

MOOG MUSIC INC.  
GRANDMOTHER EXPLORATION PATCHBOOK

PATCHES DESIGNED BY  
**Lisa Bella Donna**

12 patches

moog

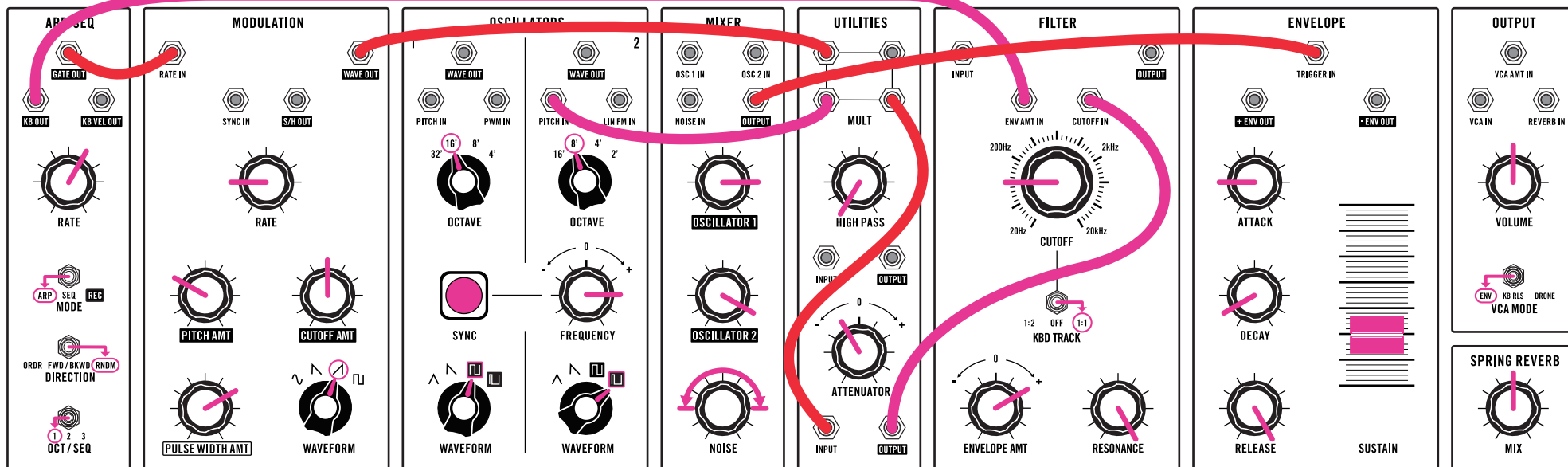
**LISA BELLA DONNA IS A MULTI-INSTRUMENTALIST, COMPOSER, MODULAR SYNTHESIST, AND CLINICIAN. SHE HAS MANY YEARS AS A SESSION MUSICIAN AS WELL AS DEVELOPING EXTENSIVE TECHNIQUES WITH MODULAR SYNTHESIS, ANALOG RECORDING, ORCHESTRATION & FILM COMPOSITION. SHE HAS ALSO TOURED ALL THROUGHOUT THE USA, JAPAN & EUROPE.**

Synthesize Love

møg

# CHOCOLATE FACTORY

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



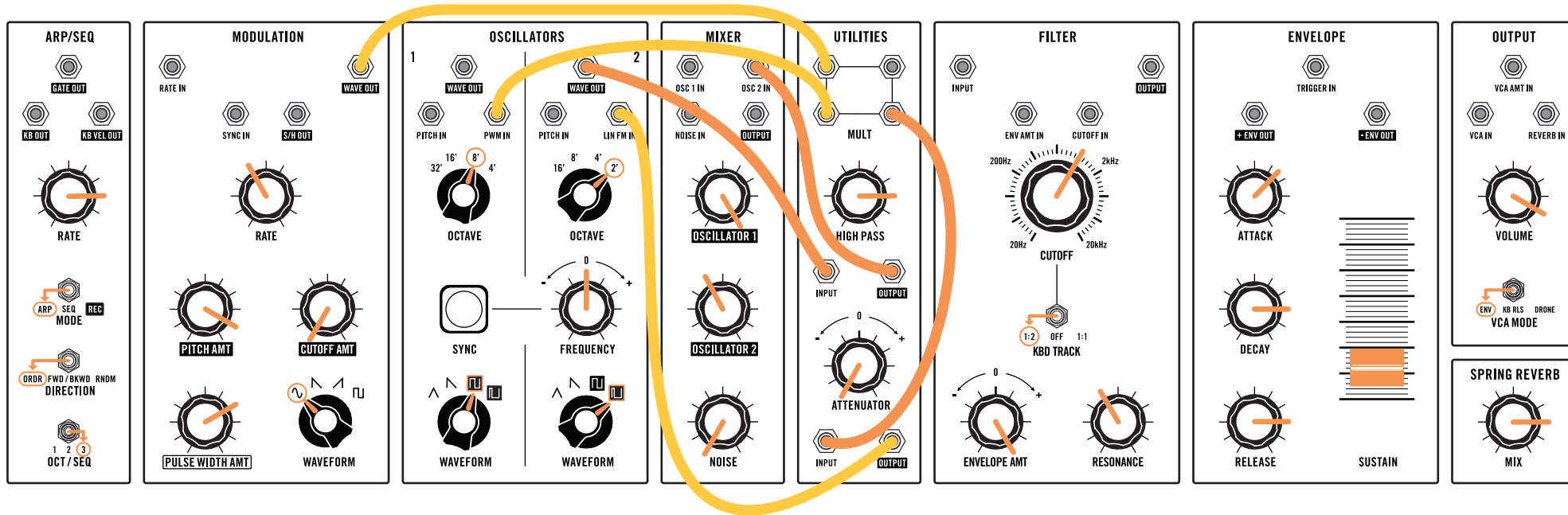
**Notes:** SELECT ARP MODE "ON"

PLAY NOTES G / F / B / C

SWEEP THAT CUTOFF!

# 1976 STRING ENSEMBLE

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



**Notes:** SET GLIDE AT 1 O'CLOCK

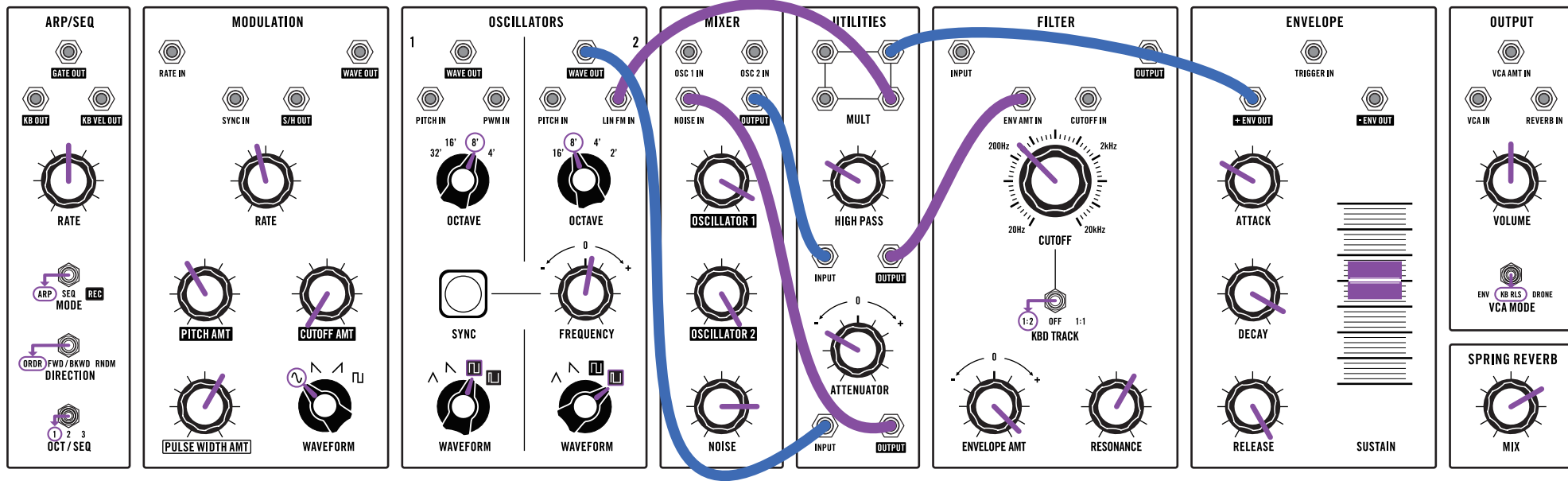
PRESS ARP/HOLD, FOR ASTRAL LIGHTS TURN OFF GLIDE

SUGGESTED FX: PING PONG DELAY FOR DRAMATIC STEREO

# SUMMER OF '76

## MOOG SOLO SYNTHESIZER WITH PHASER

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



**Notes:** RAISE MOD WHEEL FOR OUTDOOR CONCERT VIBRATO

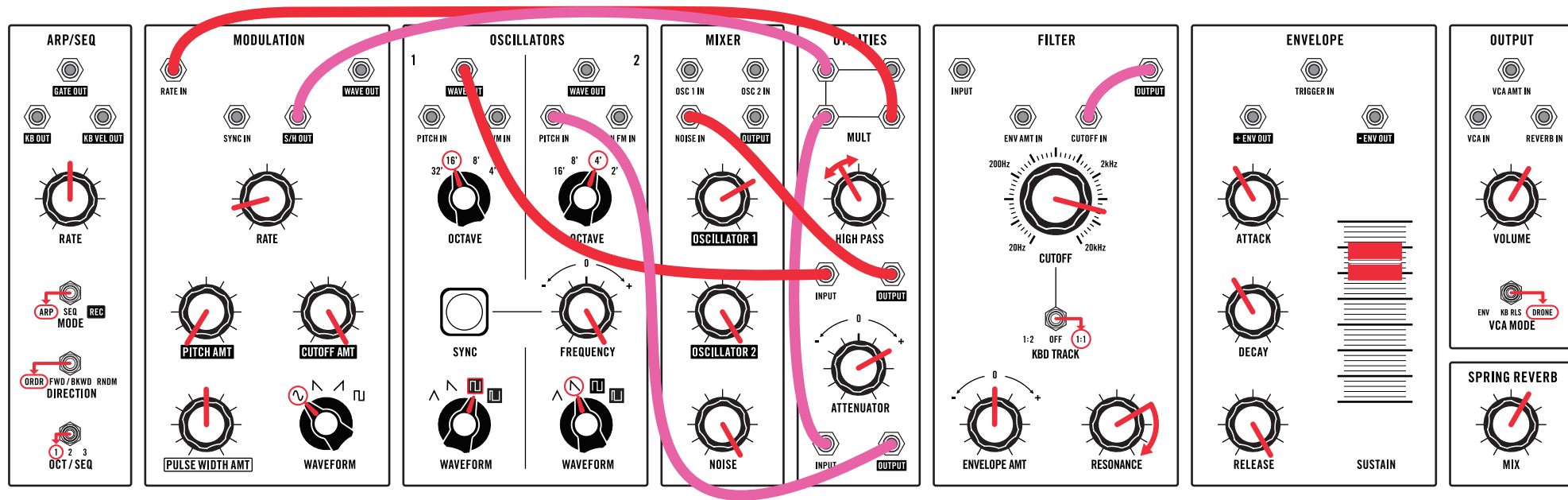
SET GLIDE AT 10 O'CLOCK

HOLD NOTES TO FEEL PHASE SHIFTING

# DES MORTS

## JOURNEY INTO THE TRANSFIGURATION OF POSTMORTEM

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



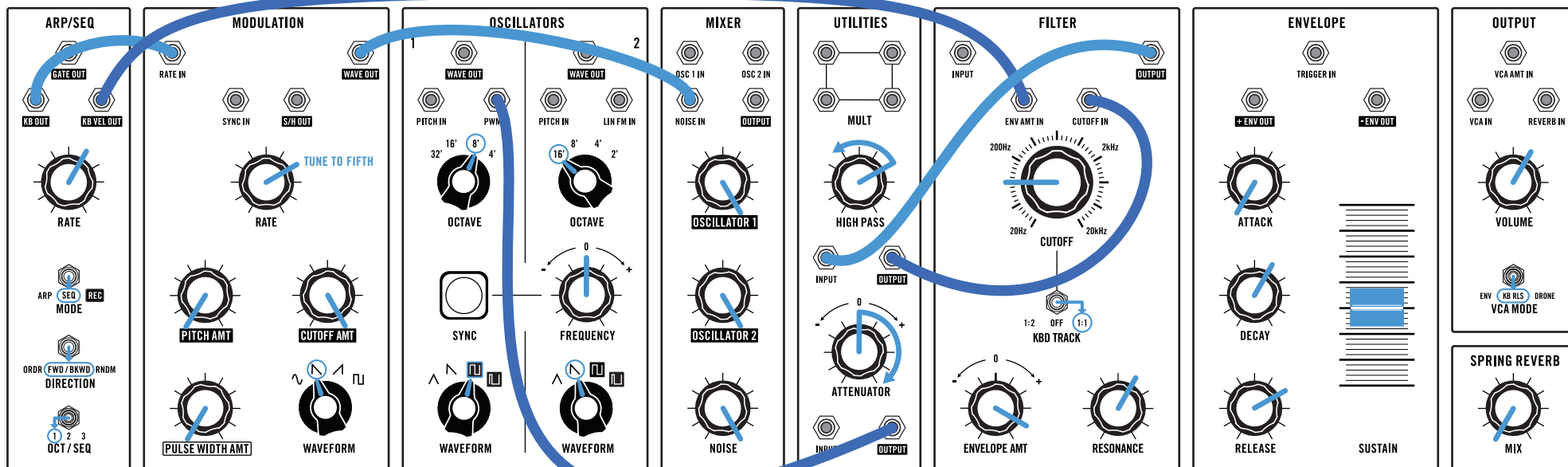
**Notes:** MOD WHEEL UP! HIT F#2

TURN OFF MASTER VOLUME WHILE PATCHING. FADE IN MASTER VOLUME AND PLAY AT HIGH VOLUME.

**Try This:** SPLIT WITH SLAPBACK DELAY. LIE BETWEEN SPEAKERS ON THE FLOOR, LISTEN.

# POWER TRIO

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



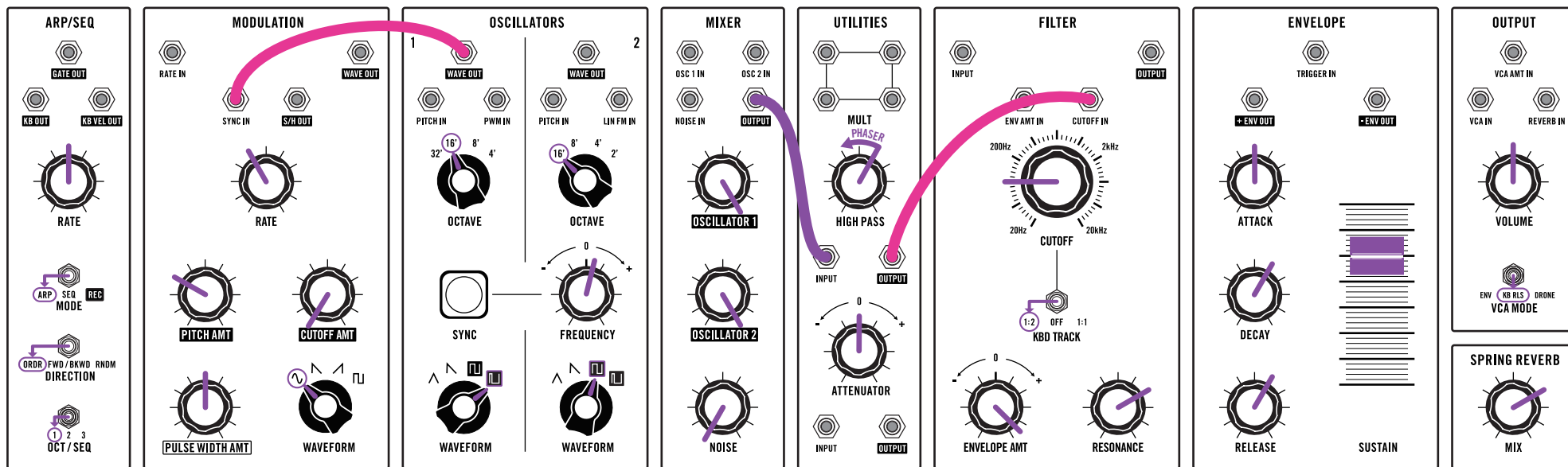
**Notes:** CREATE SEQUENCE • TUNE MOD RATE TO FIFTH.

SWEEP HIGH PASS FILTER FOR FUZZ SPLATTERS. SWEEP ATTENUATOR TO SHAPE OSC 1.

USE MOD WHEEL FOR FIXED FILTER.

# SPACE PHASER SOLO

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



**Notes:** SET GLIDE AT 11 O'CLOCK.

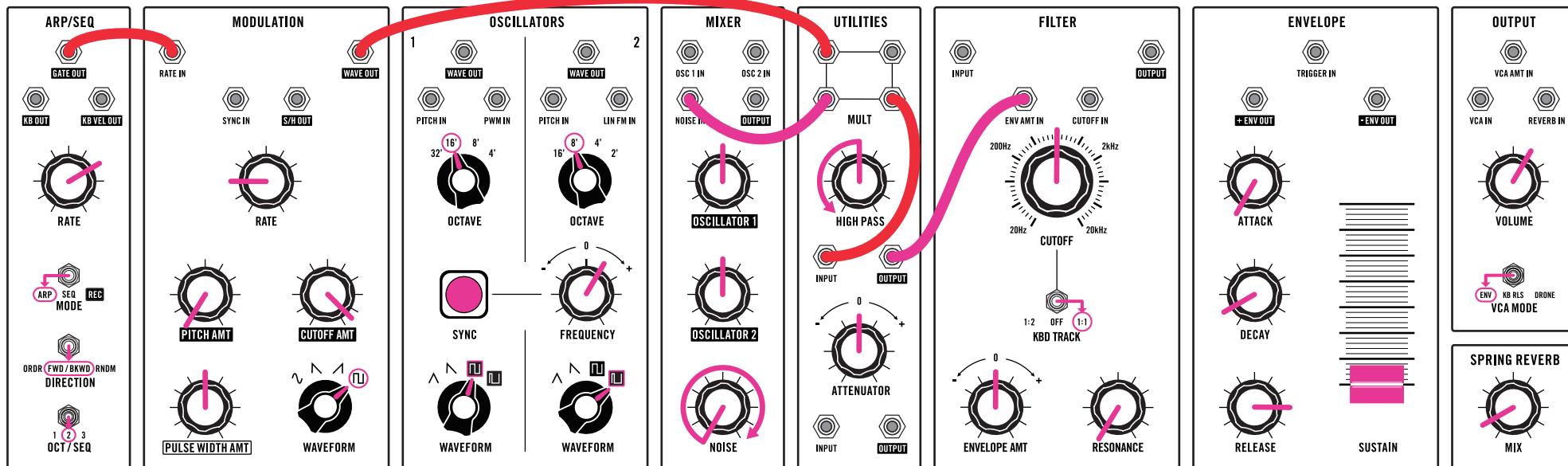
SWEEP HIGH PASS FILTER FOR PHASE CHARACTER.

SOLO AWAY, RAISE MOD WHEEL.



# HUNTER SEQUENCER

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



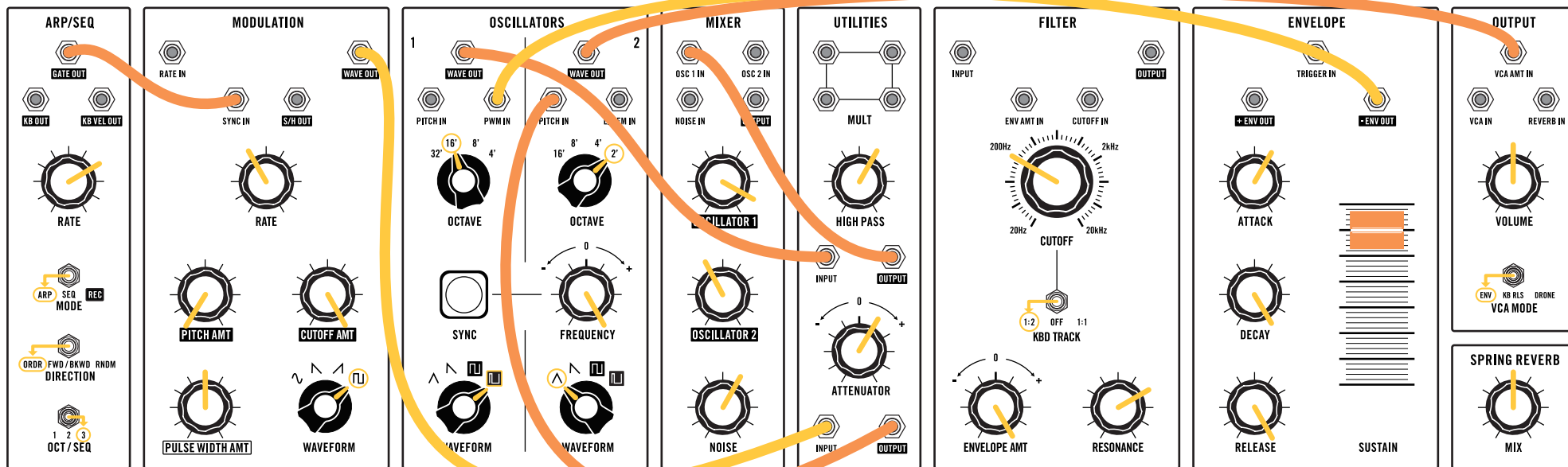
**Notes:** SELECT ARP MODE "ON" • PLAY NOTES F# / B / C# / F#

ADJUST NOISE IN MIXER WHILE PUSHING UP MOD WHEEL FOR A CROSSFADING TONIC.

DIAL HIGH PASS FOR GRIT. MIRROR SEQ RATE WITH SCALE RUNS FOR CONTRAST.

# AFTER-IMAGE

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



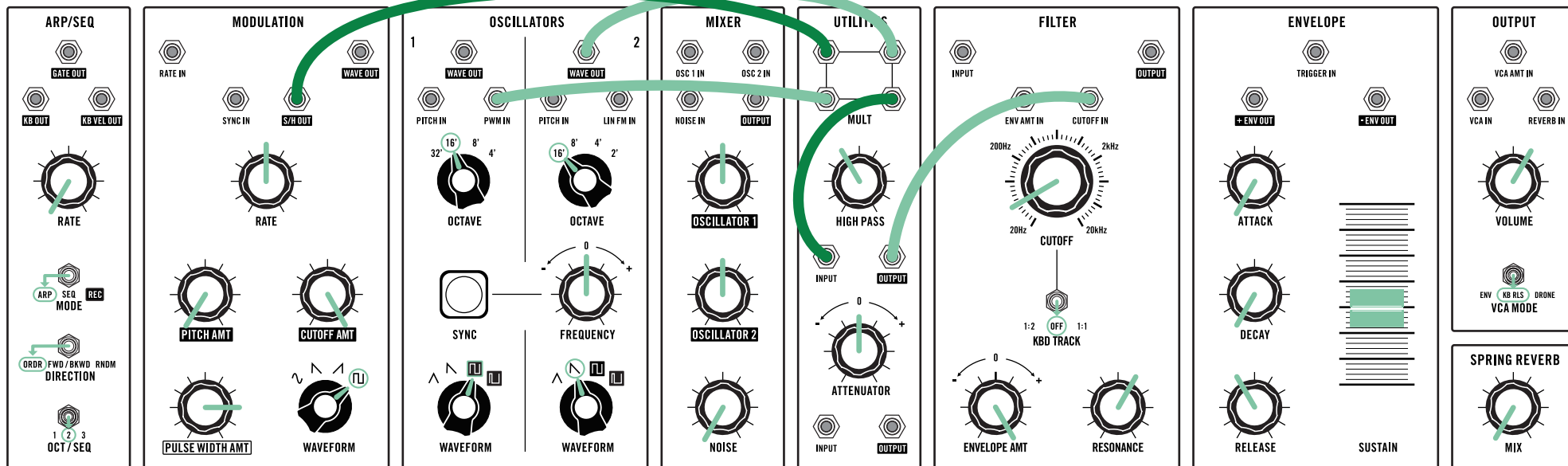
**Notes:** TUNE ATTENUATOR TO DESIRED PERFECT INTERVAL.

USE MOD WHEEL FOR FILTER FM.

PLAY FREELY • HIT / HOLD ARP IN UPPER FOURTHS • SWIRL HIGH PASS UP 100%.

# BASS W/ AUTO DRUMS

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.

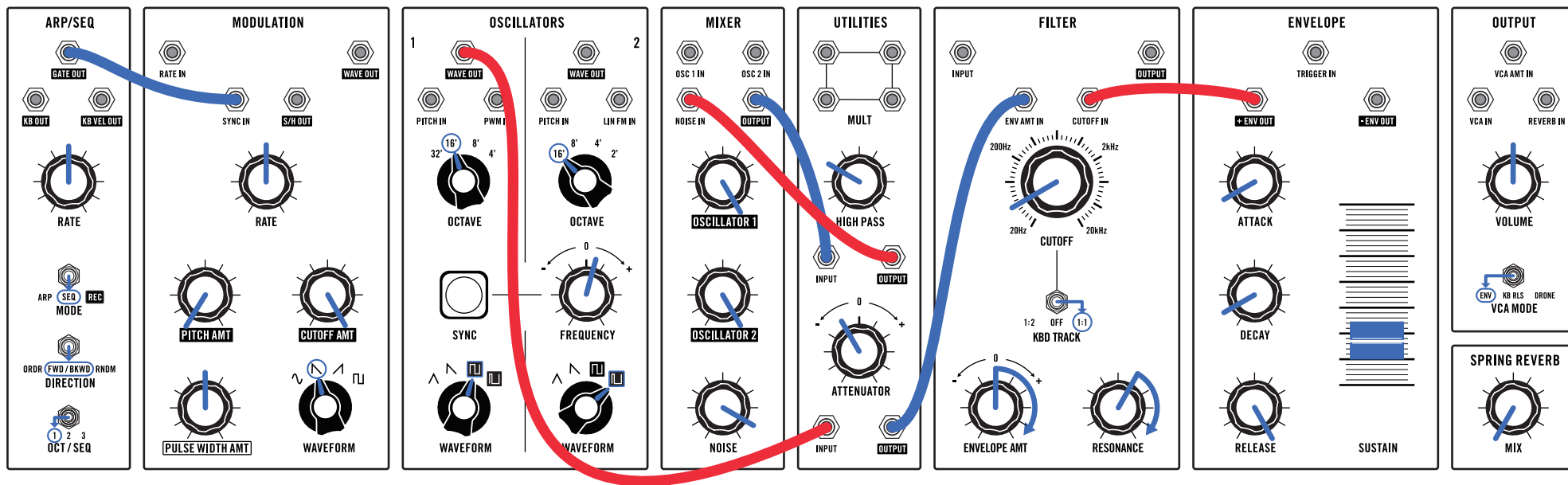


**Notes:** RAISE MOD WHEEL FOR FILTER ANIMATION.

INCREASE DECAY FOR SASSY BASS.

# 1981 SEQ

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



**Notes:** CREATE SEQUENCE • PLAY / HOLD MODE.

USE MOD WHEEL FOR TRIPLET FLOURISHES. INCREASE RESONANCE FOR LASER TRACERS.

SWITCH TO RANDOM MODE FOR FINALE WHILE INCREASING HIGH PASS FILTER.

# ELECTRONIC FORESTS

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.

The control panel is divided into several sections:

- ARP/SEQ:** Includes GATE OUT, KB OUT, KB VEL OUT, RATE, ARP SEQ MODE, ORDER FWD/BKWD/RNDM DIRECTION, and OCT/SEQ.
- MODULATION:** Includes RATE IN, WAVE OUT, SYNC IN, S/H OUT, RATE, PITCH AMT, CUTOFF AMT, PULSE WIDTH AMT, and WAVEFORM.
- OSCILLATORS:** Divided into two channels (1 and 2). Channel 1 includes WAVE OUT, PITCH IN, PWM IN, OCTAVE (32, 16, 8, 4), SYNC, and WAVEFORM. Channel 2 includes WAVE OUT, PITCH IN, LIN FM IN, OCTAVE (16, 8, 4, 2), FREQUENCY, and WAVEFORM.
- MIXER:** Includes OSC 1 IN, OSC 2 IN, NOISE IN, OUTPUT, OSCILLATOR 1, OSCILLATOR 2, and NOISE.
- UTILITIES:** Includes MULT, HIGH PASS, INPUT, OUTPUT, ATTENUATOR, and INPUT/OUTPUT.
- FILTER:** Includes INPUT, OUTPUT, ENV AMT IN, CUTOFF IN, CUTOFF (200Hz to 20kHz), KBD TRACK (1:2 OFF, 1:1), ENVELOPE AMT, and RESONANCE.
- ENVELOPE:** Includes TRIGGER IN, +ENV OUT, -ENV OUT, ATTACK, DECAY, RELEASE, SUSTAIN, and a visual waveform display.
- OUTPUT:** Includes VCA AMT IN, VCA IN, REVERB IN, VOLUME, ENV, KB RLS, DRONE, VCA MODE, and SPRING REVERB MIX.

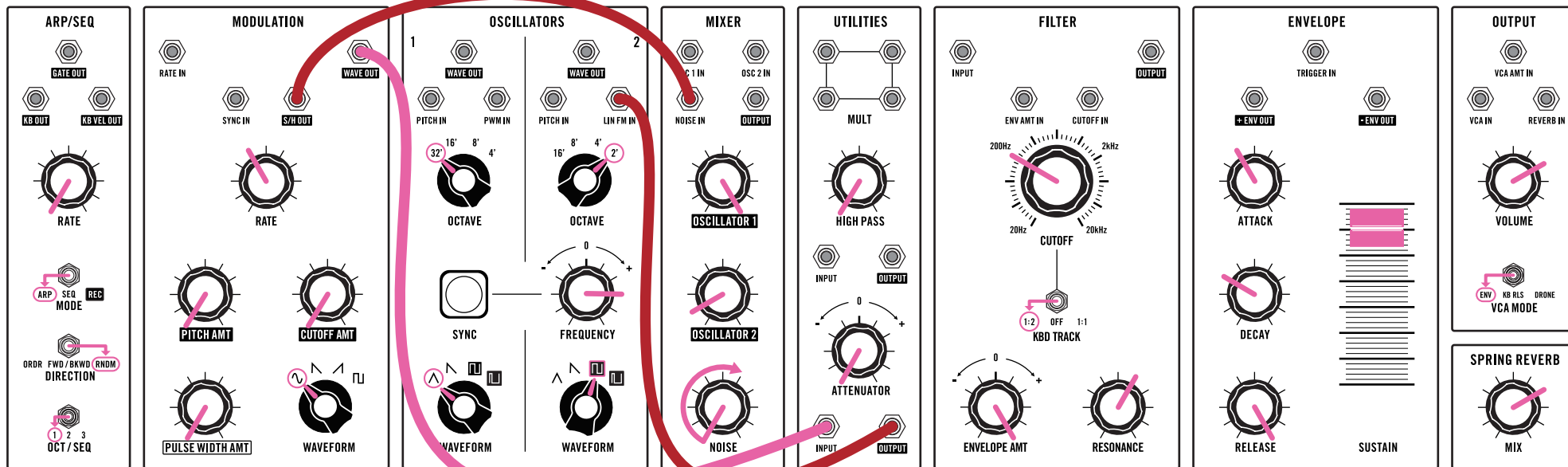
**Notes:** SELECT ARP MODE "ON" • PLAY NOTES G / (OCTAVE UP) C / D / G

RAISE MOD WHEEL UP 100%. TURN MOD WHEEL DOWN WHILE RAISING OSC 1, THEN RAISE NOISE.

SUGGESTED FX: STEREO SLAP DELAY.

# NITE SHIFT

MATCH ALL KNOBS, SWITCHES & PATCH LOCATIONS TO THE GRAPHICS BELOW.



**Notes:** SELECT ARP MODE "ON" • PLAY NOTES ALL F#'S & C#'S

MOD WHEEL UP!

SUGGESTED FX: LONG ENDLESS HALL / SHIMMER REVERB.

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