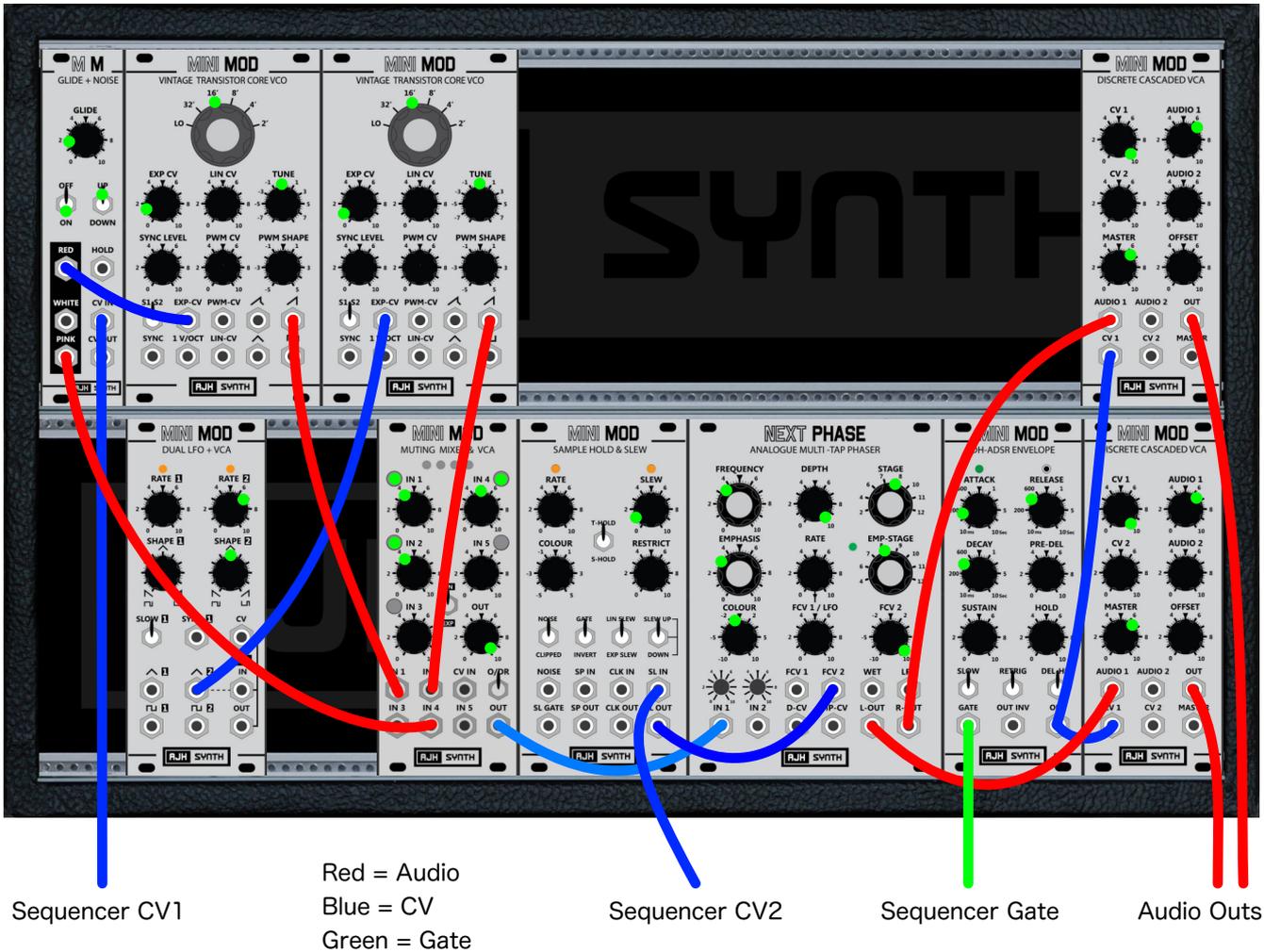


## Next Phase Voices



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.

In the video I'm using the Glide + Noise MkII module to access the CV Bus, allowing me to control both VCOs from one input/cable. If you are not able to use the CV Bus you will need to use a multiple or stacking cables to connect the keyboard to both VCO's 1V/Oct input, as is usual with a fully modular synth. I also use the Glide function, so the multiple would have to be connected between this module's CV OUT and the 2 VCOs if you wish to use it.

VCO: Two different sources are modulating their pitch - VCO1 uses Red noise, which creates a random, wobbly signal, which is great for organic sounds, but it'll need it's EXP-CV level raised a little more than that from an LFO.

MUTING MIXER: This allows me to mix 3 signals into the Next Phase, and mute them as needed. You could also skip the noise and connect both VCO's to Next Phase's IN1 & IN2.

VCA: Two are used here purely for a stereo effect for the noise sweep at the beginning of the video. In the vocal sound this isn't needed (see NEXT PHASE).

NEXT PHASE: For the vocal sound I'm using both Stage and Emp Stage set to 8, simply because I found the most voice-like tones here, but in setting them to the same value the output of both L-out & R-Out will sound the same, in which case the faux stereo effect is lost and 2 VCA's no longer necessary. However, because this stereo effect can sound so interesting it's worth experimenting with it if you have 2 VCA's, trying any of the 64 possible combinations of Stage and Emp Stage - they can sound significantly different.

Modules used from top-left to bottom-right: Glide + Noise, Vintage Transistor Core VCO x3, Transistor Ladder Filter, Contour Generators, Discrete Cascaded VCA, Dual LFO + VCA (optional).