

TURDUCKEN VST v0.2

This is the user manual for **Turducken version 0.2**, an effect made by **runagate**

This is an alpha version of a project, and as such use at your own risk.

Proudly made in SynthEdit – This VST plug-in is Freeware

This effect will be changed, possibly drastically, in future versions.



Re-Coder v0.2 is an FSU VST effect the basis of which is two types of Phase Modulation much like is used in an FM synth. Insert audio; output madness. This is a beta version so use a limiter after it in your DAW, and try out the 16 included presets. They vary in volume a great deal.

Within Turducken is a pitch tracker and an LFO, both of which modulate many things, including a couple oscillators (used for phase modulation and ring modulation) as well as some secret ingredients from an old Cajun recipe. This makes even the reverb right before the output swampy.

The Bawk section on the GUI governs the LFO, which doesn't yet quite do what I expect it to. You can generally ignore it.

The Quack side of the signal flow sounds good pretty much only when Sine or Triangle wave is selected, and both Noise waveforms sound just like plain noise. The "PM Depth" control, in practice, makes the sound more like resynthesis at the left and like an frequency modulated version of the incoming audio at the right. The "Octave" button suggests to the pitch tracker what octave it should interpret your incoming audio as being in, which in practice has a large effect on the resultant sound, though not in terms of pitch but generally adds more autowah-like resynthesis bounce.

The "X-Mix" control allows you to adjust between more Quack at the left, and Gobble at the right. The Gain control is for the Gobble side of the signal flow, and thus works with the X-Mix knob to help you dial in your desired mix. This is because the Frequency Offset control has a huge effect on the Gobble effect's volume. Just remember to twiddle both knobs to make sure you're getting what you want.

The Size, Decay, Damping, Dry and Wet knobs are for the final reverb effect in Turducken. The have special spices in the mix, so don't expect it to sound completely normal. Try very short decay settings for strange flange/comb seasoning. Try using all Wet signal and no Dry if there's too much clicking or beat frequencies from using non-Sine waves.

One final note: Turducken accepts a stereo input but within it's innards routes the left channel to the Quack and the right channel to the Gobble. Both are used to track pitch in various parts of it's circuitry. What this means for you is that a non-mono input can make the results vary, especially if there's something like an autopan or a cross delay on the incoming audio. I personally find this to be useful at times, but just keep it in mind while designing your sounds.

If you like this effect I've got a few similarly half-assed crazy ones (freeware) on my website:

www.3amnoise.net/runagate

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Links:

SynthEdit <http://www.synthedit.com/>

Dave Haupt Modules <http://www.dehaupt.com/SynthEdit/semmodules.htm>

Chris Kelly Modules <http://www.chriskerry.f9.co.uk/>

de la Mancha <http://www.delamancha.co.uk/index.htm>

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Some controls elements created by Vera Kinter <http://www.phpwebscripts.com/artvera/>

About the Developer

runagate is a USA-based producer of psychotic psychedelic electronic music who spends an inordinate amount of time haranguing fellow musicians about how they can now make music largely for free with software tools that would have been unimaginable at any price a scant few years ago.

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