

fpa 147  
WEEK 6

A photograph of a Moog modular synthesizer chassis. The chassis is dark-colored with numerous modules, each containing various knobs, switches, and patch points. Several patch cords in different colors (blue, green, brown, white) are connected between the modules. The text "Synthesis Basics" is overlaid in a large, light green font across the center of the image.

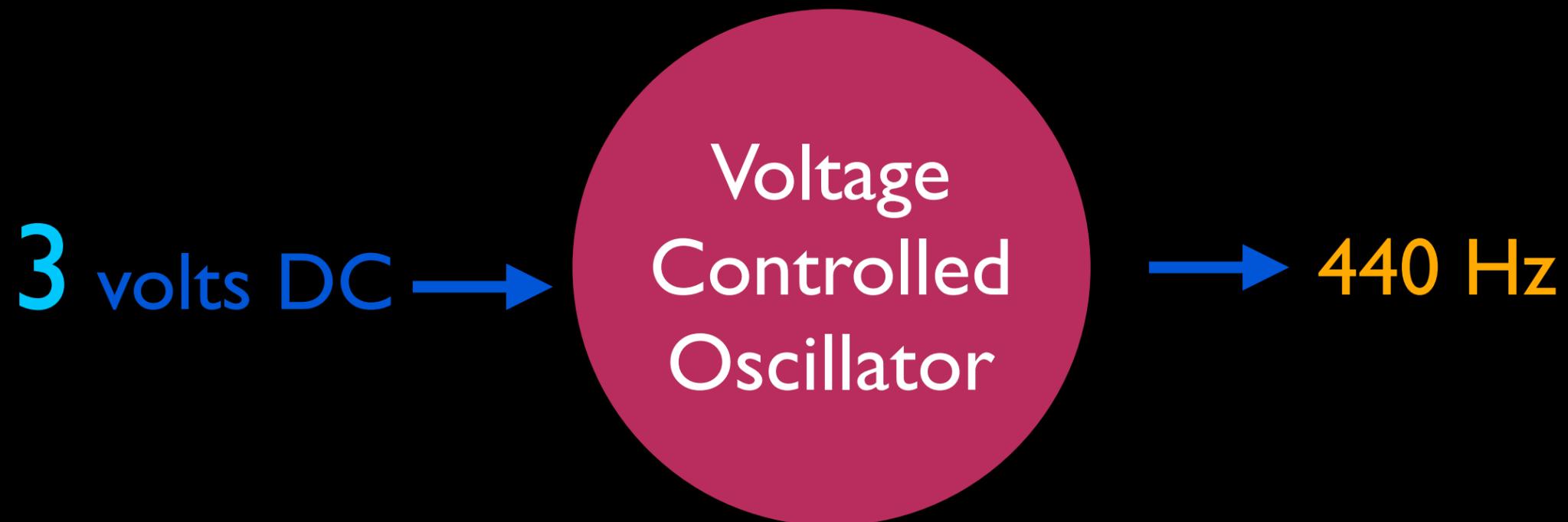
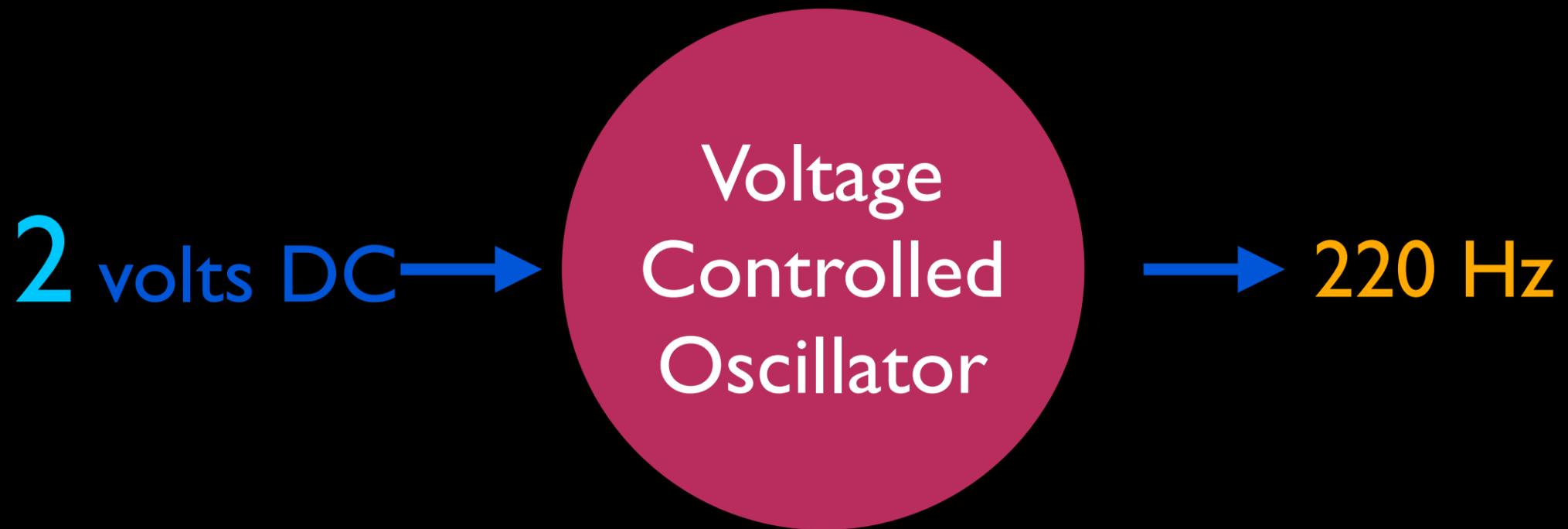
# Synthesis Basics

In the early 1960s, inventors & entrepreneurs (Robert Moog, Don Buchla, Harold Bode, etc.) began assembling various modules into a single chassis, coupled with a user interface such as an organ-style keyboard or arbitrary touch switches (Buchla). The various modules were connected by patch cords, hence an arrangement resulting in a certain sound quality or timbre was called a “patch”. The principle was subtractive synthesis: complex waveforms are filtered and altered dynamically to produce the desired result. Sounds could be pitched or non-pitched, imitations of conventional instruments or “new”



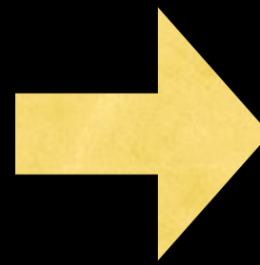
# Voltage Control

An important principle of all these devices was the standardization of the control system. A direct current or DC voltage was used to control the parameters or various attributes of the modules. For frequency changes: 1 volt = 1 octave. So a change from 1 volt to 2 volts in the frequency control of an oscillator changes the pitch of the oscillator by 2X or 1 octave. 220 Hz -> 440 Hz. To trigger the modules (initiate an action) a pulse of 5 volts was used.

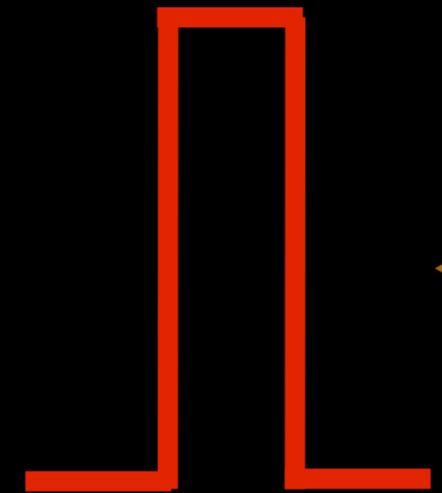


no pulse

Envelope  
Generator

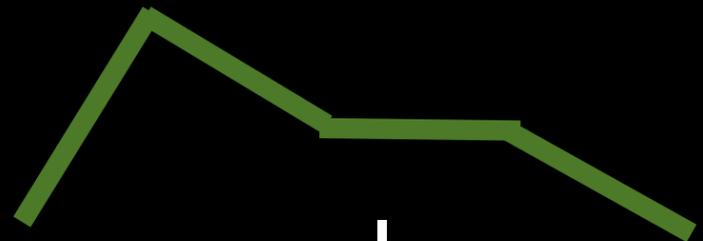
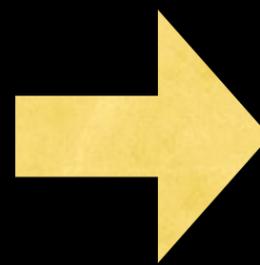


no output



5 volt pulse

Envelope  
Generator



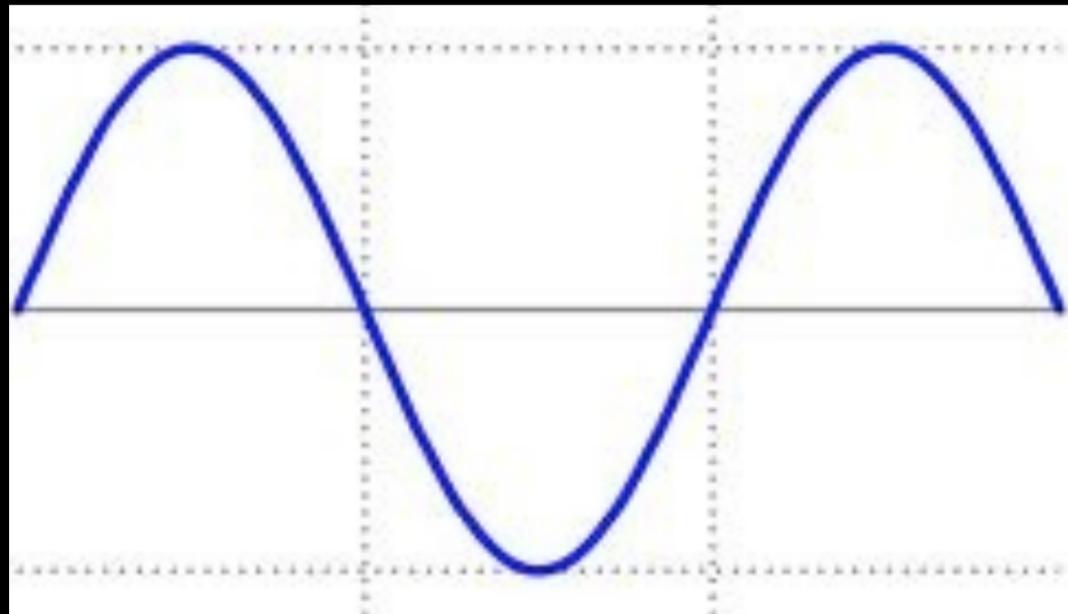
envelope

# Synthesis sources:

- *Voltage Controlled Oscillators*
- *Noise generators*
- *Audio from microphone or tape*

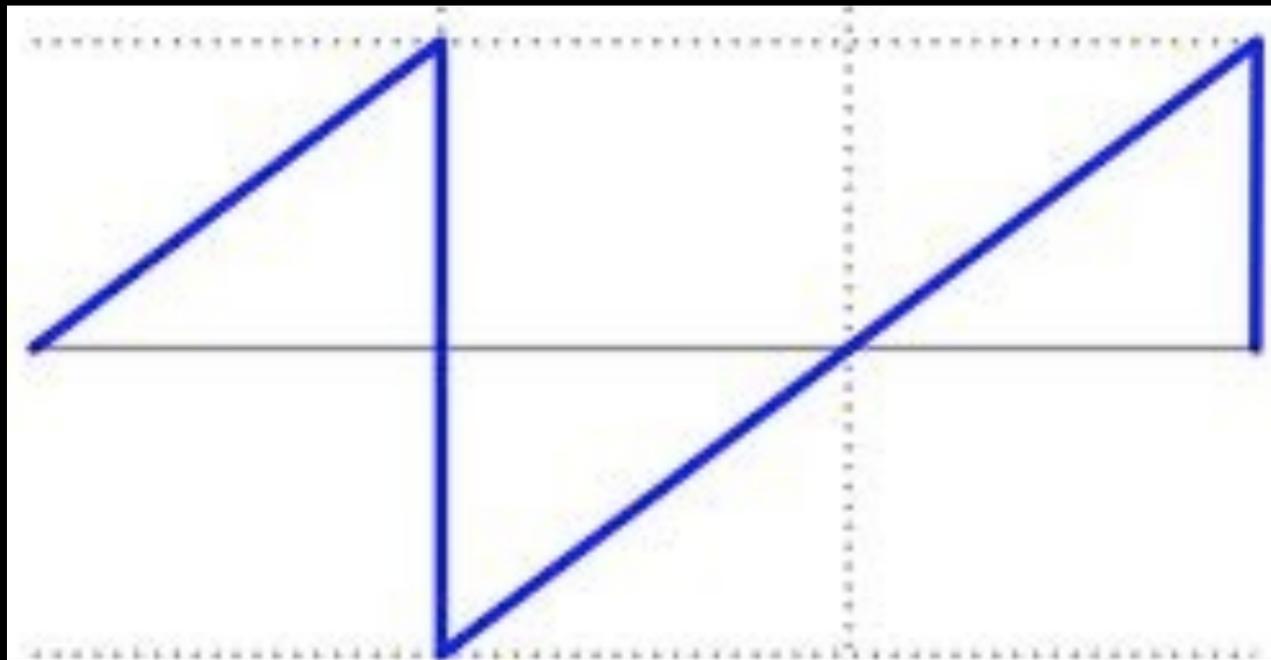
- *Voltage Controlled Oscillators*

- Sine
- Triangle
- Sawtooth
- Pulse



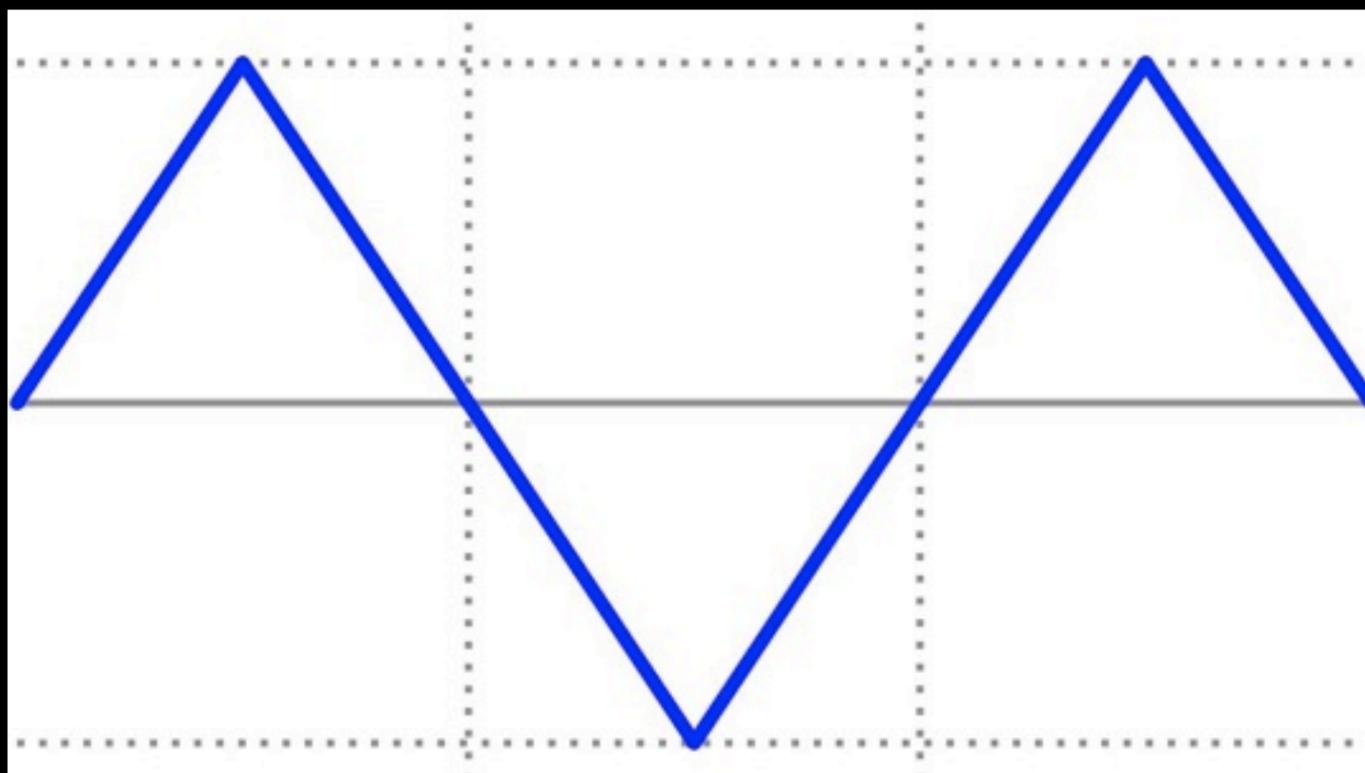
*sine wave*

Sine: Also known as pure tone. Fundamental frequency only.



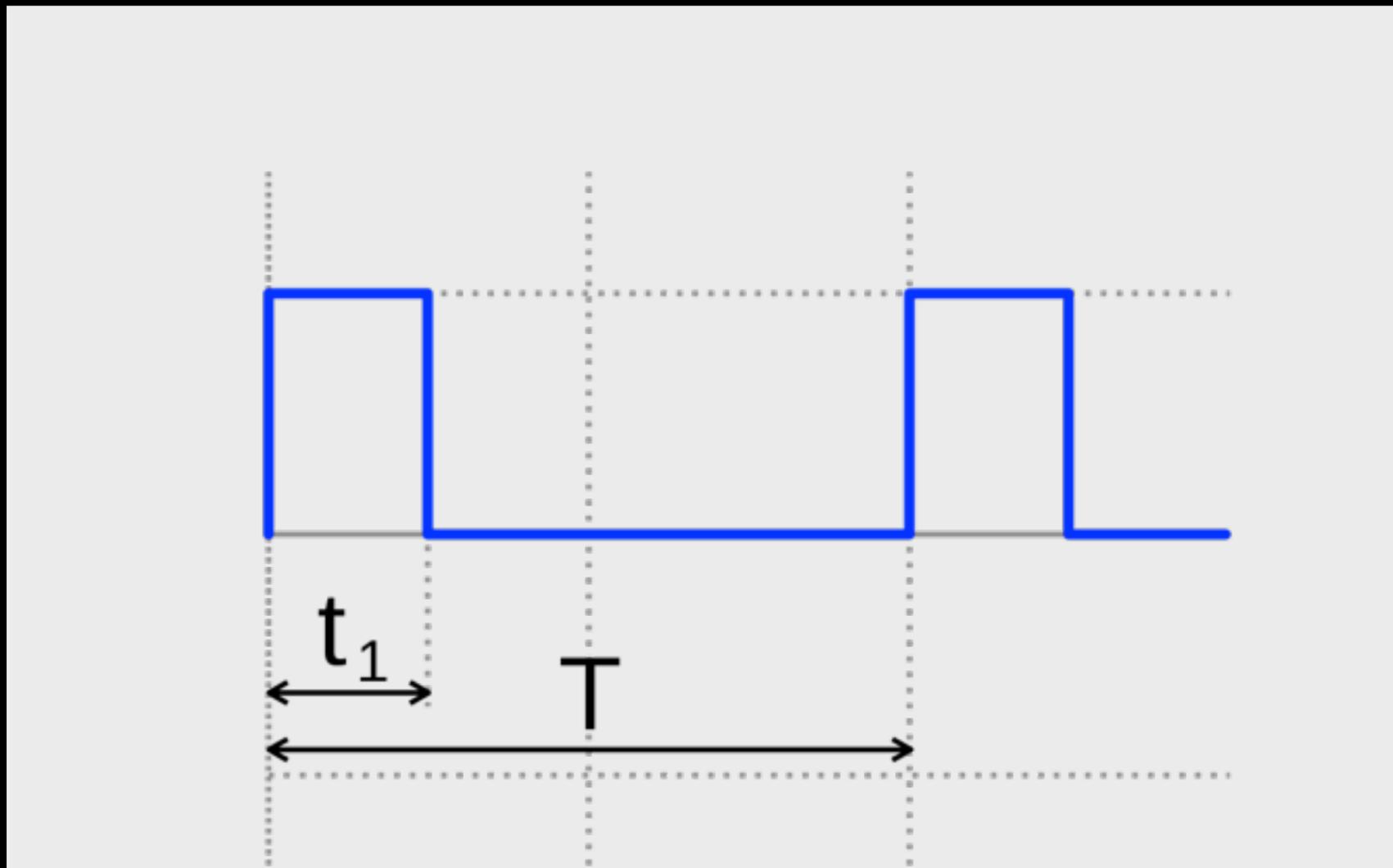
*sawtooth wave*

Contains all the odd harmonics. Fundamental or 1, 3, 5, 7, 9, 11, etc. Much energy in the upper harmonics – bright sounding, often used with low pass filter to create rich timbres.



*triangle wave*

Contains all the odd harmonics. Fundamental or 1, 3, 5, 7, 9, 11, etc. Energy in the harmonics is less than sawtooth – clarinet like, less high frequency energy.



*pulse or square wave*

pulse wave contains only odd harmonics but the mix can be altered by changing the duty cycle or the ratio of on/off ( $t_1$  to  $T$ ). If  $t_1 = T/2$  then it is a square wave. Modulating the pulse width or duty cycle is a common feature in synthesizers.

- *Noise generators*

- white
- pink

as per previous classes. White noise is equal energy over audio spectrum (20 – 20KHz) while pink more closely resembles the energy distribution of music – equal energy per octave.

- *Audio from microphone or tape*

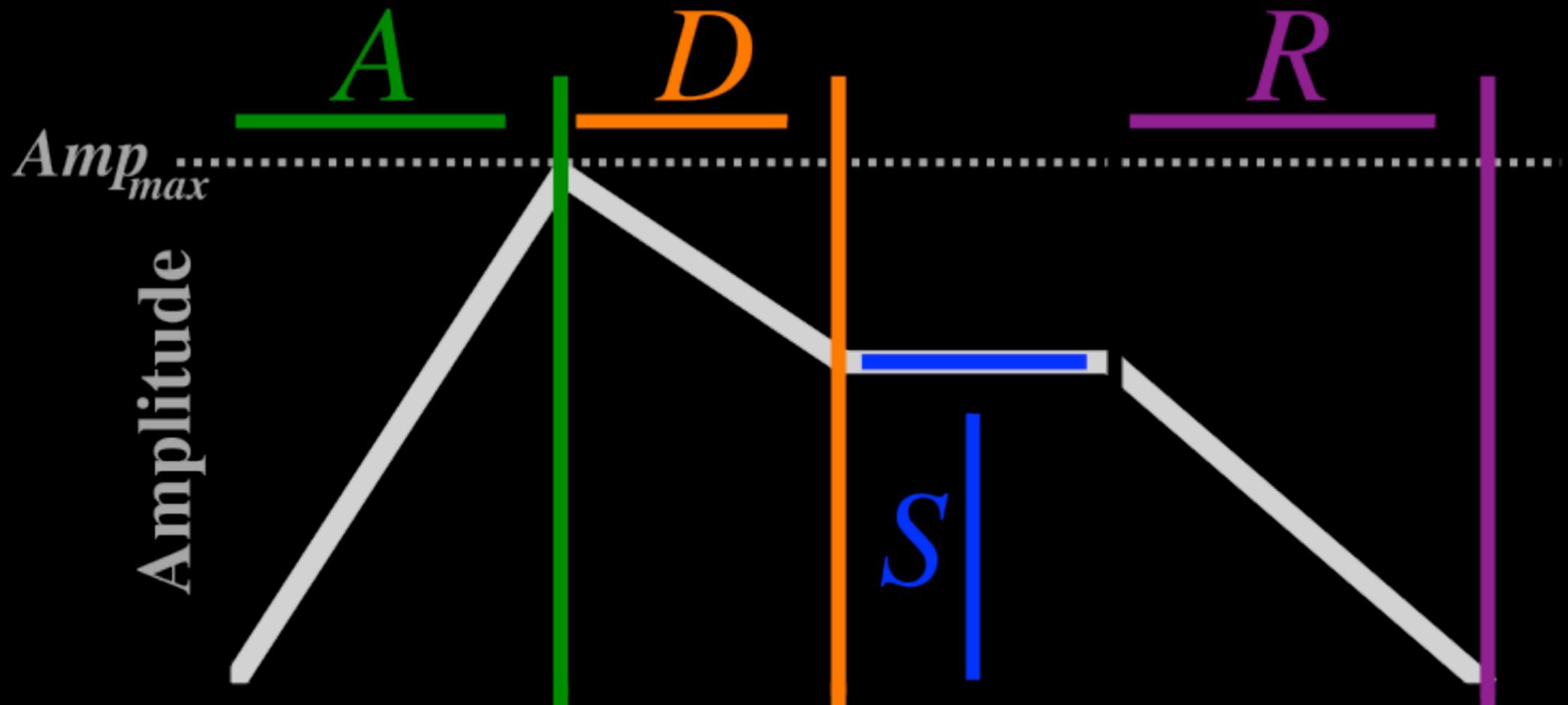
External sound sources often can be used as a signal source or a modulation source as well.

- *Voltage Controlled Filters*

- Low Pass
- High Pass
- Band Pass
- Band Reject

As per our look at filters. Voltage control of filter cut-off, “Q” or resonance, bandwidth and amount of effect.

● *Voltage Controlled Amplifier*



- Often coupled with an envelope generator

Adjusts volume of signal depending on voltage. It is often coupled with an envelope generator which then creates the class “ADSR” or attack, decay (initial) sustain and release.

# Modulation sources:

- *Low frequency oscillators*
- *Voltage Controlled Oscillators*
- *Noise generators*
- *Audio from microphone or tape*

An LFO or low frequency oscillator is used to control a variety of parameters as a control voltage source

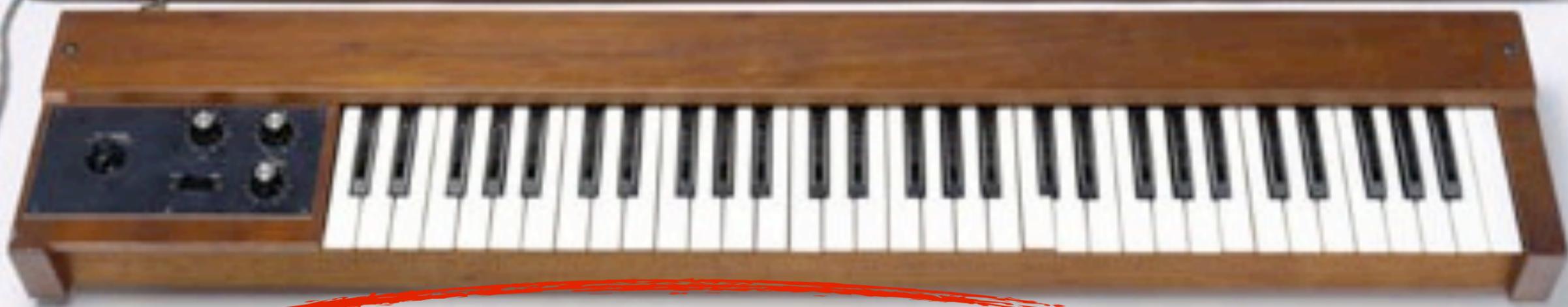
- *Low frequency oscillators*
  - ➔ *Sub audio to low frequency range*
  - ➔ *Variety of waveforms plus*
  - ➔ *Random and/or noise*

An LFO or low frequency oscillator is used to control a variety of parameters as a control voltage source

# Controllers:

- *Clavier style keyboards*
- *Touch switches, etc.*
- *Slider*
- *Wheel*
- *Instrumental models: Drum, wind instrument,*
- *Gestural: Baton, etc.*

All of these calibrated to 1 volt/octave. Various manufactured or custom interfaces.





TOUCH CONTROLLED VOLTAGE SOURCE MODEL 316

OUTPUTS



row A



row B



OUTPUTS

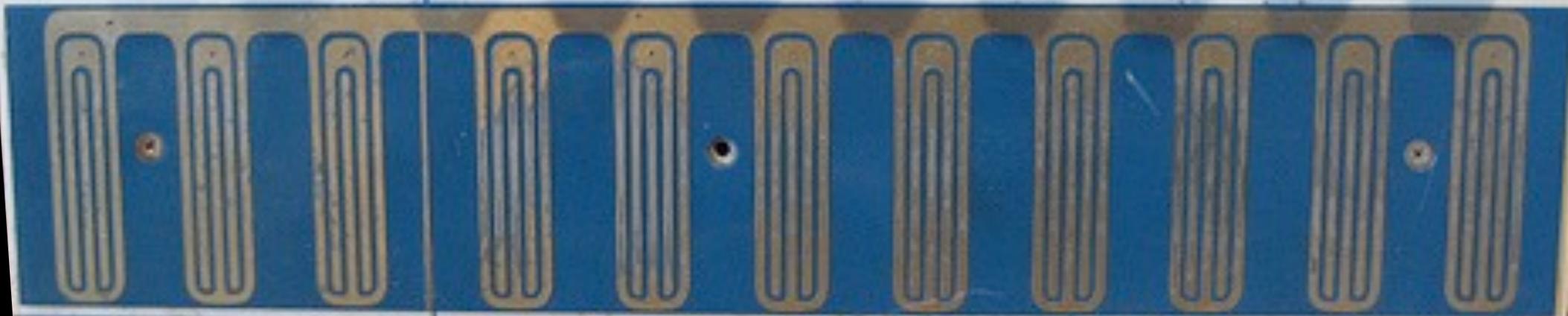
finger pressure



pulse



DECAY TIME



CBS MUSICAL INSTRUMENTS

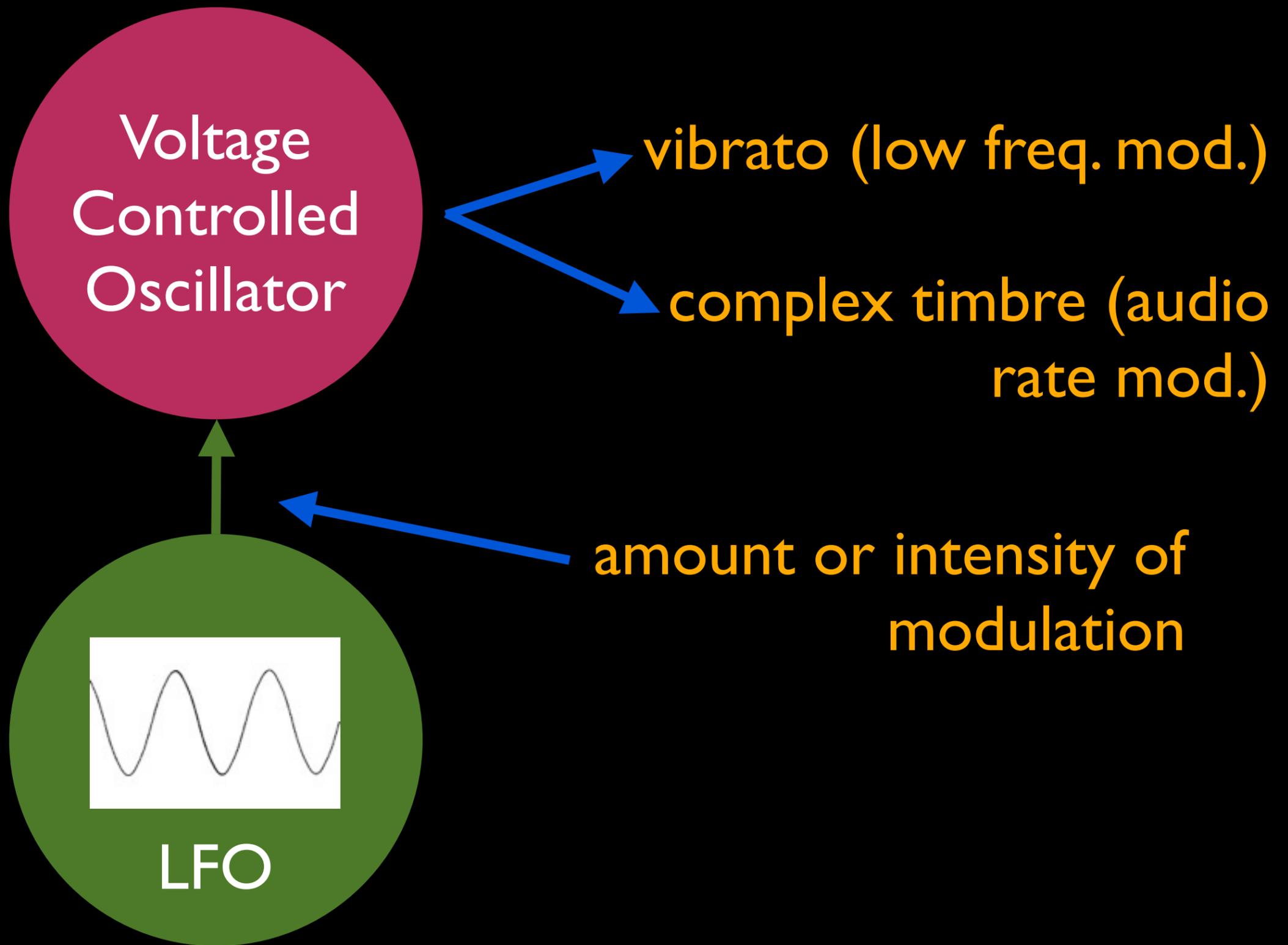




# Modulation:

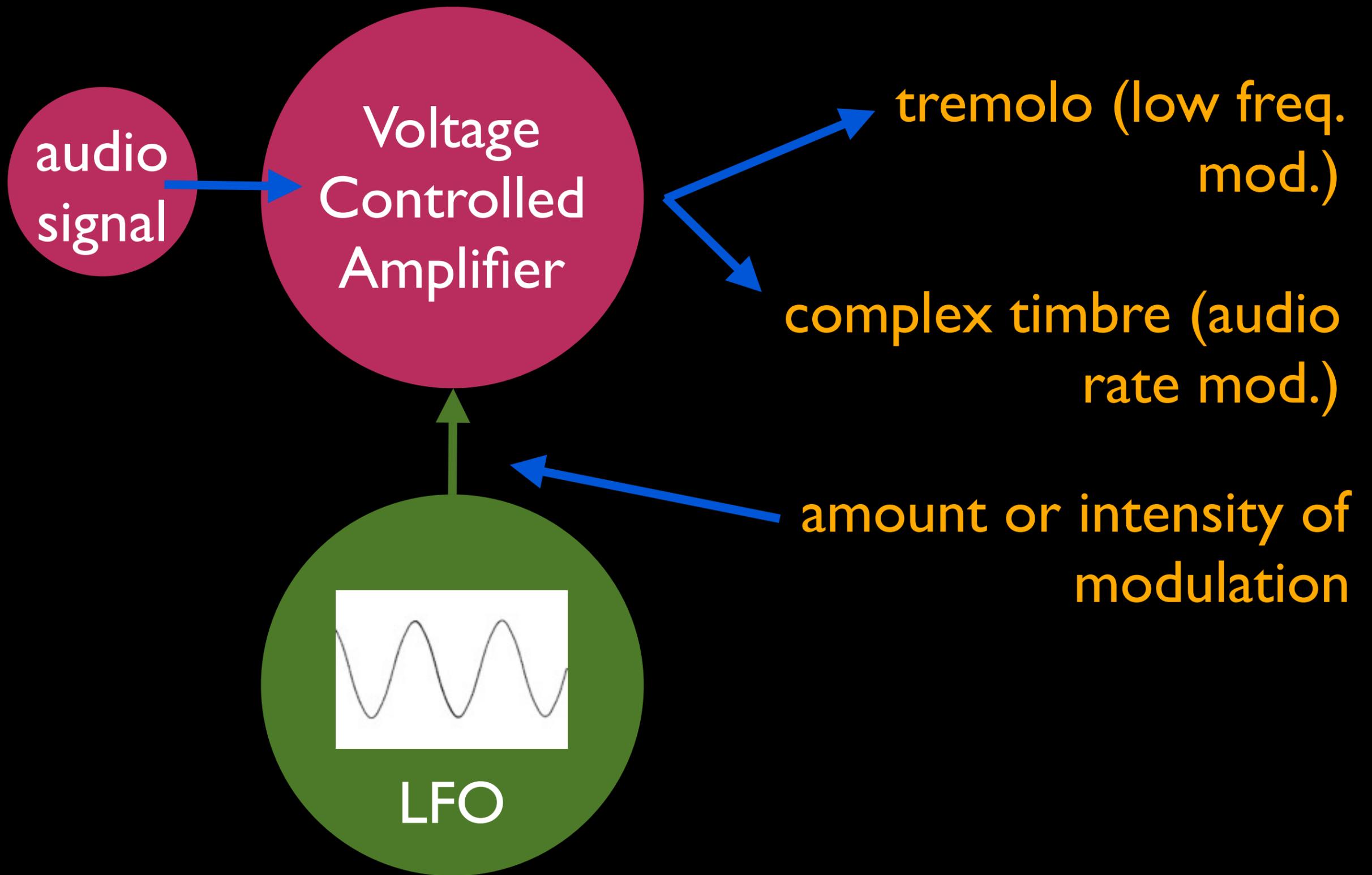
- *Frequency modulation (non-linear)*
- *Pulse width modulation*
- *Amplitude modulation*
- *Ring modulation*
- *Linear Frequency Modulation*

● *Frequency modulation (non-linear)*



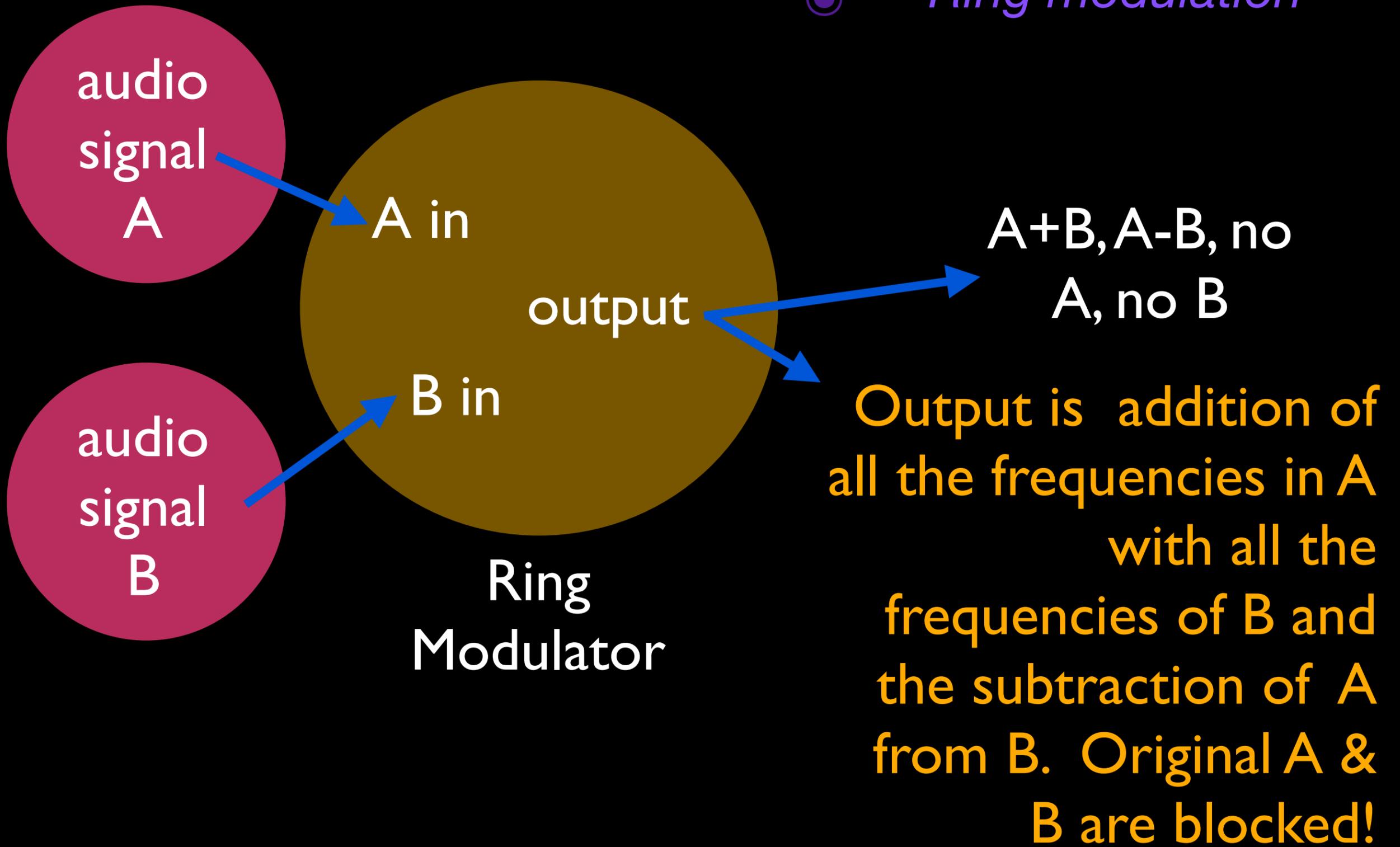
With sub audio rates for the LFO, the effect is vibrato, audio rates create a complex timbre with "sidebands".

● *Amplitude modulation*

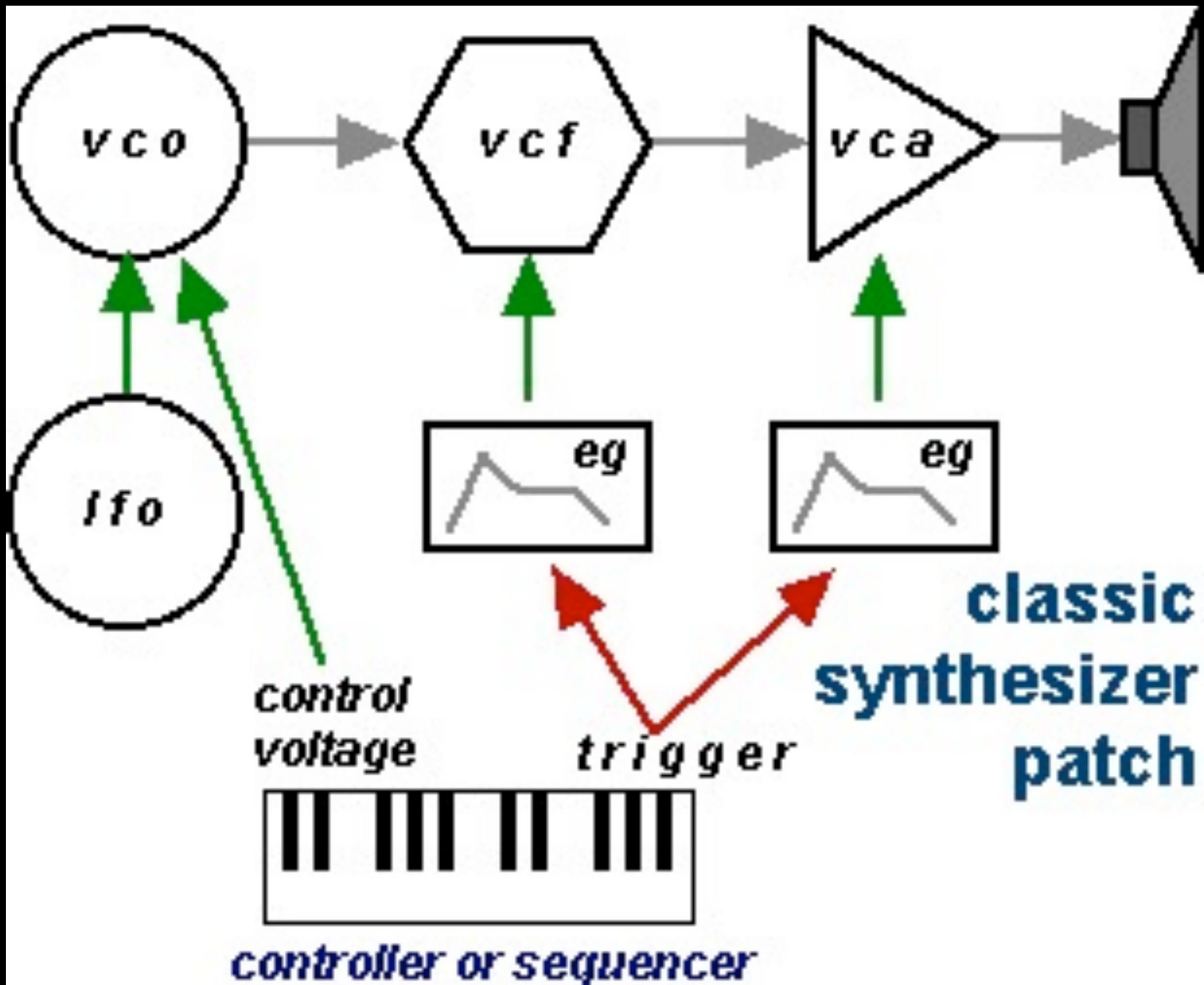


With sub audio rates for the LFO, the effect is tremolo, with audio rates there is a complex timbre.

● *Ring modulation*



Ring or four quadrant multiplication takes A, B in and outputs all the frequencies in A + all the frequencies in B, and A - B, but blocks A and blocks B. So 400Hz sine in A, 300 Hz sine in B - output is 700 Hz sine and a 100 Hz sine only.



The "Classic Patch" has the vco into a vcf into a vca with the keyboard controlling the pitch and the start of the filter and amplifier envelope.







TUNE



OSCILLATOR MODULATION



GLIDE



MOD. MIX



RANGE



OSCILLATOR - 1  
FREQUENCY



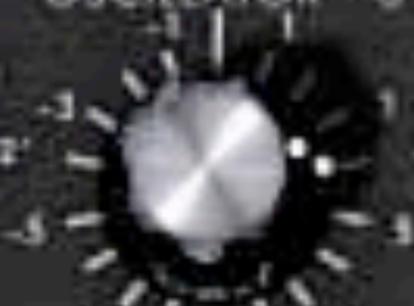
WAVEFORM



OSCILLATOR - 2



OSCILLATOR - 3



OSC. 3  
CONTROL



CONTROLLERS

OSCILLATOR BANK



