

## **Matrix Vol 1 - Oberheim TEO-5 – GEOSynths.**

Thanks for purchasing Matrix Vol 1 for Oberheim's TEO-5 Synthesizer. Having made Patches for the Oberheim OB-X8 and the OB6, the TEO-5 was definitely going to be in my Studio! I've made lots of Patches for Sequential Synths too, including the Take 5 which has the same Form Factor and has a lot of the same Functionality, so I'm very familiar with Designing for it. Of course, there are differences, especially the Filtering and FM Functions, so it's been a delight to make 128 brand new Sounds.

### **Presets**

I've named all 128 patches and they are in the order I made them, hence having a number before the name. I have gone through the Patches and tried to match the Volume Levels, however this can change drastically depending on if the Mod Wheel and Aftertouch are utilised, if it is FM based or uses the Band Pass Filter.

When it comes to Controllers, such as the Mod Wheel, I tend to use it like a Macro Knob, so it changes a number of Parameters at the same time. Aftertouch is also programmed for each and I've also utilised the Pitch Wheel as a Controller to alter Parameters, such as the Filter or FX amounts, instead of simple Pitch Bend. For Vibrato, I usually use Aftertouch instead of the Mod Wheel as your Finger is already on the Key

Some Patches have 1 or both FX turned off, however the FX have been programmed to do something, so turn them off or on, up to you :)

I hope you enjoy using the patches, I've tried to make them musical and dynamic, so you can use them in your Productions, as is. There's only a couple of FX types of Sounds, the rest are all Pads, Strings, Bass Lead and so on.

As there are only 128 User Slots I have arranged the Patches as follows:

1. All Banks - This is one file which is a Snapshot of the entire Synth which contains Matrix Vol 1 in User Banks 1 to 8, it also contains the Factor Banks.
2. Banks 1 to 8 - Each Bank contains 16 Patches and correspond with the numbering on the TEO-5. Total of 128 Patches
3. Banks 9 to G (Duplicate) - Each Bank contains 16 Patches and correspond with the numbering on the TEO-5. Total of 128 Patches
4. Individual Patches - There are 128 separate Patches, so they can be auditioned and saved to your desired location.

## Installation

### Sysex Tool

Mac - Sysex Librarian - <https://www.snoize.com/sysexlibrarian/>

PC - MIDIOX - <http://www.midiox.com/>

PC - Midi Transfer Utility - <https://www.microsoft.com/en-us/p/midi-sysex-transfer-utility/9pfd4ddwgktn?activetab=pivot:overviewtab>

1. Connect to your Computer via USB or MIDI Cables (USB Preferable)
2. Press "Global" on the TEO-5 and select item 21. Sysex to "ON".
3. Move to item 22 and select the cable you are using (USB or MIDI)
4. Choose the file or files you want to load into the Sysex Tool and ensure the MIDI/USB is set up correctly.
5. Press "Send" or equivalent to send the Sysex over to the TEO-5.

**MW = Mod Wheel**

**PB = Pitch Bend**

**SVF - State Variable Filter.**

Patch Name	Type	Description
<b>1. Matrix GEO</b>	Pad	A huge, slowly building Pad, which sweeps up slowly. Controllers for Filter and FM.
<b>2. Prophet Poly GEO</b>	Poly	Cool Prophet Polysynth with FX turned off (They are programmed) Controllers change it to a Pad.
<b>3. Leipzig S GEO</b>	Bass	Based upon my love for Analogue Solutions Synths, I created this Bus Sequence using the Arp. MW for Filter, PB for Rhythm.
<b>4. Torn Sky GEO</b>	String	Glorious StringPad with lovely Glide. Plat block chords and change root notes, especially over Octaves. Controllers for subtle changes.
<b>5. Film Strings GEO</b>	String	I love old Stringer Synths, here's a slightly rough one with MW changing the SVF.
<b>6. Crystal GEO</b>	Keys	Simple FM Keys, however add the Saw Wave in Osc 1 and play, then add the Saw in Osc 2 and again play. Controllers for Ambience and Tone.
<b>7. Fabric of Time GEO</b>	Pad	A deep and rich Pad. PB for SVF.
<b>8. Bladerunner GEO</b>	Brass	I do this on everything, mainly as a test, however as it has a 12db Filter, it was definitely going to be appearing. MW for slight shape changes.

<b>9. Ice Arp GEO</b>	Arp	Nice little Arp with some SVF changes, however you'll hear more variations when using the controllers.
<b>10. Insidious GEO</b>	Pad	Band Pass Pad with an Airy, yet evil tone. Controllers for Filter Sweeping.
<b>11. Echoes GEO</b>	Pad	Lots of Echoes :) Hold down a Chord and hear it slowly build back up. Controllers for rhythmic changes to the SVF.
<b>12. Mettalex GEO</b>	Poly	Very hard and Metal sounding Poly with FX on the MW and Tone changes with the PB.
<b>13. Footsteps GEO</b>	Brass	Huge, sweeping Brass which "walks" through 1/4 notes. Controllers for changes.
<b>14. Jam &amp; Lewis GEO</b>	Bass	I'm a huge fan of Jimmy Jam & Terry Lewis Producers, here's a typical Funky Synth Bass they 'may' have used.
<b>15. Interference GEO</b>	Pad	A very Digital Sounding Pad with wiry tones, use the MW to change the shape and increase the Attack.
<b>16. Wireframe GEO</b>	Pad	Swirly StringPad which is Band Passed. You can darken with the MW and add FM overtones with the PB.
<b>17. Vox Humana GEO</b>	String	Classic Gary Numan Sound. MW adds more "Phase"
<b>18. Back 2 Bass GEO</b>	Bass	Solid Bass Sequence with MW opening the Filter and subtle FM changes with the PB.
<b>19. Arp4Love GEO</b>	Arp	Simple 8th note Arp with dotted 8th Delays to create of tempo repeats. MW for Reverb and PB for tone.
<b>20. 1999 GEO</b>	Poly	Classic Prince Polysynth.
<b>21. Fade2Grey GEO</b>	Lead	Always loved this Song. It's quite a dirty Lead/Bass, great for playing over octaves. MW for FX.
<b>22. Hymn GEO</b>	Keys	Classic sound for Vangelis Song "Hymn".
<b>23. Countdown GEO</b>	Lead	Yeah, you know it..."...It's the Final Countdown...Duh...Duh...Dur Durrr..." :)
<b>24. Break Free GEO</b>	Lead	Good approximation of the Classic Lead in Queens "I want to Break Free"
<b>25. Major Mini GEO</b>	Bass	Big Synth Bass with MW to open Filter and change the Envelope Attack shape for more of a Lead.
<b>26. Arena Keys GEO</b>	Keys	Typical mid 80's Key's Sound you'll hear from the big Touring Bands. MW changes it to a Pluck. PB for Filter.

<b>27. Entropy GEO</b>	Pluck	Unusual tone for this Pluck, Controllers for tonal changes.
<b>28. Flux State GEO</b>	Arp	High and slightly Metallic Arp with Panning FX with the MW and Pitch to 1 Oscillator on the PB.
<b>29. PolyPad GEO</b>	Poly	Big and Warm Poly which also becomes a Pad using the MW. PB for Filter.
<b>30. Acoustix GEO</b>	Keys	Acoustic Guitar which has tonal Changes on the MW for different "String types".
<b>31. Terminator GEO</b>	Pad	Band Pass Pad with a rough texture. MW to open the Filter and Octave changes with the PB.
<b>32. Plus GEO</b>	Pluck	Metallic Pluck, almost PPG'ish. Controllers for changes.
<b>33. Genesis GEO</b>	Pad	Slowly evolving Pad with subtle movement which increases hugely with the MW. PB for subtle Filter changes.
<b>34. Forest Dance GEO</b>	Arp	Delicate Arp which opens up with the MW and subtle changes to the Shape using PB.
<b>35. Tribal Flute GEO</b>	Lead	Cool Flute sound with MW adding texture.
<b>36. Wavefolder GEO</b>	Pad	Simple Warm Pad, however when you use the MW it brings in a reversion Wave which changes speed. PB for FX.
<b>37. Darkness GEO</b>	Pad	Awesome Pad this with huge rhythmic FX. MW for tone changes and PB for mangled delays.
<b>38. Childsplay GEO</b>	Arp	Happy, quivering Arp...Sounds like a Childs Story being told :)
<b>39. Dirty Rocker GEO</b>	Lead	Get Head Banging to this. Great for Riffs and Solos. MW for Panning and Dirt.
<b>40. Dual Bass GEO</b>	Bass	2 for the price of one! Dance type of Bass, however when using the MW, it becomes Funky!
<b>41. Solina GEO</b>	String	Another cool Stringer Synth with a more mid range tone. MW for "Swirls" and PB for dynamics.
<b>42. Deep Dive GEO</b>	Poly	Poly with a reversal/Sweep. MW for more Pluck. PB for Filter.
<b>43. Jazz Funk GEO</b>	Keys	Phased Electric Piano. Controllers for tone and dynamics.
<b>44. House Bass GEO</b>	Bass	Snappy Bass with more Snap using the PB. MW for more Resonance.
<b>45. Nightlife GEO</b>	Poly	Great 80's style Poly which also becomes Strings when using the MW.

<b>46. Brickwall GEO</b>	Lead	Huge Bass/Lead with added 8th notes with the MW. Tone with the PB.
<b>47. The Void GEO</b>	Pad	Glorious, treacle like pad which sizzles :) MW for more Sizzle and PB for FX.
<b>48. JF Sebastian GEO</b>	Bell	FM Bell. Reminds me of the sounds used in the scenes with JF Sebastian in Bladerunner.
<b>49. Dawn GEO</b>	Arp	Cool Electronic Arp, can be used for many Genres. Ambience with the MW and slight overdrive with the PB.
<b>50. Red Line GEO</b>	Pad	Thin and understated Pad which uses Band Pass. MW to Filter down.
<b>51. Eminence GEO</b>	String	High Strings with a lower register when using the mod Wheel. Swirl it with the PB :)
<b>52. Fault Line GEO</b>	Lead	Dirty Lead, especially low down and using the MW.
<b>53. Flashback GEO</b>	Bass	Resonant Bass sequence with rhythmic FX. Controllers to change tone and Panning.
<b>54. Ocean Keys GEO</b>	Keys	Pitched Poly with hollow sounding touch of FM.
<b>55. Ole Smoky GEO</b>	Organ	In your face Organ with Leslie on the MW.
<b>56. Reflection GEO</b>	Pad	Textured stringed with swirling echoes. MW for FX and PB for tone.
<b>57. Delta Sweep GEO</b>	Pad	High Pass falling sweep. Use MW to invert the sweep and PB to add rhythm.
<b>58. Bits GEO</b>	Arp	Plucky Arp with hard edge, which becomes shorter when using PB. MW for tone.
<b>59. Model D GEO</b>	Lead	Cool Lead Unison which splits over Octaves using the MW.
<b>60. Full Fat GEO</b>	Bass	John Carpenter style of Bass, very cool and full. MW brings out the Filter FM.
<b>61. On The Edge GEO</b>	Poly	Phased Poly with hard Attack which becomes for prominent with the MW.
<b>62. Twilight GEO</b>	Arp	Pretty Arp with lots of Ambience. MW opens up the Oscillators Pitch. PB for tone.
<b>63. Broken EP GEO</b>	Keys	Dirty and overdriven Electric Piano, especially on hard Velocity.
<b>64. Reversal GEO</b>	FX	Bell like FX which are playable, though once you use the MW, you'll hear the reversed delays.
<b>65. Last Witness GEO</b>	Pad	Driven ad and heavily effected. Great for long sustained Chord or as an Opener.
<b>66. Prophet 5 GEO</b>	Poly	A little closer to Preset 111 on the Prophet 5/10.

<b>67. Riptide GEO</b>	Pad	Band Pass Pad with fizzy overtones. Use the MW to sweep through the Filter.
<b>68. Lost Cause GEO</b>	Pad	Awesome StringPad with lots of Air and Space. Heavy Modulation and Ambience.
<b>69. Goliath GEO</b>	Bass	Heavy Bass/Lead with Phase and rhyme. Rhythm changes with PB and tone with the MW.
<b>70. Morse Pad GEO</b>	Pad	Rhythmic Pad with understated tone, great for underneath high strings or Arp. Increased FX and speed of rhythm with the MW.
<b>71. Horror Strings GEO</b>	String	Cheap sounding Strings found on B Movies. MW brings in lower Octave and dynamics on the PB.
<b>72. Canned Arp GEO</b>	Arp	Fm infused Arp, sounds like Tin Cans being blown down the Street \o/
<b>73. Two States GEO</b>	Pad	A strange String Pad which grows and has different levels of tones, however with the MW, it changes key and tone.
<b>74. DMT Arp GEO</b>	Arp	Glitchy Arp with reversal FX using the MW. Trip your Nuts off to this :)
<b>75. Phase Bass GEO</b>	Bass	Bass with cool Phase FX. MW for tone.
<b>76. Chambers GEO</b>	String	Chamber Strings which are great for fast playing. MW for a touch of ambience.
<b>77. Chocky GEO</b>	Arp	It was a Show I watched as a Kid "Chocky" who was an Alien...Err, anyway, it's voice had this sort of FX when using the MW.
<b>78. Zeon Wave GEO</b>	Poly	Thin and metallic Poly which becomes for of a Band Pass sweep using the MW.
<b>79. Red Square GEO</b>	Poly	Hollow Poly which becomes more of a Pad with the MW.
<b>80. Electro Arp GEO</b>	Arp	Cutting Arp with subtle tone changes. MW for shape changes.
<b>81. Infinite Pad GEO</b>	Pad	Quiet and subtle Pad with rhythmic overtone. MW for tonal changes.
<b>82. Slam GEO</b>	Lead	Heavy Bass/Lead with added fuzz when using the MW.
<b>83. Blox GEO</b>	Perc	Tuned Percussion with a touch of ambience on the MW.
<b>84. Juicy Mini GEO</b>	Bass	Resonant Unison Bass. MW for tone (FX off but have some dirt when on)
<b>85. Light Cruise GEO</b>	Pad	Thin and wiry stringed which goes a little crazy with the MW.
<b>86. Funky Jo GEO</b>	Bass	He's a Funky Guy...Err...Short and Snappy Bass with added tone using the MW.

<b>87. Holiday GEO</b>	Lead	Melody used in Madonna's Holiday. Great as a Poly as well, especially when using the MW to change the character.
<b>88. Sawdust GEO</b>	Pad	I love this one, lovely rough texture which becomes more smooth with the MW. Added depth with the PB.
<b>89. War Cry GEO</b>	Lead	Unison Lead with lots of Filter FM for the "Bubbles". MW for added 8th notes and PB reveals the "Bubbles" more :)
<b>90. Ruff Sync GEO</b>	Lead	Tame Osc Sync Lead, however this opens up with the MW.
<b>91. Air Pops GEO</b>	FX	Surprised it could do this, seeing as it's only a 12db Filter, yet there's enough Resonance to track across the keys. MW for more Air.
<b>92. Crossroads GEO</b>	Keys	Distorted Strat type of Sound, quite playable. MW turns it into "Muted" notes.
<b>93. Edge Pluck GEO</b>	Poly	Just another cool PolySynth, very cutting, good for plucks.
<b>94. Longing GEO</b>	Pad	Cool Pad which isn't too heavy, good to play Strings over the top.
<b>95. Brass Poly GEO</b>	Poly	Typical Poly used in old Electro Funk.
<b>96. Full Seq GEO</b>	Sequence	Just hit "Play" and use the controllers.
<b>97. New Realm GEO</b>	Pad	Probably my favourite Pad as it starts very simple with subtle growth, however use the MW for outrageous tones :)
<b>98. Marshall Bass GEO</b>	Bass	Amped up Bass.
<b>99. Jazz Guitar GEO</b>	Keys	Amped up Gibson. Tonal changes with the MW.
<b>100. Different GEO</b>	Poly	Good approximation of the Poly in George Michaels "A Different Corner" from the Prophet 5.
<b>101. Field Rez GEO</b>	Pad	Cool StringPad with resonant overtones and very wiry. Controllers change this up.
<b>102. Movements GEO</b>	Pad	Simple Warm Pad with lots of Flanging movement. MW opens up the tone a littler. PB for the SVF.
<b>103. Juno Jam GEO</b>	Bass	Lovely Chorus Bass Sequence. MW for tone and pB for slight rhythm changes.
<b>104. Take On Me GEO</b>	Poly	One of the sounds used in the melody and for chords in the hit AHA Song. MW turns it into Pad.
<b>105. Don't Go GEO</b>	Lead	Not quite a Pro 1, however it's a cool Lead sound, not too dissimilar to the Lead used in this classic Yazzoo Song.

<b>106. Phantasm GEO</b>	Pad	Wiry Passed stringed. MW for tone changes and PB for dynamics.
<b>107. Bass Chorus GEO</b>	Bass	Big Boss with lots of chorus.. MW for resonance.
<b>108. Brassd Off GEO</b>	Brass	Cool Synth Brass with MW opening the Filter a little.
<b>109. Pinball GEO</b>	Arp	Cool Arp with background rhythmic FX.
<b>110. Midnight GEO</b>	Poly	Hollow Poly, best played with short pluck chords or melodies. MW increases tone a little.
<b>111. Cats Eyes GEO</b>	Poly	Delicate Poly with midtowns which can be brought out with the PB. MW for Pad.
<b>112. 8th Bass GEO</b>	Bass	Simple Unison Bass with added 8th notes when using the MW.
<b>113. Full Pass GEO</b>	Pad	Thin Band Pass Pad with subtle yet rough texture. MW for opening up the Filter.
<b>114. Tabby's Star GEO</b>	Arp	Magical Arp with delicate after tones, especially with the MW and PB.
<b>115. 808 Bass GEO</b>	Bass	Deep Sub Bass though when using the MW, becomes more of a percussive 80 Kick/Tom
<b>116. Saw Thoughts GEO</b>	String	Thin Strings with sizzling texture. Rhythm added with the MW and tonal changes with the PB.
<b>117. High Lead GEO</b>	Lead	Thin Osc Sync Lead though MW adds in the lower mids.
<b>118. Yearning GEO</b>	Pad	Sweeping Band Pass with wiry tones added when using the MW. Large tonal changes with the PB.
<b>119. Beatles GEO</b>	Keys	Reminds of thin tweedy Guitar Tone the Beatles used to use. :) More midrange when using the MW.
<b>120. City Sax GEO</b>	Brass	Not a bad Saxophone Sound, use the MW for changes to the body of the tone while playing.
<b>121. Electric Poly GEO</b>	Poly	Fuzzy Poly yet quite straight and thin. Brightness slight changes with the MW and octave change with PB.
<b>122. Time Tunnel GEO</b>	Lead	More of FX i suppose though can be played. It's a bit crackers!
<b>123. Notched Out GEO</b>	Pad	Stringpad with slow movement though the "Notch. MW increase 1 Oscillators pitch.
<b>124. Dimension GEO</b>	Arp	Heavily effected Arp. Use the controllers to send it to a different dimension...Spooky!
<b>125. Zip Line GEO</b>	Pad	Fast modulated strings, good for multiple octaves. Tonal changes with the MW.



<b>126. Octave Brass GEO</b>	Brass	Warm Synth Brass with Octave Sweep on the MW.
<b>127. Bass Array GEO</b>	Bass	Flanged Bass/Lead with added rhyme on the MW.
<b>128. Chronicles GEO</b>	Arp	Fast Arp, reminds me of an old Sci-Fi series "The Martian Chronicles"...No idea why \o/

**PLEASE DO NOT SHARE THESE FILES**

### **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.

### **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 and no exchanges.**

### **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.