

## **Flux Vol 1 – GEOSynths.**

Thank you for purchasing Flux Vol 1 for the Waldorf Quantum/Iridium and for supporting GEOSynths. I'm sure you'll agree that it's a fantastic synthesizer. I've created 50 patches using some of my own multi-samples (raw oscillators) from the Moog One, Polybrute, and many other sources, as well as some factory samples. Additionally, I've utilized all of the onboard synth engines to craft dynamic, emotive, and cinematic sounds.

I've focused on making pads and motion sounds that evolve over time, highlighting one of the Quantum/Iridium's key strengths—something impossible to achieve with analog synths. I had a lot of fun and spent considerable time perfecting each sound. Each patch includes mod wheel and aftertouch assignments, often affecting multiple parameters. However, since I have the original Quantum, there are no POLY AT assignments, though some sounds do have X/Y assignments.

I hope you enjoy these sounds. If you create any music with them, please let me know. It's always great to hear how people use them in their compositions.

Jamie  
GEOSynths

### **Compression:**

Every Patch uses Compression from the FX section as the “1 knob Compression” is a little too extreme, so please reduce this to “0” on your Quantum.

### **Bass Boost OFF:**

I turned off Bass Boost as it could often overload the Compressor to cause too much “Pumping”. Also, turning it off improves the top end, so I used the EQ FX to tailor the tone as there's much more control. To turn it off, press the “Layer” button, then “Master Tab”, you will see it on the bottom left.

### **Installation Video -**

I suggest you use an SD Card as I found it quicker to load and save from, plus if you're leaving the Samples externally, the SD will be better.

As mentioned, I used some of my own MultiSamples of Raw Oscillators. There's can take time to load as it was generally over 61 keys range with every key being sampled for more authenticity. I recommend copying over the samples to the internal memory. (304mb required - Which includes Factory Samples)



Patch Name	Type	Description
<b>After Dark GEO</b>	Motion Pad	Awesome Layered Pad, very Rich and Airy with great depth and expression. MW brings in the VC-340 Samples.
<b>Prophet 111 GEO</b>	Polysynth	I based the sound upon the first Patch of the Prophet 5/10 Rev 4. Nice and wiry with great movement. MW turns it into a shifting Pad.
<b>Wash Over GEO</b>	Sweep	Sweeping StringPad which is light yet still fills the soundscape. MW brings in a more delicate sound.
<b>Quantum Drive GEO</b>	Arp	Really cool Arp which moves through the Wavetable and added Drive with the MW.
<b>Layer Cake GEO</b>	Motion Pad	This one is brilliant and Epic, I spent hours playing this! Arp over a Pad, nothing better. MW brings in more tone.
<b>Finer Things GEO</b>	Motion Pad	Rich Pad over 2 Octaves that slowly moved through the Panning. MW turns it into a Polysynth.
<b>Realms GEO</b>	Strings	Epic Vangelis like Strings which are so emotive and thick. Nice movement with AT and the MW brings in a higher Octave.
<b>Nightshift GEO</b>	Bell	A lovely Bell Pad which has a lot of great tone and space. MW brings in the Strings.
<b>Supernotch GEO</b>	Strings	Just hold a Chord and use AT and fall into its glory of swirling Strings and movement :) MW hardens the Attack.
<b>FM Wave GEO</b>	Bell	Great use of the Kernel mode for creating Bell like Attacks. On top of a StringPad, sounds LUSH! MW removes the Attack.

<b>Urban Keys GEO</b>	Keys	Keys with fuzzy Strings which are reduced when using the MW.
<b>Split Decision GEO</b>	Bass/ Strings	Funky Synth Bass in the left hand which is affected by AT and MW. Cool VC-340 in the right with MW adding a Phaser.
<b>Entropy GEO</b>	Motion Pad	Dynamic, smooth, yet with micro movements, almost like it is breaking up slightly at times. Things get really wild when using the MW and the AT.
<b>Ring Fenced GEO</b>	Motion Pad	Vocal like Pad with subtle movement and breaking up at times. Use the MW to bring in some crazy FM overtones.
<b>Space Time GEO</b>	Strings	Really effected StringPad with a cool Glide when changing Chords. AT changes speed and MW changes the tome.
<b>Tokyo GEO</b>	Motion Pad	Lush Motion pad with Vocal like qualities and random overtones. I imagined the Neon and LED lights of Tokyo. MW increases the Sweep.
<b>Free FM GEO</b>	Motion Pad	Airy StringPad with hard attack, which uses FM, Resonator and VA. Some cool metallic tones and becomes more of a Pad with the MW.
<b>1999 GEO</b>	Polysynth	Classic Sound from 1999 by Prince, Vibration AT and use the MW for deeper FX.
<b>No Return GEO</b>	Keys	Absolutely Epic Sound. Works so well as an Intro with adding atmosphere as well as Chords and Melody. MW increases the intensity.
<b>Deep Sweep GEO</b>	Strings	Beautiful swirling, Notch String Pad with hard attack underneath. MW reveals the Keys more.
<b>Reckless GEO</b>	Lead	Awesome Lead which is great for Melody but more importantly for Bass. Play some low notes and bring up the MW for 8th Notes and use AT to increase the speed.
<b>Darkness GEO</b>	Sweep	Wonderfull Sweep which falls down as you hold the notes. Hold the notes for subtle tones which change over time.
<b>Arp4Life GEO</b>	Arp	Slowly evolving Arp with lots of space which slowly evolves, use the MW to add some Strings.
<b>Longitude GEO</b>	String	Heavily compressed StringPad with soft, muted tone which slows changes over time and AT increases the Chorus. MW for more swirly goodness!
<b>Ripples GEO</b>	Sweep	Resonant, Sweeping Pad with great movement and dynamics. Polysynth with the MW.

<b>Sands of Time GEO</b>	Motion Pad	This is what the Quantum/Iridium is so good at, huge Soundscapes with lots of space and dynamics. MW removes the attack.
<b>Acoustica GEO</b>	Guitar	Dynamic Acoustic Guitar with Chorus, use MW to add a layer of Strings and AT for Vibrato.
<b>Sub 37 Bass GEO</b>	Bass	Cool resonant Bass rhythm over 2 Octaves. Use MW to add more movement.
<b>Warm Piano GEO</b>	Piano	Using some of the Factory Samples is a Piano with an added Pad underneath for a very intimate and delicate sound. MW increases brightness of the Pad.
<b>Ring the Bells GEO</b>	Bell	Rich and bright Bell with metallic overtones, which are enhanced with the MW.
<b>Arpalogue GEO</b>	Arp	Soft Arp which is quite resonant, slowly moving through the Filter. MW adds more brightness and sweeping effect.
<b>Bladerunner GEO</b>	Brass	Epic and Classic Sound from Bladerunner. AT for Vibrato and MW to increase the Attack Time for more dynamics.
<b>Rushed GEO</b>	Lead	Classic Lead based upon the infamous "RUSH" and their OB Synth! MW adds movement.
<b>Epic Strings GEO</b>	Strings	As the name suggests, it's EPIC. So much expression under your Fingertips and movements when using the MW.
<b>Telepathy GEO</b>	Motion Pad	This really is a great sound for an Intro. Some low rumbling notes and play a slow leading melody. Very haunting with slow movement in the stereo field. MW for some great overtones.
<b>Tribal Flute GEO</b>	Flute	Very expressive and dynamic Flute. Use At and the MW for extra tone when playing.
<b>Snake Eyes GEO</b>	Lead	Watch out, this one Spits! Cutting Saw lead with some added Sync with the MW. AT for Vibrato.
<b>Keys On The Table GEO</b>	Keys	This has everything, Keys, Overtones and Atmospherics.
<b>Pressures GEO</b>	Motion Pad	Another great Layered Pad with incidental noises over the top. Sweeps down normally however this is reversed when using the MW.
<b>Walk On Air GEO</b>	Motion Pad	Dynamic Pad with fast movement thanks to the Granular Engine. MW reveals the granular more.
<b>Playground GEO</b>	Arp	Wavetable and FM Arp with great tone and movement as different sounds come into focus. MW removes FM.

<b>SolidBass GEO</b>	Bass	Always loved this Bass Sound, this and “Lately Bass” and was used in so many Classic Dance Tracks. MW adds some Delay, nothing else needed :)
<b>Psycho Sync GEO</b>	Pad	Soft yet quick Attack which subdues and rises again. MW increases the Attack and Brightness.
<b>Forbidden GEO</b>	Keys	Keys and Pads, what’s not to like. More epicness (is that a word?) with the MW.
<b>Hymn GEO</b>	Keys	Based upon the classic Vangelis Track, I started making it and then decided to add some VC-340 (Like is VP-330) underneath with the MW.
<b>Driven Juno GEO</b>	Bass	Cool Juno Style Bass, especially when using the MW for that Stereo Chorus!
<b>80s Arena GEO</b>	Keys	Stages in the 80’s always had DX7’s on them, this is my tribute to those times. Pad with the MW.
<b>DX Pad GEO</b>	Pad	Lovely Pad with a nice mid-range tone and a little atmosphere over the top, which comes out more with the MW.
<b>Exodus GEO</b>	Motion Pad	This one is brilliant, I couldn’t stop playing it. I could see Hans Zimmer playing this! MW adds some phasing.

## **Terms of service**

All sound libraries and samples are copyrighted by GEOSynths. Reselling of any GEOSynths product purchased, also partially (e. g. single sounds), is prohibited. When ordering a GEOSynths product, you accept this agreement.

### Copyright

This product is © Copyright 2024 GEOSynths, all rights reserved, and is protected by EU laws, international treaties and all other applicable national or international laws. This product may not, in whole or in part, be copied, photocopied, translated, or reduced to any electronic medium or machine-readable form, without prior consent in writing, from GEOSynths and according to all applicable laws. The sole owner of this product is the GEOSynths.

Not to be used for any source of Machine Learning "AI" without consultation with Author.

### No Warranty

GEOSynths provides absolutely no warranty. The software and information are provided "as is" without warranty of any kind, either express or implied, including, but not limited to, any implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and usefulness of the software and information is with the buyer.

Should the information prove to be incorrect and/or software not work as expected, the buyer assumes the cost of all necessary servicing, repair or correction. In no event will GEOSynths be liable for any damages, any lost profits, lost monies, or other special, incidental or consequential damages arising out of the use or inability to use this software and/or information including but not limited to loss of data or data being rendered inaccurate or losses sustained by third parties, or for any claim by any other party.

No refunds once download. No swapping if different Volume purchased by "mistake".

**Please DO NOT share.**

### Restrictions

The buyer may not use, copy, modify, translate, or transfer the product or any copy except as expressly defined in this agreement. You cannot Sample these Presets and then sell them as a Sample Pack.

### Operating license

The buyer has the non-exclusive right to use the product only by a single person. If the product permits, the buyer may physically transfer the product from one Synth to

another, provided that only the buyer uses the product.

#### Back-up

The buyer may make one copy of the software part of the product solely for back-up purposes. The buyer must reproduce and include the copyright notice on the back-up copy.

#### Terms

This license is effective until terminated. The buyer may terminate it by destroying the complete product and all copies thereof. This license will also terminate if the buyer fails to comply with any terms or conditions of this agreement. The buyer agrees upon such termination to destroy all copies of the software and of the documentation.

#### Other rights and restrictions

All other rights and restrictions not specifically granted in this license are reserved by the GEOSynths.