Community
Music Schools of Toronto

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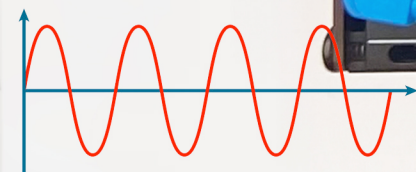
RE/lab

Patch 10

The R2D2 Patch

Using the **Sample & Hold** technique to send random voltages to the VCO to create a 'random' melody.

Set source of **S&H** to '**NOISE**'. Sample & Hold 'selects' an incoming voltage at a clock rate set by the RATE knob. Noise supplies random voltages and therefore creates random notes and melodies.

The NOISE setting creates the random R2D2 beeping melody. Experiment and compare the 'Noise' setting with other voltage S&H sources (i.e., tap through the waveform source settings).

VCO receives random S&H signals through the KYBD (pitch) input; also try MOD IN input and adjust MOD AMOUNT.

The **sine** wave offers a smooth, clean tone with no harmonic complexity.

Effects to Mixer or to DAW