

(RECOVERY)

EFFECTS AND DEVICES

ZENITH AND VALES (BIT CRUSHING DIGITAL ANNIHILATION)



OVERVIEW

Experience the future of sound manipulation with Zenith And Vales. Leave behind traditional silicon and germanium transistors and dive into the world of digital destruction, where binary code is transformed and distorted beyond recognition. Implement bit crushing, sample rate reduction, and aliasing to manipulate your sound source. The Zenith And Vales pedal produces unconventional, angular fuzz tones with intense digital distortion, resulting in wild peaks and valleys.

Watch the demo:
recoveryeffects.com

Questions?
Send us an email: recoveryeffects@gmail.com

CONTROLS

KNOBS:

Sample Rate: Degrades the sample rate

Bit Reduction: Degrades the bit depth

Volume: Controls overall volume

Warble Speed: Controls destabilization speed

Warble Amount: Controls destabilization amount

Aliasing: Controls the resampling rate at which the aliasing occurs

SWITCHES:

SR/BR MODE

A: Higher sampling rate and bit depth, resulting in less degraded tone

B: Lower sampling rate and bit depth, resulting in more severe changes to tone

Aliasing mode

A: This resampling rate results in a range that is duller, or lower in tone

B: This resampling rate results in a range that is brighter, or higher in tone

FAQ's:

- Current draw 130mA
- Operates on a standard Boss style 9vdc power supply
- Enclosure size: Enclosure size: 4.77" x 2.6" x 1.39"



TIPS AND TRICKS

The Zenith and Vales jumps drastically in volume on certain settings. Is this normal?

Yes. The Bit Depth control toggles through the settings like a switch, with more severe settings appearing louder and having less dynamic range. Use the volume knob if you wish to attenuate the level.

The Zenith and Vales will cut out sometimes as a note is sustained. Is this normal?

Yes. Depending on the type of damage being caused to the signal by Zenith and Vales, you may end up with a high contrast sound that is extremely compressed and distorted at your loudest playing, but dies very quickly. This is great for quick percussive attacks, but if you need more sustain simply use a higher sample and bit rate (to the left).