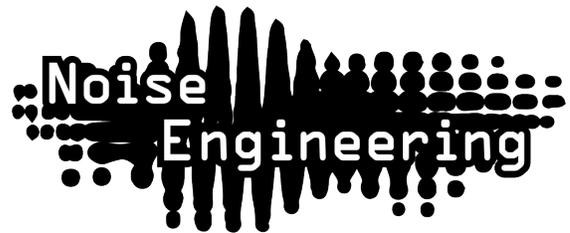
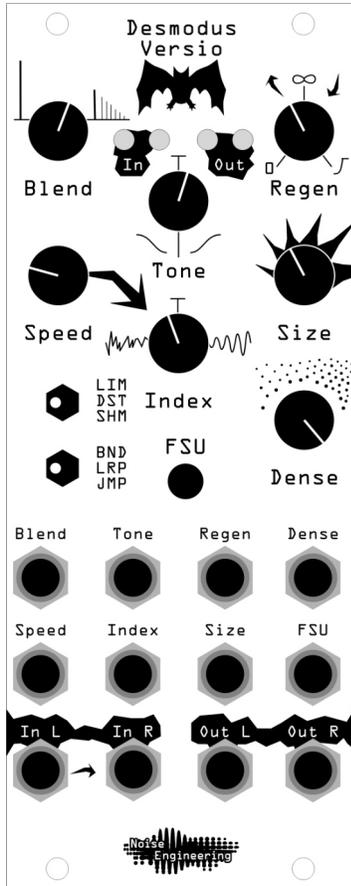


Desmodus Versio Patchbook





Basic Lush

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to LIM and BND.

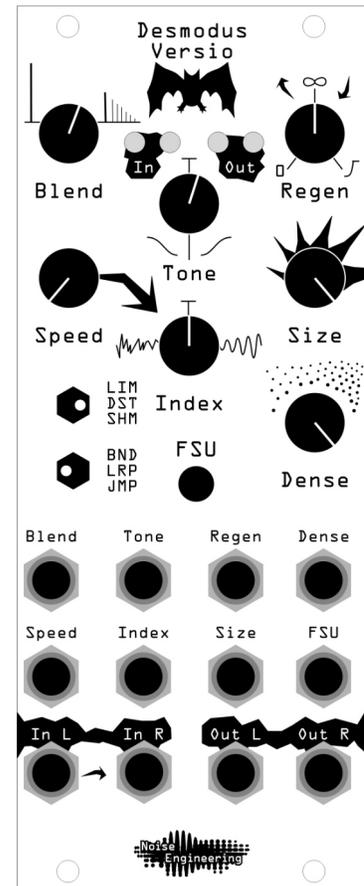
Experiment with different Regen values under 12 o'clock for different reverb lengths, and above 12 o'clock for different infinite reverb tones.

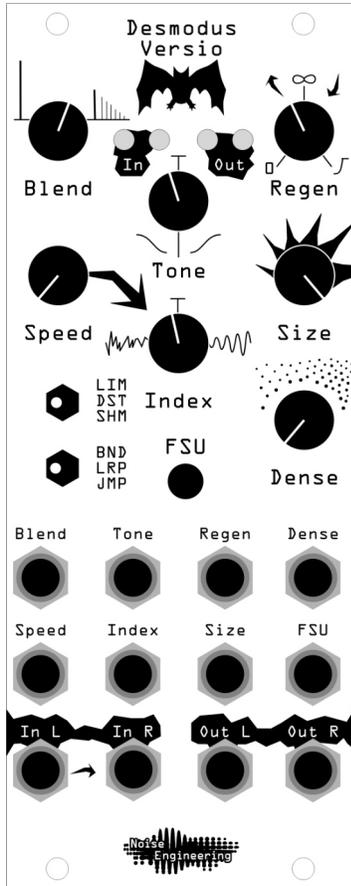
Return Regen to the 11 o'clock position and hold FSU to unleash some chaos.

Basic Shimmer

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to SHM and BND.

This patch creates a pitch-shifting shimmer in a gentle infinite space.





Delay

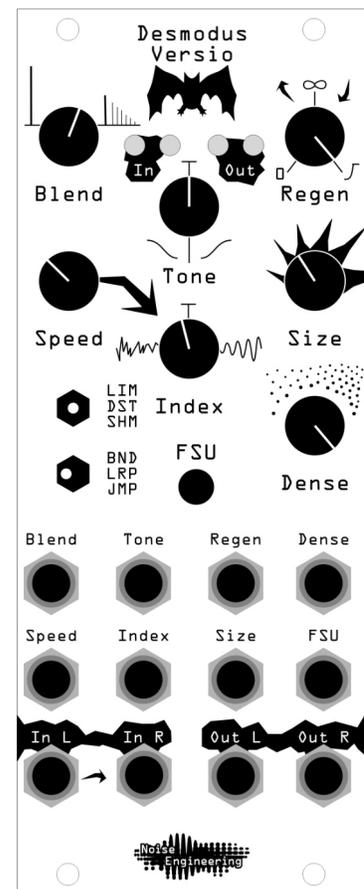
Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to LIM and BND.

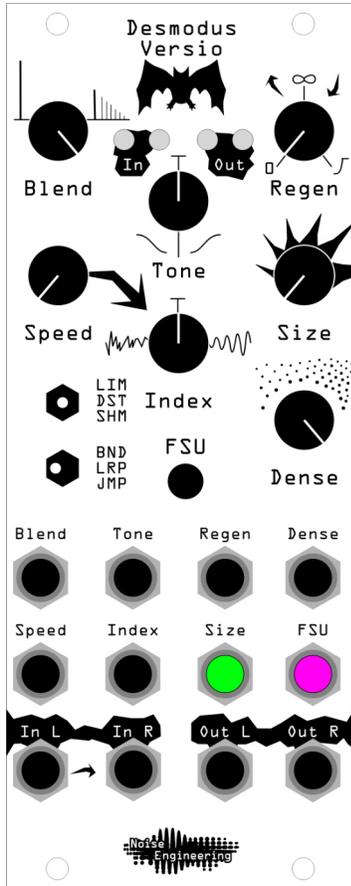
Play with the Size parameter to change the delay times, and the Tone parameter to change the flavor of the delay. Note that higher Size and lower Dense values are needed for clear delays.

Kick Ducker

For this sound, use a percussive sound like a kick drum. Patch it to In L. Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to DST and BND.

Each time your kick is triggered, the reverb will duck, creating a sidechain effect.





Voice

No input needed; patch Out L and R to your mixer. Set knobs as shown, and flip the switches to DST and BND.

Patch a gate sequence to FSU (marked pink), or manually press the FSU button. Each time FSU is activated, DV “pings” a short burst of noise into the reverb tank, causing the reverb to self-oscillate. It will then stop oscillating when the gate goes low again.

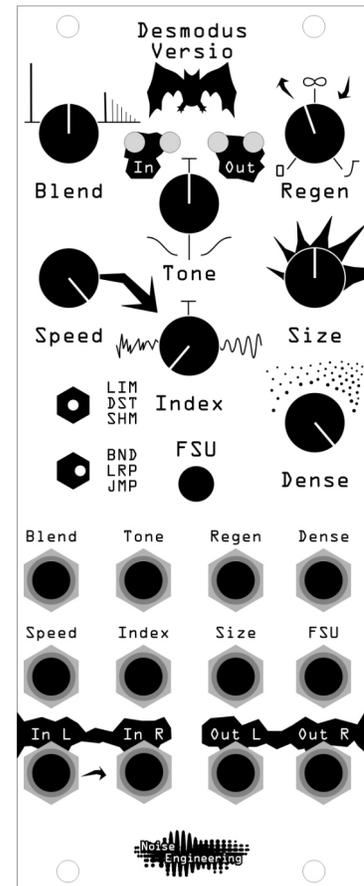
Modulate Size (marked green) to change the frequency of the oscillation and create different flavors of noise.

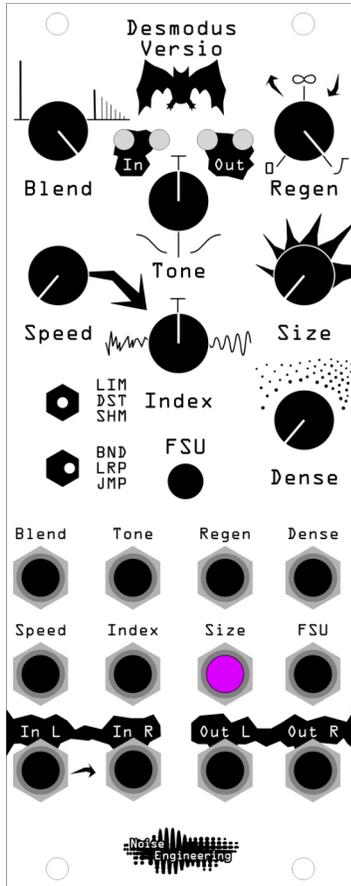
Increasing the Regen value to anything below 12 o’clock will increase the “release” time when the gate goes low.

Chaotic Verb

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to DST and JMP.

This patch uses high-frequency delay line modulation and the DST algorithm to create a chaotic atmosphere. Try different Index, Speed, and Tone settings to create different flavors of chaos.





Metal Crash

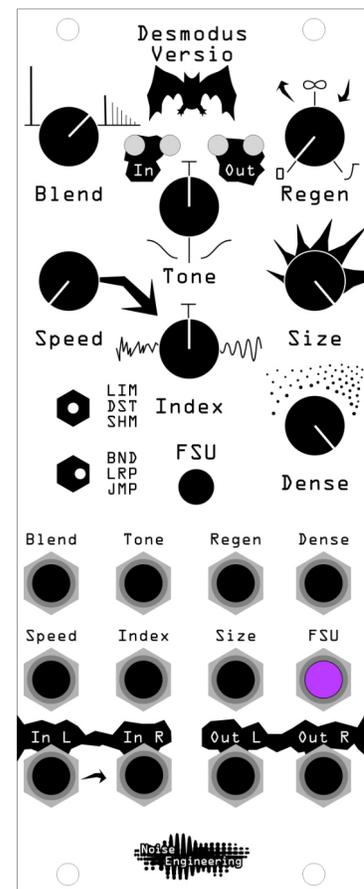
No input needed; patch Out L and R to your mixer. Set knobs as shown, and flip the switches to DST and JMP.

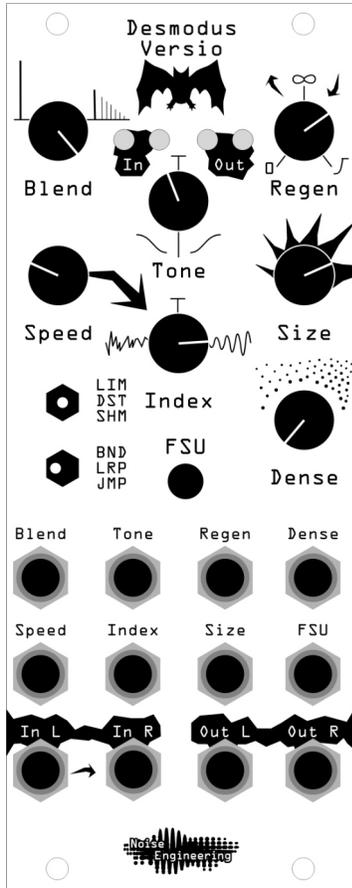
Send modulation (an envelope, random CV source or stepped CV sequence will do) to Size (marked pink). This patch uses DV as an oscillator and creates metallic crashing based on the modulation of the Size parameter. Experiment with different types of modulation to create different metallic sounds.

1.5v

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to DST and JMP.

Send a 1.5v-1.6v signal to FSU (marked pink). This gets close to the gate threshold but doesn't quite pass it, causing FSU to do some interesting things. Try suddenly increasing that voltage for a unique tail.





Motorcycle

Patch a kick to In L. Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to DST and BND.

This patch utilizes the unique properties of the DST algorithm to create some very unique and choppy artifacts.

Helicopter

Patch a sound source to In L (and In R if sound is stereo). Patch Out L and Out R to your mixer. Set knobs as shown, and flip the switches to DST and BND.

Just like the last patch, this example uses DST to create some interesting distorted artifacts and dynamics. Experiment with different Size settings to change up your sound.

