5 am Darkness

ex5tech

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for Yamaha EX5/7/R synthesizers
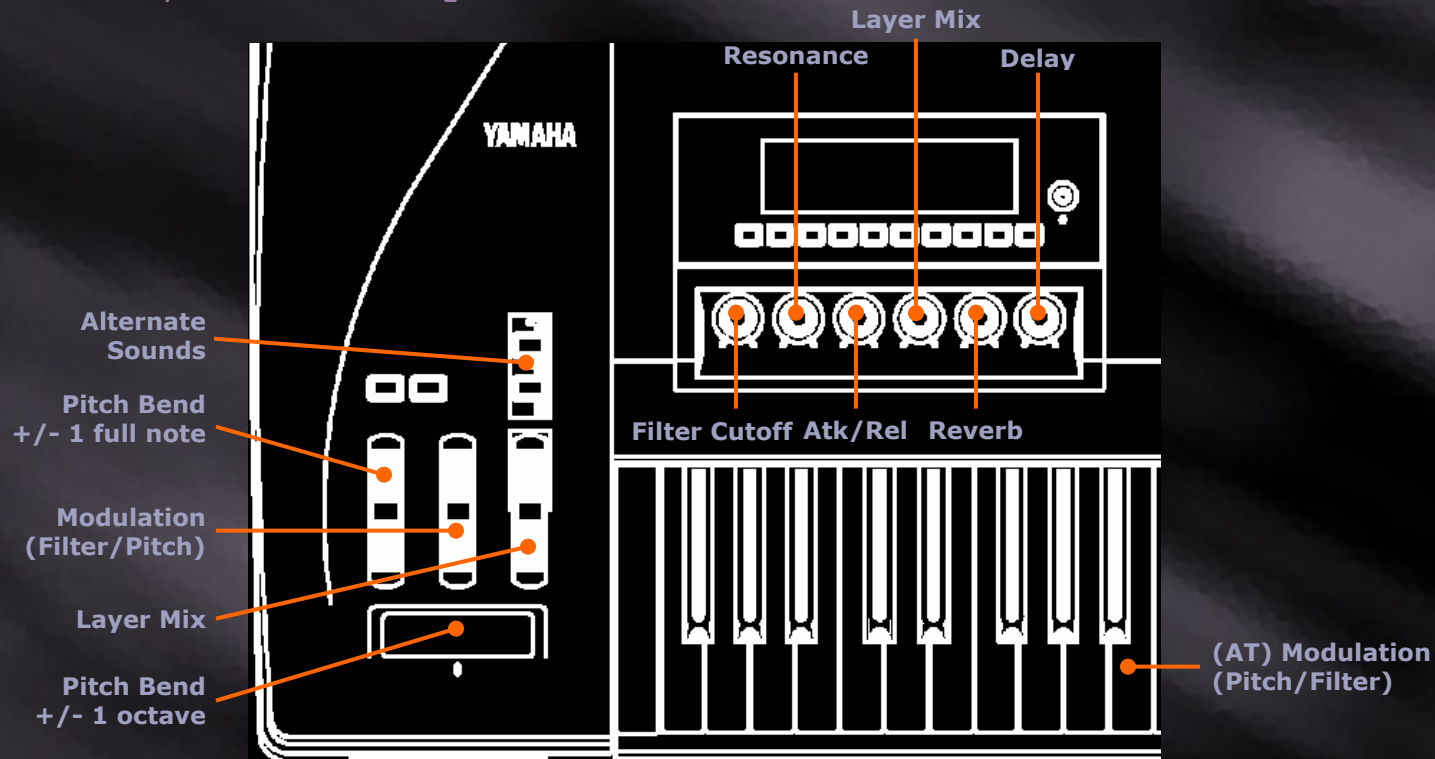
from Ski   November, 2004

A collection of 8 synthetic textures highlighting the layering capabilities of the EX AWM engine.

About the Voices...

"5 am Darkness" was programmed in only one day under some rather extreme restrictions. Only preset WAVES in the "Wv" category capable of being created by an analog synth were used. No insert effects were used. Only reverb and delay were used as global effects. No AN, VL, or FDSP. The EX5 was basically treated as an analog synth. Each Voice uses a full 4 Elements. The first two Elements in each Voice were used to create one sound, and the second two Elements a different sound. The result is a nice set of layered analog-like synth textures. The two sounds in each Voice can be mixed realtime with Mod Wheel 2 (see the Controllers page for full details). Though each Voice uses a full 4 Elements, with the previously mentioned programming restrictions, "5 am Darkness" is a very low DSP intensive sound set.

Controllers...

All 8 Voices use a common set of controllers as illustrated below. Every Voice also has a pair of saved Scenes; don't forget to try these, as the Scenes are often quite different than the "base" Voice. In addition to the two Scenes, you can use Mod Wheel 2 or Knob 4 at their extreme positions to hear the individual layers. With the "regular" Voice, the two Scenes, plus the ability to isolate the two individual layers, it's like having five Voices in one!

Layer Mix

Resonance

Delay

Alternate
Sounds

Pitch Bend
+/- 1 full note

Modulation
(Filter/Pitch)

Layer Mix

Pitch Bend
+/- 1 octave

Filter Cutoff Atk/Rel Reverb

(AT) Modulation
(Pitch/Filter)

YAMAHA

VOICE LIST ● 5 am Darkness ● November, 2004
(all Voices listed are in I-1)

b/#	#	Cat.	Name	Type	Description & Performance Notes
A01	001	Co:	Anger Management	AWM	Dissonant, squelchy, and rude, with some angry aftertouch induced modulation.
A02	002	Pd:	Dark Despair	AWM	A quite gothic pad. Scene 1 has an "underwater" version, while Scene 2 has a softer attack. Be sure to scope the layers w/ MW2.
A03	003	Ld:	Double Threat	AWM	A rather basic lead, but fun and expressive to play with MW2 altering the sound in realtime.
A04	004	Ba:	Black Bass	AWM	Two very different sounds are layered to make this bass Voice. Be sure to try the unusual and very velocity sensitive Scene 2.
A05	005	Sc:	Dread Comp	AWM	Use AT modulation judiciously, and explore the layers w/ MW2 in this Voice. Good Scenes, too.
A06	006	Sc:	Rageworks	AWM	A very nice subtly evolving sound, great for synth fanfare and comps.
A07	007	Co:	Strung Out I	AWM	A layer of a synth-clav-like percussive sound with a smooth squishy pad.
A08	008	En:	Rare Peace	AWM	Synth orchestra layered with dissonant synth bells. Scene 1 has a very rudely resonant version that could damage your speakers.
A09	009	--:			
A10	010	--:			
A11	011	--:			
A12	012	--:			
A13	013	--:			
A14	014	--:			
A15	015	--:			
A16	016	--:			

(Note: I participate in the organ donor program.)

File Loading Instructions...

Just load the 5amDark.slv file, and you're ready to go!

NOTE TO NEWBIES: If you're not familiar with the details of how to load a Voice (.slv) file into your EX5, please see the "DISK MODE - File Load" section in your owner's manual on page 265 for step by step instructions and illustrations.