

CHIMERA

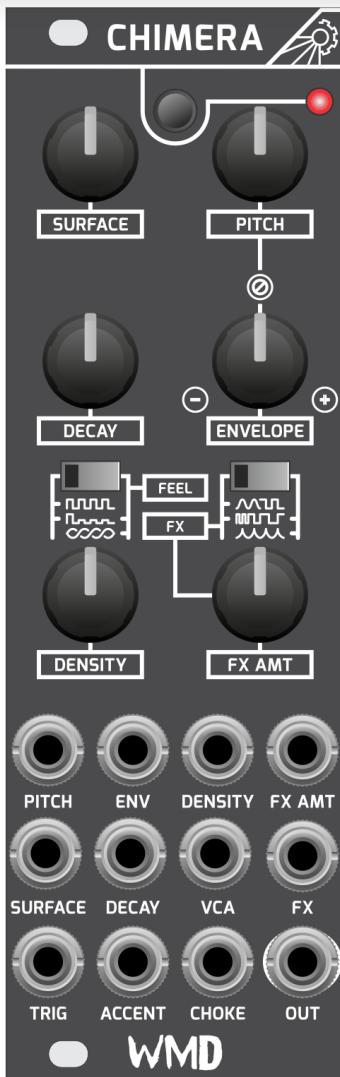
METALLIC PERCUSSION SYNTHESIZER

SURFACE: The Chimera features 11 distinct surface types that morph as the SURFACE control is altered. The SURFACE textures were derived from instruments captured with the extremely sensitive microphones, preamps, and processors.

DECAY: This knob controls the length of the sound's decline in amplitude. Using the DECAY knob, you can obtain lightning-fast rhythmic ticks, long morphing granular washes, clanging hits, and everything in between.

FEEL: There are three ways to play the Chimera. The first FEEL mode (~~~~) plays every triggered note with the same amplitude. This mode is great for syncopated strikes and hard hits. The second FEEL (~~~~) Plays the first note of every four with a normal amplitude, the second and fourth notes play softly, and the third note is given a random medium volume. The attack time of all notes after the first are increased in this mode, giving 16th notes a shaking pattern. The last FEEL mode (~~~) freely oscillates the Chimera's granular engine, so every strike becomes unique. When decay is at maximum, the amplitude control deactivates and the metal textures flow to infinity.

DENSITY: Increases the number of grains in the sample window. Low DENSITY settings create slow timbral fluctuations while higher settings make for ephemeral jangles and shimmering hits.



TRIG: Hit it with some pulses! For extra fun, trigger the module using the handy trigger BUTTON.

ACCENT: Adds emphasis to a triggered note. The ACCENT input also resets the rhythm of the second FEEL mode.

CHOKE: Cuts the length and amplitude of triggered notes.

PITCH: Shift the frequency of the metal texture here. The pitch control spans 5 octaves, and every pitch setting produces its own range of usable metal timbres.

(PITCH) ENVELOPE: Introduce rising or falling pitch decay with this control. A little negative ENVELOPE with medium DECAY yields shaky doppler effects, while positive pitch decay creates lazer gun excitement for the whole family!

FX: Choose between quality reduction (~~~~), sample rate reduction (~~~~), and comb filtering (~~~).

FX AMT: Changes the amount of the chosen effect or the position of the comb filter.

VCA: This input allows you to control the Chimera's master volume attenuator. Being totally separate from the DECAY dynamic, the VCA input allows you to add externally controlled changes to your existing groove.

OUT: The Chimera's audio output. Plug it in! By using this jack, you tacitly agree to use the module responsibly: only use it to create the illest breaks, most shimmering textures, grooviest backbeats, and otherworldy-est rhythms.