

# Noise Engineering

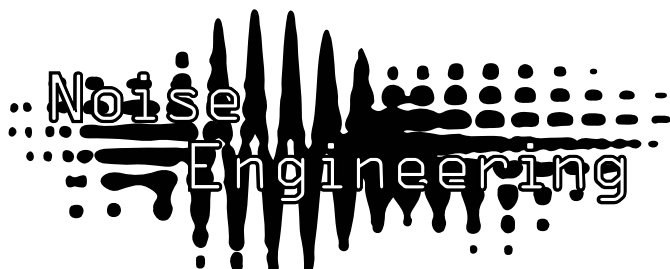
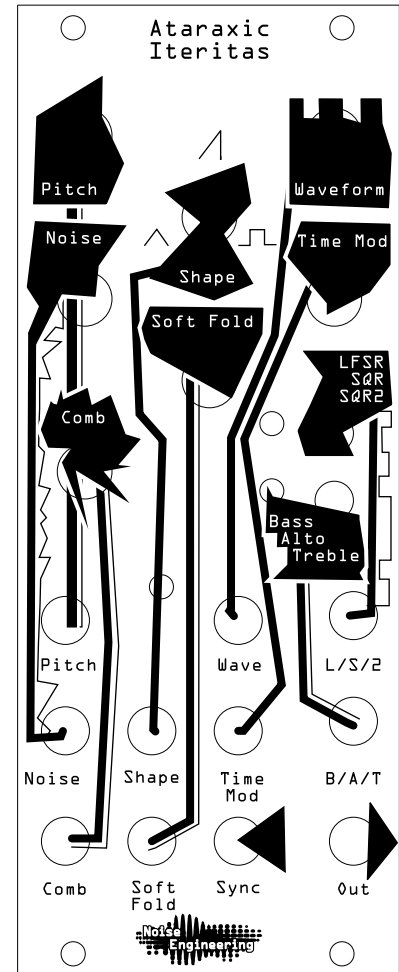
## Ataraxic Iteritas

Digital Voice Inspired by the Last Millenium

Type	VCO
Size	10HP Eurorack
Depth	1.5 Inches
Power	2x8 Eurorack
+12 mA	150 / 80 (if 5v on)
-12 mA	5 / 5
+5 mA	0 / 90 (if 5v on)

"Yep." - Patrick Leonard

Ataraxic Iteritas is an extension of the original Ataraxic Translatron. AI starts with one of three bit tables shaped via variable interpolation that is then scrolled through, amplitude modulated, folded, and distorted by the CV-controllable front panel controls. Subby basses, metallic drones, unrelentingly digital timbres and more are all to be had from the AI. Guaranteed to make the fax machine jealous.



# Interface

**Pitch:** An encoder knob. Adjusts the pitch of the fundamental oscillator. Default is fine mode: steps are sub-perception so AI is difficult to bump out of tune. Push and turn for coarse adjustment: each step is a semitone. CV input is a 1v/8va standard input.

**Noise:** Displaces samples in time, and amplitude modulates the signal by white noise. Useful for adding an aggressive, broken edge to the output.

**Comb:** Changes the emphasis of the harmonic structure of the output. At 12:00 the filter is off. To the left, it brings out more high harmonics, and to the right, it brings out more low harmonics.

**Shape:** Adjusts the interpolation between waveforms. Sonically, this ends up being almost identical to morphing from triangle to saw to square.

**Soft Fold:** Soft Fold uses the following polynomial:

$$\frac{x}{48} (-x^4 + 8x^3 - 9x^2 - 50x + 100)$$

This is applied to a unipolar signal with gain controlling the fold amount. This gives an asymmetric soft fold. Soft fold is useful for adding interest to simple sounding waveforms, and works well in conjunction with the Noise knob.

**Waveform:** Blends between waveforms in the bit table selected by the Mode switch.

**Time Mod:** Similar in sound to PWM or hard sync. Modulating this parameter creates phaser-type sounds.

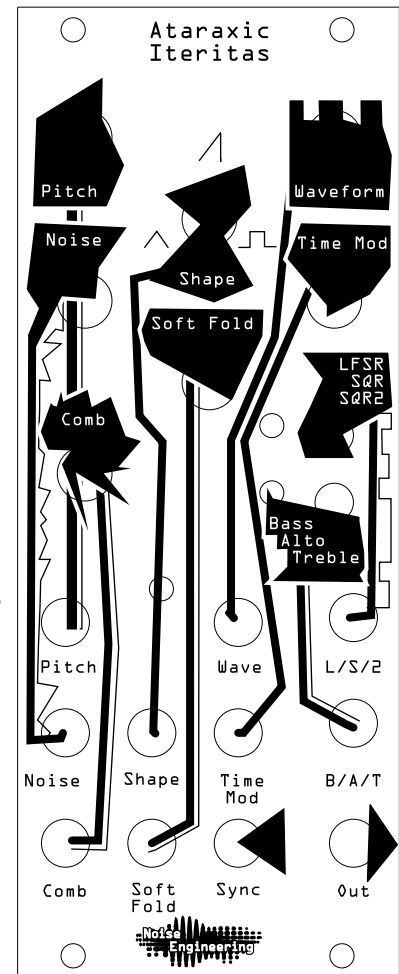
**Mode:** Selects between three different sets of waveforms, arranged in bit tables. The waveforms generated are all unique and unapologetically digital in nature. They are then modified by the Shape and Waveform parameters. For more details on the different modes, see the Design Notes section below.

**Range: B/A/T** The range switch sets the lowest note. Each position is two octaves above its left neighbor (Bass, Alto, and Treble).

**Sync:** Resets the state of the oscillators on a rising edge. Used for sync modulation.

**Out:** A low-impedance audio source. The output varies based on parameters as AI compensates for loudness.

**CV Inputs:** All parameters are CV-able. Knobs act as offsets unless stated otherwise. AI expects an incoming voltage of 0-5v for non-pitch parameters and 0-8v for pitch.



# Patch Tutorial

## First Patch:

Patch Out to your mixer. Play with the knobs. **Magic.**

## Second Patch:

Apply CV to any/all of the inputs to make AI come to life. A couple of great sources of modulation are Mimetic Digitalis and Clep Diaz. Patch a 1v/8va sequence into the Pitch input to bring out the melodic side of AI.

## Other Patching Tips:

AI pairs very well with filters and lowpass gates. A couple of our favorites are the WMD TRSHMSTR, the Doepfer A-101-6, and the Rabid Elephant Natural Gate. Try patching the AI out to your favorite filter and see how you can shape the sound.

AI also creates fantastic rhythms and textures in the subsonic range. Flip the Range switch to Bass and turn the pitch down until you can hear the individual pulses of the oscillator. Processing this type of sound with reverb and delay creates unique soundscapes and atmospheres.

# Genesis and Design Notes

AI started simply enough. Let's take our first product, Ataraxic Translatron and re-implement it on the Iteritas hardware platform, blowing it out with more features and controls.

This simple-sounding task ended up being one of the most technically challenging things we have done.

The hardest constraint was simply sample rate. The high-order LFSR waveforms require an extremely high sample rate to sound the way we want them to. All attempts to downsample lost their edginess. As with all of the Iteritas oscillators, the sample rate varies by pitch, but for AI it's between 100--200khz. Having such a high sample rate means we have about 1/4 of the per-sample processing power as on BIA so every feature was a struggle to fit into the performance envelope.

Every tone control needed to be as simple as possible which led to a lot of the basic choices. Soft fold is a simple quintic polynomial that will gently fold a waveform. Noise is just simple modulation by noise in both amplitude and time domains. Time mod is a variant of the saw mod on the Manis Iteritas except it operates on the passage of time in the waveform interpolation rather than the amplitude of the waveform. The comb filter was chosen because the near-finished product was begging for a filter but we were almost out of computational power. Comb filters are simple and elegant, and when we tried it, we were so excited that we looked no further.

One of the things done for performance was to encode the waveforms AI uses into a table. This ended up being significantly faster than computing it on the fly and made it easy to change the waveforms to produce different modes. The LFSR tables are based on the same waveforms as in the AT (in some cases octave-shifted differently). SQR is a square wave that is amplitude modulated by the harmonic series so turning the waveform knob will blend between harmonics. SQR2 is the same except the modulating pitch goes up an octave every waveform.

In the end the AI became our most aggressive sounding oscillator. In some ways it is unrefined compared to our other oscillators but it has an undeniable edge that we know our users are going to love...and we've found that pretty things can still be coaxed out of it!

