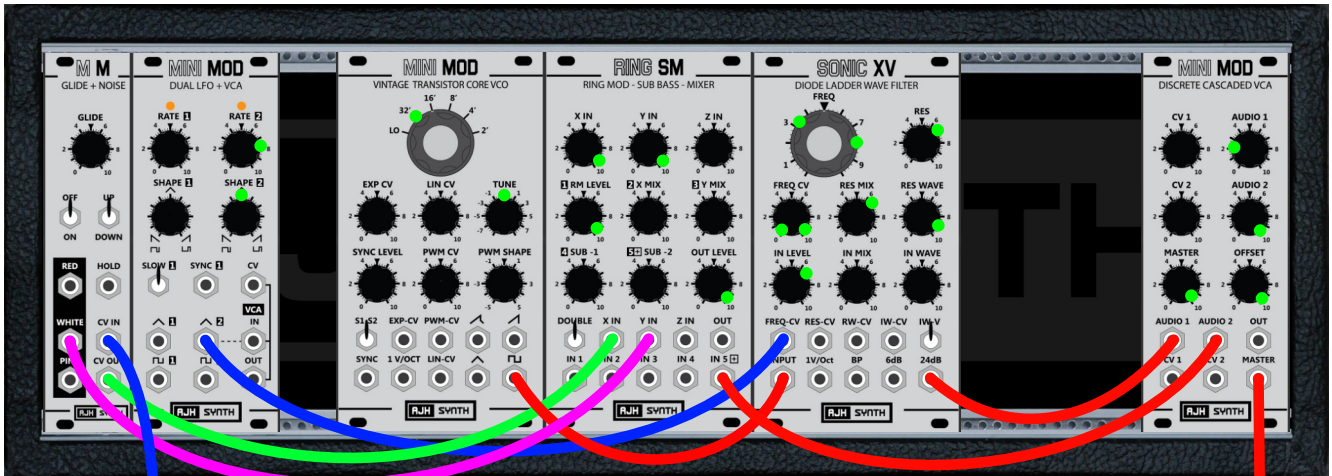


'On the Run' Melody & Percussion



Sequencer CV

Audio Out

Green dots show approximate pot and switch positions. Those with two dots show the range I adjust 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.

SONIC XV: This gets us fairly close to the Synthi's sound, as that instrument also used a diode ladder VCF. I use both 24dB, as the original Synthi filter was 24dB, but also the 6dB output, because in 24dB it is easier to send the filter into self-oscillation when using high resonance, and this sound really benefits from a lot of resonance. The 6dB can achieve a more noticeable degree of resonance before self-oscillation occurs. It is subjective, and both have their character and strengths, so experiment!

RING SM: Firstly, depending on what you are using as a noise source you may need to keep levels low, both on the RING SM and the VCA. Here I'm using white noise from the GLIDE + NOISE module, which has a low volume level, but when using filtered noise from the Entropic Doom (for example) the output will be quite high. Therefore, regardless of your noise source, start low, and gradually raise the levels to a useful volume.

DISCRETE CASCADED VCA: Either this or the MUTING MIXER & VCA can be used, as I did in the previous video. All that's important here is having at least two channels - one for filter output and one for ring mod output, so that the mix/volume balance between the two sounds can be adjusted, and then just to be careful of high audio levels.

Modules used from top-left to bottom-right: Glide + Noise, Dual LFO + VCA, Vintage Transistor Core VCO, Ring SM, Sonic XV Diode Ladder Wave Filter, Discrete Cascaded VCA.