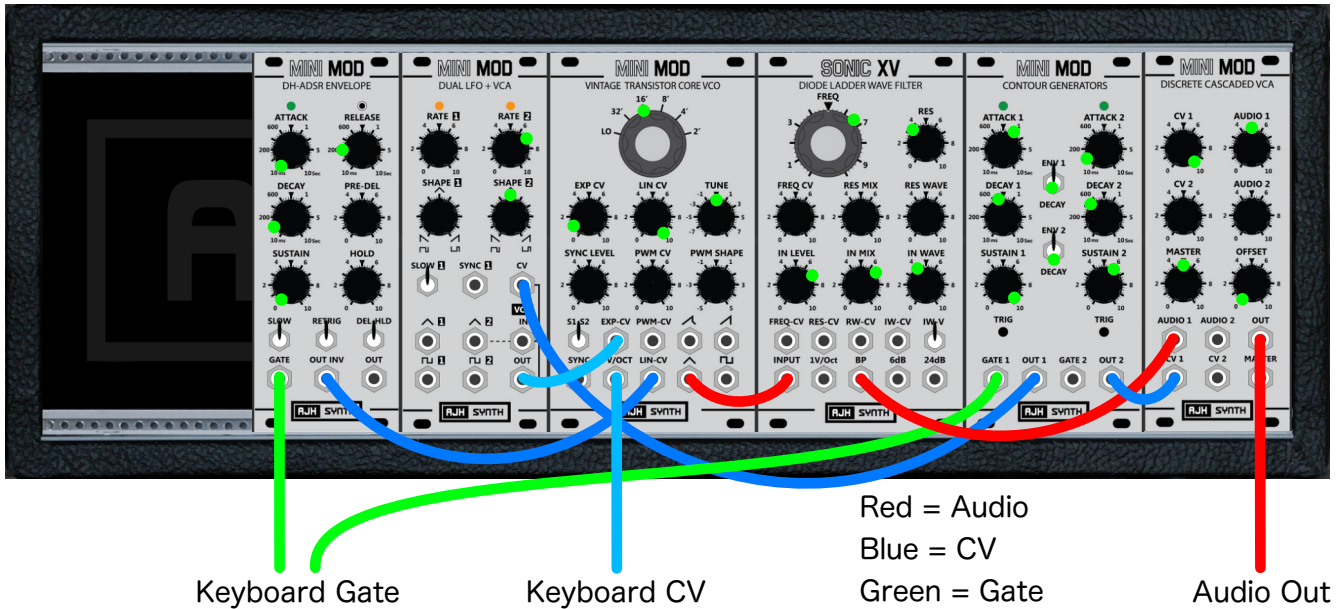


Sonic X Voice



Green dots show approximate pot and switch positions. 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.

DH-ADSR: As we are using the inverted output here, it will constantly be sending a +8V signal to the LIN-CV of the VCO (therefore raising it's frequency/pitch) until it receives a gate signal, at which point it will follow the envelope settings, starting from an output of 0V. This is why the VCO will need re-tuning to match other instruments used, but preferably after you are happy with the amount of envelope to pitch influence you have dialled in.

Dual LFO: The Tap Tempo VC-LFO module could also be used here in the same way, as it also has a built-in VCA (level control).

Sonic XV: Small differences in wave folder settings can make a big difference to the sound, so it'll probably require some fine-tweaking to get the ideal timbre. I have added some resonance in this version, as it can help to simulate the tone of a human voice, but this is of course subjective - all voices are different. Band pass is definitely the best filter type to use, as it can remove both high and low frequencies that would be beyond those produced by a human voice.

Modules used from left to right: DH-ADSR Envelope, Dual LFO + VCA, Vintage Transistor Core VCO, Sonic XV Diode Filter, Contour Generators, Discrete Cascaded VCA.