ and „1st Encounter Zebrify“ to the following locations:

Windows:

PathToDataDirectory/Zebra2.data/Presets/Zebra2/  
PathToDataDirectory/Zebra2.data/Presets/Zebrify/

Mac:

MacHD/Library/Audio/Presets/u-he/Zebra2/  
MacHD/Library/Audio/Presets/u-he/Zebrify/

or put them into the User Directory:

User/Library/Audio/Presets/u-he/Zebra2/  
User/Library/Audio/Presets/u-he/Zebrify/

### Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen). Let's keep it simple:

- 1.) The licensee must not distribute the patches from *Zebra2 1st Encounter*, resample them, copy or otherwise replicate the patches of this Sound Bank in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivates for your own musical work as long as these derivates are only distributed in the context of musical work.
- 2.) The license to the Sound Bank *Zebra2 1st Encounter* may not be given away or sold.

### Patchlist

Quite a few patches would qualify for more than one category, the current order made the most sense to me. The Zebrify patches don't have Subfolders. All patches using one or more x/y-pads are marked with a „+“ - some patches have variations, in this case the original is marked with an „org“ and the variation is marked with „var“. To get info on the patches hit the „i“-button in Zebra and Zebrify. To make good use of the Zebrify patches, the Plug-In should be used as a Midi controlled VST/AU, as most of the patches use the Modwheel and need Midi-Notes to trigger/sync MSEG-envelopes and to determine pitches for Combs and Oscillators. Route the Audio into Zebrify using the Plug-In's Sidechain function.

## Zebra 2.5

### 1 Soundscapes

- Alien Bells+ org
- Alien Bells+ var
- Dark Land+
- End of Time+
- Future Gongs and Chimes
- Galactic Gongs
- Hypnotic Glass+
- Shimmerscape+ org
- Shimmerscape+ var
- Spectral Chords+
- Spectral Meditation+

### 2 Sequenced

- 5 to beat Arp+
- Angry Pulses+
- Dancequencer
- Double Wobble+
- Driving Chaser
- Electro Drum Sequence+
- Faster Blaster+
- Heavens Ladder+
- Mean Machine Synth+ org
- Mean Machine Synth+ var Arp
- Mean Machine Synth+ var2 Arp
- Moving Waves+
- Phasemia+ org
- Phasemia+ var
- Pulse Monster+
- Resostepper+
- Rising Formants Sequence+
- Scifi Runner+
- Shakuhachi Chaser+
- Spectral Runner+

### 3 Paranormal

- Angry Gremlins
- Bad Transmission+
- Brain Diffusion+ org
- Brain Diffusion+ var
- Crickets on Pluto+
- Speed Warp Insect+
- They are coming+
- Unstablerness+

### 4 Pads - Synths - Drones

- Big Drone Synth+
- Broken Lead Synth+
- Equinox Pad org
- Equinox Pad var
- Eternal Wind Pad+
- Ethereal Glass Pad
- Gliss Monster Synth+
- Harmonic Fall+
- Harmonic Rise+
- Hit and Rise+
- Hit and run+ org
- Hit and run+ var
- Mother of Pads+
- Nervous Pad+ org
- Nervous Pad+ var
- New Planet Pad+
- Pad from Mars+ org
- Pad from Mars+ var
- Pluto Voices
- Rise and Fall
- Seawave Pad+

- Spectral Drone+
- Stabsweeper+

#### 5 Instruments

- Deep Metal Drums org
- Deep Metal Drums var
- Duduk Lead+
- Fantasy Glockenspiel+ org
- Fantasy Glockenspiel+ var
- Future Koto+
- Future Sitar+
- Jubilee Bells+
- Malletica
- Metallic Vodoo Drums
- Oriental Lead
- Overtone Flute
- Shruti Flute+
- Stinger Bells+ org
- Stinger Bells+ var

#### Zebrify

- Bandpass and talking combs+
- Bass Machine
- Behind the white Wall
- Bellmaker+
- Crunkify+ org
- Crunkify+ var
- Drum Combs+ org
- Drum Combs+ var
- Drumgater
- Falling Beauty Combs+ var
- Filter Flares+
- Fm+Comb Mojo+ org
- Fm+Comb+Osc Triple Mojo+ var
- Huge distorted Space
- In the Glasshouse+
- Make it phat
- Rays of Light+
- Ringmod Mojo+
- Rising Beauty Combs+ org
- Sidechain FM+
- Space Morpher
- Transient Morpher+
- Transient to Filter Party+
- Wholetone Rain+