WALRUS AUDIO FABLE (Granular Soundscape Generator)

- Item: 64051
- EAN: 810424034969
- Packaging dimensions: 14.6 x 10.7 x 6.4 cm
- Weight: 0.46 kg
- Pictures | Translations | Manual

Need to know for Retailers

- 2nd member of Walrus Audio's "storybook adventure / soundscape generator" product line (after "Lore")
- Create unique combinations of delay in series with granular sampling algorithms
- Granular = digital micro-sampling / grains = short samples read from a delay buffer
- Adjust grains by e.g. manipulating sample length, position or playback speed
- Dual DSP architecture with individual feedback paths
- 5 selectable programs using DSP A & DSP B in series:
    I. Reverse Delay into Reverse Granular
    II. Forward Delay into Octave Up Granular
    III. Analog Delay into Octave Down Granular
    IV. Multi-Tap Granular into Multi-Tap Granular
    V. Forward Delay into Randomized Pitch Granular

Full Feature List

- Granular soundscape generator
- Unique soundscapes ranging from smooth ambience to bizarre reverberance to chaotic glitchy swarms
- Powerful dual DSP architecture with individual feedback paths
- Combine delay programs in series with granular sampling algorithms
- 5 programs centered around sample and chop delay algorithms
- Program 1: Reverse Delay into Reverse Granular
- Program 2: Forward Delay into Octave Up Granular
- Program 3: Analog Delay into Octave Down Granular
- Program 4: Multi-Tap Granular into Multi-Tap Granular (Grain-Verb)
- Program 5: Forward Delay into Randomized Pitch Granular
- Manipulate sampling length, position and buffer size of grains (short samples)
- Play grains at double- or half-speed, reverse or from multiple positions to achieve different effects
- Tap Tempo switch
- Top-mounted Input and Output
- Coated in a slate gray enclosure with white, black, cream, red, and orange ink
- 9-volt DC, Center Negative, 300mA minimum
- Buffered bypass
- Power supply not included.
- Designed and assembled in USA

Description

In the high woodlands of the north, undiscovered by most inhabitants, there ruled a clan of old, mystic Treefolk. On the first new moon of spring, these Treefolk could be heard grafting limbs to grow their young - splicing bits of branches from each generation to produce the next line of Treefolk. These new beings keep the lifeblood of all who came before in their new skin. These sounds are in part very old, but in part very new. They are referred to as... Fable.

Let your storybook adventure grows with the Fable Granular Soundscape Generator. The Fable gives you five all-new programs centered around sample and chop delay algorithms to create bizarrely beautiful networks of sampled and resampled sounds. The Fable uses a powerful dual DSP architecture to combine delay programs in series with granular sampling algorithms, each with its own analog feedback path. Find unique soundscapes ranging from smooth, flowing ambience; to bizarre, organic reverberance; to chaotic, glitchy swarms.

So, what exactly is this granular effect and why is it a magical experience when combined with delay? Granular is a digital processing technique of micro-sampling, wherein short samples called grains are read from a delay buffer. In the Fable, players can adjust these grains by manipulating their sampling length, position, and buffer size from which they're read. They can be played at double or half speed for pitch shift and time stretching effects, play them in reverse, read from multiple positions, and more, in order to achieve different effects.

It's a powerful but complex technique and Walrus Audio created five streamlined programs in the Fable that explore different aspects of its sonic range.

Programs

I. Reverse Delay into Reverse Granular
Program 1 runs a reverse delay into a reverse granular algorithm, in which sampled grains are played backwards. Reversal and re-reversal build up in the feedback paths, creating a complex and organically shifting soundscape. Turn grain size down for long, smooth reversed transients, and grain size up for stuttering reverse glitch madness.

II. Forward Delay into Octave Up Granular
Program 2 runs a forward delay into an octave-up granular program, in which sampled grains are played at double speed. Swarms of double-speed grains build up in the feedback path for bright and airy cascades of sound.

III. Analog Delay into Octave Down Granular
Program 3 runs a warm, dark analog-style delay into an octave-down granular program, in which sampled grains are played back at half speed. Slowed down repeats combine with analog-style processing to create deep, thunderous footfalls and thick, murky ambience.

IV. Multi-Tap Granular into Multi-Tap Granular (Grain-Verb)
Program 4 runs two multi-tap granular algorithms in series, in which multiple samples are played back from each granular buffer simultaneously. Multiple points of sampled sound build upon each other in the feedback paths to create glitchy clouds and unique organic reverberance. Time in this program controls time-stretching of both granular algorithms, changing both the length and tonal character of the granular effect.

V. Forward Delay into Randomized Pitch Granular
Program 5 runs a forward delay into a randomized pitch granular program, in which each grain is played back at a randomly selected speed and direction, varying between pitched up double speed, pitched down half speed, normal speed, plus forward and reversed playback from grain to grain. Pitch changes with each new grain, so play with the X knob in this program to control the rate of randomized pitch modulation.

Specs

- The Fable comes coated in a slate gray enclosure with white, black, cream, red, and orange ink with art by David Hüttner
- The die-cast enclosure's exact size is 3.62" x 4.79" x 2.25" including knobs.
- Buffered bypass.
- Power requirements are 9VDC, center negative (300mA minimum).
- The use of an isolated power supply is recommended for powering all Walrus Audio Pedals.
- Daisy chain power supplies are not recommended.
- Power supply not included.

Further B2B Resources Download Link