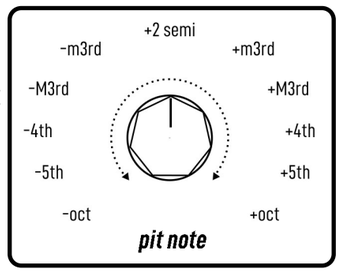
PASTICHE

a sampling of effects from the various ARCADES cards available.

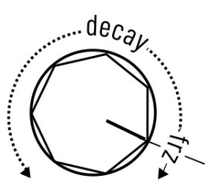
1. PITCH



modeled after the arpeggiator modes on the digitech XP-300, this is what happens when you put a pitch shifter in the feedback loop of a delay. The controls on this program are highly interactive.
the ***FBK*** knob acts like a standard feedback control. turn this knob up to get more ascending/descending pitch bends. the ***PIT*** knob determines the pitch interval the pitch shifter is tuned to (see PIT note). the ***DET*** knob determines how much pitch shifting is happening. turned CCW there is no pitch shifting. increasing CW will increase the amount of pitch shifting.

2. MULTI

a reverb is made of multiple delay 'taps'. This reverb allows you to isolate the taps and manipulate them in various ways. The ***DIFF*** knob sets the amount of diffusion, or smearing of the taps. turn this knob CCW to get a multi tap delay, turn it CW to smear those taps. the ***DROP*** knob randomly mutes the taps and drops the audio coming out of the reverb. ***TAPS*** sets the levels of the individual taps. CCW you will hear just one tap, while turning this knob CW will introduce more taps.



dcy note : *turning the* **DCY** *knob all the way up will freeze the signal: meaning it mutes incoming audio and sets the decay to infinity.*

3. 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.

4. ARP

a two step arpeggiator. the ***SPD*** knob sets the speed of arpeggiation and can be tapped in with the tap tempo switch. ***P-1*** and ***P-2*** set the two pitch intervals you are gliding between. quiet playing will output the ***P-1*** setting and loud playing will output the ***P-2*** setting. these two knobs are quantized in semitones from –16 semitones to +16 semitones. ***PORT***, or portamento, will allow you to create smooth gliding pitch bends.

5. VHSDLY

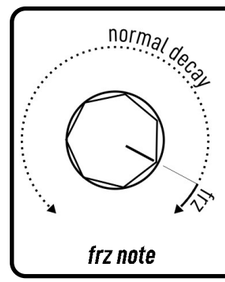
a vhs inspired delay. ***TIME*** and ***FBK*** are familiar to most delay users, and set the time and feedback of the delay. ***LPF*** adjusts the cutoff frequency of a low pass filter applied to the repeats. turn it CCW for dark repeats. the ***NOIS*** control adjusts the amount of random tape fluctuations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

6.MONO

a classic aggressive mono synth sound. like on lots of old synths, you can adjust the amount of drift, or detuning between two oscillators. this creates a thicker sound, kind of like what chorus does. adjust this amount of drift or detuning with the ***DET*** knob. ***RES*** adjusts the amount of resonance on the filtering. turning this knob up can create very aggressive sounds and oscillations, so be careful turning it all the way up. The ***OCT*** knob sets the root note of the oscillator.

7. REVRSE

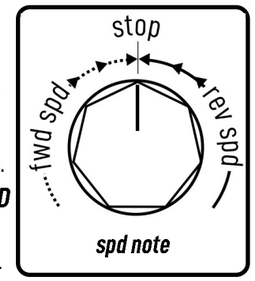
standard reverse delay with some fun add-ons. ***TIME*** sets the time of the delay, and can be tapped in with tap tempo. ***FRZ*** works like a feedback knob, but at its maximum point will freeze the delay line. See the **FRZ NOTE** for more info. ***PIT*** sets the pitch and playback speed of the reverse delay. CCW is full tape stop, noon is no pitch shifting or regular speed, and fully CW is double speed or octave up. it should be noted that the tap tempo will only work if the ***PIT*** knob is set to noon. this is because the PIT knob affects playback speed of the delay buffer, and as a result the delay time. turning up ***SHUF***, or shuffle, will randomly shuffle the delay between going forwards and backwards. Turn fully CCW for no directional shuffling.



labeled **FRZ** *short for freeze. this knob controls the amount of non additive feedback. when turned fully CW, the signal is frozen, meaning incoming audio is muted and the sound in the delay line is repeated infinitely.*

8. TIMEST

granular time stretching, or manipulating playback speed but NOT pitch with forward reverse, and random playback. ***SIZE*** sets the size of the grains. ***FRZ -*** see the **FRZ NOTE.** the ***SPD*** knob determines the direction and speed of the time stretching. see the SPD note for more info. As you increase the ***RAND*** knob, you introduce random jumps in the buffer.



like one of the patches on here and want to try more like it? below is a list of the programs on this 'demo disc' and the card they are from. each card contains 7 more patches related to the one that is featured on this package.

PitDly - delay card

VHSDly – generation loss card

MultRv– reverb card

MonoSy - synth card

Vinyl– lofi card

RevDly - reverse card

Arp– pitch card

TimeSt - grains card