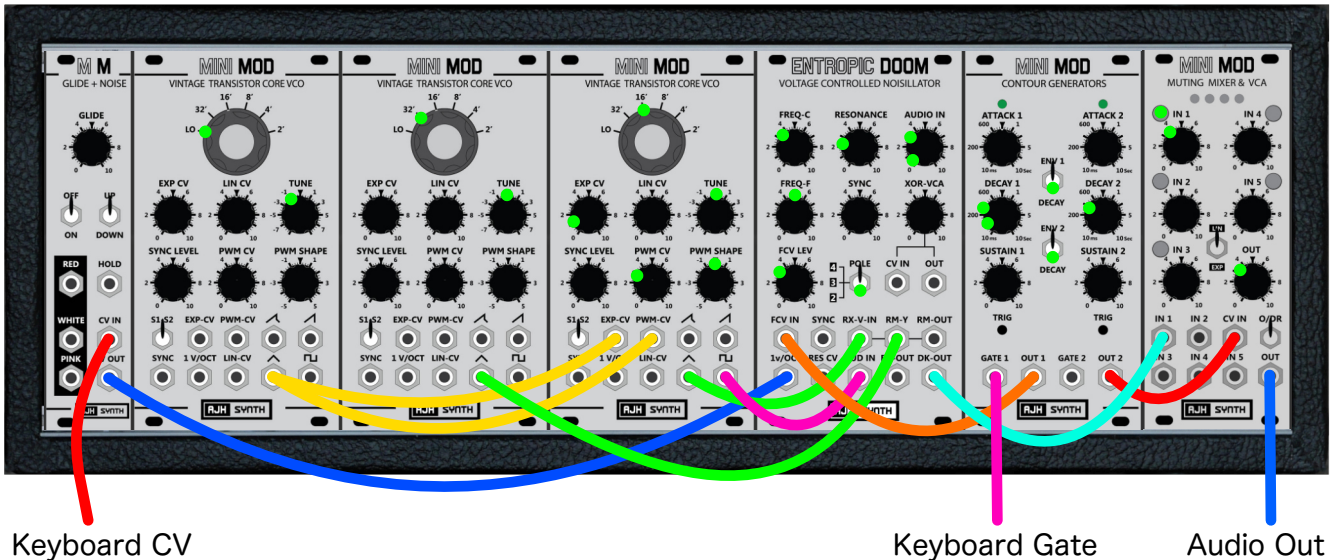


'Entropic Percussion'



Green dots show approximate pot and switch positions. Where a pot has two dots, this illustrates the range I move them during the video. Pots and switches that do not have green dots are not used in this patch, and should be left at their zero or off positions.

In the video I'm using the Glide + Noise module to access the CV bus, allowing me to control multiple VCOs from one input/cable, otherwise you will need to use a multiple or stacking cables to connect the keyboard/sequencer to the second and third VCOs, as is usual with a fully modular synth. If you are using the CV bus you can disable the 1V/Oct control of a VCO, for example the LFO speed from the first VCO here, simply by inserting a cable into the 1V/Oct input.

The tuning of VCOs 2 & 3 will depend on your controller, but keep them tightly tuned together and 2 octaves apart, even if you need to shift the overall pitch up or down.

The triangle waves from VCO 2 & 3 are only connected to the Ring Mod inputs (RX-V-IN & RM-Y) when this effect is wanted, otherwise these need to be removed in order to disable the ring mod sound. Notice how I connect them during the video, from which point the ring modulated sound can be heard.

I'm using the Muting Mixer so I can mute the sound easily, but you could alternatively use the Discrete Cascaded VCA and it's MASTER pot to control the level of sound.

Modules used from left to right: Glide + Noise (for bus board access - optional), VCO x3, Entropic Doom, Contour Generators, Muting Mixer (or a VCA).