Hypno

Hypno is an “all-in-one” semi-modular video generator. The panel is organized into mirrored sides for 2 shapes A&B. The centered controls are global. Hypno outputs video with a composite jack, HDMI or NDI.

Epilespy Warning!

Hypno’s video output may trigger seizures in individuals with photosensitive epilepsy.

Polarization / Y Offset

Case Module-Lock

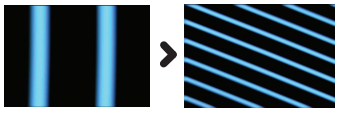
The **(non kit)** enclosure features module locking tabs. Pull and flex out a side of the case at the point indicated with the lock icon below to pull Hypno out of the enclosure.

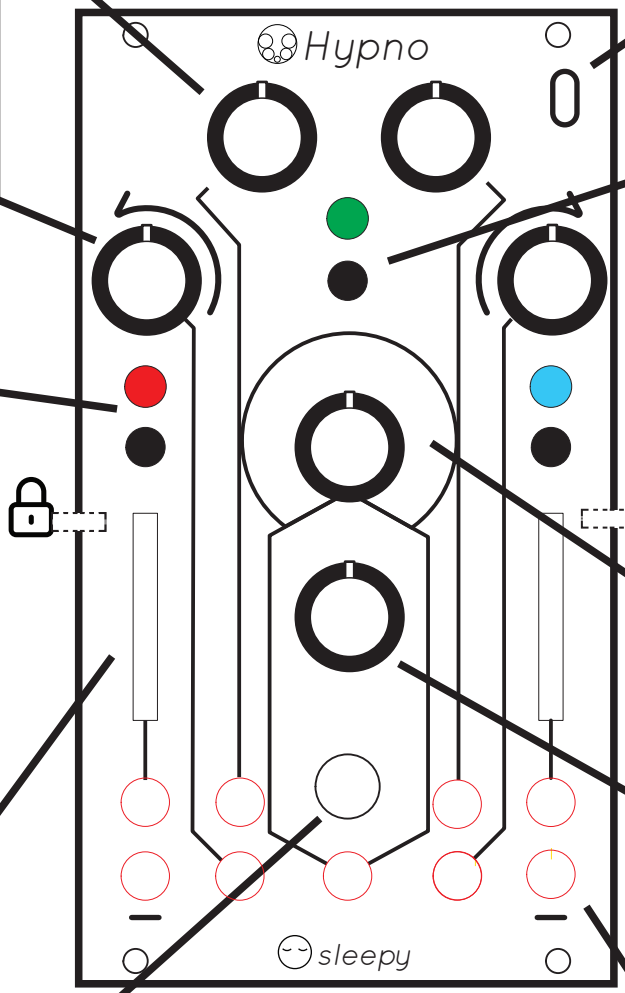
USB / IO

Video Looping via USB Drive
Stream to Computer via NDI
MIDI Host Capable
UVC compliant Video Input

Note: IO May Differ for Hypno Kit based on Raspberry PI used.

Rotation





Feedback

- Regular
- hyper_digital
- Edgy
- Stable Glitch
- Inverted Stable

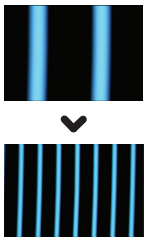
Shape A

- Sin
- Tan
- Poly
- Circle/Oval
- Fractal Noise

Gain

Master value of both shapes A&B. Bi-Polar control with blackness at 12 o’clock.

Frequency



Hue

Color selection shifts color relationship for both shapes A&B at once.

Video Output

Composite output. PAL or NTSC switchable via config file.
Default output unless HDMI is detected on power-up. Hypno Kit requires adapter.

CV Control (-5V to 5V)

Knobs are connected with a line to their corresponding modulation jack. Subtle smoothing is applied to inputs by default.

Shape Trig Inputs

Triggers on underlined jacks step through the shapes of the corresponding oscillator.

Shape Pages

Holding one of the side buttons on Hypno enters the UI into an alternate state, allowing more detailed control of the Shapes.

Polar/Y Scroll Mod

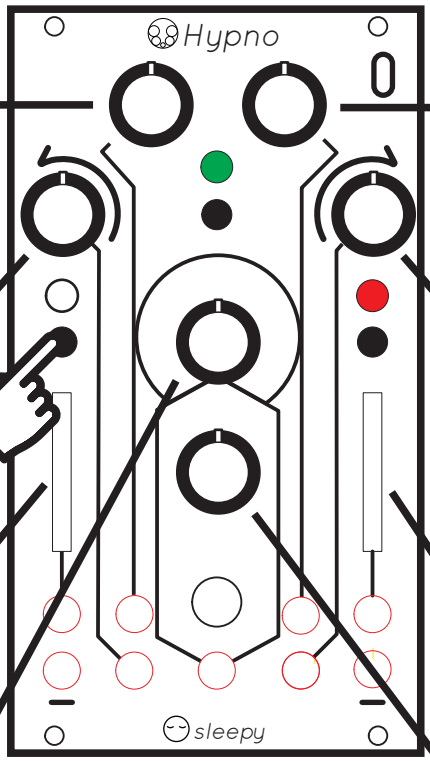
Modulates the polarization or Scroll Mod based on shape selection. Digital notch in the center/up position is 0, left and right introduces drift.

Rotation Mod

Makes shape rotation drift. Digital notch in the center/up position is 0, left and right introduces rotation drift.

Shape Scroll

Smoothly scrolls the oscillator. Slider's center detent represents 0. Moving the slider up or down scrolls the shape forward or backward.



Fractal Amount

Fractals/Mirrors the shape in many different patterns – from basic mirroring to kaleidoscope fractal madness.

Fractal Mod / Repeat

Fractal Amount is ON: Turns the Fractal Axis continously. Center/Up is stopped, left and right introduce drift.
Fractal Amount is OFF: Left/Right Toggles Mirrored/ Standard image repeat

Shape A to B Patch Gain

Controls amount of modulation going from Shape A to Shape B (only active when this Button-Patch is on/green).

Saturation

Controls saturation of the shape's color, from white to fully saturated.

Hue Offset

Controls Shape A's color offset from root color set by the Root Hue Control on the main panel.

Fractal Amount

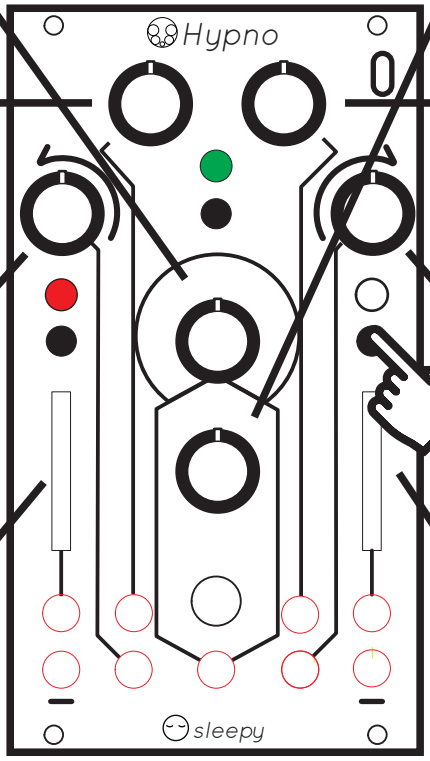
Fractals/Mirrors the shape in many different patterns – from basic mirroring to kaleidoscope fractal madness.

Fractal Mod / Repeat

Fractal Amount is ON: Turns the Fractal Axis continously. Center/Up is stopped, left and right introduce drift.
Fractal Amount is OFF: Left/Right Toggles Mirrored/ Standard image repeat

Shape B to A Patch Gain

Controls amount of modulation going from Shape A to Shape B (only active when this Button-Patch is on/green).



Polar/Y Scroll Mod

Modulates the polarization or Scroll Mod based on shape selection. Digital notch in the center/up position is 0, left and right introduces drift.

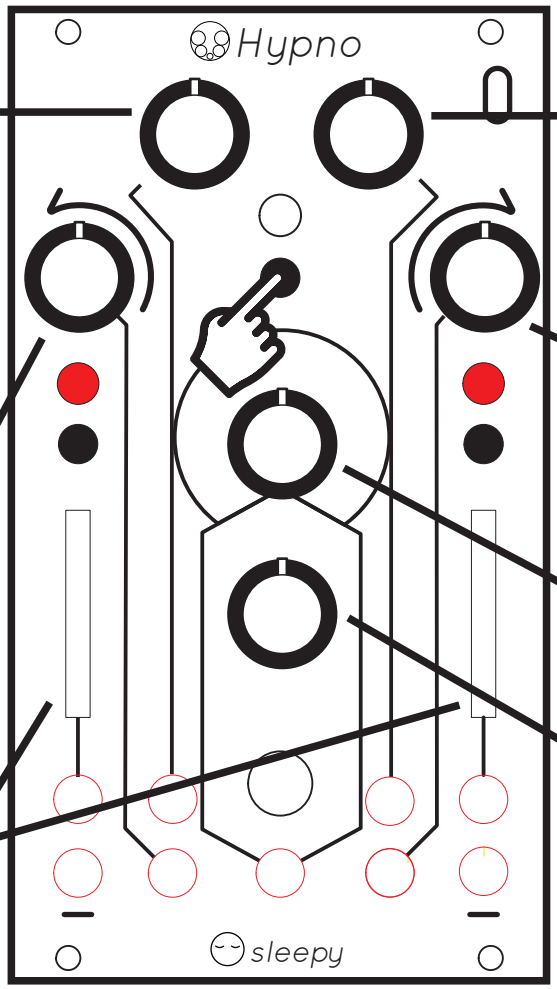
Rotation Mod

Makes shape rotation drift. Digital notch in the center/up position is 0, left and right introduces rotation drift.

Shape Scroll

Smoothly scrolls the oscillator. Slider's center detent represents 0. Moving the slider up or down scrolls the shape forward or backward.

Feedback Page



Feedback X Offset

Offsets feedback frame in the X axis. Digital notch in the center/up position is no offset, with extremes being a mirrored frame on the axis.

Feedback Y Offset

Offsets feedback frame in Y axis. Digital notch in the center/up position is no offset, with extremes having a mirrored frame on the axis.

Feedback Rotation

Rotates feedback frame. Digital notch in the center/up position is 0 rotation with left and right rotating the frame.

Feedback Rotation Mod

Rotates Feedback Rotation continuously. Digital notch in the center/up position is 0 modulation with left and right rotating the frame continuously.

Feedback Zoom

Zooms the feedback frame in and out, digital notch in the center/up position is 1:1, left zooms in, right zooms out.

Feedback to Shape Gain

Amount of modulation going from feedback frame back into the corresponding shape (only active when corresponding Button-Patch is on/green).

Hue Shift

Introduces a hue shift effect around the edges of shapes. Useful for introducing gradients into the feedback frame.

Button-Patching

Holding a button and then pressing another toggles a connection. Each button represents a part of Hypno, left button is Shape A, right button is Shape B, middle button is Master Output. When a patch is on or off, the corresponding LED is green or red. Patch Gain sliders control connection magnitude.

Preset System

Each of Hypno's buttons represent a preset slot. Holding 2 buttons lets you access the slot on the 3rd button. Presets save the state of all of Hypno's controls in all of the pages.

Save: Hold the 3rd button, you will see the LEDs light up from left to right. When all the LEDs turn green, the preset has been saved.
Load: Tap the 3rd button to recall the last stored preset.

Safety Instructions

Water is lethal for electric devices. Hypno is NOT intended for use in a humid or wet environment. Liquids or other conducting substances must not get into the module. Should this happen, the module should be disconnected from power immediately, dried, examined and cleaned by a qualified technician.

Do not expose the module to temperatures above +50° C or below -20° C. If you have transported the module in extreme low temperatures, leave it in room temperature for an hour before plugging it in.

This device complies with EU guidelines and is manufactured RoHS conforming without use of lead, mercury, cadmium or chrome. This device is electronic waste. **DO NOT DISPOSE WITH HOUSEHOLD WASTE**. For proper disposal procedure contact your local electronic waste disposal service or contact us at support@sleepycircuits.com.

Video Input Page

1. Getting Input

Hypno's front USB port supports **USB Drives & USB 2.0 UVC compliant devices that support a MJPEG output mode**. You can plug in a variety of cameras and capture cards into the front USB via a Micro-USB to USB-A adapter (or directly with Hypno DIY)

a. Plug in the USB via the front/back USB port

b. Plug the UVC device into the adapter.

d. After a short delay, you will see Shape A light up in a new color. Now you have a video feed!

2. The Input Shape

The video input is accessible as a 6th shape in the LED Shape selection on either side.

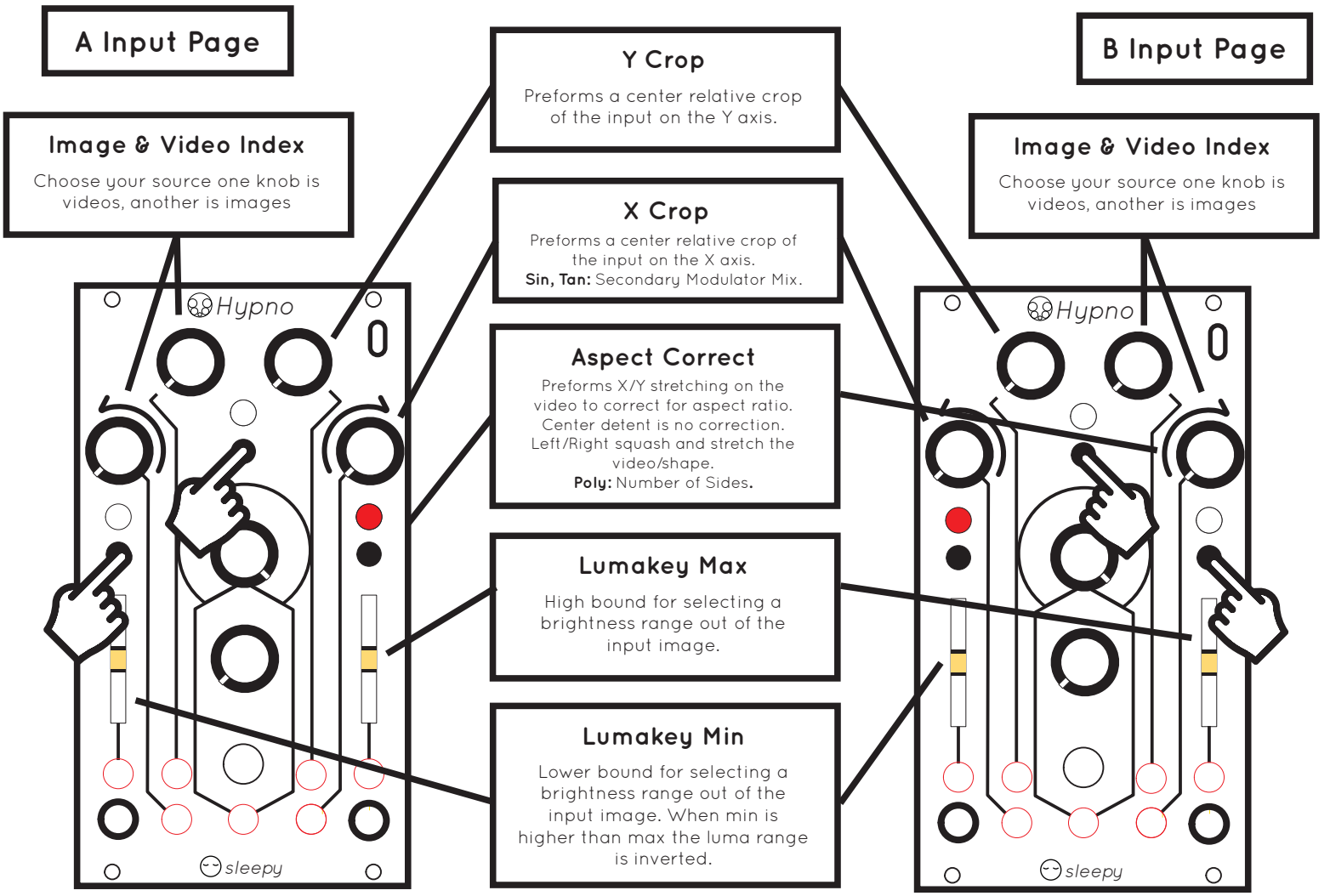
The standard panel controls operate normally as if the video input was a shape with a few exceptions:

- Putting the frequency slider all the way down does not turn off the video feed

- The Input's color is uneffected by the Master Hue knob (but is effected by the individual shape's Hue and Saturation controls)

Note: Live Video input into Hypno has a slight delay. Give the lil friend a break, it's doing a lot!!!

These pages are also active for all of the shapes! The controls do simillar adjustments to the built in shapes as described below, where those do not apply new shaping featuers are introduced. These pages are only partially mapped for shapes where documented.



See sleepycircuits.com/ hypno-manual for more info!!!