

# Oa

# J1407b

Check List

**PNW** — Start!

**SIG+** — Start!

**Sine** — Pitch ⊖

**DNM**

4x Left ⊖ — 4x Right ⊖

**BIA** — All ⊖

**VR** — Freq ⊖ + Res ⊖

**NP** — X+Y B ⊖ + Freq ⊖

**ENOSC** (Crush / Down / Seg)

— Check ⊖

**LI** (VO / A)

CHECK RES POINT (vibration)

A = ⊖ B = ⊖ Damp ⊖

Zadar C > Osc A

**1U St Mix** — 1 ⊖ 2 ⊖

**Belgrad (2)**

Lvl ⊖ / Res ⊖ / Freq ⊖ /

Span ⊖ / Bal ⊖

**Mimeophon** skew ON

Mix ⊖

**Morpha** — Blue - Blue

**VC F3DB**

All Clip OFF

FDBK ⊖

**Dual VCO + 1U VCO**

TUNE + CHECK

**Batumi** — Sliders 1-4

**MiniAtt** — II OFF (right)

**Disting** CHECK S1-4 VOL

— Play ⊖

**Push-3** CHECK 1+2 ON

# Ob

# J1407b

## Presets

**LI** — A - VO  
Preset 1

**Belgrad** — LB

**LI** — A - VO  
Preset 2

**DNM**  
Preset 1  
Singing harmonics

Preset 2  
Pure Tone

Preset 3  
Texture

**BIA**  
Preset 1

**Skin / Alto**

Preset 2

**Liquid / Bass**  
MIA Noise > Pitch

Preset 3

**Liquid / Alto**  
MIA Noise > Pitch  
Mult 3 > Spread

**ENOSC**  
Free 2 - Crush -  
Down - Segment

**Beads**  
Preset 1

Preset 2

Fold 6  
Preset 3

# 1

# J1407b

Score

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## Morph 1 — low Saturn

- Backward ☉
- CV Out > Gene Size ☉
- Gliss IO > Varispeed

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## ZONE $\alpha$ — BIA / Waver

+ **S1**

+ Waver → LI

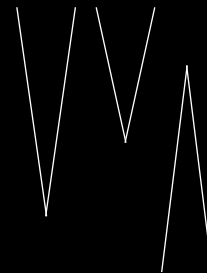
+ White >/ LI Fold

+ NP Osc 1 > Veils 1.1 > Matrix Mixer 1

+ All ☉ except Pitch & Spread ☉ / Morph ☉

+ Gliss VR ☉ → ☉

Transition ( Gliss  )



## ZONE $\beta$ — DNM / ResEQ

+ Preset 1 - Singing Harmonics

⊕ Res 5.2 + 11K > ☉ / SL3KT > B / BIA > Bass

+ NP 1 Texture (Zadar  )

+ Preset 2 Pure Tones

+ **S2**

## DNM

Preset 2

Pure Tone

☉ ☉

☉ ☉

☉ ☉

☉ ☉

# 2

DNM - Preset 3 Texture



+ Preset 3 Texture

- MiniAtt
- Noise MIA > Pitch BIA
- BIA Skin / Bass / Harmonic > ⊙
- ☞ VR ⊙⊙⊙ = Impro VR L/R

BIA - Preset 2



Liquid / Bass

MIA Noise > Pitch

## Morph 2 — high Particles

- Morph cv Out > VR Freq
- VR Freq → ⊙
- BIA Decay → ⊙

## ZONE $\gamma$ — SIG+ / VC F3DB

- + Res Eq > In 1 ⊙ / In 2 ⊙
- + Impro (D>C>B>A)
- Impro VR + MiniAtt
- + Matrix Mixer A2 > Beads
- + Feedback **fff** & < Beads >
- ⊕  $\leftarrow p \rightarrow$  Sum > FBIN
- + Batumi Sq x4 (1-2-4 Middle / 3 - High)
- > Beads Density → ⊙
- Gliss IO Out 2 > V/Oct

## Register

High



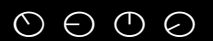
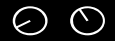
Low



Mid

## Beads

Preset 1



# 3

## Transition ( 𐌲𐌴𐌴𐌴 )

[· **S3**

[· Beads FDBK ⊖

[· solo Band 7k 

· Batumi Sq *ralentendo*

## **ZONE δ — ENOSC** Root = ⊖ / Pitch = ⊖

+ ENOSC Balance > ⊖ / Spread > ⊖ /

Cross > ⊖ / Twist > ⊖ / Warp > ⊖

· Beads Density → ⊖

☞ Beads - Preset 3

→ ENOSC HIGH Spread

+ Fold 6 ON Matrix Mixer 3A / Beads

+ Fold 6 OFF 

[· Check Bat Ch 1 Speed (slow!)

[+ Mute 3 ON > Root (wait for Dual XFade RED Big ⊖ Small ⊖ → ⊖)

## Transition ( /// )

[· switch Cross FM > UP

[· Belgrad - Lvl > 6 + HN 4x Mix > ⊖

· Dual XFade Small → ⊖

· Mute 4 ON > C-1U Play

· ENOSC Cross FM ⊖ → ⊖

· Short Spread ⊖ ⇌ ⊖

· ENOSC Warp > ⊖ then Vol > ⊖

Fold 6

Preset 3

⊖ ⊖ ⊖

⊖ ⊖

⊖ ⊖ ⊖ ⊖

⊖ ⊖ ⊖

# 4

## Zone $\varepsilon$ — LI / Belgrad

[· **S4**

⊕ Mimeophon Zone [Orange]

· Pull out ALL Batumi Sq

+ VC F3DB Sum → FM 5

[· Mult Apathy X > DVCA ⊖ > Osc A

[· Mult 4 Inertia X Att > Osc B

⊕ Mimeophon Zone [Yellow]

+ VC F3 Span → 8

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## Morph 3 — Radio Waves

· Green / Forward

· DV Tone > ⊖

· Morph cv Out > DV Speed

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## Zone $\zeta$ — Mimeophon

→ LI - Morph ⊖ / Fold ⊖ / Modulate ⊖

⊕ Mimeophon Zone [Green]

· Impro Feedback

+ Color → ⊖

+ Typhoon Size + Texture → ⊖ + FDBK

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