

LOFI

1. VHS

kind of like a stripped down generation loss, but not really. tape or vhs emulation with pitch modulation and bandwidth reduction. **WOW** controls the amount of slower random modulation while **FLUT** controls the amount of flutter modulation, which is fast and feathery. **LPF** and **HPF** control the cutoff frequency of low and high pass filters, respectively.

2. VINYL

fun emulation of old dusty and warped vinyls. you know the sound. **RPM** determines the speed of the pitch warbles while **DPTH** sets the depth. this rate can be tapped in with the tap tempo control. the **AGE** control adjusts the amount of filtering and saturation. a dynamic and random crackling sound along with static hiss are introduced as you turn up the **NOIS** knob.

3. CRUSHR

a crushed dirty square wave fed into a highly resonant envelope filter creates a really aggressive and abrasive synth voice. **SEN** will set the sensitivity of the envelope filter. like on old synths, you may want to have your oscillator drift: this is where **DET** comes in. turn this control up to detune one of the voices of the synth sound. **SUB** lets you blend in a sub octave, while **RES** allows you to adjust the resonance of the filter, watch out for oscillation!

4. DELAY

a low fidelity delay with flutter and sample rate reduction. **TIME** sets the delay time and can be tapped in with the tap switch. **FBK** sets the feedback level of the delay. **SRATE** allows you to reduce the sample rate, giving you crunchy sounds, while **FLUT** will introduce random flutter modulation.

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5. REVERB

dusty and spooky verb. inspired from my work on the dark world. **DCY** sets the decay of the reverb. the random modulation is introduced with the **MOD** knob while **NOIS** creates more instability and hiss. darken up the reverb by

6. RNGMOD

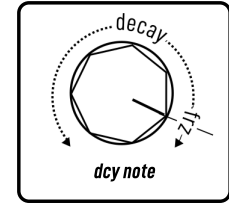
ring mod with some unusual parameters. set the overall frequency of the ring mod with the **FREQ** control. low settings on this are like tremolo. fine tune this range with the **FINE** knob. randomize the frequency by turning up the **RAND** knob; the **RSPD** adjusts the speed of randomization. create a random tremolo by setting the **FREQ** to a min, **FINE** and **RSPD** to taste and **RAND** to about 25%.

7. BITVRB

this is another flavor of low fi reverb. The tails of this verb are effected by a sample rate reducer, giving you that digital crushed vibe. the **DCY** knob controls the decay of the reverb. At its maximum, it freezes the signal. see the DCY note. **DIFF** adjusts the amount of smearing or diffusion of the reverb. to reduce the sample rate of the reverb tails, adjust the **DIGI** knob. additional control of the sample rate reduction is offered by the **AMNT** knob, or the amount of signal that is fed into the sample rate reducer.

8. SYNTH

a synth...kinda. this program reimagines your signal as a synth inspired voice. a chunk of your sound is sampled, based off the sensitivity set by the **SEN** knob. **CRSH** reduces the sample rate of the synth voice, crushing it to bits. a low pass filter can smooth out the aggressive sounds, control this with the **LPF** knob. the time it takes for the synth voice to fade in is set by the **ATK**, or attack knob.



*the **DCY** knob will behave as expected until you reach the end of the sweep. at this point, the audio will freeze, meaning the incoming audio is muted and the reverb loop is repeated infinitely. if no audio is heard, make sure this knob isn't set to its maximum.*