

Ocean Swift Synthesis - TH3 Beast



TH3 Beast is a two oscillator monophonic synthesizer featuring an interesting interaction between the oscillators themselves along with the external world, and a unique filter design. Great for rich basslines as well as arpeggiated or syncopated leads and melodies. The Beast is a version on steroids of the TH3 Acid, providing many more sonic features as well as built in effects while retaining the fast and intuitive access and a great sound.

Controls

Osc

Wave: The waveshape the osc. Derived from a crossfade mix between a pulse and a saw shape.

PW: The width of the pulse shape. At the center position the shape is a square.

Pitch: Offsets the tuning in increments of 1 semitone with a range of -12 to +12 (one octave lower and one octave higher at maximum). At the center position no offset occurs.

Fine: Offsets the tuning in increments of 1 cent with a range of -100 to +100. At the center position no offset occurs.

RT: When set off the osc phase is free running. When set to on the osc will retrigger with each new midi note.

Mix: Crossfade mix between the two oscs.

Ext: Crossfade mix between the oscs and the device's external input.

Ext Ring: Ring modulation between the oscs and the device's ring input.

Ext FM: Frequency modulation depth applied to the oscs by the device's fm input.

Pitch LFO: Depth of modulation applied to the osc pitch by the pitch LFO.

Filter

Cutoff: The cutoff point of the filter.

Resonance: The resonating quality of the filter.

Env Mod: Controls the depth of filter modulation applied through the decay knob.

Decay: Controls the decay time of the filter envelope mod.

Accent: Incoming midi with velocity range over 100 will trigger the accent circuit. The higher this knob's value, the more pronounced the effect will be.

Pitch LFO

Wave: The waveform of the LFO. The wave is a choice between a sine, square, saw up, saw down, triangle, and random - 6 shapes in total.

Rate: The speed of the lfo when not in sync mode. From 0.01 to 400hz.

Div: The speed of the lfo when in sync mode. Measure divisions based on the device's BPM setting. Provided are 19 divisions: 64bar, 32bar, 16bar, 8bar, 4bar, 2bar, 1bar, 1/2p, 1/2, 1/2t, 1/4p, 1/4, 1/4t, 1/8p, 1/8, 1/8t, 1/16p, 1/16, 1/32.

Phase: The starting phase of the lfo. Noticeable when the LFO is in retrigger mode.

Sync: Turns sync mode on and off.

Retrig: Retrigger the osc to start at the point specified by the phase knob with each new midi gate.

Chorus

Bypass: Turns the chorus effect on or off.

Depth: The depth of modulation of the chorus effect.

Rate: The rate of modulation of the chorus effect.

Feed: Chorus Feedback amount.

Flange: When turned off the effect will produce a chorus sound. When turned on the effect will produce a flanger sound.

Phase: The phase of the chorus signal in relation to the dry signal.

Wet: Amount of chorus signal in relation to the dry signal.

Stereo Delay

Bypass: Turns the delay effect on or off.

Time Left: Time in milliseconds for the left channel of the delay when sync mode is turned off.

Time Right: Time in milliseconds for the right channel of the delay when sync mode is turned off.

Note Left: Time derived from divisions based on the device bpm for the left channel of the delay when sync mode is turned on.

Note Right: Time derived from divisions based on the device bpm for the right channel of the delay when sync mode is turned on.

Feed: Feedback amount of the delay line.

Damp: Damping control for the feedback parameter.

Cross: Option for normal stereo behavior or cross modulation.

Sync: When set to off the delay timing will be derived from the time knobs. When set to on the delay timing will be derived from the note division fields.

Wet: Amount of delay signal in relation to the dry signal.

Main Controls

Midi Channel: The midi channel the device will respond to.

BPM: Sets the BPM for the device from which the pitch LFO and delay effect will derive timing when in sync mode.

Port: Turns portamento on and off.

Time: Glide time when portamento is turned on.

HP: Turns on and off a mild high pass filter.

Cut: The cutoff point of the high pass filter.

Volume: Overall output gain.

Credits

Circuit Design: Yaron Eshkar

Gui Design: Fernando Abreu, Diogo Salvador

Web

<http://www.oceanswift.net>

<https://www.facebook.com/oceanswiftnsynthesis/>