

# THE UNFINISHED U-HE SYNTH CONTEST

# INTRODUCTION

Thanks for downloading The Unfinished u-he Synth Contest Pack.

In here you'll find 20 patches for six of u-he's most fun synths: Bazille, Diva, Podolski, Tyrell N6, Zebra2 and Zebralette.

Use some of these sounds in your entry to stand the chance of winning The Unfinished synth soundsets and bundles, u-he plug-in licenses and an exclusive, bespoke The Unfinished synth soundset for the u-he synth of your choice!

A winner will be picked by The Unfinished, Ronnie from Rekkerd.org, a member of the u-he team, plus ace composer Jason Graves and techno pioneer Si Begg.

We're all looking forward to hearing what you write!

If you have any queries about any aspect of the competition, check out both www.theunfinished.co.uk and www.rekkerd.org for more details, or contact either Ronnie or myself directly via email.

# INSTALLATION

"Where do I put the sounds?"

### **BAZILLE:**

PC - Locate your u-he folder on your C drive... u-he\Bazille\Bazille.data\Presets Mac - Library\Audio\Presets\u-he\Bazille

### DIVA:

PC - Locate your u-he folder on your C drive... u-he\Diva\Diva.data\Presets Mac - Library\Audio\Presets\u-he\Diva

## PODOLSKI:

PC - Locate your u-he folder on your C drive... u-he\Podolski\Podolski.data\Presets Mac - Library\Audio\Presets\u-he\Podolski

### TYRELL N6:

PC - Locate your u-he folder on your C drive... u-he\Tyrell N6\Tyrell N6 .data\Presets Mac - Library\Audio\Presets\u-he\Tyrell N6

# **ZEBRA2:**

 $PC-Locate\ your\ u-he\ folder\ on\ your\ C\ drive...\ u-he\ Zebra\ Zebra\ 2.data\ Presets\ 2.data\ 2$ 

# **ZEBRALETTE:**

PC - Locate your u-he folder on your C drive... u-he \Zebra\Zebra2.data \Presets \Zebralette

Mac - Library\Audio\Presets\u-he\Zebralette

# **THANKS**

I'd like to thank the following people, without whom this **THE UNFINISHED U-HE SYNTH CONTEST** project would never have happened:

Ronnie @ Rekkerd.org; Urs, Oddvar and the amazing team at u-he; Jason Graves; Si Begg; and Sarah & Emilia Bowdler.

Matt Bowdler (aka The Unfinished)