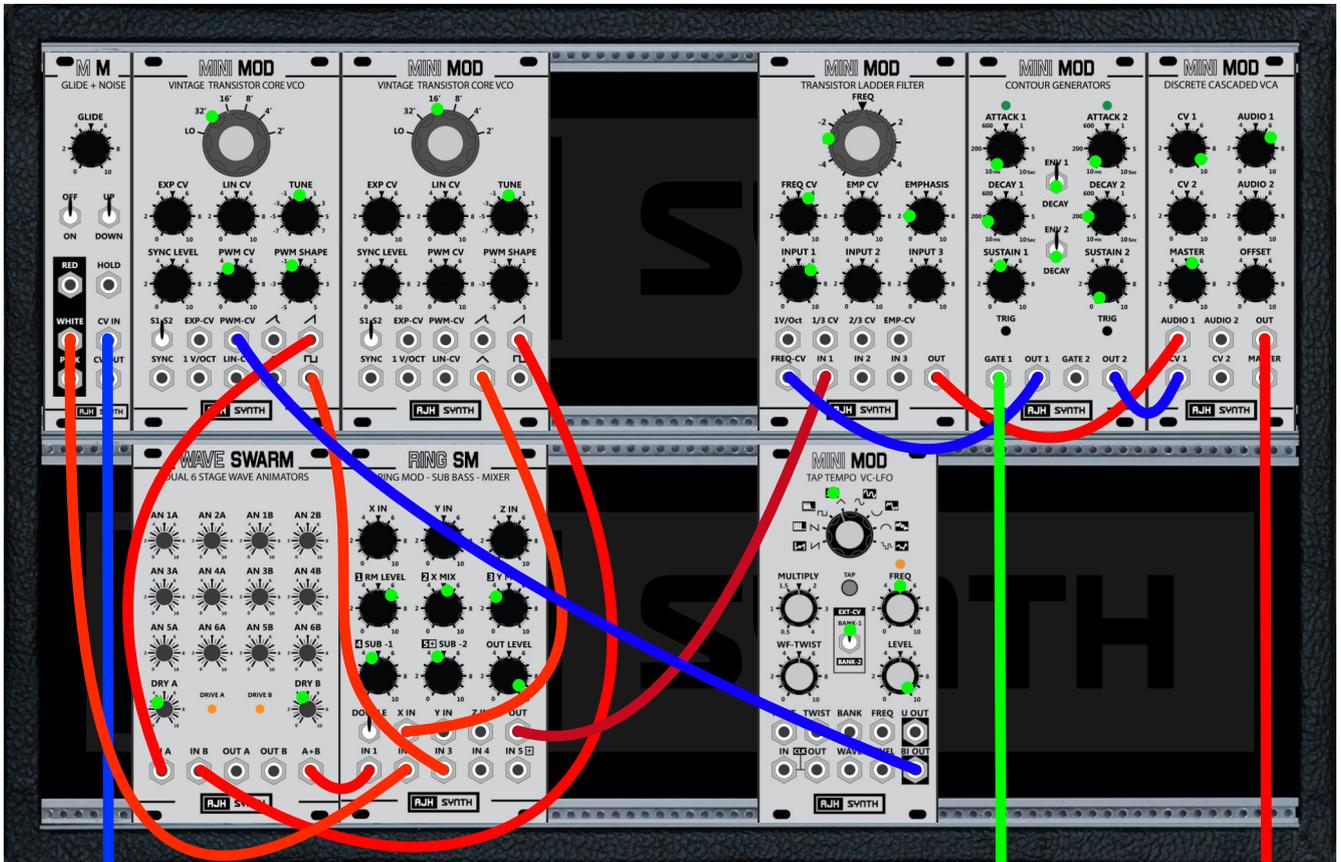


'Fat Bass'



Keyboard CV

Red = Audio
Blue = CV
Green = Gate

Keyboard Gate

Audio Out

Green dots show approximate pot and switch positions. With the exception of Wave Swarm, 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 all 3 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 each VCO's 1V/Oct input, as is usual with a fully modular synth.

WAVE SWARM: Experimenting is advised whilst listening to the output of the module in isolation, but a good starting point is to set the input levels at about 4, with the various animators between 2 and 3, then raise them further if a more aggressive sound is required.

RING SM: X IN only uses the triangle from the second VCO to generate sub basses, so IN 2 and it's level pot are free to use for the white noise from the Glide + Noise module. Inputs 4 & 5 are kept free, or else they will cancel out the Sub-1 & Sub-2, which use the corresponding pots to control their level.

LFO: Just a simple triangle LFO is needed here for the PWM, so just use whatever you have.

Modules used from top-left to bottom-right: Glide + Noise, Vintage Transistor Core VCO x2, Transistor Ladder Filter, Contour Generators, Discrete Cascaded VCA, Wave Swarm, Ring SM, Tap Tempo VC-LFO.

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

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