Mutable Instruments — Clouds

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Mutable Instruments Clouds Manual PDF

Mutable Instruments Clouds – Cheat Sheet

A quick-reference guide to the Clouds granular audio processor for Eurorack.

Quick Start

1. **Patch audio** into L (and optionally R) input.
2. **Patch stereo output** (L/R) to mixer/output.
3. **Twist knobs** to manipulate grain position, size, pitch, density, texture.
4. **[Optional] Patch CV** into desired CV ins for dynamic modulation.
5. **Press FREEZE** to capture a sound, manipulate the buffer, or scan through frozen grains.

Controls Reference

Knobs

Knob	Function
POSITION	Where in the buffer grains are sourced (back in time: CW = earlier)
SIZE	Grain length
PITCH	Grain playback speed (12 o'clock = normal pitch)
IN GAIN	Audio input gain (-18dB to +6dB)
DENSITY	Grain overlap/timing (CW = denser/random, CCW = denser/constant, noon = none)
TEXTURE	Morphs grain envelope shape; past 2 o'clock activates diffuser
BLEND	Controls one of: Dry/Wet ↔ Spread ↔ Feedback ↔ Reverb (select via button B)

Buttons

Button	Function
FREEZE (A)	Capture/freeze buffer (toggle)
Blend Parameter/Audio Quality (B)	Select parameter for BLEND knob/CV, or hold+tap to set audio quality
Load/Save (C)	Load or save frozen buffers; double-action, see manual for details

LEDs

- Bargraph: Input/output level, setting indicators, parameter values.
- Color indicates: blend parameter (green), buffer slot (red/green), calibration (orange).

Inputs & Outputs [Voltage Range: All CV INs ±5V]

Jack #	Label/Use	Type	Description
1	FREEZE	Gate In	Gate high = freezes buffer (same as button).
2	TRIGGER	Trig In	Generates a single grain per trigger (micro-sample playback at DENSITY noon).
3	POS CV	CV In	Modulate grain buffer position (±5V)
4	SIZE CV	CV In	Modulate grain size (±5V)
5	V/OCT	CV In	1V/Oct pitch tracking of grain playback (±5V)
6	BLEND CV	CV In	Modulate selected blend parameter (±5V)
7/8	IN L / R	Audio In	Stereo input (R normalled to L if unpatched)
9	DENSITY CV	CV In	Modulate grain density/overlap (±5V)
10	TEXTURE CV	CV In	Modulate envelope/diffusion/texture (±5V)

Jack #	Label/Use	Type	Description
11/12	OUT L / R	Audio Out	Stereo output

Blend Parameters

- **Dry/Wet**
- **Stereo Spread** (random panning per grain)
- **Feedback Amount**
- **Reverb Amount**
  Select parameter using Blend Parameter/AQ button (B); indicator LED shows selection.

Freezing & Saving

- **FREEZE:** Stops recording; process sound in memory.
- **Save/Load Buffer:**
- Hold Load/Save 1s, select slot (1–4), confirm to save.
- Tap Load/Save, select slot, confirm to load.

Calibration

- 1V/Oct calibration: See manual (requires accurate CV source).

Audio Quality

- Hold Blend Parameter/Audio Quality button for 1s; tap to cycle:
- 32kHz/16-bit
- 32kHz/8-bit μ-law
- 16kHz/16-bit

- 16kHz/8-bit μ-law

Tips

- Add random modulation to Position or Pitch for lush textures.
- Use audio out as modulation noise source.
- Fast note sequences to V/Oct = chord grains.
- Short FREEZE pulses = capture micro-textures.

Troubleshooting

- **No effect?**
- Dry/Wet blend may be fully dry. Use Blend Parameter/AQ button to select dry/wet, adjust BLEND knob.

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