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## Gotharman\'s Little Deformer 2

Posted by tIB - 2013/07/13 00:59

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Been having lots of fun with this thing: <http://www.gotharman.dk/deformer.htm>

[http://farm4.staticflickr.com/3823/9030799003\\_1a2c7d5ab0.jpg](http://farm4.staticflickr.com/3823/9030799003_1a2c7d5ab0.jpg)

Untitled by sonofprent, on Flickr

Crazy little box of glitch! Demos and brief explanations:

#1: More of a little track really. Deformer as an effects processor to bug modular and airbase drums... doing the glitchy background stuff. <https://soundcloud.com/tib/deforming-1>

#2: Bugbrand modular into deformer, doing similar to what it was doing above but a bit easier to pick out. <https://soundcloud.com/tib/deforming-2>

#3: Airbase and machinedrum into deformer, tweaked. It freaks itself out at the end! <https://soundcloud.com/tib/deforming-3>

#4: Arcade gamey percussion stuff, after 1:12. MNM doing the SID thing along with it...started life as a track but failed! <https://soundcloud.com/tib/deforming-4>

A fun thing indeed!

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## Re:Gotharman\'s Little Deformer 2

Posted by RyanA4 - 2013/07/13 01:37

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Cool stuff, man. Some of the best use of the LD i've heard.

What's the 100 minutes of sampling memory do for you? Can you lock/record FX over the course of the sample you input?

I was considering one of these, but, for the money, I went with a Biscuit- it just felt like it could do warm an organic as well as 8 bit mangling everything to shit.

You should get that SP1200 mod "SP BOX" the guy makes for the little deformer- he claimed to only be making 20 of them, but that was the only demo that this thing REALLY shined for me, personally. Honestly, he just needs to integrate this into the product- it uses OLD, outdated stuff that is probably difficult/expensive to source...but honestly how many people are paying 2k for a sample mangler? Insane people, like you and I, that's who!

<http://www.youtube.com/watch?v=5SXnGpJWRw4> SOUNDS AWESOME.

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## Re:Gotharman\'s Little Deformer 2

Posted by tIB - 2013/07/13 03:47

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Cheers! I went for the ld for the granular side more than anything, though haven't really gotten my head around that yet. There's a load of sample space in it (2 banks of 100 mins) but I haven't gotten around to a sample session yet - it's a case of using LFO, random modulators and the sequencers for controlling the effect you choose. It's a very cool little box, unapologetically lofi and messy, but very wiggly in its approach. I'm having a ton of fun with it, and getting plenty of surprises along the way.

I'm a no on the sp1200 expansion- sounds fun but I've other things to run this through... also need space for the banana breakout box: controlling the modular with it, and having the modular control the ld back again is one of the reasons my OT made way for this.

But yeah, a little bit of madness helps when it comes to this box. Bonkers!

Edit: oh and cheers for the nice words on the demos.

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## Re:Gotharman\'s Little Deformer 2

Posted by RyanA4 - 2013/07/13 04:27

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Yeah, you can't have it all.....or CAN you?

FYI, OTO Machines discontinued the Biscuit and are working on a new (cheaper, easier to market and get their name out there) FX box that will be around 3-400 euro, supposedly.

The reveal is in September, according to the OTO Machines forums. They had another project (which I assume was a sampler/synth in the EMU Emulator II vein) that they said was "too expensive for the investors" and they're making this FX box to basically fund the sampler.

If OTO is making a sampler like the LD2, but that can also be played like a synth (chop the sample, map it out along the keys in notes/octaves), AND includes the amazing bitcrushing/FX of the Biscuit, I'm in....like, yesterday!

That's my biggest complaint with the LD....how hard would it be to take all that sample memory and turn it into an EMU-like synth? It wouldn't have to have a megabyte of presets- just a blank canvas of 200 minutes of sample memory for you to mangle into incredible sounds! You could take an entire song and isolate parts of it and take the concept of "remixing" to new, bizzare places.

Petition Gotharman for this feature in an expansion!!!!!!

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## Re:Gotharman\'s Little Deformer 2

Posted by tIB - 2013/07/13 05:36

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He's pretty good at implementing ideas; I've asked for a few bits on a sequencer that he's having a look at. I think of the LD more as an effect unit with built in sampler- I was the same with the OT really but this fits me more. What it can do to stuff going into it is insane- I honestly don't have a clue how some of it is done, crazy!

OTO thing sounds interesting. I never checked the biscuit as I had too much of what it does in modular, looks fun though.

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## Re:Gotharman\'s Little Deformer 2

Posted by droolmaster0 - 2013/07/19 01:38

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I didn't really bond with the biscuit. A nice machine, but (to my mind) an extremely different aesthetic from the LD.

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