

Soundset *Granular Worlds* for Padshop Pro

© 2012 Simon Stockhausen



Installation

Unpack the rar files you downloaded by opening only the first rar-file (part1), all other rar-files will get unpacked automatically.

You will then find a Readme.pdf and 2 folders:

“Presets” containing 2 subfolders - “AU” containing the presets in the Mac only “.aupreset“-format and “VST” containing the presets in the “.vstpreset“-format. Both folders contain 6 subfolders with the categorized presets.

“Samples” containing a folder named “Granular Worlds” with the 141 wav-samples.

Granular Worlds is available in 2 formats:

“.aupreset“ for Mac-users who work with the AU-version of Padshop Pro and want to use the native Preset Browser e.g. in Logic Pro and “.vstpreset“ for users who work with the vst3- or au-version of the Plug-In and want to use Padshop's native preset browser at the bottom of the GUI.

Place the 6 preset-folders from the VST-folder here:

*Mac: User/Library/Audio/Presets/Steinberg Media Technologies/Padshop

*Windows: C:\Users\[User Name]\Documents\VST3 Presets\Steinberg Media Technologies\Padshop\

Place the folder “Granular Worlds“ with the samples here:

*Mac: User/Documents/Steinberg/Padshop/Samples/

*Windows: C:\Users\[User Name]\Documents\Steinberg\Padshop\Samples\

Place the 6 preset-folders from the AU-folder here (Mac-users only):

User/Library/Audio/Presets/Steinberg/Padshop

After the installation you will find the presets within your User folder in Padshop’s native preset browser at the bottom of the GUI:



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 and samples from *Granular Worlds*, resample them, copy or otherwise replicate the patches and samples of this soundsset 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 soundsset *Granular Worlds* may not be given away or sold.

Description and Content:

Granular Worlds for Steinberg's Padshop Pro contains 105 presets making use of 1.8 Gigabyte of exceptional samples mostly created exclusively for this soundsset. All samples were produced in 48 Khz / 24 Bit, the acoustic sounds and instruments in this library were recorded in L-C-R using 3 high quality Neumann mics. The electronic samples were produced with an array of soft- and hardware synths and FX-processors.

This soundsset covers a wide range of expressively playable sounds ranging from huge cinematic soundscapes, warm and mellow pads, dark and haunting drones, real and unreal percussion instruments, temposynced sequences and loops to more bizarre experimental sounds, ethereal textures and beautiful instrumental textures derived from flute, guitar, bowed strings and Okarina recordings. Some field recordings, glass and wood sounds, Kalimba, harmonically playable plastic tubes as well as vocal samples also found their way into this soundsset.

The 141 wav-samples in this set are not locked or encrypted so they can be used in any other sampler or directly in the DAW of your choice.

The 105 presets are categorized in five folders:

- ★Instrumental (13)
- ★Pads and Drones (30)
- ★Percussive (9)
- ★Sequenced (11)
- ★Soundscapes (29)
- ★Weirdo Zone (13)

Patchlist

Many 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, as the Modwheel and Aftertouch often affect numerous parameters within a sound. AT means "Aftertouch". There can sometimes be a lag when parameters affecting the Grains are assigned to the Modwheel or the Aftertouch, so take your time and wait for the changes to become audible. "C3" is the middle C on the piano.

Instrumental	Remarks	Controls
Flute Divine	Alto Flute octave tremolo	Modwheel controls Grain Position/ Duration AT reduced LP Filter Cutoff
Flute Double Flutter Drone	Bassflute flutter tongue	Modwheel adds Formant modulation in Layer A and the balance between the 2 layers. AT adds LFO-driven Filtermod
Flute Heaven	Alto Flute octave tremolo accel/rit	Modwheel adds slow flanging/ phasing AT reduces Grain Duration and adds some subtle pitchmod

Instrumental	Remarks	Controls
Granular Sax 01	Granulated Soprano Sax	Modwheel reduces Grain Size and shifts the formants up an octave, it takes some time for the grains to become small AT adds LFO-driven modulation of Rate distortion
Granular Sax Double	Two granulated Soprano Saxes	Modwheel shifts formants of both layers in opposite directions AT adds Pitchmod for Layer A Layer A has a long glide effect
Guitar Mantra Strings	Processed acoustic guitar string	Scroll through the sample with the Modwheel AT adds distortion
Hybrid Violin	Processed violin flautato	Modwheel for Grainworr and reduction of LP Cutoff AT controls Grain Position in both Layers
Okarina Leadpad	Very mellow Okarina sound for leads and pads	Modwheel tunes Layer B down an octave Amp attack is velocity sensitive
Okarina Microtexture 01	Playing microtonal stuff on my Okarina, processed derivative in Layer B	Modwheel adds distortion and reduces LP Filter Cutoff in Layer A AT affects pitch in Layer A
Okarina Morseflute	Okarina short staccato texture	Modwheel adds pitch randomness to the grains Velocity affects LP Filter cutoff
Okarina Trill Scape	2 different samples with Okarina trills	Modwheel shifts the balance from Layer B towards Layer A AT adds distortion in Layer B
Okarina Whistle Lead	Nice Okarina lead sound, the sample has a built in glissando in the middle polyphony set to 2 voices, Glide activated	Modwheel for classic Pitchmod AT for subtle pitch control, vibrato Velocity affects Grain Position and LP Filter cutoff
Wondrous Guitar	Granulated acoustic guitar sequence	Modwheel for Grainworr AT controls Grain Position, scroll through the sample with AT Amplitude of LP Filter envelope is velocity sensitive

Pads and Drones	Remarks	Controls
1Finger Pad Split	Split Zone between C3-C4	Modwheel reduces LP Filter Cutoff AT adds random Pitchmod
Convoluted Vox	Delicate vocal pad	Modwheel controls Grain Position/ Speed, the second half of the sample gets louder, it starts very soft AT adds subtle pitch modulation and reduces Grain Duration
Doppler Dronepad	Cinematic Lushness	Modwheel reduces Grain Duration AT controls Grain Position, try hitting a chord and then using AT for instant animation
Dreampad Split	Crossfade split zone between C3-C5	Modwheel adds subtle Pitchmod
Eden Pad	Evolving pad made from metasynthed woodwind sounds	Modwheel controls Grain Position AT adds Pitchmod Velocity controls Filter rise time
Formant Cloud Drone	Haunting animated drone	Modwheel adds LFO-driven Filtermod in Layer A AT adds distortion in Layer A
Franken Organ Split	Split crossfade between C2-F4	Modwheel controls LFO speed in Layer A which modulates the Grain Position AT adds Pitchmod in Layer A HP Filter rise amplitude in Layer B is velocity sensitive
French Horn Spectral Drone	Metasynthed and real French Horn, the latter fades out towards the high range	Modwheel controls Grain Position in Layer A AT for Pitchmod in both Layers
Gentle Sine Organ	Beauty Pad	Modwheel decreases Grain Length for portato style
Giant Pad	Vocal cloud meets orchestral drone	Modwheel adds Pitchmod AT reduces LP Filter Cutoff
Glass Dream	Ethereal glass pad with percussive or soft glass attack depending on the velocity	Modwheel reduces LP Cutoff in Layer B AT adds Pitchmod in Layer B Velocity controls attack speed in Layer A and Grain Position in Layer B

Pads and Drones	Remarks	Controls
Massive D Drone	Dark and evil drone	Modwheel controls LP Cutoff in Layer B and shifts the balance towards Layer B
Master Droner	Majestic drone	Modwheel reduces Grain Duration and adds distortion AT controls Grain position Velocity controls LP filter envelope rise time, higher velocity->faster rise
Mellow Tube Pad	Very mellow pad derived from the sample of turning a plastic tube creating a windy, vocal-like sound	Modwheel adds subtle LP Filtermod and animates the Grains AT adds distortion Velocity controls attack speed
Meta Flago Pad	Metasynthed string flagelets create a beautiful pad sound	Modwheel increases Grain Duration AT adds subtle Pitchmod to both Layers
Mighty Wind Drone	Cinematic dronepad using processed bassflute samples	Modwheel adds distortion in Layer A LP Filter cutoff is velocity sensitive
Misty Pad	Haunting padsound	Modwheel for Grainworx and detuning in Layer A Amp and Filter envelopes are velocity sensitive AT for Grainworx in Layer B
Mrs Lushness Dronepad	Cinematic Dronepad	Modwheel reduces LP Filter cutoff AT affects Grain Speed reversing the sample at full amplitude and adds LFO-controlled modulation of distortion amount
Ominous Grain Drone	Dark dissonant drone made from processed Cello samples	Modwheel adds LFO-driven formant modulation and increases Grain Length AT controls Grain Speed in Layer A and Grain Pitch in Layer B
Orchestral Tuning Scape 01	Collected in various russian concert halls in 2011, merged together and processed	Modwheel for Grainworx. move it slowly AT adds distortion and increases LP cutoff Filter envelope is velocity sensitive

Pads and Drones	Remarks	Controls
Orchestral Tuning Scape 02	This patch has 2 Layers with different samples	Modwheel for Grainworx in Layer A, in Layer B the MW affects Filter cutoff/resonance and adds distortion AT adds distortion and increases LP cutoff in Layer A, in Layer B it adds subtle Pitchmod Filter envelope is velocity sensitive
Orion Drone	Huge galactic drone	Modwheel shifts the balance towards Layer B which has temposynced modulation of various parameters AT reduces LP cutoff in Layer A
Rising from Ahes	Convolutd harp flagelets make for a dark and warm dronepad	Modwheel for Grainworx, the Grain Position is also modulated by the velocity sensitive Filter envelope AT adds Filter resonance and subtle Pitchmod
Sea Drone	Intermodulating waves on the seashore with a bassdrone	Modwheel affects Grain Position and more AT increases Grain Speed and adds LFO-controlled Pitchmod
Shimmering World		Modwheel brings in LFO-controlled Filtermod in Layer A, in Layer B it adds LFO-driven modulation of Grain Position AT controls Filter cutoff /resonance in both Layers Glide activated in both Layers
Spectral Kingdom	Rich pad reminding of a carillon	Modwheel detunes the Grains in Layer A
Textural Organ	Rich organlike chord texture	LFO 2 controls panning via the Filter envelope
Tube Vox	Singing through a plastic tube, built in glissando later in the samples This can be a warm vocal pad or a more experimental sound	Modwheel for Grainworx and pitch spreading in both layers AT adds Filter resonance to enhance the temposynced LFO modulation of Filter cutoff
Vocal Mystery	Warm haunting vocal pad with built in interval (minor sixth)	Modwheel adds Chorus FX in both Layers Velocity controls Grain Position in Layer B

Pads and Drones	Remarks	Controls
Vocal Pad	Warm, slightly nervous vocal pad	Modwheel reduces Grain Duration/Length in Layer A resulting in more nervousness AT for subtle Pitchmod in both Layers

Percussive	Remarks	Controls
Bell Texture Mellow	Ethereal Bells	Modwheel reduces Grain Duration and adds Pan modulation AT controls Grain Position
Bottle Chimes	Textural glass bottles, Layer B adds percussive accent	Modwheel controls Grain Randomness and Speed AT controls Grain Pitch in Layer A
Crystal Pad		Modwheel for Grainworx in both Layers AT adds Pitchmod in Layer B
Emperor Bell Stab	Big Bell Stab	Turning up the Modwheel will skip the bell accent and turn this patch more into an animated soundscape with a soft attack AT adds Filtermod in Layer B
Granular Windchimes	Tinkling Texture	Modwheel for Grainworx AT adds Pitchmod
Temple Claves	Claves and bells I recorded in a Taipei temple try all ranges please	Grain Position is controlled by a random LFO, control LFO speed with the Modwheel for Grain animation AT reduces LP Filter cutoff and adds distortion
Temple Claves Combed	Claves and bells I recorded in a Taipei temple processed with Combfilters	Modwheel adds Noise-driven Pitchmod AT adds distortion and reduces LP Filter cutoff Velocity controls Grain Position
Thai Gong Pure	Sampling my large Thai Gong playing a longer impro	Modwheel shifts Grain Position and animates the Grains AT adds LFO-driven Pitchmod

Percussive	Remarks	Controls
Wood meets Glass	Plank meets glass bottles try all ranges please	Modwheel shifts Grain Position in both Layers and adds Chorus FX in Layer A AT adds noise-driven Pitchmod in Layer A
Sequenced	Remarks	Controls
Basseq and Stomper	temposynced sequence	Modwheel adds Filter Reso
Beat Syncer	temposynced drumloop 16 Bars in 4/4 - root note C3	Modwheel reduces Filter Cutoff AT controls formants for crazy glitch effects
Glass Arp	Sequenced glass bottles with step sequenced pitches	Modwheel brings in the step sequencer assigned to pitch Temposynced LFOs scroll through the sample segments
Kalimba Sequence	Temposynced Kalimba Loop played on my good old african Kalimba root note F3	Modwheel adds Chorus FX and a tad of LFO-driven Pitchmod AT reduces LP Cutoff and adds distortion
Melancholic Guitar Sequence	Temposynced acoustic guitar pattern Grain Position is controlled by a temposynced LFO root note at G2 Triplet feel	Modwheel for Grainworx (you loose sync temporarily when changing the wheel) AT increases Grain Duration, (things get out of sync then) and adds subtle Pitchmod
Mental Loop	Stepmodulated glitchy Drumloop in Layer A Layer B plays the same loop straight and temposynced, root note at C3	Modwheel adds temposynced HP Filtermod in both Layers
Synced Dumbbell Sequence	Rhythmical/melodical pattern played with dumbbell samples	LFO 1 controls the temposyncing, the Modwheel controls the LFO shpa, with a hard right setting you will reverse the samples in both Layers AT adds Pitchmod in Layer A

Sequenced	Remarks	Controls
Synced Hits	Temposynced percussive hits meets Okarina in both Layers synced LFOs scroll through the samples	Modwheel adds temposynced HP Filter modulation in both Layers and shifts the pitch of Layer B up an octave Play staccato notes to use this patch as an "unsynced" percussion instrument
Synced Vocal Stabs	In both Layers synced LFOs scroll through the samples - forwards (Layer A) and backwards (Layer B) hold long chords and wait for the reversed layer to come in	Modwheel reduces LP Filter cutoff and adds distortion in both Layers AT adds LFO-driven Pitch- and Panmod in Layer A
Tube Harmonics Sequenced	2 samples of playing/turning plastic tubes to create overtones - temposynced modulation of various parameters	Modwheel for Grainworx in both Layers AT adds Noise-driven Pitchmod in both Layers
Tube Harmonics Trans Seq	2 more samples of playing/turning plastic tubes to create transitions between the overtones - Grain Position is controlled by temposynced LFOs - try all ranges please	Modwheel reduces Grain Duration and adds temposynced LFO-driven Formant modulation in both Layers AT adds temposynced LFO-driven Pitchmod in both Layers

Soundscapes	Remarks	Controls
Beyond	Cosmic Scape	Modwheel controls Grain Position and Duration
Bowed Scape	Bowed Cymbal Scape	Modwheel adds strange Pitchmod in Layer A AT controls Grain Position in Layer B
Cavern Drops Xfade	Surreal Scape, keyboard crossfading between the 2 layers	Modwheel scrolls through the sample in Layers A+B and affects Grain behaviour in general AT adds distortion and pitch modulation
Combed Wood Texture	Wooden accents treated with combfilters	Modwheel reduces Grain Duration, try slow transitions in both directions

Soundscapes	Remarks	Controls
Dream Scanner	Dark Texture	Modwheel adds temposynced Filtermod (Layer A) AT reduces Grain Duration (Layer A)
Eternal Loop	Mysterious Scape	Modwheel adds Noise-modulated filter- and pitch modulation
Forgotten Planet	Take your time...	Modwheel for Grainworx in both Layers AT adds Filter resonance in Layer A and Filtermod in Layer B
Frozen Planet	Metasynthed Viola, starts very soft	Modwheel for Grainworx, take your time and move the wheel slowly, the wheel also increases delay send to Reverb AT for Grain Speed
Galactic Journey	Cosmic Scape	Modwheel controls LFO speed in Layer A for grain animation and increases BP Filter Cutoff and resonance in Layer B
Grainbird Scape	Unreal and metasynthed Bird Scape Layer A gets louder towards the higher range	Modwheel adds Pitchmod in Layer A and temposynced Pitchmod in Layer B AT controls Grain Position in Layer A
Granular Temple Nuns Taipei	Singing nuns I recorded in a Taipei temple during a ceremony some years ago Root note at A#2	Modwheel reduces Grain Duration in Layer A AT shifts the grain formants in Layer A, with long grains this results in a pitch shift, with short grains this affects the formants Layer A has a Glide/Portamento activated
Hallucinating	Haunting resynthed Cello texture	Modwheel controls Grain Position AT adds Pitchmod
Harmonic Rain	Wondrous harmonic texture with a very slow pulsation	Modwheel scrolls through the samples AT adds Pitchmod
Harp Magic	Crossfade Layers, Layer A fades out towards the high range, Layer B fades in towards the high range	Modwheel adds Noise-controlled Pitchmod in oth Layers

Soundscapes	Remarks	Controls
Hidden Place	Haunting mysteriousness	Modwheel adds temposynced Filtermod velocity controls Grain Position in Layer B
New Age Territory	Evolving New Age Scape	Modwheel adds Panmod AT for subtle Pitchmod
Ominous Glass	Reversed glass bottle scape	Scroll through the sample backwards with the Modwheel AT adds Rate distortion
Orion Takeoff	Animated galactic soundscape	Modwheel controls Grain Position in Layer A AT shifts the formants in Layer B
Picture Bird	Metasynthed bird singing	Modwheel brings in the stepmodulated pitch sequence, wheel full up plays the sequence within an octave AT affects Grain Position/Speed and lets you scroll through the sample LP Filter rise amplitude is velocity sensitive
Spaced Elves	Elves on mushrooms	Modwheel animates the party
Spectral Harp Gliss	Metasynthed Harp glissando	Modwheel shifts the Grain Position in both Layers towards the much louder middle of the sample AT for Pitchmod
Submerging	Dark and spooky texture	Modwheel for Grainworx in both Layers
Thai Gong Abyssal	Sampling my large Thai Gong playing a longer impro and then processing that with an array of FX processors, creating a dark and haunting soundscape	Modwheel shifts Grain Position and animates the Grains in both Layers AT adds LFO-driven Pitchmod in Layer A and adds strange Noise-driven Pitchmod in Layer B
The Swarm	Scary vocal swarm	Modwheel for Grainworx LFOs control Grain Formants and Speed via the Filter envelope which is velocity sensitive AT adds stepmodulated Filtermod

Soundscapes	Remarks	Controls
Tube Harmonics Abyssal	2 samples of playing/turning plastic tubes to create overtones create a haunting soundscape	Modwheel for Grainworx in Layer A and shifting of Grain Position in Layer B Velocity sensitive Filter envelope controls Grain Position in Layer A AT adds LFO-driven Pitchmod and reduces Grain Duration in Layer A
Tube Harmonics Trans Double	2 samples of playing/turning plastic tubes to create overtones and transitions, processed derivative in Layer B - very mysterious soundscape, try all ranges please	Modwheel for Grainworx in both Layers AT shifts Grain Position in both Layers, scroll through the samples with AT
Vocal Drift	Mysterious processed vocals	Modwheel for Pitchworx in both Layers and for adding Noise-driven modulation of Filter resonance AT reduces LP Filter cutoff in Layer A, velocity controls Grain Speed in Layer A
Voyager Split	Fly through the Galaxy with this soundscape Crossfade/split zone between C3 - C5	Modwheel adds stepmodulated temposynced Filtermod in Layer A AT adds subtle Pitchmod in Layer B
Water Kalimba	Otherworldly Kalimba sounds, try all ranges please	Modwheel affects Grain Position in Layer B, scroll through the sample with the Modwheel AT increases Filter resonance in Layer A and increases Grain Duration in Layer B

Weirdo Zone	Remarks	Controls
Barrel Destruction	Granulated metal barrel	Modwheel adds step modulated formant modulation and alters the delay time AT controls Modspeed, only effective when Modwheel is up
Deranged Opera 01	Destruction of a female opera singer I recorded during a concert in a russian concert hall	Modwheel adds distortion Pitchwheel decreases Grain Duration

Weirdo Zone	Remarks	Controls
Deranged Opera 02	Another take on that opera sample, more fluid in a way :)	Scroll through the sample with the Modwheel AT for crazy Pitchmod
Descender	Descending UFOs	Modwheel adds Chorus AT adds distortion The amplitude of pitch glissando is velocity sensitive
Drugged Violinist	Granulated violin tuning	Reverse the sample with the Modwheel AT adds step modulated Formant modulation
Evil Planet		Modwheel adds random Pitchmod and increases delay amount in Layer A, adds distortion and reduces LP Cutoff in Layer B and increases the overall Reverb wetness AT controls Grain Position in both Layers
Granular String Monster	Scraped guitar string granulated	Modwheel shifts the formants in Layer A AT adds Panmod in Layer A
Havoc	Frozen or animated Spacebell	Modwheel for Grain animation and modulation of distortion and LP Cutoff AT adds Pitchmod and increases Grain speed, this is only audible with the Modwheel down
Monster Wasp Attack	Evil SciFi Insects - try all ranges please	Modwheel adds distortion and reduces Grain Length AT controls Grain Position - scroll through the sample with AT
Noisy Couple Split	Crossfade split zone between C2 - G4	Modwheel adds temposynced Filtermod in Layer A and affects many Grain parameters in Layer B AT adds distortion in Layer A
Okarina Nightmare	Evil Okarina and voice FX	Modwheel adds Rate distortion in both Layers AT adds noise-controlled Pitchmod in Layer A

Weirdo Zone	Remarks	Controls
Scrapper Scaper	Made from scraping guitar string samples, pure and processed	Modwheel for full animation
Urban Woodpecker	Granulated wooden texture	Grain Position is controlled by LFO 1 scrolling back and forth through the sample Modwheel brings in some evil Bitcrushing AT for Pitchmod

Now please enjoy the sounds and be inspired by them.

Simon Stockhausen, August 14 - 2012