

# Soundset *Diversity* for Diversion

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## **Installation**

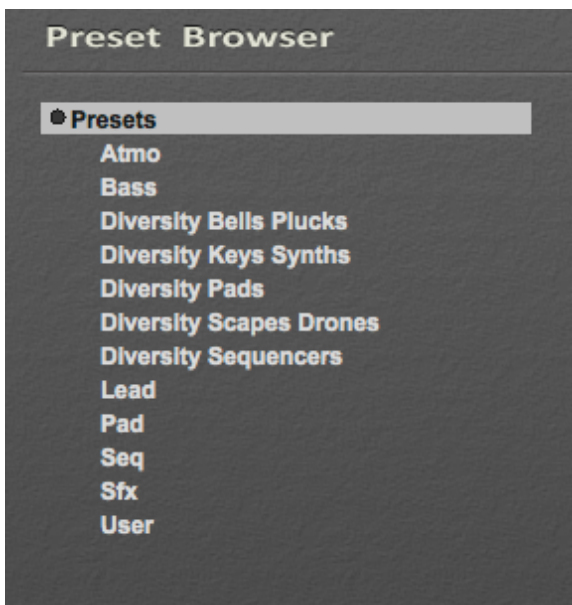
After unzipping the file you downloaded you will find a folder named "Diversity" containing the Readme-PDF and five subfolders with the presets in the native Diversion format.

Place the 5 preset-folders here:

\*Mac: HD (not User)/Library/Application Support/Diversion/Library/Synth Presets

\*Windows: C:\Users\[User Name] \My Documents\ Diversion\Library\Synth Presets

After the installation you will find the presets within in Diversion's preset browser:



## **Licence agreement and terms of usage**

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches from *Diversion*, resample them, copy or otherwise replicate the patches of this soundset 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 or sound design.

2.) The license to the soundset *Diversity* may not be given away or sold.

## **Description and Content:**

This soundsset contains 101 patches and 6 variations for the incredibly capable Diversion Synth by Dmitry Sches. The goal was to create a wide range of diverse sounds reaching from mellow and beautiful bells, pads and textural instruments and expressive lead sounds to edgy and soaring sequences and synths to dark and mysterious drones and soundscapes to otherworldly and abstract textures.

A lot of new waveforms were created in- and outside of Diversion to expand the sonic palette of this synth, complex modulation routings were used to create animated and expressive sounds usable for a wide variety of musical styles.

All sounds have the x/y-Mastermorph pad assigned for deep interaction with the sounds, many also use Aftertouch for even more expressive playability.

## **Patch categories:**

- Bell & Plucks (9 + 1 variation)
- Keys & Synths (21)
- Pads (19 + 2 variations)
- Scapes & Drones (29 + 2 variations)
- Sequencers (23 + 1 variation)

## **Patchlist**

Some of the patches would have qualified for several categories, the current order made the most sense to me. In the remarks about the controls I only mentioned the most significant ones. AT means "Aftertouch", x/y-axis refer to the MASTER MORPH pad, "Vel" means velocity. The Modwheel is assigned to the x-axis of the MASTER MORPH pad by default, so just assign any other Midi Controller to the y-axis to have full control over the sounds.

If your Midi keyboard does not support Aftertouch, you can automate "C-Press" in your DAW. If a certain patch is too CPU-heavy for your machine, reduce the polyphony (keys), or switch off the unison mode while tracking, then before rendering offline switch back to the original settings.

<b>Bells &amp; Plucks</b>	<b>Remarks</b>	<b>Controls</b>
Bellpad	edgy bell meets pad	x-axis brings in one octave below AT for vibrato, y-axis controls speed of LFO 1
Chime Synth	quite a beauty...	x-axis adds fast pitch tremolo to the attack phase, AT for vibrato, y-axis adds ring modulation to Osc 1
Doom Bell	dark bells, lots of subbass in the lower octaves	x-axis for sound destruction / distortion y-axis for strange modulation effects

Bells & Plucks	Remarks	Controls
Dream Bells	nice bells with a modulated sustain phase, overall volume should be controlled with a Compressor/Limiter to tame the peaks when x/y cursor is at the upper right of the pad	x-axis adds filter resonance (and adds level peaks) y-axis controls the overall brightness
Dream Bells uni	variation in unison mode - CPU heavy	
Ethno Plucker	Shamisen inspired synth	x-axis softens the attack and increases decay length y-axis controls filter resonance of Bus 1, AT controls detune for fast glissandi, Vel also controls decay length
Expressive Plucker		x-axis sends the signal from Bus1 to Bus 2 resulting in more body to the sound, y-axis adds weird resonances when x-axis is turned to the right
Linger Pluck	bright bell synth with modulated sustain phase	x-axis increases the volume of the sustain phase, AT controls filter cutoff in Bus 2, y-axis makes it all edgy
Snappy Bells	try these on some Calypso	x-axis adds edgyness y-axis adds pitch modulation (LFO1)
Zapper Bell	has a long evolving sustain phase with FM modulation, also try playing in the very low octaves	x-axis enhances the FM modulation in the sustain phase y-axis controls delay amount AT for more random pitch modulation

Keys & Synths	Remarks	Controls
Ballad Dreamer	dreamy synth in a huge space	x-axis brings in Osc 3 y-axis adds FM modulation to Osc 1 AT for vibrato
Big Syncer		x-axis for crazy modulation FX y-axis for Drive-control (Busses) AT for vibrato

<b>Keys &amp; Synths</b>	<b>Remarks</b>	<b>Controls</b>
Clavifact	runs in unison mode, CPU heavy	x-axis for distortion control y-axis adds sub-octave
Counter Sweeper		x-axis for filter control y-axis adds FM mod to Osc1/3 AT for vibrato control
Delicate Synth	try all ranges please	x-axis adds FM mod to Osc 1 y-axis for FX control AT for vibrato control
Dirty Funk	very velocity sensitive runs in unison mode, CPU heavy	x-axis adds a lot of dirt y-axis for Delay Mix
Dual Sweller	2 successive temposynced swells runs in unison mode, CPU heavy	x-axis bring in temposynced FM mod y-axis for lowfiness
Fat Lead	monophone lead in unison mode	x-axis for edgyness y-axis for FM/RM
Filter Diver	very velocity sensitive, try all ranges please	x-axis controls Bus Drive y-axis brings in Osc 3 AT controls filter cutoff in Osc 1
FM Bassoon	strange FM instrument	x-axis adds pitch modulation y-axis brings in sub octave in Osc1 and makes the sound less strange AT controls vibrato speed (when x-axis is up) and does other things too
Formant Stepper	runs in unison mode, CPU heavy	x-axis controls FM amount in Osc 3 y-axis controls Bus 1 Drive, filter resonance in Bus 2 and Reverb Mix
Mellow Brass Synth	nice for leads and chords alike, runs in unison mode	x-axis adds Bus Drive y-axis adds FM/brightens the sound AT for vibrato control
Mellow Horn	good for themes and melodies	x-axis controls Bus 1 Drive y-axis increases reanosnce in the Bus 1 filter, AT controls vibrato
Mellow Synth	rich synth, very velocity sensitive, also try the very low octaves	x-axis for mean FM mod in Osc 1 y-axis brings in temposynced amplitude modulation (LFO 3)

Keys & Synths	Remarks	Controls
Melody Maker	runs in unison mode, CPU heavy	x-axis for RM in Osc 1/3 y-axis brings in waveform modulation, AT for vibrato control
Solo Sax Lead	importing a waveform of a sample with my soprano sax playing	x-axis for Drive and filter control y-axis for FM, AT for vibrato control
Statement Synth	cembalo-like synth	x-axis brings in Osc 3 y-axis controls Bus 2 Drive and adds lowfiness in Bus 1
Subdiver	dives deep in the lower ranges, watch out for filter resonances in the higher ranges, use a limiter	x-axis controls Osc 1 Drive y-axis adds sub-octave
Sunday Church	pipe organ, turn off Osc 2 if you don't want to hear the noise of the pipe	x-axis controls Osc 3 FX 1/3 and Drive which is only really audible in the lower ranges y-axis controls Osc 1 Drive
Synflute	expressive lead synth	x-axis for waveform modulation y-axis controls Bus 1 Drive AT for vibrato control
Vowel Shaker	also try the very low ranges	x-axis brings in sub-octave (Osc 1) y-axis brings in Osc 3 AT brings in temposynced Tremolo FX

Pads	Remarks	Controls
Bagpipe Pad	runs in unison mode	x-axis reduces LP filter cutoff y-axis adds RM and Osc 2 FX AT controls random pitch modulation
Big Pad		x-axis for filter cutoff control y-axis controls Bus 1/2 Drive resulting in subtle modulations when x-axis is down AT for vibrato control
Big Pad Uni	variation in unison mode, CPU heavy	

<b>Pads</b>	<b>Remarks</b>	<b>Controls</b>
Blue Morning	play long notes and calm down	x-axis adds comb phasing in Bus 1 y-axis brings in Osc 2 an octave above AT controls speed of LFO 2, audible when y-axis is up
Calm Harmonics	evolving vocal harmonics, runs in unison mode, CPU heavy	x-axis brings in sub octave in Osc 1 y-axis for FM control AT controls Bus 2 filter cutoff and adds vibrato
Contemplation Pad	fly away whils playing slow chord progressions and melodies	x-axis brings in Osc 1 y-axis controls Reverb Predelay AT for vibrato control
Dream Riser	turn off MSEG 4 to get rid of the fast arpeggio in the attack phase	x-axis reduces LP cutoff in Osc 1 and adds Drive y-axis adds toothache AT for vibrato control
FM Voxpad		x-axis adds RM/Osc 1 FX y-axis shifts the ouputs of all 3 oscillators to Bus 2 with a nervous filter modulation AT for vibrato control
Gentle Sweeps Pad		x-axis adds temposynced amplitude modulation (LFO 3) y-axis brings in sub-octave in Osc 1/3, AT for filter control
Lonely Monk	good for chords and monophonic lines alike	x-axis brings in one octave below (RM), y-axis for Osc FX AT for vibrato control
Mellow Pad		x-axis controls Bus 1 cutoff y-axis controls Osc 1 RM AT controls vibrato and speed of LFO 2
Organ Pad	runs in unison mode	x-axis controls LP filter cutoff y-axis reduces holyness AT for vibrato control
Pad One	rich evolving pad	x-axis for filter and FX control in Osc 1, y-axis controls GrainShifter FX amount
Pulsator Pad		x-axis adds edgyness y-axis adds distortion AT controls LP cutoff in Osc 1

<b>Pads</b>	<b>Remarks</b>	<b>Controls</b>
Purer Pad		x-axis for filter control y-axis controls Chorus FX rate AT for vibrato control
Quadro Phase Pad	4 oscillators with different modulation speeds	x-axis reduces LP filter cutoff y-axis for Chorus FX amount/rate AT controls Bus 1 Drive
Silk Riser	slightly edgy FM-pad, yet silky	x-axis adds temposynced pan modulation, y-axis controls pitch of Osc 2 which is modulating Osc 1 via FM, AT controls sustain level of ENV1 which controls numerous parameters
Sun Pad	let it shine...	x-axis controls filter cutoff and more y-axis controls amount of sunlight AT for vibrato control
Vocal Beauty Pad		x-axis controls filter resonance in Bus 1, y-axis controls speed of all 3 LFOs, AT for vibrato control
Vocal Beauty Pad Uni	variation in unison mode, CPU heavy	
Winter Pad	calm and a bit cold	x-axis reduces LP filter cutoff y-axis shifts pitches of Osc 2/4 AT for vibrato control

<b>Scapes &amp; Drones</b>	<b>Remarks</b>	<b>Controls</b>
4th Dimension	ominous...let the sounds evolve	x-axis for random filter modulation y-axis controls distortion amount AT controls FM in Osc 3
Alien Chimes	living texture...use a limiter to tame the filter resonances maybe	x-axis -> FM Osc 1 + Bus 2 Drive y-axis Bus 2 LP cutoff AT controls pitch of Osc, audible when x-axis is up
Alien Seashore	unreal sea with seagulls, play long notes in all ranges	x-axis -> Bus 1 Drive and seagull timbre, y-axis adds FM to seagulls, AT controls filter resonance of the seashore
Alien Vocals	also try very low notes	x-axis adds fast random filter modulation, y-axis adds distortion (Bus 2), AT controls Bus 1 LP filter cutoff

Scapes & Drones	Remarks	Controls
Alien Vocals Uni	variation in unison mode, CPU heavy	
Arctic Wind	let the scape evolve, velocity also controls amount of LFO 1 which controls Bus 1 Stereo modulation	x-axis adds distinct pitches (subs in Osc 1/3) to the sound, y-axis adds some severe modulation, AT for wind control
Charlies Planet	I used to call my dad Charlie when he wasn't around :) try all ranges please	x-axis controls Osc 2 Drive y-axis adds lowfiness in Bus 2 AT adds random pitch vibrato to all oscillators and to the bell comb filter in Bus 2
Chime Texture	complex and bright	x-axis controls the BUS SEND from Bus 1 to Bus 2, x-axis controls level of Osc 3, AT for Osc FX control
Comb Machine	metallic texture	x-axis -> Bus 2 Drive/Cutoff y-axis shifts the pitch of Osc 1 and the combfilter in Bus 2 AT adds fast random pitch modulation
Combmania	untempered texture try all ranges please	x-axis adds sub in Osc 1 y-axis controls level of Osc 3 AT controls LP cutoff in Bus 1
Come and go	runs in unison mode, CPU heavy	x-axis adds sub in Osc 1 and controls FM amount in Osc 3 y-axis brings in GrainShifter FX and controls Delay FX amount AT for vibrato control
Distdrone	runs in unison mode, CPU heavy	x-axis modulates Osc 1 cutoff/drive and Osc 2 waveform
Dreamwalker	dreamy temposynced texture	x-axis adds FM in Osc 1 y-axis controls LP cutoff in Bus 2 AT for vibrato control
Dwarf Factory	unreal ever evolving texture play very long notes as well and try all ranges	x-axis creates more action in the factory (all LFO speeds and FX Bus Mix), y-axis controls Reverb Mix
Edgy Droner	smoother in the upper ranges	x-axis for Osc 1 FX y-axis controls Bus 1 LP cutoff AT controls Bus 1 filter resonance



Scapes & Drones	Remarks	Controls
Edgy Droner Uni	variation in unison mode, CPU heavy, no FX used to save some CPU	
Evolving Drone	the volume of the 3 oscillators playing 3 different imported waveforms is controlled by 3 looped MSEGs running at different speeds	x-axis reduces LP cutoff and adds distortion in Bus 2, y-axis adds temposynced Tremolo FX and increases amount of Delay FX
Highlands	runs in unison mode, CPU heavy	x-axis -> Osc 1 Fx y-axis -> Bus 1 LP filter cutoff AT -> Bus 1 LP filter resonance
Mallet Tremolos	try all ranges please	x-axis controls Osc FX and reduces filter reso in Osc 1 - try playing slow transitions with the Modwheel, it also increases the level so use a limiter to tame the peaks, y-axis for control of Reverb FX, AT adds fast random pitch mod to the bell comb filter in Osc 1
Melancholy Sweeper	sounds voice-like in the upper ranges	x-axis controls speed of filter modulation in Bus 2, y-axis for ringmod effects (LOFI rate in Bus 1), AT controls amount of phase modulation in Osc 1
Mysterious Chimesynth	3-component mystery	x-axis brings in the GrainShifter and Chorus FX, y-axis controls LP filter cutoff in Bus 1
Nightmare Texture	straight from my dreams, try all ranges please, runs in unison mode - polyphony 2 voices	x-axis -> filter reso in Bus 1 y-axis -> filter cutoff in Bus 1
Ominous Uni	monophonic FM texture, runs in unison mode	x-axis adds fast filter modulation and Osc 1 FX, y-axis controls several parameters in Reverb FX AT increases FM in Osc 1
Over soon		x-axis adds strange random modulation (LFO 3), y-axis shifts the cutoff/pitch of 3 involved filters, AT adds lowfiness in Bus 2

<b>Scapes &amp; Drones</b>	<b>Remarks</b>	<b>Controls</b>
Quadro Sweeper	4 UFOs descending/ascending at different speeds	x-axis adds Flanger FX and controls Osc 1/3 RM/FX, y-axis sends the signal to Bus 2 where a modulated allpass filter does it's duty
Sisyphus UFO	it's stuck in the orbit...	x-axis controls Osc 1 FX y-axis adds lowfiness AT controls amount of Delay FX and FM amount in Osc 1
Space Bee	tame the peaks with a limiter please	x-axis controls filter cutoff in Osc 1/3, y-axis brings in sub octave in Osc 1/3
Spectral Life	rather beautiful...	x-axis controls FM amount in Osc 1, y-axis -> amount of Flanger FX, AT for vibrato control
Strato Droner	huge unison drone (polyphony 3 voices)	x-axis reduces LP filter cutoff y-axis adds amplitude modulation (LFO 3) and controls Osc 1 FX AT controls FM amount in Osc 1
Telephone Concert	interesting harmonic texture with 3 temposynced MSEGs	x-axis -> pitch modulation and FX amount /reverb/echoes) y-axis reduces LP filter cutoff in Bus 1, AT controls FM amount in Osc 1
Unpleasancy	unpleasant at all ranges	x-axis controls Osc 1 FX y-axis controls amount of Reverb FX, AT reduces LP filter cutoff and adds drive in Bus 1

<b>Sequencers</b>	<b>Remarks</b>	<b>Controls</b>
Anorganic sequence	polyrhythmic MSEGs	x-axis adds Osc 1 drive y-axis cnotrols HP cutoff in Bus, sends signal to Bus and adds more flanging
Cloned Robot	brain killer...	x-axis for more distorted body y-axis brings in Bus 1 signal AT controls Reverb FX (mix/size)

Sequencers	Remarks	Controls
Fast Scanner		x-axis controls Gate amount y-axis adds Osc 1 FM and shifts the signal to Bus 2 with a ringmodulated LP filter
Filter Beat	electronic tribalism, try all ranges please	x-axis adds Osc 1 drive y-axis brings in GrainShifter FX
Gater		x-axis brings in Osc 2 with a little melodic sequence (MSEG 1) y-axis -> FM amount Osc 1 AT increases feedback of Flanger FX
Happy Electro		x-axis brings in Osc 2 playing different pitches, y-axis brings in sub-octave in Osc 1
Hypno Triplets	triplet based hypnosis	x-axis -> Bus 1 drive y-axis for FX amount (reverb/delay)
Let him speak	grungy FilterQuencer, also try playing very low notes	x-axis -> filter cutoff Osc 1 y-axis reduces filter cutoff and adds drive in Bus 1 AT for vibrato control
Live Fast	great for sequenced chords and basses alike, when playing chords in the higher ranges you might want to use an external highpass filter to eliminate the low frequencies	x-axis adds lowfiness (Bus 1) y-axis adds more body (level Osc 3), AT adds temposynced vibrato
Living Organism	polyrhythmic MSEGs - 15 against 16 steps, play long notes/chords over several bars to unfold the resulting polyrhythms	x-axis brings in subs in Osc 1/2 and adds different flavours of dirt y-axis controls filter cutoff in Osc 1/2 and adds Osc 1 RM AT for vibrato
Mean FMQuencer	runs in unison mode, CPU heavy	x-axis -> Osc 1 FM and amount of Phaser FX, y-axis controls amount of filter modulation in Bus 1 (LFO 3), AT adds distortion
Nervous Wasp	temposynced pad/drone synth	x-axis controls Osc 1 FX/FM y-axis controls Bus 1 drive and amount of Phaser FX

Sequencers	Remarks	Controls
Noise Rider	glitchy NoiseQuencer	x-axis adds more body (level Osc 3), y-axis for filterworx in Bus 1
Notorious Sequence		x-axis brings in Osc 3 y-axis controls HP filter cutoff in Bus 1 and adds temposynced filter modulation (LFO 3) AT for FM control Osc 1/3
Party Combs	dancing combfilter runs in unison mode (polyphony 4 voices), use a limiter to tame the peaks	x-axis adds sub-octave y-axis adds Osc 1 FM AT adds temposynced vibrato
Robot Sequence	crunk texture...	x-axis adds temposynced pan modulation (LFO 1), y-axis adds more crunkness (FM Osc 1) AT adds temposynced filter modulation in Bus 1
SciFi Folk	thats what they dance to on Mars...	x-axis controls Osc 1RM y-axis adds random pitch modulation to Osc 1, decrease mod speed with AT
SquareQuencer	runs in unison mode, CPU heavy	x-axis controls filter cutoff Bus 1 and adds lowfiness y-axis brings in Osc 3 AT adds temposynced vibrato
Technoid Mouth Organ	Arp-controlled, plays well at all ranges	velocity controls Osc 2 pitch x-axis -> amount Delay FX y-axis -> level Osc 2 / filter cutoff in Bus 1, AT -> Osc LP filter cutoff
Thumper	urban minimalism	x-axis adds continous sub drone y-axis brings in Osc 2 sequence
Triplet Ladder	tripletbased wholetone madness, runs in unison mode (polyphony 4 voices), use a limiter to tame the peaks	x-axis controls Osc 1 drive y-axis controls Osc 1 FM / filter cutoff, AT brings in sub-octave and controls pitch on Osc 2 (the FM modulator)
Urban Racer DT	electronic drum sequence DT = double time, when you work at slower BPMs try this one, use a limiter to tame the peaks	x-axis ads lowfiness and controls FM in Osc 3 y-axis controls amount of GrainShifter FX

Sequencers	Remarks	Controls
Urban Racer HT	HT = half time, when you work at faster BPMs try this one	
Wavetwister	Gate-controlled, runs in unison mode - CPU heavy	x-axis adds saw-shaped amplitude modulation, y-axis brings in sub-octave

Enjoy the ride with *Diversity* please.

Simon Stockhausen, February 25 - 2013