

Waldorf Q/μQ synthesizer Usersoundset 2

This PDF file gives information on the Waldorf **Q/μQ** synthesizer usersoundset 2.

This soundset is build with sounds contributed by members of the Waldorf Forum List. For information on the forum: <http://www.waldorf-music.de>.

Because this soundset contains sounds from the **Q** as well as from the **μQ**, you have to keep in mind that the soundset for the **Q** contains sounds that can sound different from the original **μQ** sound, due to differences between the two synths.

Even more the same is true when you load the soundset for the **μQ**. This set contains sounds from **Q** contributors that may sound even more different, because the **Q** has features that the **μQ** has not: PPG-filter, stepsequencer, stepless filter-routing, different reverb-settings, tap-delay etc. The differences were kept as small as possible though. A big 'thank you' goes out to Till Kopper who did the conversion to the **μQ**.

There are different midi-files available for this set, a complete midi file for the **Q** and the **μQ**, but also single soundfiles (A big thank you for this goes out to Achim Gratz). This is explained in the .txt files that are included.

The contributed **Q** sounds are not changed (except that I programmed Modwheel modulation on almost every sound that did not have that). Also, all arpeggiating sounds were set to "on", as "hold" can be confusing for first-time users. To get a good idea of the arp-sounds you should set the arpeggiator to hold (at least for my sounds :-)).

The contributed **μQ** sounds are changed by me sometimes. The reason is that many sounds were contributed before the OS for the **μQ** came out which had a reverb-effect added.

Therefore I programmed reverb on some sounds, though not to much to avoid that the sounds would change to much. Also, I only did this with sounds from contributors that agreed.

All sounds have a category extension for finding similar sounds easier.

The extensions are:

Arp (arpeggiating sounds); **Bass** (bass-sounds); **Drum** (drum- and percussionsounds); **Ext** (sounds that need to be feeded by the external input); **FX** (effect sounds); **Inst** (sounds that sort of imitate a real instrument); **Keys** (sounds that can be played like a piano); **Lead** (lead-sounds); **Mult** (sounds that are used in a multi); **Pad** (pad- and stringsounds); **Synt** (all other sounds that did not fit in one of the other extensions).

There is one special Multi (by Robert v.d Kamp) in M001. Please close your curtains, dim the lights, turn on as many synths as you have, to produce some nice LED-light and then play this Multi by pressing the start-button in the sequencer section on the **Q** (unfortunately, the **μQ** does not have this function).

Let it run for at least a few minutes, because it never sounds the same (in the Nord Modular world, they call this a “noodle”).

Multi M002 contains a drummap with all the drumsounds that were contributed.

Underneath you will find a list with all sounds, four multis, five patterns and a drummap.

Sounds that came with a description are noted below.

This soundset comes with a soundset demonstration song. The song will be available on Waldorfs ftp-server as soon as possible.

It is called “Close encounters of the Q kind” and uses only Waldorf Q sounds from this soundset.

I would like to thank Albert Huitsing, Achim Gratz, Jörg Hüttner, Steve Schmidt, Rob Janssen, Stefan Trippler, dr. Georg Müller and Till Kopper, for helping me in various ways putting this soundset together.

And of course all soundcontributors! Without you guys there would not be a second soundset!

Have fun with the sounds!

Boele Gerkes

Zutphen, January 20th, 2002

Here are some extra descriptions of sounds from contributors that sended this with their sounds to me, sometimes with usefull hints on how to use the sounds:

Achim Gratz (ASSI) | AG

C057 SupersQaw – A voice eating monster of detuned unison sawtooths. The detuning is modulated seperately for each voice of the unison.

C069 Big Fuzz – Like the name says ... also try buttons 1, 2 and 1+2 together!

C071 FM Drill 4 – Not much to say here ...

C093 PWM Gong – A gong sound in the spirit of those cheesy sound generators made with an 8bit CPU that were popular in the early 80s. The Q isn't not quite lo-fi enough for that. BTW, the sound is not made by the oscillators!

C094 (Helmholtz 7), C095 (Helmholtz 8):

The two sounds work with external soundinput and the modwheel is used for input level control. The buttons are used for choosing an appropriate octave shift for the filters. Helmholtz 8 and 9 are modulated by a "rotor" setup of LFO 1 and 2 going both to pan and cutoff. It's synced to tempo which comes in handy at times. Helmholtz 8 also works without external input.

Ah, and the naming: Hermann von Helmholtz contributed greatly to the understanding of the physiology of vision and hearing. For his experiments regarding the latter he used glass bulbs of various sizes to obtain the spectrum of sounds. I've used the comb filter instead of a resonant cavity ...

C096 Osc Orgy – This is an attempt at getting as additive as the Q can get. Three oscillators, two suboscillators and two resonant filters sculpt the sound. The "Jarre phaser/delay trick" is used to improve the pipe organ impression.

M003 A multi which uses a pattern on Instrument 1, to check out monophonic sounds (only on the Q).

M004 A multi which uses a pattern on Instrument 1, to check out polyphonic sounds (only on the Q). The demo-patterns can also be used without the multi (only on the Q): press sequencer edit, choose the pattern, start the sequencer and then browse the sounds with the red dial (for the sophisticated: set up a category to search for with Shift+Dial first).

Chris Jones | CJ

A004 Greenland – bandpass comp/pad with a sweepable comb filter – modwheel->filter cutoff

A028 Viperatic – big sweep synth pad – modwheel->mapped to vibrato

A029 Wanderphone – synthetic waterphone with very slow sliding motion – modwheel->not mapped

A070 Tubeworm – extremely high-rez lead synth, sounds like it's in a metal tube – modwheel->mapped to tremolo

A097 Industriale – distorted but still lush pad with comb filtering – modwheel->mapped to filter cutoff

B012 StainedGlass – heavily feedbacked overdriven organ pad – modwheel->leslie-type effect

B027 Reversi – reversed pad with noise, makes a good 'reverse break' – modwheel->mapped to filter cutoff

B051 Red Horde – weird fx sound vaguely like a buzzing mass of hornets, but with a res sweep on release – modwheel->not mapped

B072 Nostradamite – overdriven organ tone with sweepable highpass filter – modwheel->filter cutoff

B093 Fizzical – fizzy pad with parallel filters – modwheel->mapped to inverse filter cutoffs on both, resulting in panning effect

C003 Bassketball – deep sort of acidy moog synth bass – modwheel->filter cutoff

C037 Bassted – techno-ish short decay bass – modwheel->not mapped
C056 Bladescape – highpass filtered cutting pad – modwheel->vibrato
C072 Evo – very slow bandpassed pad that takes a loooooonng time to evolve – modwheel-> mapped to filter cutoff

Rich Coleman (Die Fledermaus) | DF

A012 Meglomania is the sound from the KMFDM song.
A019 Choir in Hell is a weird modulating noise choir. Fiddle with Filter 2 to get some real weirdness.
A030 Tom Sawyer is that cool sound from the Rush song. Oldie but goodie for synth sounds.
A036 Frozen Metal – use the modwheel
A072 SpaceModulator is a lead sound that doubles well as a bass or as a pad if you lengthen the attack. I use some strange mods to affect the sound, so play with the mod wheel and after touch.
B060 Sizzle Stab is based sort of on a sound from "Sacrifice" by Front 242. Similar but different
B092 Event Horizon is my lame attempt to reproduce a sound from the movie soundtrack.
C015 Tubular Bass
C034 I is just what it sounds like
C047 WetMetalDrops is a funky seq/lead sound good for staccato riffs

Johan Spång | Spa

A066 Ancient Lead – Modwheel, pitchbend, pressure, button 1 & 2.
A098 Comb Harp – Modwheel, pitchbend.
B068 Dance Bass – Pitchbend
B099 IceQream Pad – Modwheel, pitchbend, pressure.
C062 Lead01 – Modwheel, pitchbend.

Larry Pham | IP

A026 D-Sphere - Root Key C4
A032 CerebralVortex - Root Key C3 + Modwheel
A068 SHIQ - Modwheel
A087 Intro - Press and hold C2
B014 Darkling - Root Key C3 + multi key press

Till Kopper | TEK

A021 into Moog – No comment needed ? – Modwheel -> vibrato
A092 MiniMoogThndr – The Mini moog thunder a la Dire Straits "Brother in Arms" LP intro – Velocity -> volume
B095 NL-Organ* – A sonic impression from my Nederland visit
B097 SynTar (AT) – Something to compete with your bands guitar player ;-)- Aftertouch -> Feedback; Modwheel -> Feedback frequency
C035 Wellen & Wind – Means: waves and wind. – Modwheel to "morph" from one to another)
C038 Talk 2 me – play the lower octaves to hear your Q talking "hey ya"
C074 EMS AKS – Some british noises a la Klaus Schulze

* Note from the soundsetcompiler: I programmed the Modwheel so you can hear a more normal sounding Dutch organ ;-)

Don Ihm | Dihm

A006 PassivLiv - A "Kind" sound that bites more with velocity

A009 Dirty S&H - analog type with mild Overdrive

A055 2 Or More - play 2 or more notes and see ya at the looney bin

B001 DontLetGo - Hold note/notes, mess with the mod wheel

B042 PassivLiv 2 - a "Kind" sound, try it without effects as well

C006 *AdamsFamily*- Da Da Da Dum

C025 *SadSweep* - Hold note/notes, mess with the mod wheel

C044 *SpaceJungle* - B movie effect sound...okay D movie

Boele Gerkes | SCD

A002 *Jarre* - This sound was my first attempt to copy J.M. Jarre's phasertrick on Oxygene and Equinox. One phasersignal going to the left channel, the same phasersignal going, delayed, to the right channel. Of course the original Smallstone Phaser was not available on the Q. But it became a nice sound anyway. The sound was optimized by Achim Gratz. Thanks!

A017 *TanDreamSeq* – A sort of Tangerine Dream sequence, turn the modwheel.

A038 *BoelesLead* – Everybody has to got a leadsound, right?

A086 *Wurlitzer?* – Well, this is a sound based on FM. That's what I like about the Q, a lot of soundscaping possibilities.

B011 *Birthday* – I use this sound a lot for finding good melodies.

B029 *Power-Q!!* – The Q has powerw.

B082 *New Ethnic* – Weird atmospheric sound.

B010 *Poland* – Inspired by one of Tangerine Dream's best live albums.

C046 *New York* – This sound was made on September 12th, a day after the attacks in the USA. I used it as a sound in a song I wrote that day.

A list of all contributors (in random order) with the shortcuts behind the soundnames:

Achim Gratz, aka ASSI (AG), Boele Gerkes (SCD), Christian Claycomb (CC), Eric Young (Ey), Fredrik Haglund (FH), Johan Spång (Spa), Jon Rixbie (BiX), Larry Pham (Lp), Michael Bruder (MIB), Mike Andrews (M.@), Robert v/d Kamp (RvdK), Sergio Varvazzo (SER), Till Kopper (TEK), Vitali Zolotarev (VVZ), Alexander Odden (AO), Chris Jones (CJ), Darrell Burgan (dB), Don Ihm (Dim), Joel Raverman (JJB), Johan van Beek (MDS), Nils Schneider (N), Pascal Houba (PH), Ravi Ivan Sharma (RIS), Rob Janssen (RJ), John Simmons (rvl8), Scott Bradley (SMB), Stefan Trippler (DocT), Steve Schmidt, aka Steve MixedMode (SK), Usama Jan Azhar (U), Rich Coleman, aka Die Fledermaus (DF).

This soundset can be used freely and it is prohibited to sell it in any commercial way.

Name	position
Meltdown BiXLead	A001
Jarre SCD/AGPad	A002
Antarticato M.@Arp	A003
Greenland dBPad	A004
StereoSpheres3EYPad	A005
PassivLiv Dim Synt	A006
Sway CJKeys	A007
Eeevil Bass SMBBass	A008
DirtyS&H Dim Synt	A009
Ravi's uMini RISLead	A010
BrauneButterDocTSynt	A011
Meglomaniac! DFarp	A012
Ethereal Lead FHAtmo	A013
AN1XRebuild MDS Lead	A014
Reverse Voice SKPad	A015
TableSax DocT Inst	A016
TanDreamSeq SCDArp	A017
Clean Sine M.@Synt	A018
Choir in Hell DFPad	A019
Quno Six RJArp	A020
into Moog TEKSynt	A021
Aztek Night CJInst	A022
Notchy Bass AO Bass	A023
TheDarkSide NPad	A024
Q-Birth RJSynt	A025
D-Sphere LpAtmo	A026
Combuter2 DocT FX	A027
Viperatic dBSynt	A028
Wanderphone dBFX	A029
Tom Sawyer DFSynt	A030
Well Hard CJSynt	A031
CerebralVortexLpAtmo	A032
Glass House MiBArp	A033
Zupf SKSynt	A034
The Chase LpArp	A035
Frozen Metal DFSynt	A036
-= Lube -= EyBass	A037
Boeles Lead SCDLead	A038
Eisvogel DocTPad	A039
Resonautilus EYBass	A040
TubbThumper CJArp	A041
Voyage 34 SMBPad	A042
VitaLead-1 VVZLead	A043
QB-303 RJBass	A044
Baeuerchen DocT Lead	A045
DeepSynthBass EyBass	A046
Kwk Pad R CCPad	A047
IntroSweep FHFX	A048
Vibra Strings LpPad	A049
Was e Brett! MiBInst	A050

Name	position
VollSatt! SKBass	A051
ILoveAtaris NFX	A052
IllbientPing MiBAtmo	A053
Q Trance Base EyBass	A054
2 Or More Dim Arp	A055
Woof Bass SMBBass	A056
Sweep Res. SERPad	A057
Tightrope CJLead	A058
PulseDrive DocT Bass	A059
Mooq Pluck RJSynt	A060
StereoSpheres EyPad	A061
ResoBells DocT Inst	A062
TricoloreBass SKBass	A063
Rickets CJArp	A064
Logged Bass EYBass	A065
Ancient Lead SpaLead	A066
PhunQy CCArp	A067
SHIQ LpPad	A068
MetaFlange M.@Pad	A069
Tubeworm dBSynt	A070
Arp Scream SER Arp	A071
SpaceModulatorDFLead	A072
Inner Phase FHArp	A073
PulseDrive4DocT Bass	A074
bncr bass rvl8Bass	A075
Shimmering MDSPad	A076
Dubassub '35 EyBass	A077
VitaBass-5 VVZBass	A078
1000mal gehoert Lead	A079
CosmicDust RJKeys	A080
Sqr Bass SMBBass	A081
70's Sci-Fi RJFX	A082
RoehrenBassDocT Bass	A083
Lubestortion EyBass	A084
My house CJKeys	A085
Wurlitzer? SCDKeys	A086
Intro LpFX	A087
TrashDown SKBass	A088
Saw U There M.@Pad	A089
Game Bwuoy MiBBass	A090
Decay Pad SER Pad	A091
MiniMoogThndrTEKFX	A092
Tech MDS Lead	A093
Randomized M.@Arp	A094
Orch&Harp DocT Inst	A095
wave mod rvl88Bass	A096
Industrale dBPad	A097
Comb Harp SpaKeys	A098
Plzma Field 1 CCAAtmo	A099
mntlydvrgnt rvl8Synt	A100

Name	position
DontLetGo Dim FX	B001
K3 BASS+ARP JJB Arp	B002
DarkSideNoise NSynt	B003
Qommodore 64 RJFX	B004
Read My Teeth CJLead	B005
ModuWaltz # RJFX	B006
Suenck DocT Lead	B007
DSP Hog RISLead	B008
DelicatePad MDS Pad	B009
Kitschig DocT Pad	B010
Birthday SCDSynt	B011
StainedGlass dBPad	B012
Resonautilus2 EYBass	B013
Darkling LpFX	B014
Simple Pulse SKBass	B015
We are here DocTFX	B016
Noodle... MiBAtmo	B017
TwilightWave2 CCPad	B018
Another Arp CJArp	B019
Trops DocT Synt	B020
Punchy Bass SMBBass	B021
Schmatz DocT Keys	B022
Oldshcool CJSynt	B023
Simple Minded1CCPad	B024
Real Bassy SKBass	B025
GoaTiQue FHArp	B026
Reversi dBPad	B027
Ampere DocT Keys	B028
Power-Q!! SCDKeys	B029
Bubblebath BiXSynt	B030
Carpet burn CJBass	B031
-- Deep 6 -- EyBass	B032
Star Trekish3 CCFX	B033
Sphere Tone LpAtmo	B034
Lazy Jones RJLead	B035
QussySound MiBArp	B036
Pulse Bass 1 SMBBass	B037
Stacato BrassM.@Lead	B038
Punchy Bass EYBass	B039
Arp+Lead+Delay NArp	B040
PlayTheFilter NSynt	B041
PassivLiv2 Dim Synt	B042
Phat FM Bass SMBBass	B043
Oily Joe CJKeys	B044
Fat&Useless DocTPad	B045
Jan's Moog EyLead	B046
Haende Hoch RJSynt	B047
Miranda USynt	B048
Cinema Scare LpFX	B049
Crystal Q M.@Pad	B050

Name	position
Red Horde dBFX	B051
Fanfaround SERArp	B052
Fula Flugan FHLead	B053
Emergent EyPad	B054
Telaviv Bass CCBass	B055
Wait&Hear RJFX	B056
PatsyPorta SKLead	B057
Mono Squidge SMBBass	B058
YellowSteel DocTSynt	B059
Sizzle Stab DFLead	B060
Oblong CJPad	B061
innerspace rvl8FX	B062
Leki Acid SMBArp	B063
ResSolution FHFx	B064
HeavyStuff SKPad	B065
inocuous rvl8Atmo	B066
FH's Brain FHAtmo	B067
Dance Bass SpaBass	B068
Sand Qorm RJSynt	B069
Ultraman! 2 CCFX	B070
Mod Edge BiXArp	B071
Nostradamite dBPad	B072
Electro Harp EyArp	B073
REM-Phase DocT Arp	B074
Sub Orbiting LpFX	B075
Random FM MiBFX	B076
Frog Bass SMBBass	B077
FM-Osc 'ass! SERArp	B078
MetallicPad MDSPad	B079
EastrnZither EyInst	B080
Air NPad	B081
New Ethnic SCDSynt	B082
ForgetTheTB 2 CJArp	B083
China Hit EyFX	B084
Distinguish M.@Synt	B085
s&h pad rvl8Atmo	B086
Jump V.Halen SERSynt	B087
Bass Six RJBass	B088
Rectangle DocT Keys	B089
BasMannen(tm) FHBass	B090
Eerie CJPad	B091
Event Horizon DFLead	B092
Fizzical dBSynt	B093
HarpsiBass SKBass	B094
NL-Organ TEKInst	B095
Stub Bass SMBBass	B096
SynTar (AT) TEKLead	B097
Voll Normal DocTPad	B098
IceQream Pad SpaPad	B099
Falling Q M.@FX	B100

Name	position
Dubble Bass SMBBass	C001
DeluXaflex RJArp	C002
Bassketball dBBass	C003
WeirdVoxTrek CCPad	C004
FeelingBass SKBass	C005
AdamsFamily DimSynt	C006
Fracture PHSynt	C007
Lead The Way LpKeys	C008
Chaff Bass CJBass	C009
Poland SCDSynt	C010
Mini Moog SER Lead	C011
Weeping Bass SMBBass	C012
Lonely Q MiBPad	C013
Dub Bass SMBBass	C014
Tubular Bass DFBass	C015
Ambient Sun EyAtmo	C016
6OSCs Mwheel! NSynt	C017
Digitalesque M.@Pad	C018
HarpArp DocT Arp	C019
Gillette RJFX	C020
Drop Bass SMBBass	C021
BasicSynth MDS Pad	C022
Drive(s)low SKBass	C023
Plastic RISSynt	C024
SadSweep Dim Pad	C025
Tabasco DocT Lead	C026
Half Chariot1 RJArp	C027
QuartzCelesta EyInst	C028
Custard Pie CJArp	C029
Me is Growl M.@Pad	C030
Droid Bass SMBBass	C031
Mot.AFT Wave SERPad	C032
RatzFatzBass MiBBass	C033
Spacey Sweep DFPad	C034
Wellen & WindTEKFX	C035
TranceHouse EySynt	C036
Bassted dBBass	C037
Talk 2 me TEKSynt	C038
Atomuhr DocT FX	C039
Buzz Lead rvl8 Lead	C040
Q-Sax AO Inst	C041
CrispyBass MDS Bass	C042
Rundherum DocT Pad	C043
SpaceJungle DimFX	C044
BassStn Reso SKBass	C045
New York SCDFX	C046
WetMetalDrops DFSynt	C047
SuperVolt EySynt	C048
5 Hertz MiBBass	C049
Darkside CJBass	C050

Name	position
Beta C Sweep CCFX	C051
PWManiac M.@Pad	C052
MY Res Pad SERPad	C053
Twenty 106 RJLead	C054
Exprei EYBass	C055
Bladescape dBPad	C056
SupersQaw AGPad	C057
WildesTier MiBLead	C058
FM-Birdies DocTFX	C059
Binary Pool SMBPad	C060
Ominous RJPad	C061
Lead01 SpaLead	C062
DecaySaw NSynt	C063
Robotik BiXLead	C064
ZahmesTier MiBAatmo	C065
Elastic Pants CJSynt	C066
Tech Bass SMBBass	C067
70sSpaceOrgan SKInst	C068
Big Fuzz AGLead	C069
Chip Bass SMBBass	C070
FM Drill 4 AGSynt	C071
Evo dBPad	C072
-=Resonaut=- EYBass	C073
EMS AKS TEKFX	C074
Waldorfians SCDFX	C075
DnB Lo-fi Fx Ey Drum	C076
Numbers Drum CCDrum	C077
BD Good4Dance SKDrum	C078
Dumb drum CJDrum	C079
HipHop Kick SMBDrum	C080
BD LowCut909 SKDrum	C081
Closed Hat SMBDrum	C082
Open Hat SMBDrum	C083
Synth Snare SMBDrum	C084
Electon Snare CJDrum	C085
DnB PhaseSD MiBDrum	C086
Zap Perc SMBDrum	C087
Poly Blips SMBDrum	C088
FM-Snappy DocT Drum	C089
Invader Drum SMBDrum	C090
BoelesPerk SCDDrum	C091
Skratch Perc SMBDrum	C092
PWM Gong AGFX	C093
Helmholtz 7 AGExt	C094
Helmholtz 8 AGFX	C095
Osc Orgy AGKeys	C096
Ambient3Pad Mult	C097
Ambient3Theme Mult	C098
Ambient3Bass Mult	C099
Sound*****	C100

Name	position
Ambient3	M001 (only on the Q)
Drummap U-set 2	M002 (only on the Q)
Demo PatternMono	M003 (only on the Q)
Demo PatternPoly	M004 (only on the Q)

Demo PatternMono	P096 (only on the Q)
Demo PatternPoly	P097 (only on the Q)
Ambient3Bass	P098 (only on the Q)
Ambient3Theme	P099 (only on the Q)
Ambient3Pad	P100 (only on the Q)

Drummap Uset 2	D01
----------------	-----

C094 and C095 need external input!

C097, 98 and 99 are used for Multi M001

Dummap D01 is used for Multi M002

Some sounds by will only make noise when turning up the Modwheel!

For instance sound C017