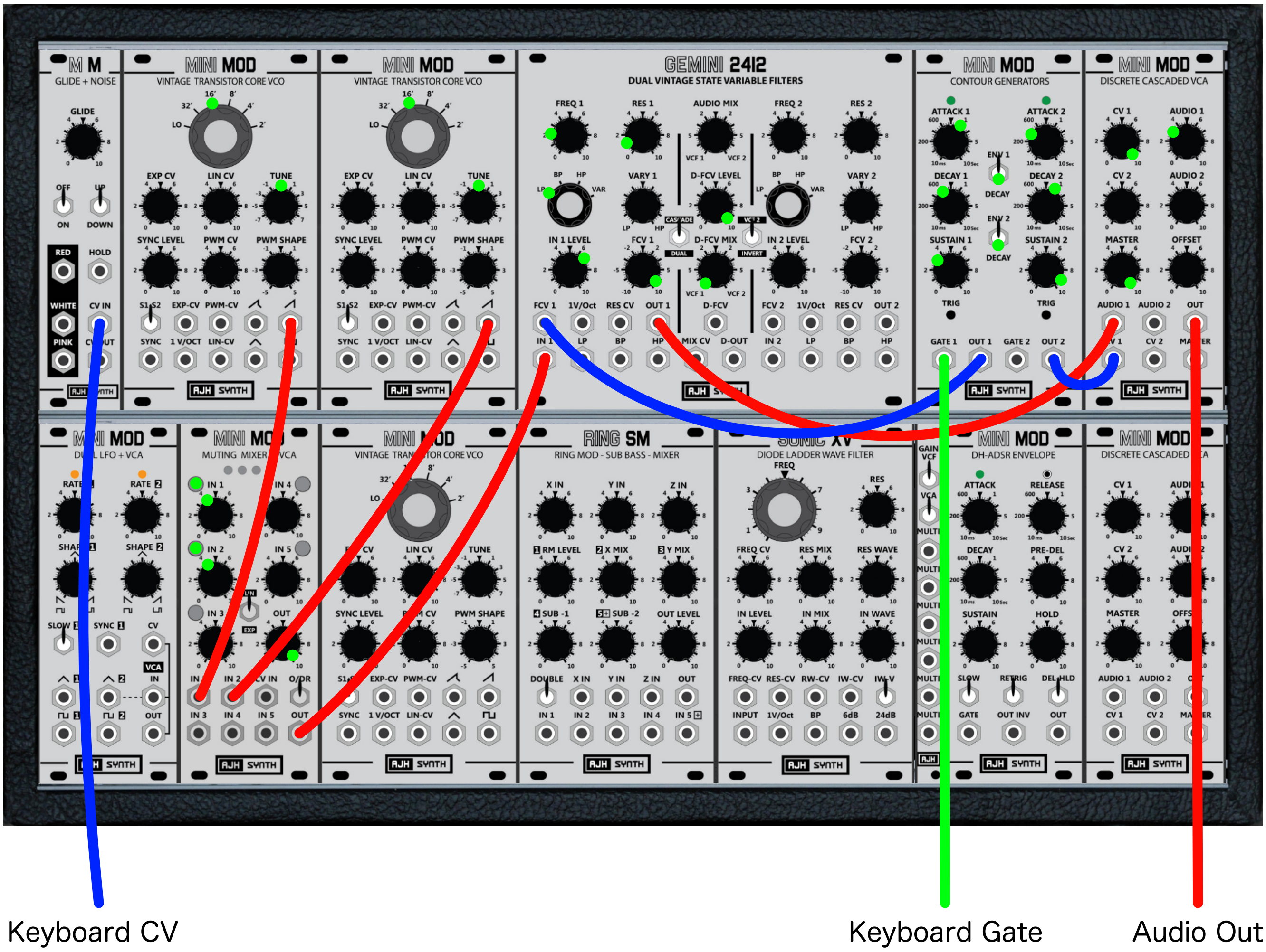
AJH SYNTH Patch of The Week

Blade Runner - Opening Titles



Green dots show approximate pot and switch positions. Those with two dots show 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.

In the video I'm using the Glide + Noise MkII module to access the CV Bus, allowing me to control both VCO's from one input/cable. If you are not able to use the CV Bus you will need to use a multiple or stacking cable to connect the keyboard to each VCO's 1V/Oct input, as is usual with a fully modular synth.

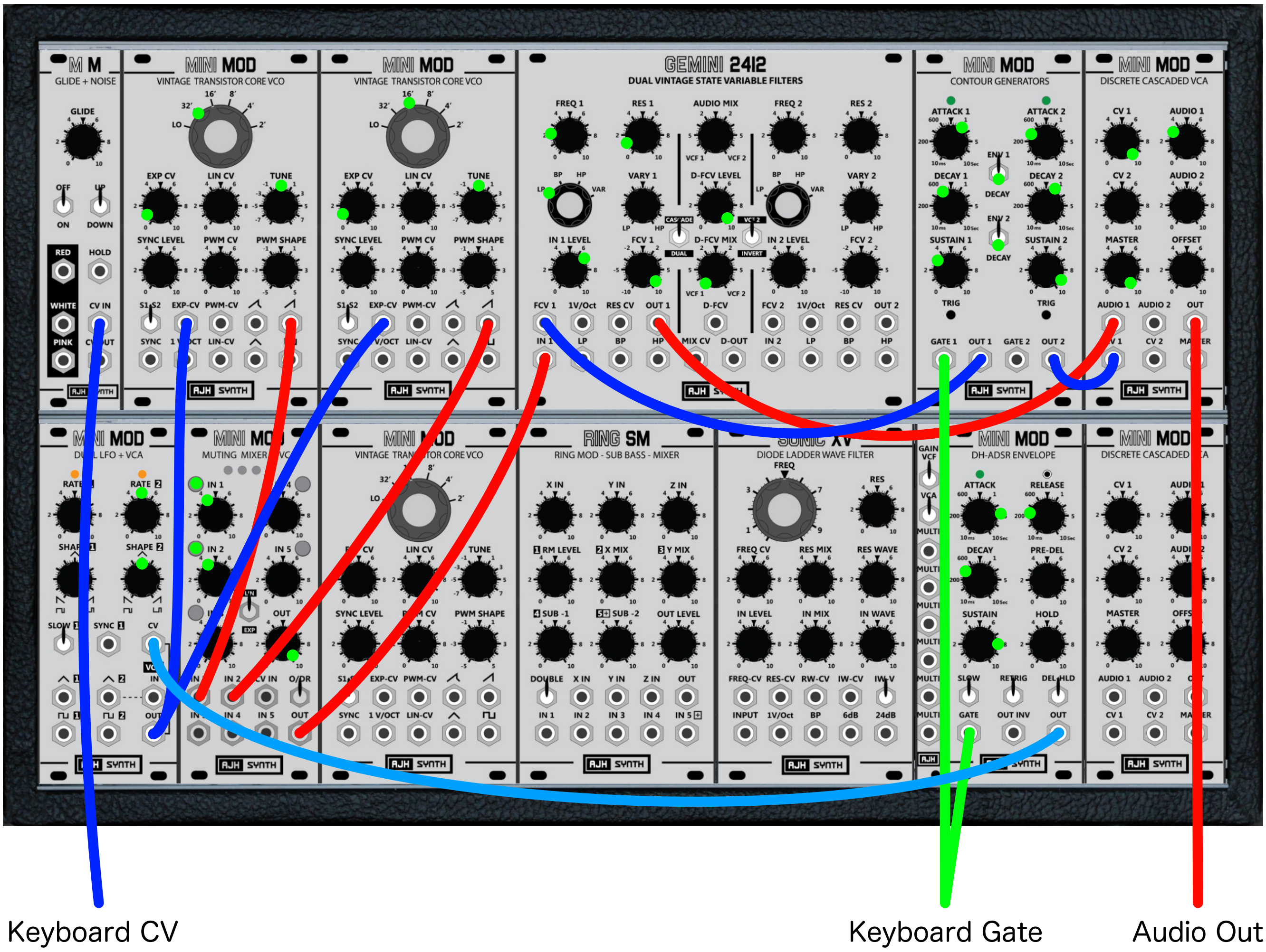
VCO: It's very important to get the tuning just right - the two VCO's need to be just slightly detuned, so that they slowly tear into each other, as in the video. Sawtooths are the best choice of waveform for brass-like sounds.

Gemini 2412: Here I've used the OUT1 output, but you could also just use the LP output, bypassing the need to set the filter type on the rotary switch. Note that D-FCV LEVEL also affects the frequency of the filter, and subsequently how much it is affected by incoming CV at FCV1.

Modules used from top-left to bottom-right: Glide + Noise MkII (optional), Vintage Transistor Core VCO (x2), Gemini 2412, Contour Generators, Discrete Cascaded VCA, Muting Mixer & VCA.

Patch of The Week

'Blush Response'



The only module changes in this version of the patch is the addition of the DH-ADSR and Dual LFO.

VCO: Same as with the 'Opening Titles' patch, except one VCO is lowered an octave. Also, a subtle amount of frequency modulation (EXP-CV) is to be added to each VCO from the LFO.

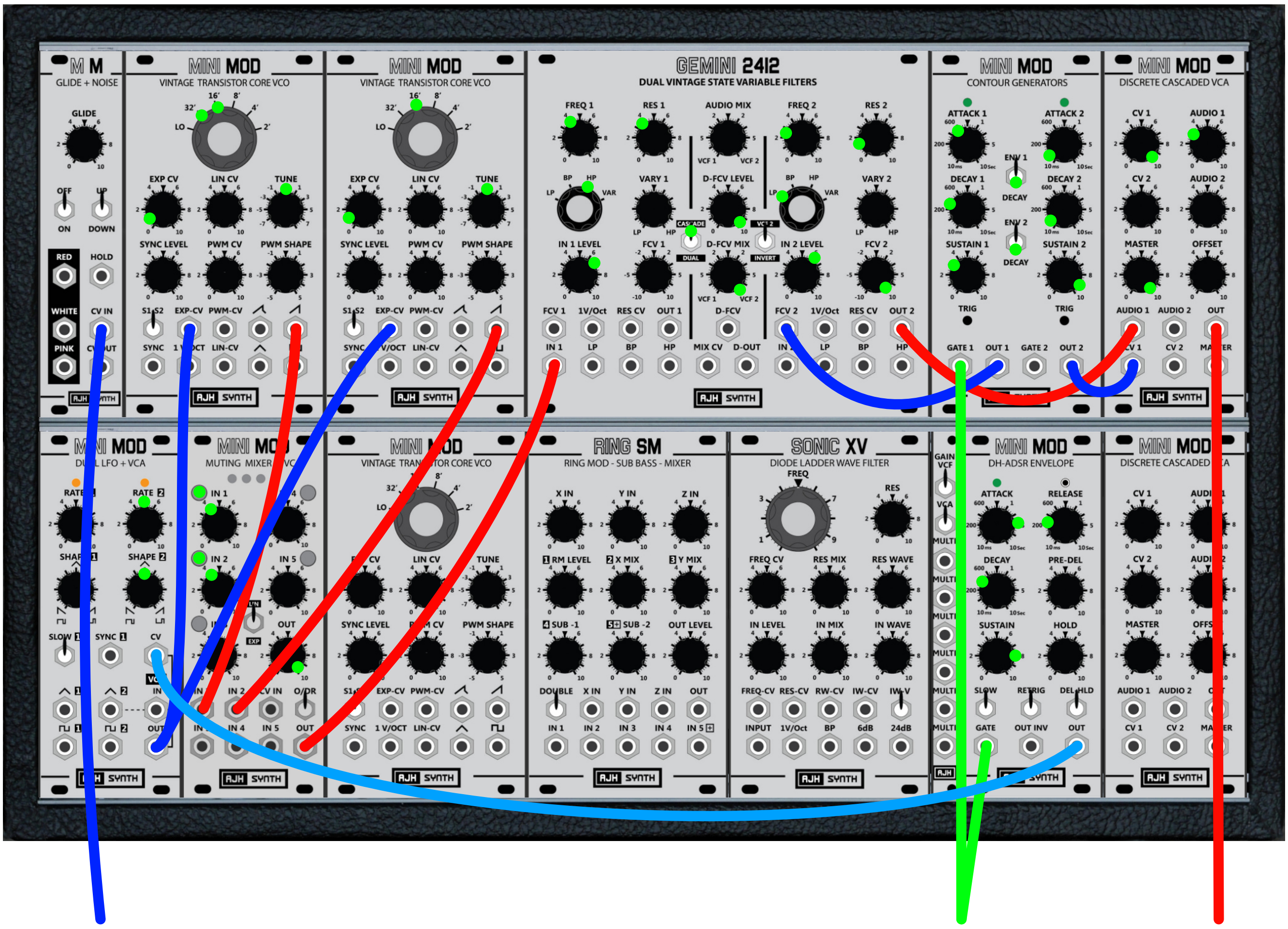
DH-ADSR: This is used purely to control the VCA on the Dual LFO + VCA module. A very slow attack is used to gradually introduce the pitch modulation as each note is held. Alternatively, a mod wheel/controller or aftertouch could be used, in order to control the modulation level manually.

DUAL LFO + VCA: The triangle of LFO 2 is hard-wired/normalled to the VCA, so we use the VCA's output to send to the VCO's via a multiple, and patch the output of the DH-ADSR to the VCA's CV input (not 'IN'), thus controlling it's level. This CV input would also be used to connect a modulation wheel/controller or aftertouch CV.

Modules used from top-left to bottom-right: Glide + Noise MkII (optional), Vintage Transistor Core VCO (x2), Gemini 2412, Contour Generators, Discrete Cascaded VCA, Dual LFO + VCA, Muting Mixer & VCA, DH-ADSR Envelope.

AJH SYNTH Patch of The Week

'Blade Runner Blues'



Keyboard CV Keyboard Gate Audio Out

The only module changes in this version of the patch is the optional addition of the DH-ADSR and Dual LFO used in the second half of the video detailing this variation of the patch.

VCO, DH-ADSR, DUAL LFO: See 'Blush response notes - same applies here.

Gemini 2412: This variation uses the Gemini in Cascade mode, with the first filter serving as a high pass filter on the incoming audio, before being passed on to the second filter in low pass mode. It is in the low pass filter where the envelope modulation occurs.

Contour Generators: This patch uses a different envelope shape for both filter and VCA - a shorter attack, but also a very short decay on the VCA. I've kept the envelope in 'Decay' mode, and added a very small amount of VCA decay to avoid clicks at the end of key presses. Also, the low Master level and high Audio 1 level on the VCA helps eliminate this. In normal circumstances it would be better to have a higher Master and lower input level to avoid addition distortion of the incoming signal.

Modules used from top-left to bottom-right: Glide + Noise MkII (optional), Vintage Transistor Core VCO (x2), Gemini 2412, Contour Generators, Discrete Cascaded VCA, Dual LFO + VCA (optional), Muting Mixer & VCA, DH-ADSR Envelope (optional).

For more information on modules and user manuals visit https://AJHSynth.com

For more videos visit https://www.youtube.com/AJHSynthOfficial