

GENERATION LOSS

...the card. not the pedal.

The Generation Loss pedal (not the card) has two 'sections', the wow and flutter section and the fidelity section. The wow and flutter section does all the pitch vibrato and random pitch fluctuations. The Fidelity section takes care of the filtering, noise, and sample rate reduction. Knowing this will help explain the first few patches on this Generation Loss card (programs 1-4)

1. W+F

wow and flutter patch. this one focuses on the phenomena wow and flutter often found of magnetic media like tapes. wow describes low frequency pitch variations (like a vibrato in guitar terms). flutter describes high frequency pitch jumps and really creates the sound of garbled tape. **WSPD** sets the speed of the wow, and **WDPT** sets the depth of this modulation. **FDPT** allows you to control the amount of flutter. the flutter can be smooth or distorted and crinkly. to adjust this characteristic of flutter, the **FCHR** will increase harsh tape irregularities as you turn it CW.

2. FIDLITY

the fidelity side of the generation loss. filtering, noise, and sample rate reduction are key here. **LPF** and **HPF** adjust the cutoff frequencies of low and high pass filters, respectively. the **GEN** knob lets you dial back the quality and digitize the audio by reducing the sample rate. not something found on analog media, but a nice tool to have with any lofi manipulator. the **NOIS** knob blends in some extremely unique noise and dirty flutter characteristics. this is the key textural aspect of the generation loss.

3. COMBOA

combining the wow and flutter characteristics from the W+F patch with the filtering options from the FIDELITY patch gets you a pretty nice sounding VHS emulation. **WOW** and **FLUT** control the amount of wow and flutter, respectively. **LPF** and **HPF** set the cutoff frequencies of two independent low and high pass filters, respectively. this patch borrows heavily from my work on the CHASE BLISS AUDIO version of the generation loss.

4. COMBOB

the second combination, COMBOB, is the closest in my opinion to the original generation loss. it takes the full wow section with independent speed (**SPD**) and depth (**SPAN**) controls from the first version of the generation loss. the **AGE** control leans into the low pass filter, some slight high pass filtering, and a boost in noise levels. **DIST** is akin to the NOISE MOD version of the generation loss. It adds tape crinkle and distortion (not saturation) to the signal and a little more harsh-warble.

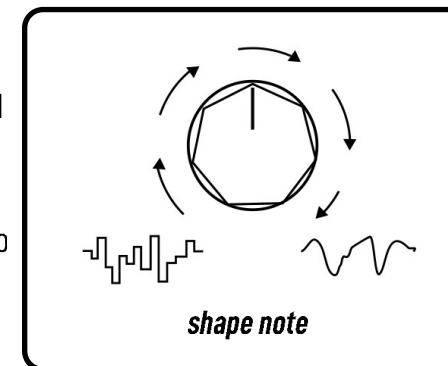
5. VHSDLY

a vhs inspired delay. **TIME** and **FBK** are familiar to most delay users, and set the time and feedback of the delay. **LPF** adjusts the cutoff frequency of a low pass filter applied to the repeats. turn it CCW for dark repeats. the **NOIS** control adjusts the amount of random tape fluctuations and hiss put on the delay trails.

6. VINTAGE

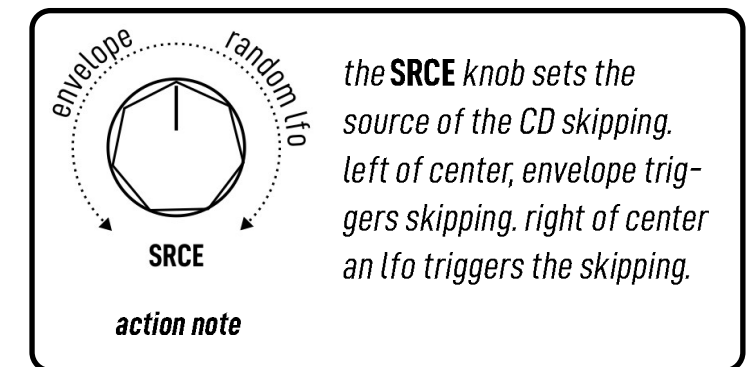
vintage time capsule. **SPD** sets the speed and **DPT** sets the depth of a random vibrato modulator. **SHPE** adjusts the smoothness of the random modulator from sharp squared edges to smoothed out peaks and valleys. see the SHAPE note.

DYNA adjusts how filtering and volume characteristics of the effect respond to your playing dynamics.



7. CDSKIP

recreates sound of a cd skipping. **SIZE** dictates how big a chunk of audio is glitched upon skipping. **ACT** is the action of skipping and is an envelope sensitivity or lfo speed control depending on the **SRCE** knob, see the ACTION note below. **RAND** dictates the probability of the **SIZE** knob getting randomized on each triggering event.



the **SRCE** knob sets the source of the CD skipping. left of center, envelope triggers skipping. right of center an lfo triggers the skipping.

8. RADIO

an attempt to simulate the sound of a bad radio signal. **STAT** dials in the amount of hiss and static noise. **LPF** and **HPF** let you tune in on the frequency bands you are desired in retaining or cutting. **INTR** or interference creates random volume drops. sounds like the car radio during a bad storm.

