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Triple granular delay with filter

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Triple granular delay with filter (#p2432)

by **Digital Larry** » Mon Jun 15, 2015 8:13 am

Bizarre!

<http://www.soundclick.com/player/single ... i&newref=1> (http://www.soundclick.com/player/single_player.cfm?songid=13146768&q=hi&newref=1)

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Re: Triple granular delay with filter (#p2473)

by **cloudscapes** » Wed Aug 26, 2015 12:01 pm

Sounds fantastic! The noise/ambient crowd would go nuts over this!

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Re: Triple granular delay with filter (#p2477)

by **Digital Larry** » Sun Aug 30, 2015 5:05 am

For anyone who wants to try building one of these, here's the general approach.

#1 Use the noise generator going into the sample/hold block to get a random number generated every so often. The value should be constrained to be from 0 to 1.

#2 Set up the triple-tap delay and use this S/H value to control the time input of one of the taps. Now your delay time will jump around randomly at the rate set by the S/H block. This is the basis of the granular delay sound.

#3 You can now do something similar for the other 2 taps if you like. Since there aren't enough instructions to have three separate noise generators, you can run the S/H output through a scale/offset that makes it go in a different direction or with a different range. Or you could have them all jump together but just within different maximum delay times set by the tap time (ratio) sliders. The only thing that wouldn't make much sense would be to have 3 taps all at the same time all with the same control signal. But you can do that too if you like.

#4 I used the resonant filter similarly driven by a random signal and took some mix of the tap outputs back into the feedback input of the delay. The filter is only affecting one of the tap outputs in my example. It sounds to me like the filter has a control smoother on the frequency input.

#5 Add pot controls to change the S/H rate, width of the random signal going to the delay tap time, filter resonance, feedback level, etc.

#6 Use a 4-1 mixer to bring all the outputs and the dry signal together and blend to taste. Or use two 3:1 mixers for stereo, e.g.

Mixer 1:

dry
tap 1
tap 2

Mixer 2:

dry
tap 2

tap 3

Happy graining!

DL

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Re: Triple granular delay with filter (#p2478)

by **strangeonlooker** » Sun Aug 30, 2015 7:06 am

Thanks so much, DL. Will get to work on this!

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