
gradually increasing vibrato?

Posted by Dano1980 - 2011/07/19 21:15

Anyone have any tricks for this funky sound as you hold the note the vibrato gets more wild?

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Re:gradually increasing vibrato?

Posted by neilbaldwin - 2011/07/19 22:09

You need two LFOs.

LFO 1 applied to the pitch

LFO 2 applied to the speed/depth of LFO 1

Set LFO 1 to, say, a sine wave

Set LFO 2 to a ramp (or a sine)

LFO 2 needs to be one-shot or half phase really but it depends on how long you hold a note for I guess.

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Re:gradually increasing vibrato?

Posted by Dano1980 - 2011/07/20 00:47

tried this, but the speed is very very slow...I try the multiplier....it kinda works, makes it choppy, also the depth sounds bad...10oct is too subtle, 20oct is extreme...

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Re:gradually increasing vibrato?

Posted by neilbaldwin - 2011/07/20 00:50

I'll give it a whirl later, not in front of my MNM at the moment.

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Re:gradually increasing vibrato?

Posted by neilbaldwin - 2011/07/20 03:53

OK, here's what I set up. It could do with a little more refinement but the basics are there.

SID machine with a SAW wave (for simplicity).

LFO 1 PAGE - PTCH

LFO 1 DEST - 10CT

LFO TRIG - TRIG

LFO 1 WAVE - TRI

LFO 1 MULT - x64

LFO 1 SPD - 1

LFO 1 INTL - 0

LFO 1 DPTH - 32

Then LFO 2 to mod the speed of LFO 1

LFO 2 PAGE - LFO1

LFO 2 DEST - SPD

LFO 2 TRIG - ONE

LFO 2 WAVE - SAW

LFO 2 MULT - 8x

LFO 2 SPD - 48
LFO 2 INTL - 0
LFO 2 DPTH - 48

You can also add a third LFO to fade in the depth

LFO 3 PAGE - LFO1
LFO 3 DEST - DPTH
LFO 3 TRIG - ONE
LFO 3 WAVE - SAW/RAMP
LFO 3 MULT - 1x
LFO 3 SPD - 64
LFO 3 INTL - 0
LFO 3 DPTH - 80

You can get some nice stuff by playing around with LFO1 DEST

Hope that gives you some idea on how to do it.

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Posted by neilbaldwin - 2011/07/20 03:54

Another way to do it would be to PLOCK the DEPTH/SPEED on two trigs and then use Slide to fade it in. You'd only need one LFO then.

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Posted by neilbaldwin - 2011/07/20 04:09

Actually, yeah, slides are simpler but take a bit more fiddling with in the sequencer.

Use on LFO setup to modify the pitch, set SPD to 0 and DPTH to 0.

Put a trigger on step 1 and plock the SPD and DPTH to 0.

Put a trigger on, say, step 9 and pluck he SPD to 64 and the DPTH to 64 - you'll probably need the MLTP to 64/32x still.

Press FUNCTION + SLIDE and then place a slide trig on step 1 and 9.

Make sure the AMP HOLD is set to long enough to cover at least the two steps (1 & 9).

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Posted by tIB - 2011/07/20 04:24

Slides tie you to the sequencer though... Modulate the modulator!

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Posted by Dano1980 - 2011/07/20 04:36

cool, thanks, will try

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Re:gradually increasing vibrato?

Posted by neilbaldwin - 2011/07/20 18:40

Oh lord, sorry about the appalling typing - a little too much white wine I think.

:laugh:

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Re:gradually increasing vibrato?

Posted by digital_steve - 2011/07/21 07:09

Top info Neil
Thanks!

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