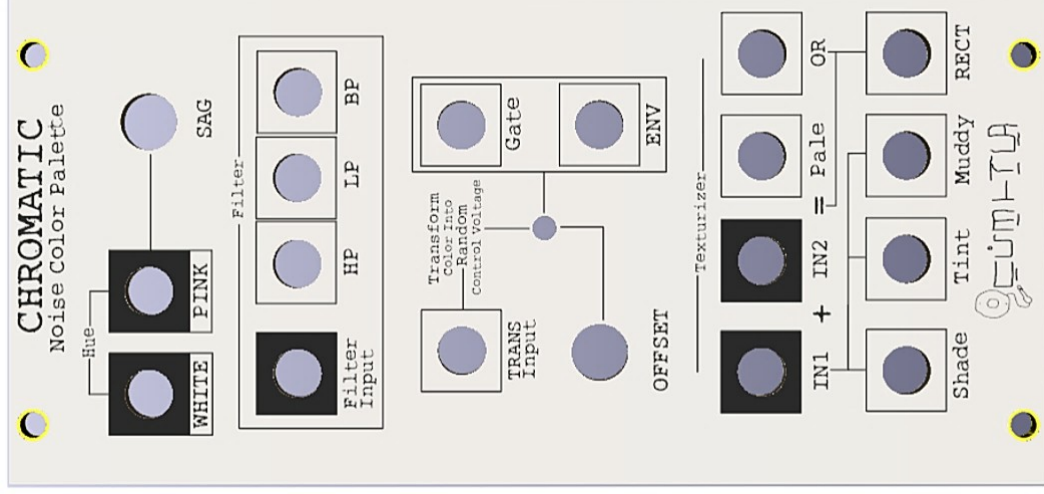


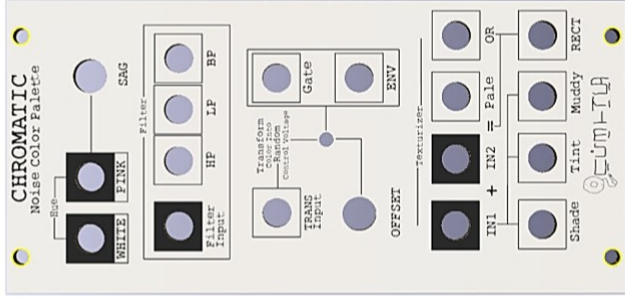
CHROMATIC

Noise Color Palette



USER MANUAL

מגן אש
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CHROMATIC

Noise Color Palette

Chromatic is a noise color palette that allows you to generate different types of auditory noise colors by mixing and matching the color spectrum. It starts with two basic noise colors commonly used in synthesis and noise scenes: **White** and **Pink**, which are categorized as **HUE** in this module.

This module is ideal for sound layering and textural sound design. In addition to generating various noise colors, *Chromatic* can also produce CV controls (Gate and Envelope) by converting a noise color into control voltage. This can be used to modulate or control other modules in the **Harsh Noise System**.

Specifications:

Power Consumption:

- ★ +12V / 28mA peak
- ★ -12V / 6mA peak

Size:

- ★ 12HP width
- ★ 36mm depth

Power Connection:

- ★ 10-pin (2x5) power header

CONTROLS

HUE:

WHITE - Generates white noise.

PINK - Generates pink noise.

FILTER:

FILTER INPUT - Connect any Eurorack audio-level signal here to filter it through three fixed filter banks: HP, LP, and BP.

HP (High-Pass Filter) - Allows frequencies above a certain cutoff frequency to pass through.

LP (Low-Pass Filter) - Allows frequencies below a certain cutoff frequency to pass through.

BP (Band-Pass Filter) - Isolates a specific frequency range and rejects frequencies that are too high or too low, emphasizing particular harmonic content.

CV:

TRANS INPUT - Input any audio or noise color here to transform it into random control voltages for use with other modules in the Harsh Noise System.

OFFSET - Adjusts the intensity, randomness, and speed of the control voltage output (Gate and ENV).

GATE - Outputs random gate voltages.

ENV - Outputs random envelope voltages.

CONTROLS

TEXTURIZER:

IN1 ~ Input any Eurorack audio signal or noise color here to texturize it into three distinct textures (Shade, Tint, and Muddy).

IN2 ~ Input another Eurorack signal or noise color here. It will combine with the signal from IN1 and generate three additional textures (Pale, OR Logic, and Rectified OR Logic).

SHADE ~ Generates a thick, deep, and dark textured sound, similar to a blackened noise.

TINT ~ Creates an aggressive, loud, and sharp textured sound, like a faster-than-hell noise.

MUDDY ~ Generates a deep, thick texture with an organic undertone.

PALE ~ Produces a loud, scraping, grainy noise with a cold undertone, as if there's an emptiness.

OR ~ Generates an OR logic noise output from IN1 and IN2, creating a new form of texture.

RECT ~ Rectifies the output of the OR logic, producing a more defined, altered texture.



REMINDER:

- *For safety, turn off the power of your modular system first before connecting this module to the bus board.
- *Double check the polarity of the ribbon cable. The red line should match the -12V rail both on this module and on the bus board.
- *Although I put protections for the circuits in this module, i do not take any responsibility for the damages caused by wrong power supply connection nor application.
- *Use only the required power supply voltages and polarity. Double check everything, turn on your modular system, test the module, and enjoy! d[o-o]b

