



0005

stochastic control synthesis

PRESET TABLES

Designed and developed by **Sinevibes** ©2021

Preset Index

VA	<u>Virtual Analog</u>
FM	<u>Frequency Modulation</u>
PD	<u>Phase Distortion</u>
WS	<u>Waveshaping</u>
CM	<u>Cross Modulation</u>
RM	<u>Ring Modulation</u>
BR	<u>Bit Reduction</u>

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
25	0	13	0	0	1	40	40

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
25	0	7	0	0	1	60	80

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
28	0	26	7	2	1	40	25

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
38	40	14	9	2	1	10	45

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
40	0	18	11	11	9	50	0

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
30	0	32	0	0	4	35	30

FM Static 2

Basic frequency modulation source

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

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
0	0	33	12	2	1	20	45

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
0	50	39	8	1	5	10	15

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
0	0	34	12	11	12	35	20

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
8	0	41	0	0	1	60	40

PD Static 2

Basic phase distortion source

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

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
0	0	42	7	2	6	40	20

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
0	60	43	7	2	1	20	40

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
0	40	42	10	15	6	15	50

Waveshaping



WS Static 1

Basic waveshaping source

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

WS Static 2

Basic waveshaping source

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

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
12	0	49	2	4	7	10	35

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
0	30	49	12	11	6	20	20

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
0	0	50	7	2	9	35	35

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
35	0	68	0	0	1	25	50

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
25	0	70	0	0	4	45	70

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
38	0	77	12	8	9	35	10

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
30	30	68	23	2	1	20	50

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
0	0	79	7	8	24	65	0

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
33	0	66	0	0	1	20	30

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
0	0	63	0	0	6	40	60

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
40	0	64	7	0	4	50	40

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
40	50	63	23	1	1	15	20

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
50	30	65	7	6	4	15	10

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
18	0	52	0	0	1	35	100

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
0	0	61	0	0	6	25	100

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
0	0	46	7	3	4	30	40

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
0	50	71	25	5	6	30	40

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
20	30	45	15	2	1	15	50



SINEVIBES

ROCKET FUEL
FOR YOUR CREATIVITY

www.sinevibes.com