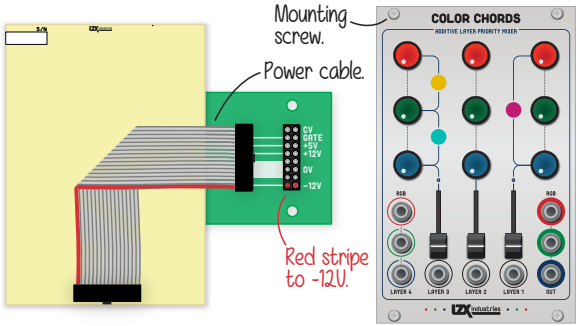
BEFORE YOU BEGIN

Take a moment to familiarize yourself with our website lzxindustries.net. You'll find documentation, instructional videos, links to community forums, and other user resources. Register your product's serial number with us to aid any future technical support requests. Some synthesists will find everything they need to learn this module in this reference card, but don't forget there are videos and patch tips online. If you get stuck, have questions, or need help of any kind -- please write to us.

INSTALLATION

Power down the EuroRack case and unplug it from the wall. Connect the provided EuroRack power cable to your module and then to your EuroRack power bus board as shown. Mount the module in your case using the mounting screws provided by your case's manufacturer.



NAVIGATOR SPECIFICATIONS

FORMAT	3U EuroRack Synth Module
WIDTH	16HP
DEPTH	31.75mm
MAX POWER DRAW	
+12V	60mA
-12V	60mA
+5V	N/A
OUTPUT LEVELS	0-1V
VC CONTROL RANGE	0-1V
MAX INPUT VOLTAGE	+/-12V
INPUT TERMINATION	100K ohms
OUTPUT RESISTANCE	499 ohms

ONE YEAR LZX industries WARRANTY

MADE IN PORTLAND, OR USA

TIPS & TECHNIQUES

In video synthesis and colorization, we are often taking a single source image such as a ramp waveform or a camera output, dissecting it into multiple alternate signals with key generator modules, and then mixing all the resulting variant keys into different color channels. Color Chords is designed to be the perfect color submixer for layered elements of a similar geometric foundation.

YOUR NEXT MODULE?

Prismatic Ray makes a great companion for Color Chords, with Color Chords being the key to understanding its "prismatic" nature. Try patching the different waveshape outputs from Prismatic Ray into different layers of Color Chords and assigning each its own RGB value.

LZX-CC-URC
Written by Lars Larsen
Illustrated by Dave Larsen
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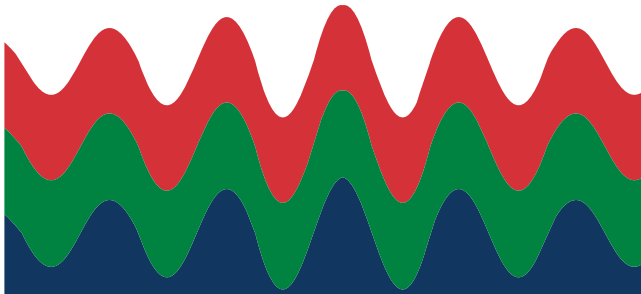
COLOR CHORDS

USER REFERENCE CARD



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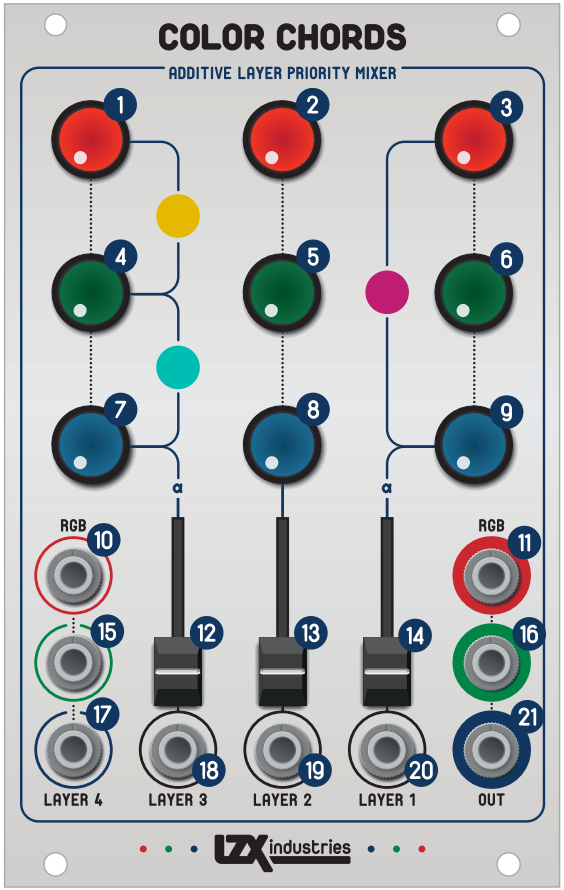
CC



CONTROLS & CONNECTIONS

	LAYER 1	
3	Red level	0–100%
6	Green level	0–100%
9	Blue level	0–100%
14	Opacity	0–100%
20	Input	0–1V FS

	LAYER 2	
2	Red level	0–100%
5	Green level	0–100%
8	Blue level	0–100%
13	Opacity	0–100%
19	Input	0–1V FS

	LAYER 3	
1	Red level	0–100%
4	Green level	0–100%
7	Blue level	0–100%
12	Opacity	0–100%
18	Input	0–1V FS

	LAYER 4	
10	Red input	0–1V FS
15	Green input	0–1V FS
17	Blue input	0–1V FS

	OUTPUTS	
11	Red	1V DC
16	Green	1V DC
21	Blue	1V DC

FIRST STEPS

- Set all controls and switches to the default settings shown on the frontpanel illustration to the left.
- Patch the Red, Green, and Blue outputs into your video output module such as Visual Cortex's Channel A or Channel B inputs and view the display.
- Patch any input signal (such as Ramp outputs from Visual Cortex) into the Layer 4 Red input. This signal will cascade downwards to be automatically connected to the Green and Blue inputs below it, creating a grayscale image for Layer 4. You will see the grayscale image pass through via the RGB outputs.
- Patch another signal (a different Ramp, a camera imag) into the Layer 3 input jack. Adjust the Layer 3 RGB controls to mix a new color into the grayscale background. Adjust the Layer 3 Opacity control and observe its effects. Play with other channels next.

SIGNAL PATH BLOCK DIAGRAM