



Mutable
Instruments

Clouds/Parasites

Alternative modes reference guide v.1.1

clouds

freeze



position



size



pitch



denisty



texture



blend modes

<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dry/Wet
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Stereo Output
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Feedback
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Reverb

pitch shifter/
time stretch

loop



position



size



pitch



granular
diffusion



LP<filter>BP



blend modes

<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dry/Wet
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Stereo Output
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	?
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	?



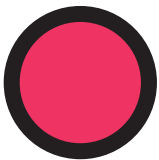
Mutable
Instruments

Clouds/Parasites

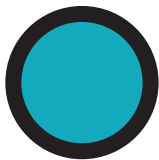
Alternative modes reference guide v.1.1

looping
delay

loop



time/
loop start



loop length



pitch



diffusion



LP<filter>BP



blend modes



Dry/Wet



Stereo Output



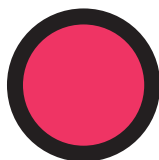
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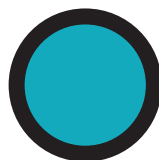
?

spectral
madness

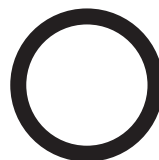
gzkk



ftzzk



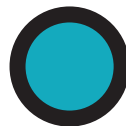
blerghhh



pffffrttt



pkkwosh



shhhzzzt



blend modes



?



?



?



?



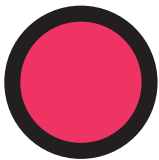
Mutable
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Clouds/Parasites

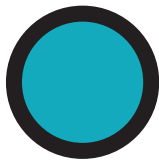
Alternative modes reference guide v.1.1

oliverb

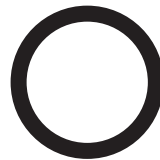
infinite decay



pre-delay



reverb size



pitch shift



decay



diffusion



blend modes



Dry/Wet



LP<damp>HP



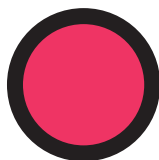
Modulation speed



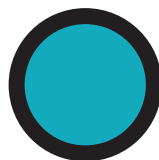
Modulation amount

resonestor

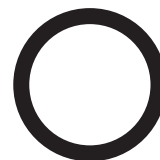
switch voices



timbre/duration
of noise



chord



pitch



decay



LP<filter>BP



blend modes



Dry/Wet



Stereo Output



Scatter



Harmonics