



“Sunrise” by Dave Gale

List of modules used against timeline

0m 5s	Gemini Sweep - 3 VCOs into Ring SM, into Gemini Filter
0m 5s	White Noise - into Mini Mod Filter, and into Phaser
0m 21s	Full Mini Mod system (x3) to Build chord,DH-ADSR Env used here! (9 VCOs in use for the chord!)
0m 29s	Drums -
	Kick - Gemini Filter - Hi Res with Filter CV control via Envelope (very snappy/fast) with Filter Cut off set in the mid/Lo range
	Snare - White Noise from 'Glide+ Noise' and 1 x VCO (Tri) - combined via Ring SM Mixer and put through overdriven Mini Mod filter
	Hats - Just white noise through overdriven filter - envelope Decay/Release tweaked in real time!
	Hi-Q - Mini Mod filter with full Resoonance - ADSR controlling Freq CV - overdriven!
	Open Hats (left channel!) - just noise and a Mini Mod filter
0m 29s	Bass -
	2 bass sounds - both from the full Mini Mod system
	1st - 2 x VCO acting as a Sub bass (octave apart)
	2nd - all 3 VCO's and with filter being tweaked in real time
0m 29s	2 Sequencer Synth lines -
	1. Left Channel - Single VCO into Gemini Filter, 2. Continuous panning - single VCO into Sonic XV filter
0m 51s	OB Throat! - Gemini Filter with one VCO, used in dual mode to create the classic OB Throat effect! Cut Off controlled via DAW.
0m 61s	Background Sustained chords - 3 parts of Mini Mod (3 VCOs) all going through the Glide module, and being filter tweaked in real time
1m 15s	Hi Falling Arpeggio line - Sync'd gated LFO and ADSR both controlling Mini Mod filter, summed via CV Mix module
1m 41s	More Throaty OB filter!! Gorgeous!! :-)
	Repetition of the above to the end
	Closes with another White Noise sweep.

All sounds were produced and processed by AJHSynth modules, no other sound sources were used, however standard production and master processes have been used in a DAW/Mac environment, including eq, compression, reverb and delay.