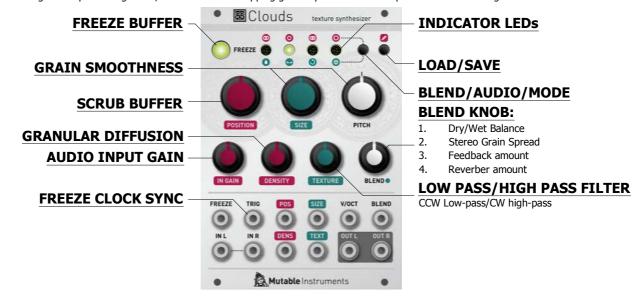
#### **MODE 1: GRANULAR PROCESSING**

Default granular texture synthesis



## **MODE 2: PITCH SHIFTER/TIME STRETCHER**

 $Similar\ to\ granular\ processing\ mod \overline{e},\ but\ uses\ two\ overlapping\ grains\ synchronized\ and\ spliced\ to\ a\ smooth\ deglitched\ mesh.$ 



#### **MODE 3: LOOPING DELAY**

The looping delay engine continuously plays back audio from the buffer without any kind of granularization.



#### **MODE 4: SPECTRAL MADNESS**

MP3-style bitrate reduction and corrupted file glitches, spectrum warping and stretch-like drones .



# **INDICATOR LEDs**

LOAD/SAVE

**BLEND/AUDIO/MODE** 

PITCH SHIFTER

## **BLEND KNOB:**

- 1. Dry/Wet Balance
- 2. Stereo Grain Spread
- 3. Feedback amount
- 4. Reverber amount

## **BIT REDUCTION/NOISE**

CCW BIT REDUCTION FILTER/CW NOISE

## **MODE 5: OLIVERB (Parasite firmware only)**

The Oliverb is a full-featured and CV-controllable modeless reverb with some twists.



## **MODE 6: RESONESTOR (Parasite firmware only)**

Dual-voice, four-part resonator (or comb filter) effect with built-in capability for polyphonic Karplus-Strong plucked string synthesis.

