



SYNTH BASS

for

phonec₂

128 bass patches for Phonec 2.2

Synth Bass is a patchbank of 128 newly designed bass patches for Phonic 2. Covering a wide sonic range, these patches are suitable for various genres ranging from Synthwave to Dub Techno. Each patch has been meticulously crafted, paying careful attention to detail and making the most out of Phonic's features in order to get a completely unique sound. The LFOs, Modulation envelopes and aftertouch settings are all ready to switch on for instant, well thought out effects. Most notable of these patches, is the modwheel settings. The Modwheel is linked to the aftertouch targets, so simply moving the modwheel makes for a very creative and expressive performance tool, giving you the ability to completely transform the sound of each patch.

Synth Bass comes as two files, Synthbass.bnk and Synthbass.png. The .bnk file loads up in Phonic as a bank of 128 patches. The .png file is an image file that will display on Phonic when the bank is loaded. Installation is easy:

Locate your "Phonic_2/banks" folder. This is where your banks and patches are located.

Mac: Users/Shared/Phonic_2/banks/

Windows: C:/Users/Public/Public Documents/Phonic_2/banks/

Simply drop the two files in that folder and reload Phonic. Now when you click the little Hexagon in the patch section, select Synth Bass in the drop down list and you're all set.

Sound Types

Synth Bass is divided into 6 sections based on type. The sound types are ultimately classified by the envelope settings. Ranging from short sounds that make use of the Attack and Decay, to longer sustained sounds for leads and drones.

Attack/Decay

Short bass sounds, typically with a sharp attack and fast decay. Great for Synthwave/Outrun and fast 16th basslines.

Sustain

These are for sustained notes. Sub basses, leads, etc.

Release

All of these sounds have very long release times. So you can just tap a note and get a huge trailing sound. Great for occasional stabs and washouts.

Space Dub

These are geared towards ambient dub and techno. Most of these are taking advantage of the Echoshifter in some way.

Drone

These are the more experimental sounds. Just hold a key and hear it evolve.

Bassics

The basic fundamentals. Great starting points for patch building. Just choose the type of bass sound your looking for and start building onto it.

Filter Tracking

Although this bank is called Synth Bass, it can be used for a wide range of sounds, including leads, drones, and various classic synth sounds. The filter tracking has been carefully considered so that the high end of the keyboard range sounds just as good as the low end. This makes it possible to easily turn a bass into a lead. A good tip when playing high end keys is to make use of the Highpass filter to tame some of the low end if needed. I should also mention the modwheel here as well, which is assigned to multiple parameters and can alter the sound dramatically. More info about this below.

Modwheel Expression

Each Synth Bass patch takes full advantage of Phonec's "Modwheel to Aftertouch" feature. This feature can be a very creative and expressive tool, even if you don't have Aftertouch capabilities on your keyboard. I'll explain below.

Under the Modulation section is the Aftertouch panel, which contains several controls for assigning parameter levels to be modulated via aftertouch. However, if you take a look at the Master section (right below the Amp Envelope), there are options for the Pitchbender and Modwheel. If Modwheel is set to Aftertouch, it will take up the modulation of all of the parameter levels set in the Aftertouch panel. So essentially you can control several key parameters at once, in varying degrees.

My personal favorite combination is Tune/PW/Cutoff. Tune will modulate the tuning of Oscillator 2, so if the Tune mod level is set low, turning the Modwheel up will slightly detune the two oscillators. This along with a small movement in the Pulse Width and a slight opening in the filter can create a really cool effect just by subtly turning up the modwheel.

So be sure to take advantage of this feature, each patch has been thoughtfully assigned for ultimate expressiveness.

Synth Bass Patch List

ATTACK/DECAY	SUSTAIN	RELEASE	SPACE DUB	DRONE	BASSICS
Synth Bass 7	Lego	Scarecrow	Oscar	Deep Freezer	Detuned Saws
Prowler	Mutant	Tumbleweed	Wublr	Basement	Square Bass
Subterranean	Blue Knife	Whisps	Streetcleaner	Atomic	Soft Bass
Entity 1	Gamma	Warp Square	Robot Bite	Skelter	Pulse Mod
Entity 2	Nocturnal	Mineral	Deep Space	Gateway	Sub Bass
Falcon	Decimate	Supersuds	Bell Hop	Long & Rez'd Out	Gritty Sub
Magenta	Vitamin Z	Detuned FM	Pterodactyl	Creeper 1	FM Bass
Sympl	Joint	Shadow Dweller	Flamingo	Creeper 2	Big Square Sub
EchoBass	Distomatic	Deep Decay	Vampyre	Creeper 3	Harmonic Bass
And Bass	Zync	Dark Lines	Hallucination Tone	18Wheeler	Porta Bass
Helium	Stryfe	Supplement	Curiosity Signal	Crawlers	
Oxygen	Muffaletta	Nevermore	Cosmic Buffalo	Swamp Synth	
Nitrogen	Stonehenge	Pulsar 1B	Pulse Code	Inter States	
Pulsar 1	Flannel	Pulsar 2B	Xorgon	Reduction Method	
Pulsar 2	Lazer Bazz	Pulsar 3B	Oragami	Black Light	
Pulsar 3	Helium 2	Disruptor	Machete	Eyeball Monster	
Rotator	Oxygen 2	Relapse	Luminary	Laughing Doctrine	
Substantial	Nitrogen 2	Grunge	Dusty Vibes	Foggy Crystal	
Plutonium	Evolver Tone 1	Slasher	Strange Creature	Rudimentary	
Gravel	Evolver Tone 2		Wiggle Room	Stabilizer	
Lysergic	Evolver Tone 3		Wubblyscut	Analytic Mystic	
Bomber	Partial FM 1				
Resonox	Partial FM 2				
	Partial FM 3				
	Ripper				
	Sasquatch				
	Plumb				
	Subway Station				