



0005

stochastic control synthesis

**PRESET TABLES**

Designed and developed by **Sinevibes** ©2021

# Preset Index

- VA** Virtual Analog
- FM** Frequency Modulation
- PD** Phase Distortion
- WS** Waveshaping
- CM** Cross Modulation
- RM** Ring Modulation
- BR** Bit Reduction

# Virtual Analog



## VA Static 1

Basic virtual analog / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>25</b>	<b>0</b>	<b>13</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>40</b>	<b>40</b>

## VA Static 2

Basic virtual analog / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>25</b>	<b>0</b>	<b>7</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>60</b>	<b>80</b>

## VA Random 1

Random pitch (fifths and octaves) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>28</b>	<b>0</b>	<b>26</b>	<b>7</b>	<b>2</b>	<b>1</b>	<b>40</b>	<b>25</b>

## VA Random 2

50% trigger probability + random pitch (octaves) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>38</b>	<b>40</b>	<b>14</b>	<b>9</b>	<b>2</b>	<b>1</b>	<b>10</b>	<b>45</b>

## VA Random 3

Random pitch (octaves) + random shape, modulator depth and speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>40</b>	<b>0</b>	<b>18</b>	<b>11</b>	<b>11</b>	<b>9</b>	<b>50</b>	<b>0</b>

# Frequency Modulation



## FM Static 1

Basic frequency modulation source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>30</b>	<b>0</b>	<b>32</b>	<b>0</b>	<b>0</b>	<b>4</b>	<b>35</b>	<b>30</b>

## FM Static 2

Basic frequency modulation source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>5</b>	<b>0</b>	<b>35</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>35</b>	<b>30</b>

## FM Random 1

Random pitch (octaves) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>33</b>	<b>12</b>	<b>2</b>	<b>1</b>	<b>20</b>	<b>45</b>

## FM Random 2

50% trigger probability + random pitch (octaves) + random shape

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>50</b>	<b>39</b>	<b>8</b>	<b>1</b>	<b>5</b>	<b>10</b>	<b>15</b>

## FM Random 3

Random pitch (octaves) + random shape, modulator depth and speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>34</b>	<b>12</b>	<b>11</b>	<b>12</b>	<b>35</b>	<b>20</b>

# Phase Distortion



## PD Static 1

Basic phase distortion source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>8</b>	<b>0</b>	<b>41</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>60</b>	<b>40</b>

## PD Static 2

Basic phase distortion source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>50</b>	<b>0</b>	<b>44</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>35</b>	<b>70</b>

## PD Random 1

Random pitch (octaves) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>42</b>	<b>7</b>	<b>2</b>	<b>6</b>	<b>40</b>	<b>20</b>

## PD Random 2

40% trigger probability + random pitch (octaves) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>60</b>	<b>43</b>	<b>7</b>	<b>2</b>	<b>1</b>	<b>20</b>	<b>40</b>

## PD Random 3

60% trigger probability + random pitch (fifths) + random shape, modulator depth and speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>40</b>	<b>42</b>	<b>10</b>	<b>15</b>	<b>6</b>	<b>15</b>	<b>50</b>

# Waveshaping



## WS Static 1

Basic waveshaping source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>47</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>35</b>	<b>30</b>

## WS Static 2

Basic waveshaping source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>50</b>	<b>0</b>	<b>0</b>	<b>4</b>	<b>40</b>	<b>60</b>

## WS Random 1

Random pitch (octaves) + random level

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>12</b>	<b>0</b>	<b>49</b>	<b>2</b>	<b>4</b>	<b>7</b>	<b>10</b>	<b>35</b>

## WS Random 2

70% trigger probability + random pitch (octaves and fifths) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>30</b>	<b>49</b>	<b>12</b>	<b>11</b>	<b>6</b>	<b>20</b>	<b>20</b>

## WS Random 3

Random pitch (octaves and fifths) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>50</b>	<b>7</b>	<b>2</b>	<b>9</b>	<b>35</b>	<b>35</b>

# Cross Modulation



## CM Static 1

Basic cross modulation / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>35</b>	<b>0</b>	<b>68</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>25</b>	<b>50</b>

## CM Static 2

Basic cross modulation / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>25</b>	<b>0</b>	<b>70</b>	<b>0</b>	<b>0</b>	<b>4</b>	<b>45</b>	<b>70</b>

## CM Random 1

Random pitch (octaves and fifths) + random modulation speed and depth

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>38</b>	<b>0</b>	<b>77</b>	<b>12</b>	<b>8</b>	<b>9</b>	<b>35</b>	<b>10</b>

## CM Random 2

70% trigger probability + random pitch (octaves and fifths) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>30</b>	<b>30</b>	<b>68</b>	<b>23</b>	<b>2</b>	<b>1</b>	<b>20</b>	<b>50</b>

## CM Random 3

Random pitch (octaves) + random modulator speed and depth

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>79</b>	<b>7</b>	<b>8</b>	<b>24</b>	<b>65</b>	<b>0</b>

# Ring Modulation



## RM Static 1

Basic ring modulation / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>33</b>	<b>0</b>	<b>66</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>20</b>	<b>30</b>

## RM Static 2

Basic ring modulation / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>63</b>	<b>0</b>	<b>0</b>	<b>6</b>	<b>40</b>	<b>60</b>

## RM Random 1

Random pitch (octaves) + random level

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>40</b>	<b>0</b>	<b>64</b>	<b>7</b>	<b>0</b>	<b>4</b>	<b>50</b>	<b>40</b>

## RM Random 2

50% trigger probability + random pitch (octaves + fifths) + random shape

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>40</b>	<b>50</b>	<b>63</b>	<b>23</b>	<b>1</b>	<b>1</b>	<b>15</b>	<b>20</b>

## RM Random 3

70% trigger probability + random pitch (octaves) + random shape and modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>50</b>	<b>30</b>	<b>65</b>	<b>7</b>	<b>6</b>	<b>4</b>	<b>15</b>	<b>10</b>



# Bit Reduction



## BR Static 1

Basic bit reduction / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>18</b>	<b>0</b>	<b>52</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>35</b>	<b>100</b>

## BR Static 2

Basic bit reduction / subtractive source

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>61</b>	<b>0</b>	<b>0</b>	<b>6</b>	<b>25</b>	<b>100</b>

## BR Random 1

Random pitch (octaves) + random level

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>0</b>	<b>46</b>	<b>7</b>	<b>3</b>	<b>4</b>	<b>30</b>	<b>40</b>

## BR Random 2

50% trigger probability + random pitch (octaves and fifths) + random shape and modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>0</b>	<b>50</b>	<b>71</b>	<b>25</b>	<b>5</b>	<b>6</b>	<b>30</b>	<b>40</b>

## BR Random 3

70% trigger probability + random pitch (octaves and fifths) + random modulator speed

Shape / A	Shift+Shape / B	Source Type	Random Pitch	Random Tone	MG Type	MG Speed	MG Depth
<b>20</b>	<b>30</b>	<b>45</b>	<b>15</b>	<b>2</b>	<b>1</b>	<b>15</b>	<b>50</b>



**SINEVIBES**

**ROCKET FUEL**  
**FOR YOUR CREATIVITY**

[www.sinevibes.com](http://www.sinevibes.com)