



Noise 1/3: its groove's lane, bar 1 above bar 2; VINYL at the right.



Noise voice 2/3: Air, Tone, Decay, Width.



Noise LFO 3/3: on the Filter, 20 kHz at the top.

THE GROOVE: TWO BARS, DENSITY 50



Eight hits spread evenly, turned, two a step off, a ghost lower.

EACH HIT RINGS THE CHORD



1 • WHAT IT IS

Not a bed of hiss: a voice, played like the drums. It plays only while the music does, fading in and out over half a second.

THE GROOVE Hits on a two-bar pattern of semicorcheas (16ths), spread evenly, turned, two nudged a step off, now and then a quiet ghost. Break and Thin phrases: fewer.

RUNG Each hit a short burst that strikes three resonators on the chord's root, third and fifth, low (E1 to Eb2), retuned at each hit; then a band-pass takes the top off.

THE AIR A quiet hiss under it, and now and then a dry vinyl click.

THE DUCK It dips on every beat, deeper than the music, and swells between.

SENDS Into the plate, a little into the echo; more while a stab is thrown.

2 • THE NOISE PAGE [SAVE](#) • its part

DENSITY KNOB 1 How many hits ring in the two bars; heard from the next bar. At 0 the clicks go too (the hiss stays: Air).
0 none • 50 eight • 100 sixteen

VARY KNOB 2 How often the groove is drawn anew at a phrase's start, rather than kept (a motif that comes back). Centred; far left **Hold**: always kept.
Hold • 0 as Form's • +50

KNOB 3 • 4 Empty. Its sends: the noise's strip (6).

3 • THE CHARACTERS [ALGORITHM](#), Noise • Noise voice

The same machine set otherwise; its name at the rule's right. Each piece keeps its own.

VINYL The crackle groove rung on the chord.

TAPE The hiss through the resonators too: a pad swelling between the beats; fewer hits, longer, darker.

DUST Dry clicks and bursts, no ringing; more of them, brighter.

ROOM On the key's tonic triad, not the chord: long, more air.

MACHINE Inharmonic (1 : 1.41 : 2.76): metallic.

7 • AROUND IT

WET SEL KNOB 3 Moves the noise too: its dry down and its plate and echo up, or the other way.

BY ITSELF Its air, tone, clicks and decay drift a little, on the barlines, each piece at its own pace.

SAVE, AGAIN AND AGAIN

Noise › Noise voice › Noise LFO › Noise; **SAVE** blinks past the first.

4 • THE NOISE VOICE PAGE [SAVE](#) again

AIR KNOB 1 The hiss under it, softer or more.
0 none – 100 the loudest

TONE KNOB 2 The band-pass: the rings darker or brighter; the arrangement's sweep moves it too.
-50 ~250 Hz • 0 the piece's • +50 ~2 kHz

DECAY KNOB 3 How long each hit rings on the chord: a knock to a hum. Longer in a Break.
0 ~70 ms – 100 ~1.2 s

WIDTH KNOB 4 The rings mono to wide: the third further left, the fifth further right.
0 mono • 50 the pieces' • 100 wide

5 • THE NOISE LFO PAGE [SAVE](#) a third time

As the chord's (sheet 4): a wave on the bars and a wander, how far Form's Drift says.

DRIFT KNOB 1 More or less of Form's Drift; far left **Still**.
Still • 0 as Drift • +50 twice

WAVE KNOB 2 The share, wander to wave.
0 the wander • 50 half each • 100 the wave

RATE KNOB 3 How long the wave.
1 bar • 2 • 4 • 8 • 16 • 32 bars

TARGET KNOB 4 Also ALGORITHM here. **Filter**: a low-pass on all of it, open at the top of its reach, closing as far as ~1.4 kHz. **Tone**, **Air**: their knobs (the Noise voice page's) moving, a quarter of the sweep at Form's Drift 100.
Filter • Tone • Air

6 • LEVEL, STRIP, SAVE HELD

OCT- / OCT+ On a Noise page: its level, 5 a press; both together, muted or back (its level kept).

THE STRIP SEL, white 6 (D4) held: Level, Echo, Plate, and a Filter: its high-pass on the rings and the clicks, its low-pass on all of it, the hiss too (sheet 2). No black key: no solo, no throw.

SAVE HELD 0.5 s, a **nudge**: Tone, Density, Decay, Air a step. 1.5 s, a **shake**: another character, every value a big step. (Saving is GLO.)

LOCK SEL held Each phrase keeps its groove; a Density turned waits until Lock is off.

THE PIECES Each its own character, Density, Air and Tone; Basic: Vinyl, Density 56, Air 66.

THE SCREEN

On the Noise and Noise voice pages, the noise alone: grey specks, a hit each (or its scope, its spectrum); its groove's lane. The clicks come at random: not in the lane.