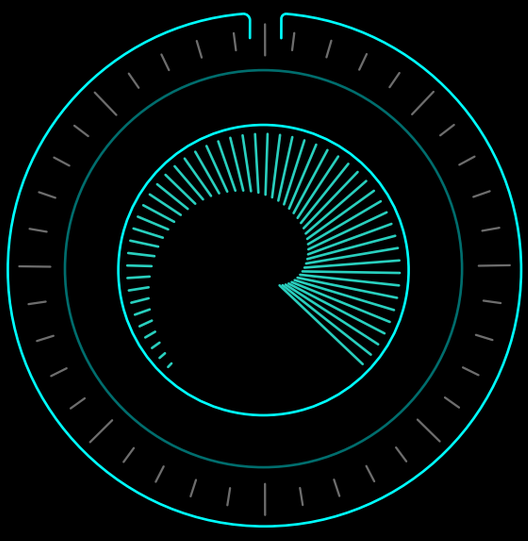
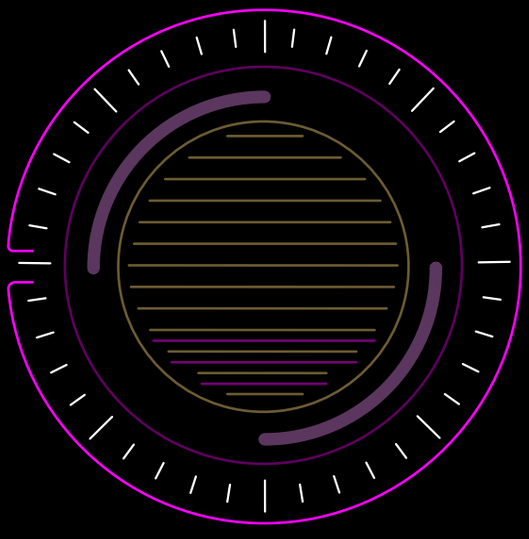
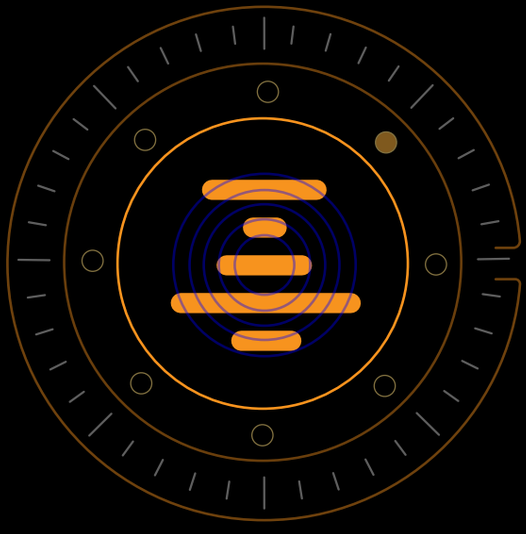
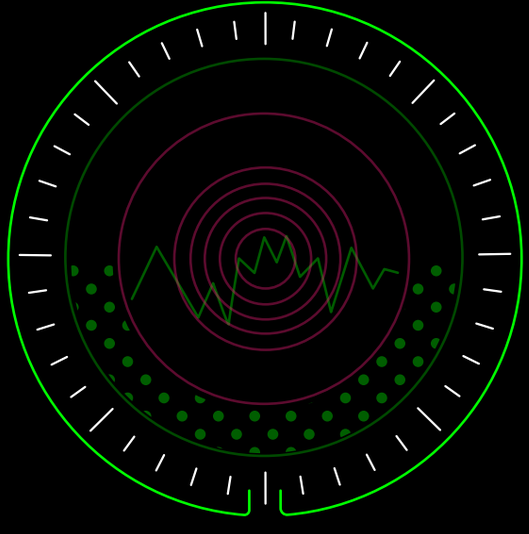
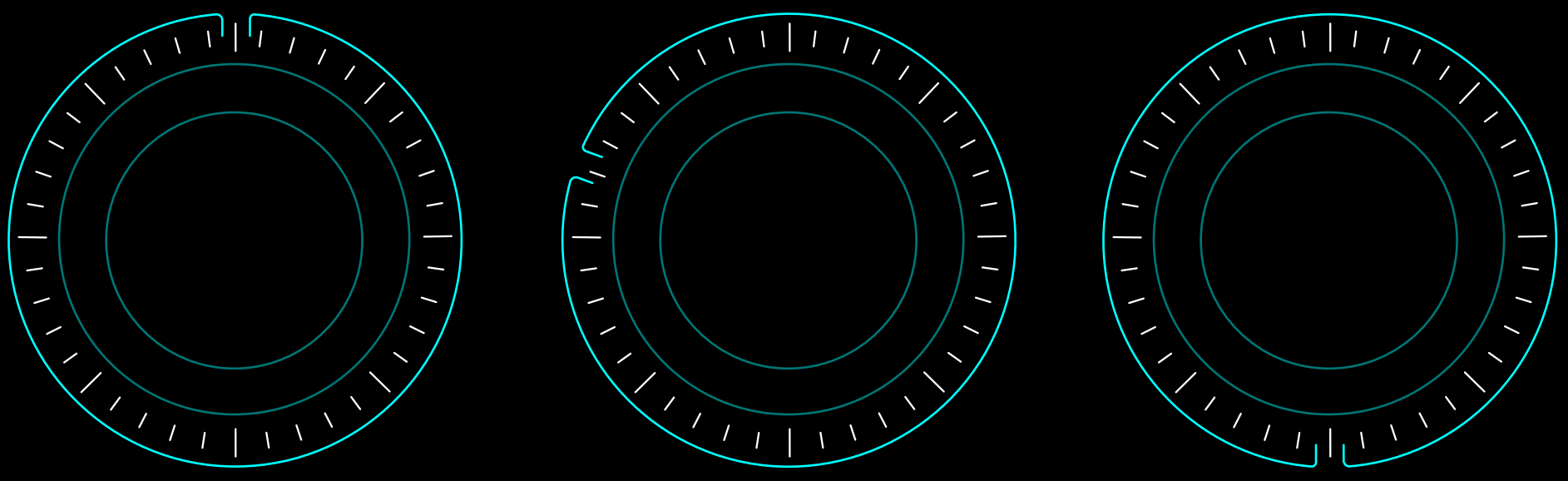








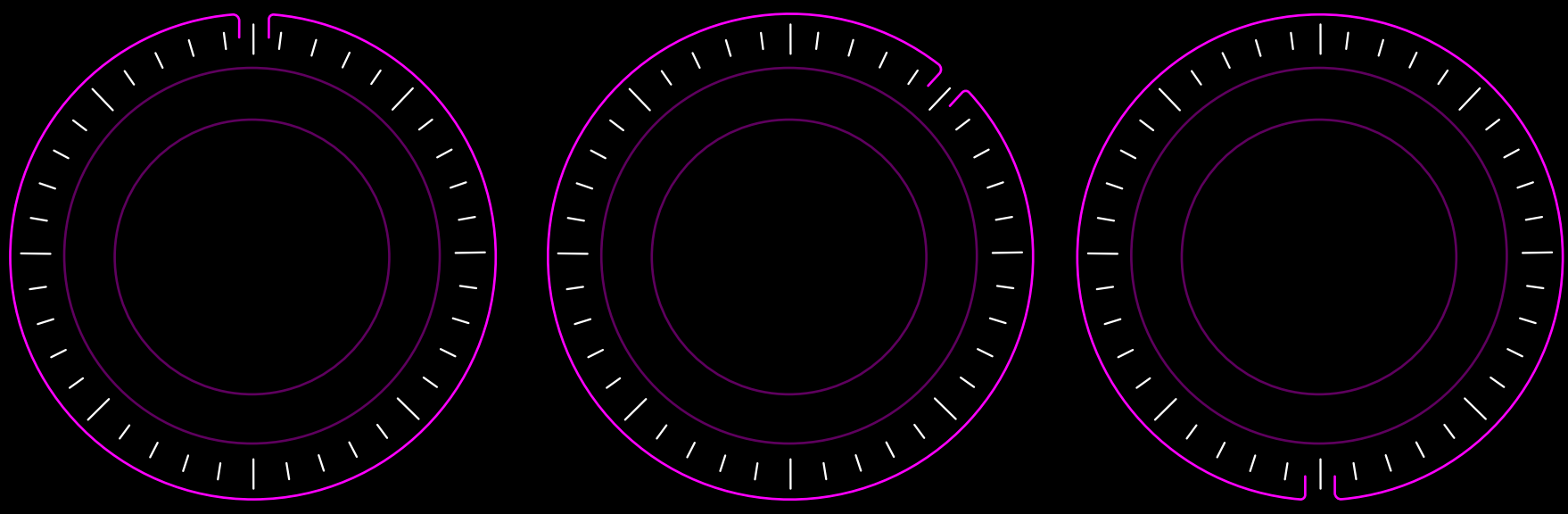
TOP LEFT: SAMPLE PAD



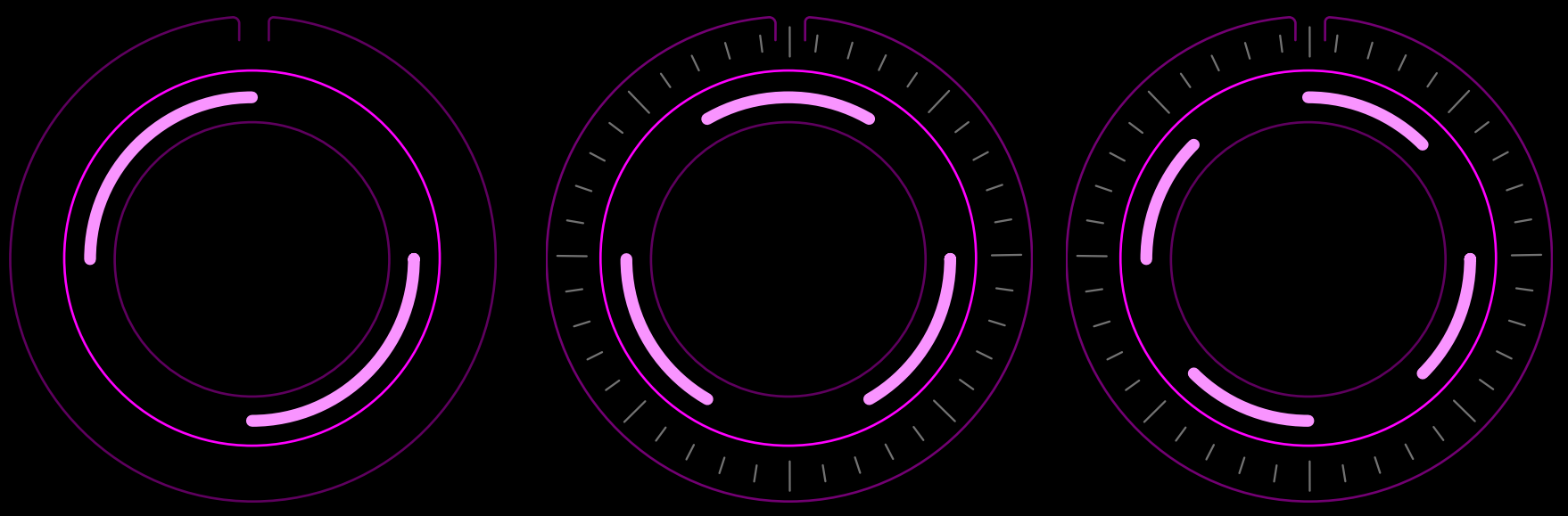
Outer ring- Location & sound
Dynamic: Rotation

Inner ring- volume?
Knob Mapping: Radial Fill

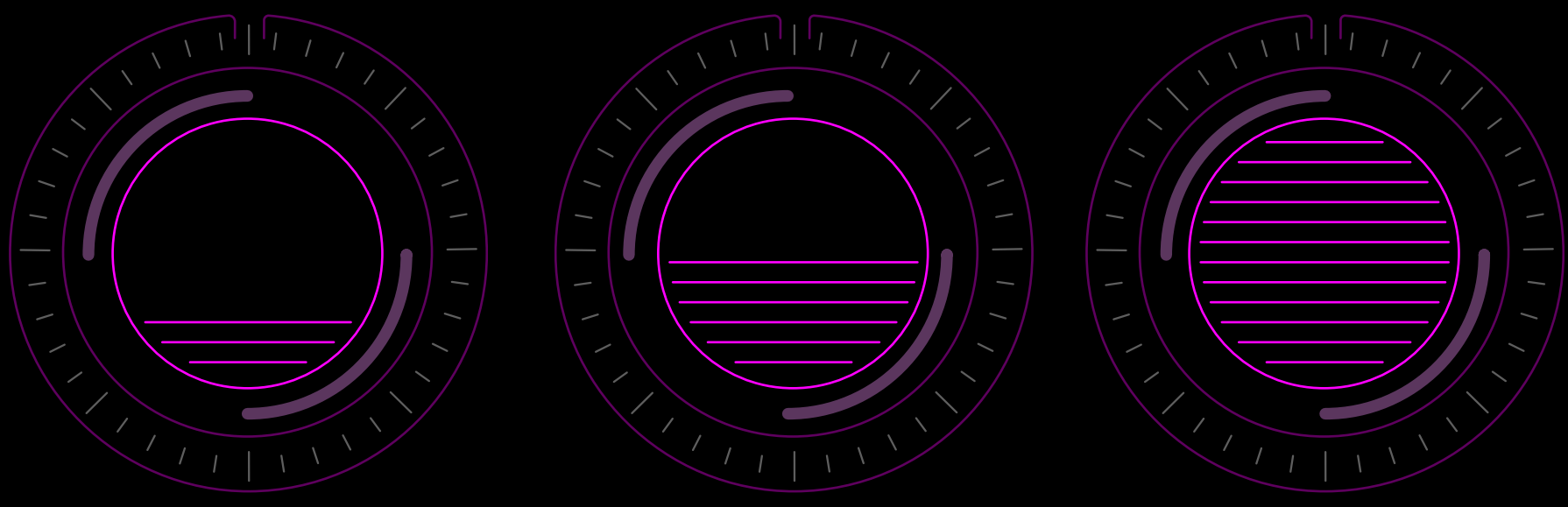
TOP RIGHT: ARPEGGIATOR 1



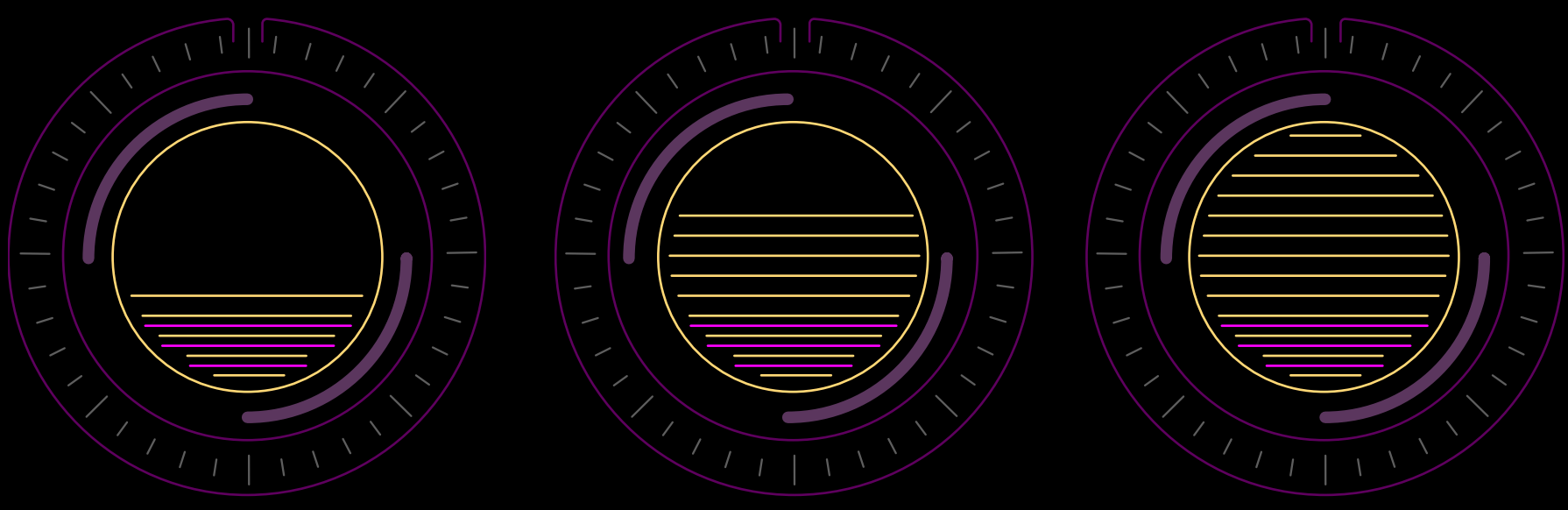
Outer ring- Location & timbre
Knob Mapping: Rotation- notches are fixed, ring rotates



Second Ring: Arp Length/Divisions
Knob Mapping: Number of Segments increase/decrease with knob turn, up to limit

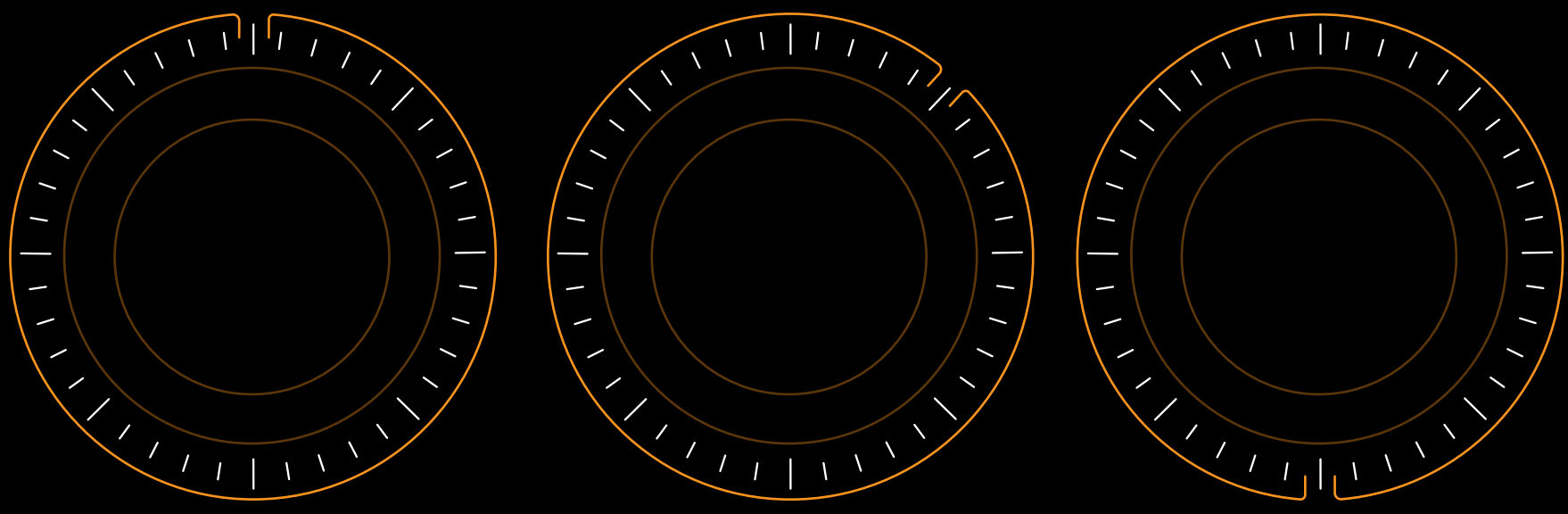


Third Ring LAYER ONE: Complexity?
Knob Mapping: Vertical Fill- lines fill in low to high to connote value

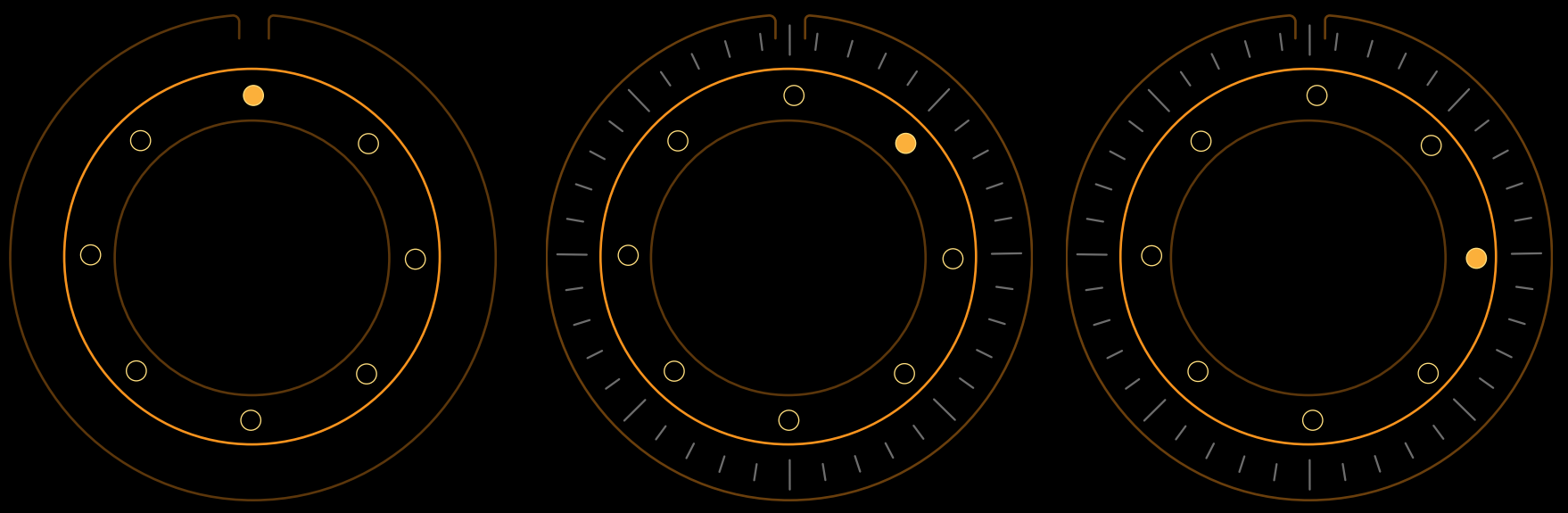


Third Ring LAYER TWO: SPACE?
Knob Mapping: Vertical Fill- lines fill in low to high to connote value

BOTTOM LEFT: ARPEGGIATOR 2

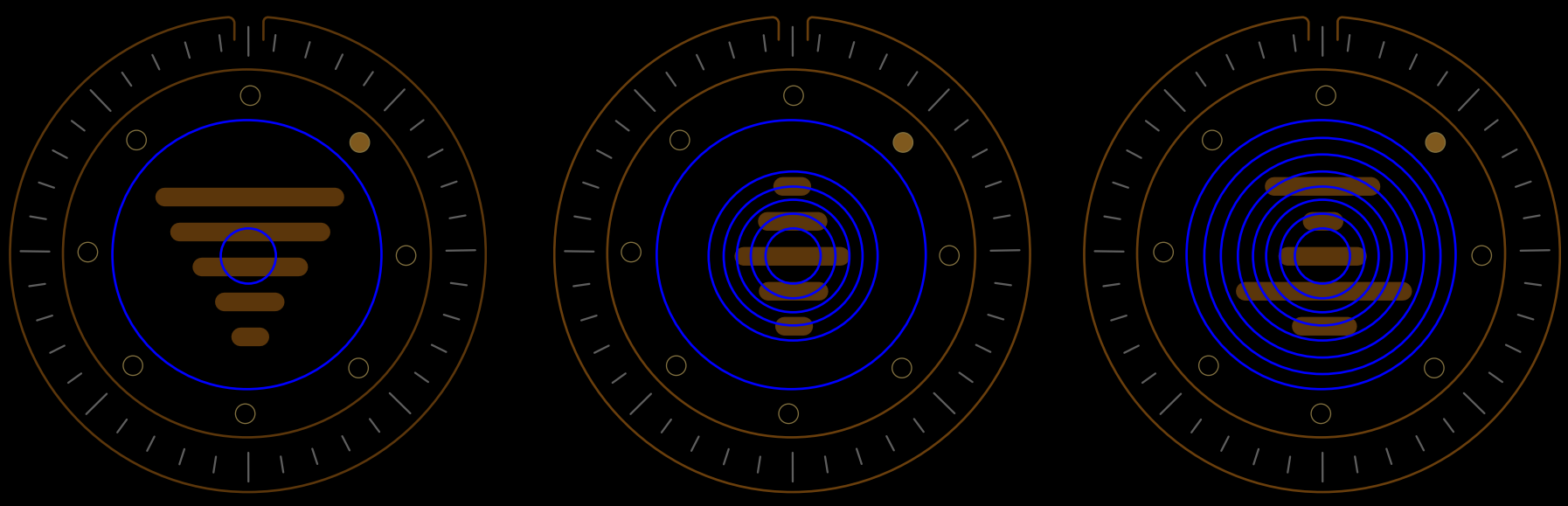


Outer ring- Location & timbre (ideally, different sounds than Arp 1)
Knob Mapping: Rotation- notches are fixed, ring rotates



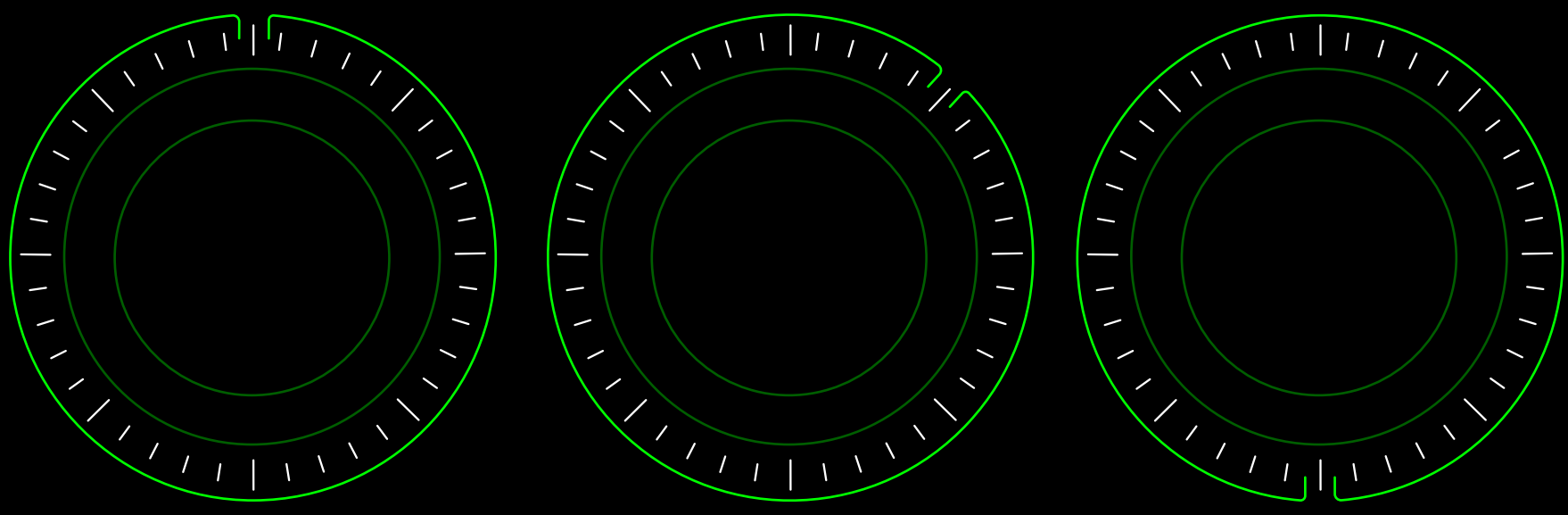
Second Ring: Arp Speed (number of steps is fixed on this arpeggiator)
Knob Mapping: Animation - dot cycles around to each spot faster/slower as knob turned

Third Ring: Layer One: Pattern (ascending/descending/ping pong/random)
Knob Mapping: toggle thru patterns

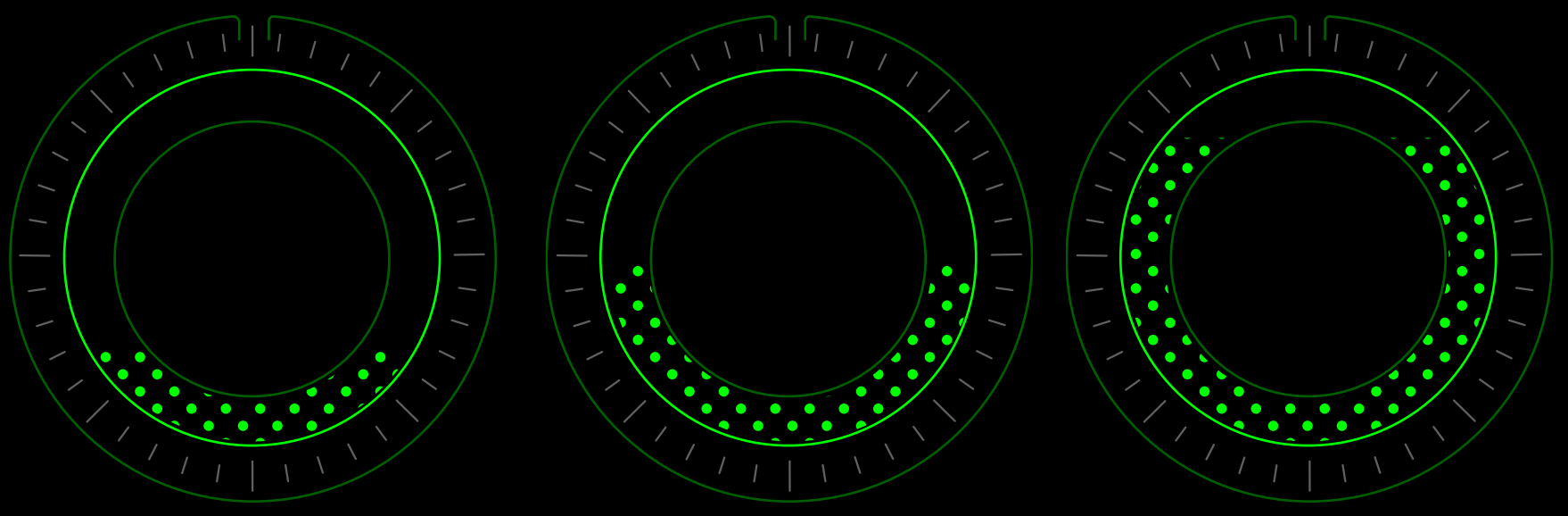


Third Ring Layer Two: Local delay- dotted 1/8 note delay, feedback amt

BOTTOM RIGHT: FX & NOISE LOOPS

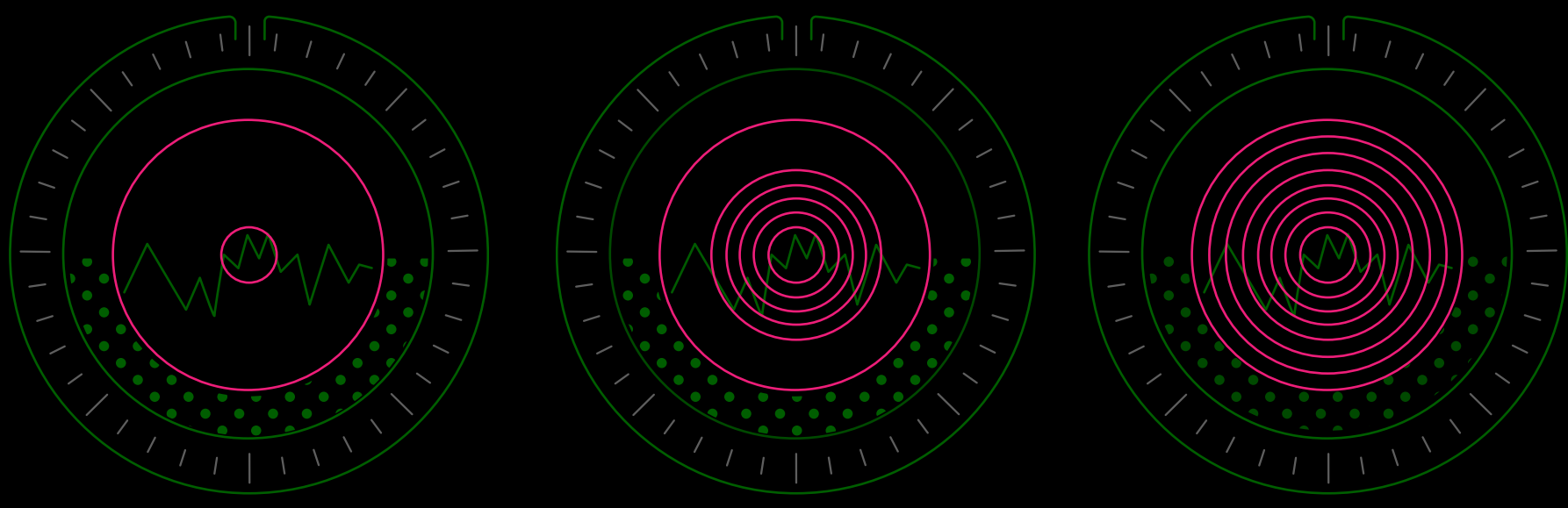


Outer ring- Location & loop
Knob Mapping: Rotation- notches are fixed, ring rotates



Second Ring: Master Reverb
Knob Mapping: Vertical fill- more full, more reverb

Third Ring Layer One: Glitchiness?
Knob Mapping: moving line graph, amplitude and movement increases



Third Ring SECONDARY: Master Delay/Echo
Knob Mapping: Concentric fill from center out- more circles, more delay