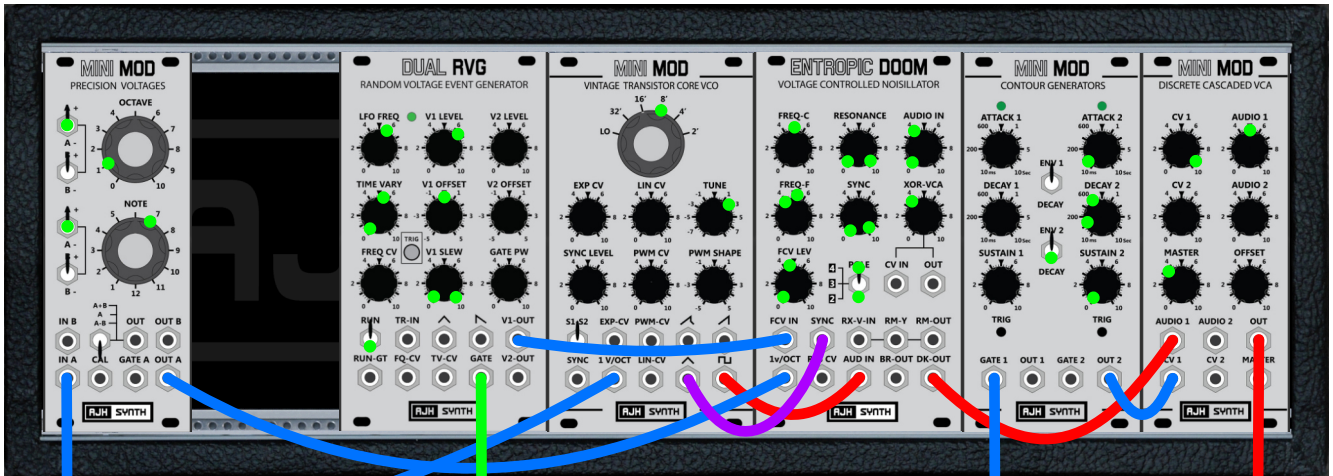


'Melodic Doom'



Sequencer CV

Sequencer Clock In

Sequencer Gate

Audio Out

Green dots show approximate pot and switch positions, and where there are 2 dots on the same pot, this indicates 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.

PRECISION VOLTAGES: Used to shift pitch intervals on the Entropic Doom from the incoming sequencer pitch CV. During the video I add 7 semitones and 1 octave at different points using the A switches.

DUAL RVG: This is being used for 2 purposes - To generate random frequency modulation of the Entropic Doom at the start, in addition to the frequency changes generated by the sequencer, which means a wider and more varied range of frequencies can be achieved than just using the pre-chosen frequencies set by the sequencer. It's just to add more randomness and chaos to the initial apocalyptic noises. It is also used to create random sequencer step timing, via its Time Vary function. It sends gate signals to the sequencer and serves as its master clock. As I unveil the melody I reduce this time variation until the sequencer timing becomes regular, or normal. The sequencer will need to have some form of Clock Input (perhaps Sync or Gate In), marked here by the green cable.

VCO: This is also connected to the sequencer CV out, either by buffered multiple, or by using CV bus via the Glide + Noise as in the video, then the Glide's CV OUT should go to the Precision Voltages IN A. A triangle wave was used as the Sync source (purple cable), and square was used as the audio source. Tuning here is arbitrary, and dependent on your sequencer.

ENTROPIC DOOM: The base pitch of the module will be set by using the Frequency pots (FREQ-C & FREQ-F) to tune it, once the resonance level is high enough, more clearly so in 4-pole mode. FCV-IN here is only used for the random voltages coming from the Dual RVG, which I gradually remove as I unveil the melody from the sequencer.