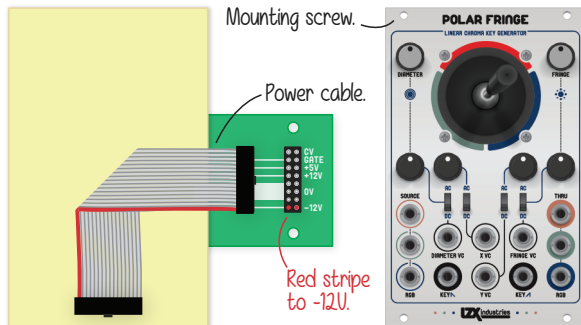


## INSTALLATION

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.

## POLAR FRINGE SPECIFICATIONS

FORMAT	
3U EuroRack Synth Module	
WIDTH	DEPTH
16HP	36mm
MAX POWER DRAW	
+12V	200mA
-12V	200mA
+5V	N/A
OUTPUT LEVELS	
0-1V	
VC CONTROL RANGE	
0-1V	
MAX INPUT VOLTAGE	
+/-12V	
INPUT TERMINATION	
100K ohms	
OUTPUT RESISTANCE	
499 ohms	



MADE IN PORTLAND, OR USA

## TIPS & TECHNIQUES

- While Polar Fringe is optimized for use as a dedicated, voltage controllable chroma keyer, in the modular domain it can easily become another kind of animal.
- Try thinking outside the box with how you include it in a patch -- for example, feeding ramp signals or horizontal and vertical waveshapes into the RGB inputs will transform it into a capable shape and pattern generator!

## YOUR NEXT MODULE?

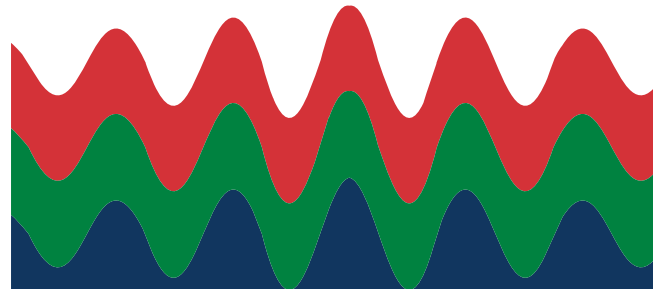


Polar Fringe and Marble Index together form a unique and incredibly powerful analog video mixing and chroma keying workflow. These modules are meant to expand upon each other, offering a fully featured analog compositing environment.

LZX-PF-URC  
Written by Lars Larsen  
Illustrated by Dave Larsen  
First Printing, Nov 2017  
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# POLAR FRINGE

## USER REFERENCE CARD



LZX industries





## CONTROLS & CONNECTIONS

CHROMA SELECTOR	
3	Chroma joystick
20	Neg. key out 1V DC
22	Pos. key out 1V DC
5	X VC level +/-
6	Y VC level +/-
9	X Mode AC DC
10	Y Mode AC DC
15	X VC input 0-1V DC
21	Y VC input 0-1V DC
FRINGE	
2	Control +/-
7	Level +/-
11	Mode AC DC
16	VC Input 0-1V DC
DIAMETER	
1	Control +/-
4	Level +/-
8	Mode AC DC
14	VC Input 0-1V DC
SOURCE	
12	Red Input 0-1V DC
13	Red Thru 1V DC
17	Green Input 0-1V DC
18	Green Thru 1V DC
19	Blue Input 0-1V DC
23	Blue Thru 1V DC

## THE CHROMA KEY PATCH

- Set all controls and switches to the default settings shown on the frontpanel illustration to the left.
- Patch your RGB image source into the source inputs. Patch the RGB Thru outputs to your compositor module's RGB inputs (such as Visual Cortex or Marble Index.)
- Next, patch one of the Key outputs to the voltage control input on your compositor module (Visual Cortex or Marble Index.)
- Now you can use the joystick, Diameter, and Fringe controls to change the color and quality of the resulting key.

## SIGNAL PATH BLOCK DIAGRAM

