

# Subconscious v1.2

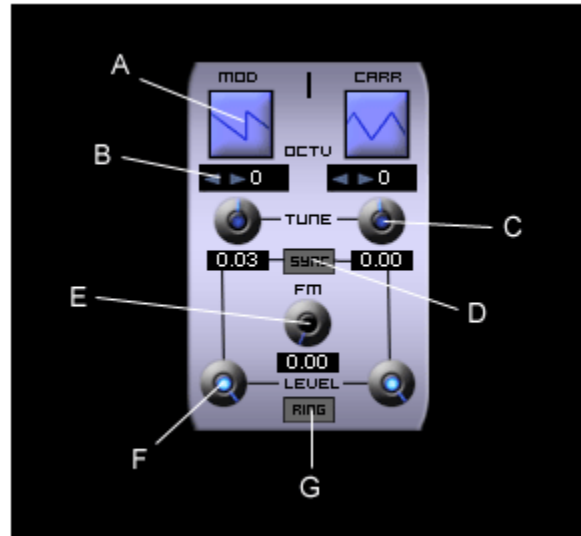
Dual arpeggiation sequence synthesizer



part of the NeuroSynthPack

Designed by Jack Resweber using SynthEdit

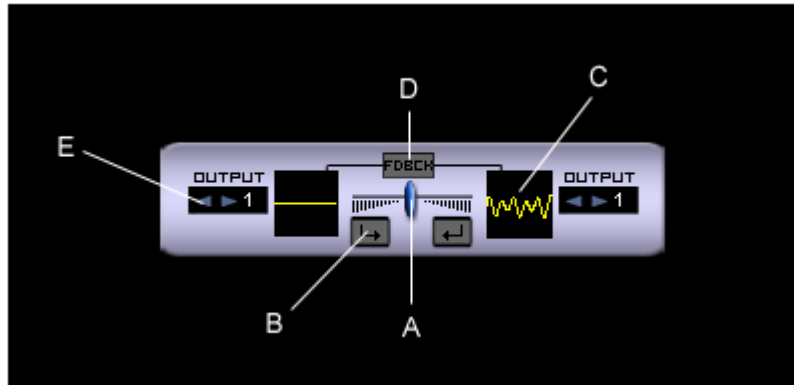
## Oscillator Section:



Subconscious consists of two separate oscillator sections containing two oscillators each; four oscillators total

- A. Oscillator Waveforms: Selects saw, ramp, sine, pulse & triangle waves
- B. Octave Selector: Ranges in pitch from -2 through +2 octaves
- C. Fine Tune: Fine tunes the pitch of the oscillators
- D. Sync: Syncs the pitch of both oscillators
- E. FM Level: Adjusts the level of frequency modulation occurring in oscillator 2
- F. Oscillator Level: Volume control for each oscillator
- G. Ring Modulation: Combines both waveforms and outputs the sum and difference between them, creating a metallic or bell-like sound

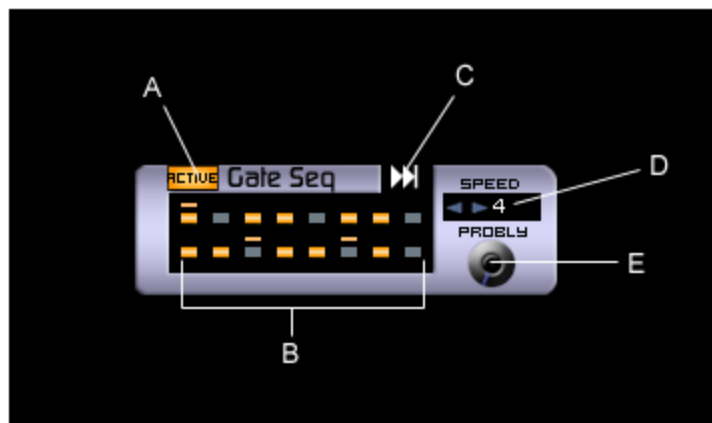
## Cross fade Mixer:



A cross fade mixer for fading or switching between both oscillator sections

- A. Cross fader: Cross fades between the two oscillator sections.
- B. Hamster Switches: Reverses the output resulting from the cross faders position.
- C. Waveform Analyzer: Analyzes the output of each oscillator section. The analyzers can be very useful for determining which oscillator section is producing sound at a given time, rather than having to look at what position the cross fader is in.
- D. Oscillator Sync Feedback: Activates feedback modulation between oscillator sections; this can produce very strange results
- E. Output Channel: Selects the output channel of each oscillator section (channels 1 & 2)

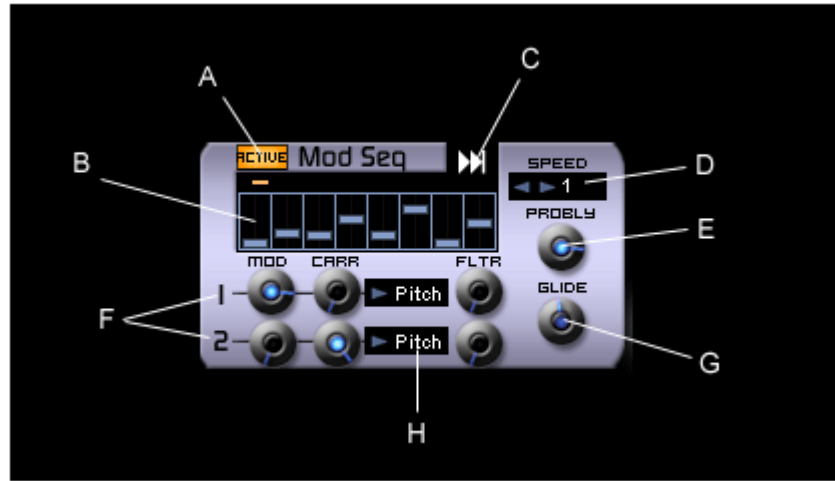
## 16-Step Gate Sequencer:



The 16-step gate sequencer, when activated, can trigger any envelope simultaneously or individually, depending on the envelopes trigger setting. When set to step, the envelope is triggered for each step of the sequencer. The sequencer can also be used for gated sequences (setting: sustain(gate) on the amp envelope). This setting can be useful as a trance gate, for gated pads and such.

- A. Activation: Activates the sequencer
- B. Sequence Gate: For inputting steps into the sequence
- C. Sequence Direction: Forces the sequence into a forward or reverse direction
- D. Sequence Speed: Controls the overall speed, or rate of the sequencer
- E. Random Probability: Randomizes the steps of the sequence

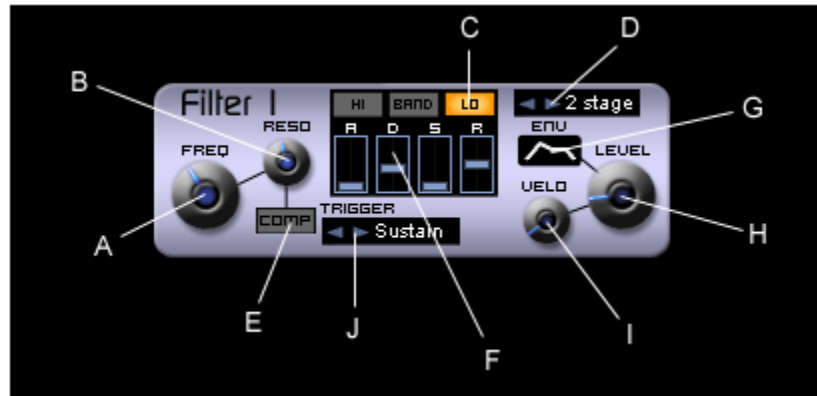
## 8-Step Modulation Sequencer:



The 8-step modulation sequencer, when activated, can modulate the pitch of each oscillators modulator and carrier, as well as each filter.

- A. Activation: Activates the sequencer
- B. Sequence Modulator: For modulating the steps of the sequence
- C. Sequence Direction: Forces the sequence into a forward or reverse direction
- D. Sequence Speed: Controls the overall speed, or rate of the sequencer
- E. Random Probability: Randomizes the steps of the sequence
- F. Level of both oscillators mod & carrier pitch & filter to be modulated by the sequencer
- G. Glide: like portamento, glides between steps of the sequence.
- H. Chooses whether the sequenced pitch snaps to note, or is free roaming.

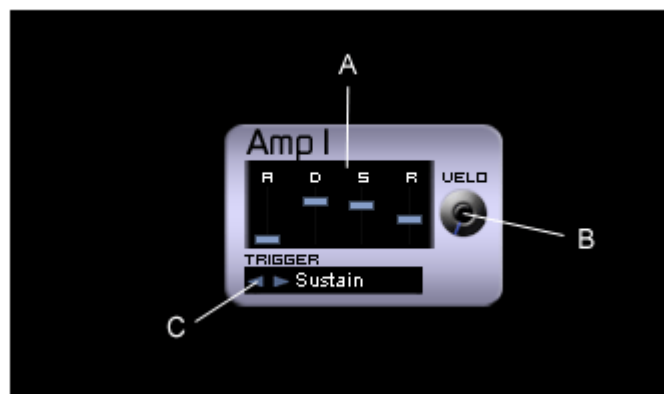
## Filter Section:



Each oscillator section is linked to it's own filter section

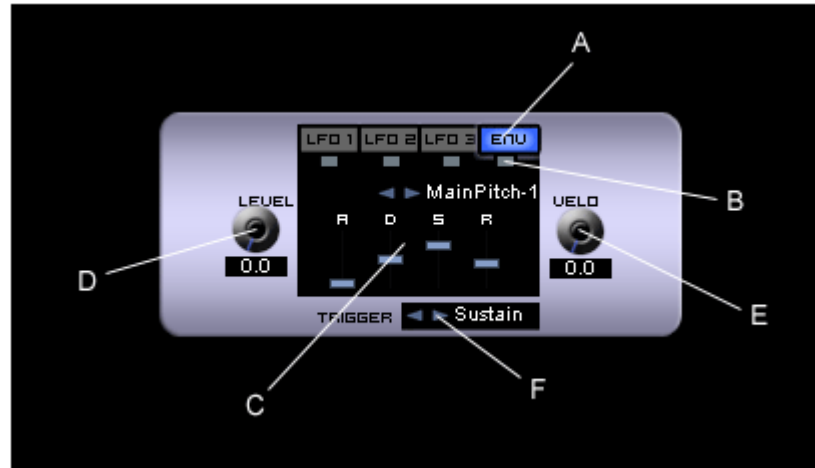
- A. Filter Cutoff Frequency
- B. Filter Resonance
- C. Filter Type: HiPass, BandPass & Lowpass  
Each can be used individually or simultaneously.
- D. Filter Stages: 1-4; The higher the stage, the more powerful the filter.
- E. Compression: Compresses the filter output; useful for taming resonance.
- F. ADSR: Attack, Decay, Sustain & Release
- G. Inverts the envelope
- H. Controls the level of the filter envelope
- I. Filter Velocity: When turned up, the harder you hit a key, the more the envelope level, and the softer the key is pressed, the less level.
- J. Trigger: Chooses whether the envelope is triggered by the sequencer (step), triggered normally (sustain), or gated by the seq (sustain(gate)).

## Amplitude Envelope:



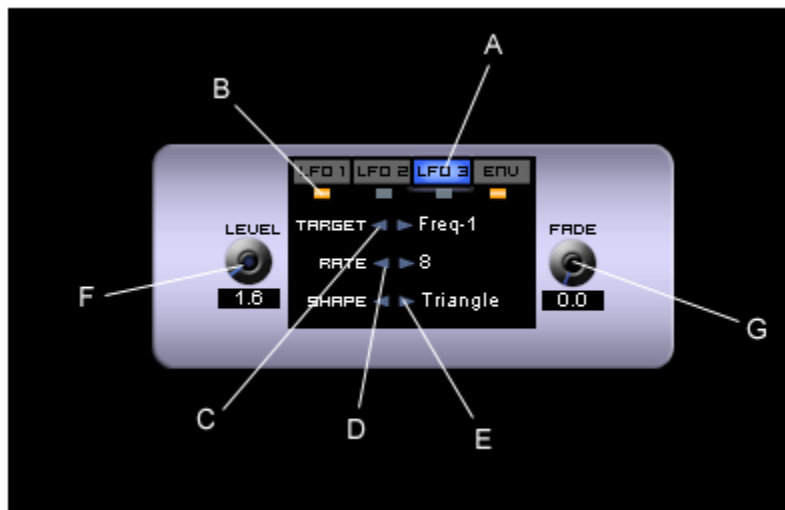
- A. ADSR: Attack, Decay, Sustain & Release
- B. Amp velocity: When turned up, the harder you hit a key, the louder the volume, and the softer the key is pressed, the softer the volume.
- C. Trigger: Chooses whether the envelope is triggered by the sequencer (step), triggered normally (sustain), or gated by the seq (sustain(gate)).

## Modulation Envelope:



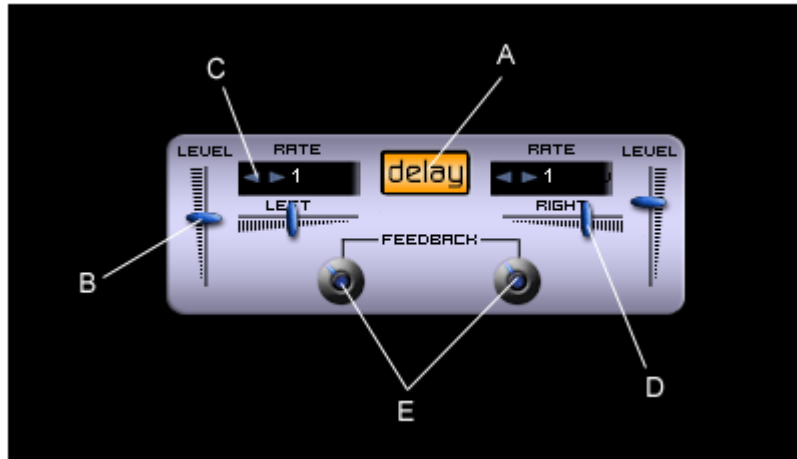
- A. Selects the editing page for the Mod Envelope
- B. Switches the envelope on/off
- C. ADSR: Attack, Decay, Sustain, Release
- D. Controls the depth of the envelope
- E. Controls the velocity of the envelope
- F. Trigger: Chooses whether the envelope is triggered by the sequencer (step), or triggered normally (sustain)

## LFO Section:



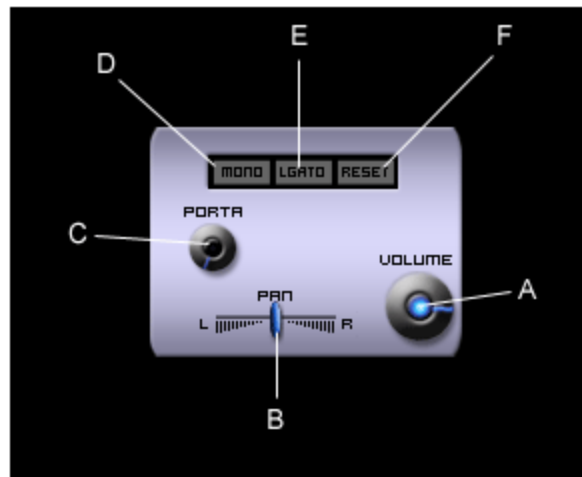
- A. Selects the editing page for LFOs 1, 2 & 3
- B. Switches each LFO on/off
- C. Selects the target to be modulated by the LFO
- D. Selects the shape of the LFO
- E. Selects the rate of the LFO (BPM synced)
- F. Controls the depth of the LFO
- G. Fade In: Works like an attack envelope for the LFO

## Delay Section:



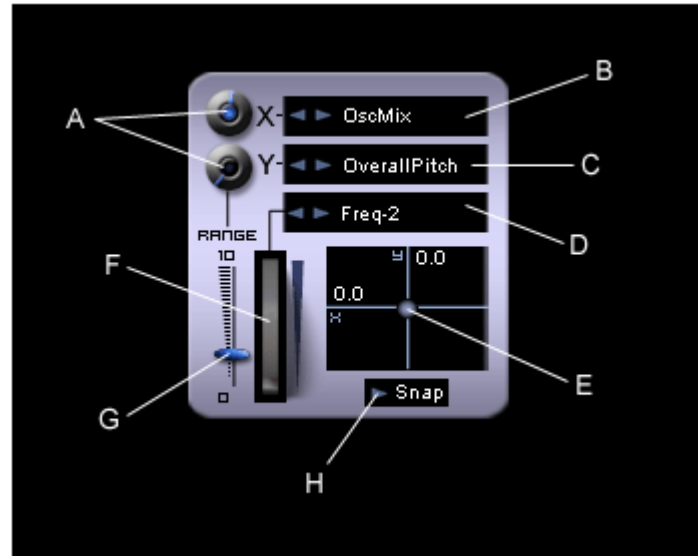
- A. Activates/Bypasses the delay
- B. Delay Level: Adjusts the left and right delay level
- C. Delay Rate: Adjusts the left and right delay rate
- D. Delay Panning: Adjusts the left and right delay panning
- E. Delay Feedback: Adjusts the left and right delay feedback

## Universal Controls:



- A. Volume: Adjusts the overall volume
- B. Pan: Pans the overall signal from left to right
- C. Portamento Time
- D. Mono: Sets the synth into mono mode
- E. Legato: While in mono mode, this will turn off retriggering of notes
- F. MIDI Reset: Useful for stuck notes

## Modulation Controllers:



- A. X/Y Range: Defines the range of which the chosen parameter is affected by the vector.
- B. X-Target: Selects the target to be controlled by the X coordinates of the vector (left/right)
- C. Y-Target: Selects the target to be controlled by the Y coordinates of the vector (up/down)
- D. Mod wheel Target: Selects the target to be controlled by the mod wheel
- E. Modulation Vector: Move the center point around to affect the chosen parameters in the target selectors, when let go, the point returns to center, similar to a pitch bender.
- F. Mod wheel: Controls the assigned parameter in the target selector; this control can be useful if you don't have a keyboard handy.
- G. Mod wheel Range: Defines the range of which the chosen parameter is affected.
- H. Vector control: Selects whether the point snaps back to center, or is free roaming



# Subconscious MIDI controller Chart



# Credits:

Special thanks to Tim Conrardy for presets!

Thanks to the following for use of their modules in this VSTi:

Dan Worall-Sequence Controller

David Haupt-MIDI & Sub Control Modules

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VST Plugin Technology by Steinberg