



|OUTER|FIELDS|

GROTTA

GRANULAR TEXTURIZER

GROTTA is a *Max4Live* device developed to creatively work with the *Outer Fields* sound libraries and any other sound source.

It is an audio effect implementing a real-time granular synthesis algorithm using a multi-voices audio scanner that creates a constant stream of deconstructed crossfading sections of the incoming audio signal.

Pitch, size, windowing and density of each grain can be modulated to create a deep variety of sound processing with an additional blurring effect provided on-chain to generate vast and dense soundscapes.



MIX: control the amount of direct signal and effected signal.

FREEZE: push the button to freeze a portion of the incoming signal to be processed and **SCRUB** the frozen sample. Push again to release.

TUNE: set the grains' pitch. 0 corresponds to the original tuning. The knob operates in semitones. Adjust the tune in cents.

RANDOM OCTAVE: add randomness to the octave of each grain's pitch. High % means more chance of tuning far from the TUNE set.

SPREAD: balance the signal output between mono and stereo distribution. Use it to set a narrow or wide spatial spread.

DENSITY: set the amount of density in the granulation process. Less density means each grain will wait more time before to re-start playing.

RANDOM AMP: add randomness on the amplitude of each grain.

LENGTH: set the envelope's duration of each grain. The longer the size, the more chunks of sound are played in reverse. Press the ms/Note button to select the type of control unit; this enables a control value either in milliseconds or in NoteValue (relative to the transport's BPM).

RANDOM SIZE: add randomness on the size selection of each grain.

WINDOWING: set the shape of the grain's amplitude envelope choosing through the menu.

GAIN: control the output volume of the granular effect (dB). It affects how strongly the processing is sent to the Blur effect.

VOICES: set the amount of active voices.

BLUR: balance the amount of *Blur* effect added to the granular sound.

SIZE: set the size of the *Blur* effect. This controls the vastness and density of the ambient. At very low values it's a softened layer of the original sound, at higher values the sound becomes vast and wide.

COLOR: act as a high-pass filter on positive values (0 1) or as lowpass filter with negative values (-1 0).

FEEDBACK: set the amount of feedback on the *Blur* effect to reduce or extend the tail of the reverberation.

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IN CASE OF NEED (TO REPORT PROBLEMS, BUGS, DOUBTS)
OR JUST FOR INFO AND CURIOSITY, PLEASE - CONTACT US BY EMAIL:



WE WOULD LOVE TO KNOW HOW YOU ARE USING OUR DEVICES!

PLEASE VISIT OUR WEBSITE TO SIGNUP TO OUR NEWSLETTER, CHECK SOUND LIBRARIES, SOUND
MAPS AND OTHER CONTENTS



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www.outerfields.net