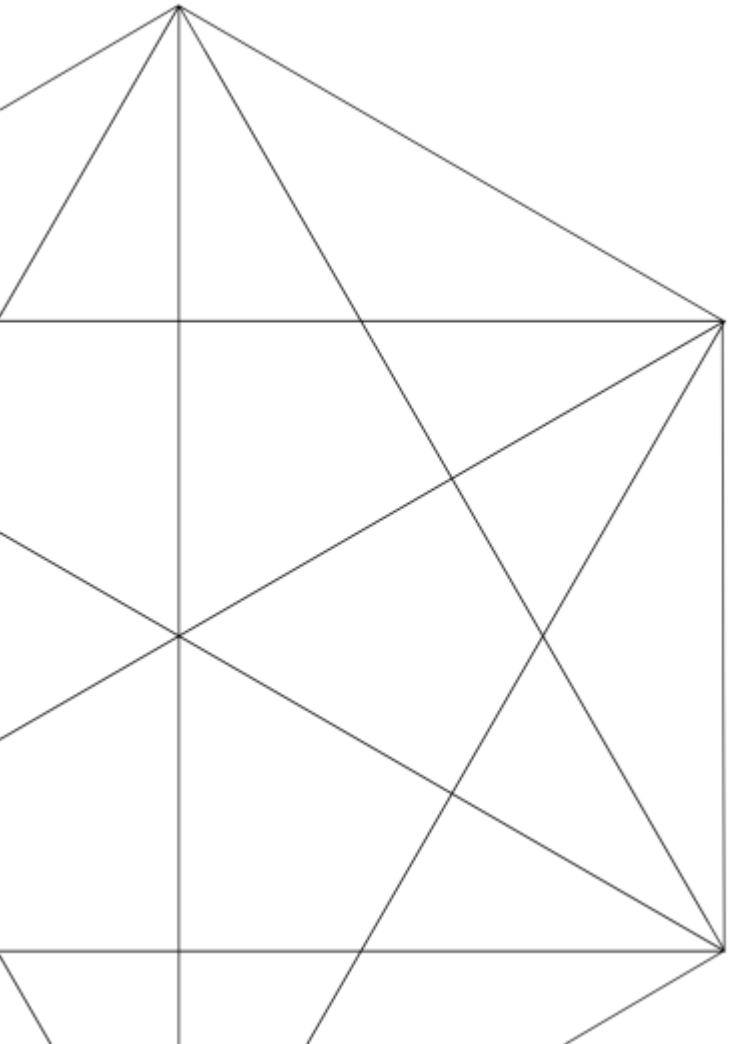
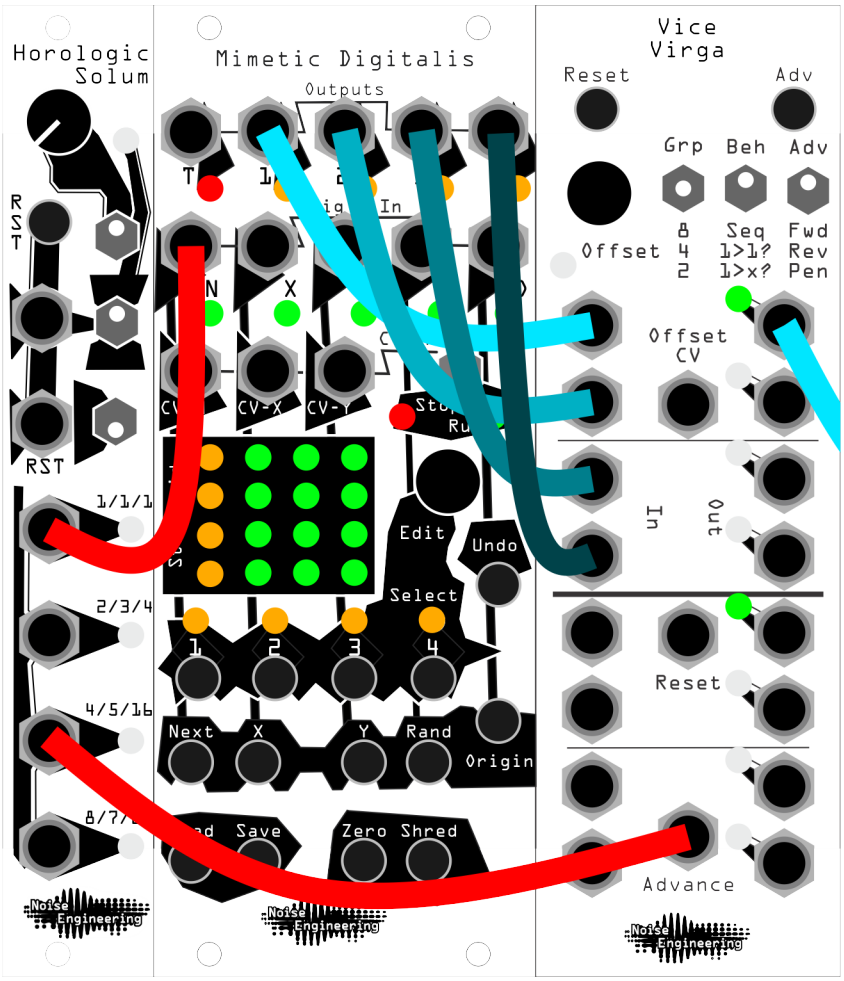
Vice Virga
Patchbook



Noise Engineering



Chaining Sequencers

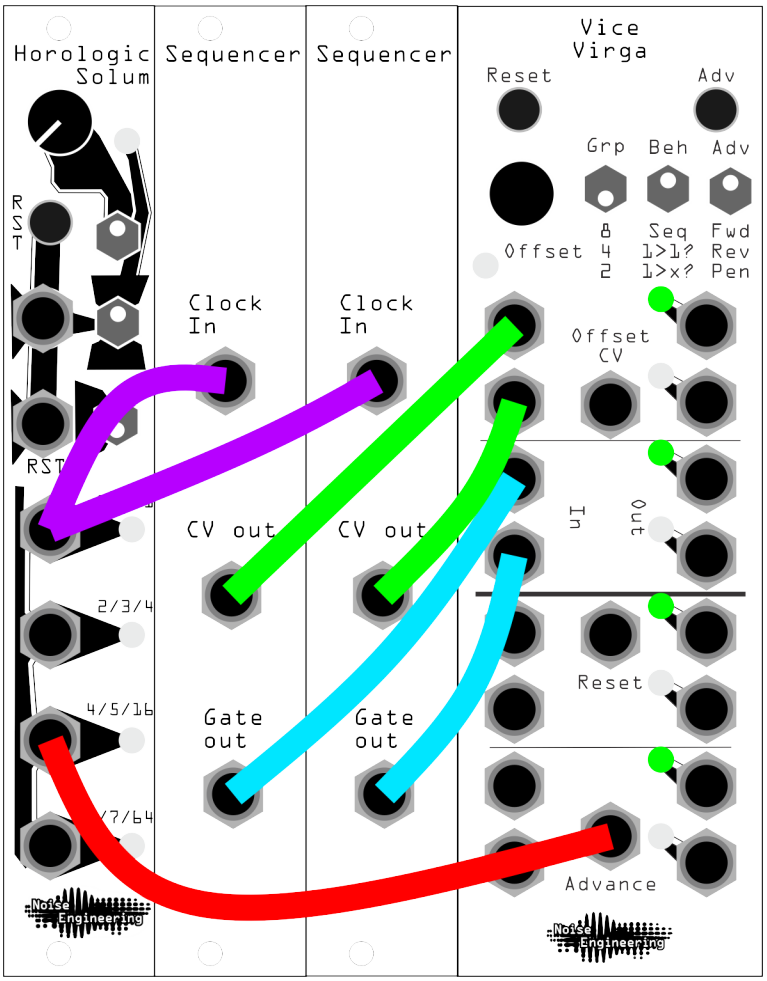
Chain sequences together with ease.

1. Patch multiple sequencers, or a sequencer with multiple outputs, to Vice Virga's In jacks. If chaining two sequencers/channels, set Grp to 2. If chaining four, set Grp to 4.

2. Patch VV's Out 1 to your destination.

3. Mult a clock to your sequencers and to a clock divider (or use a clock generator with divided outs)

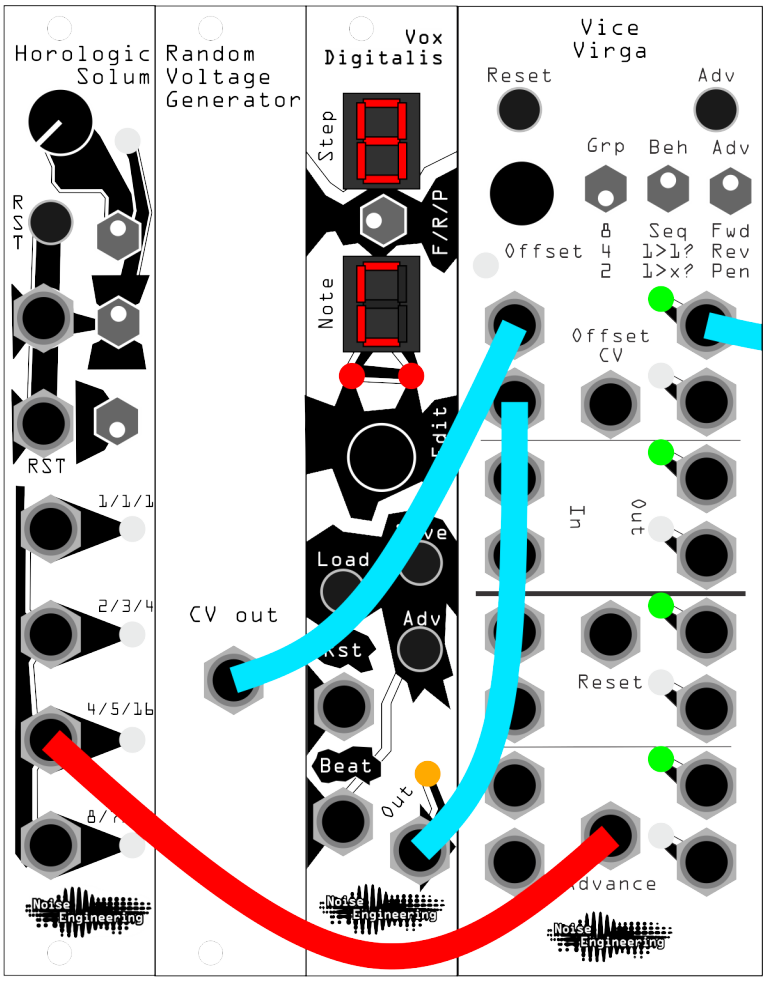
4. Patch an appropriate division to the Advance jack on VV: for instance, in the illustrated patch, Mimetic Digitalis (our sequencer) has 16 steps, so we'll use a /16 output to advance VV.



Chaining Sequencers (continued)

If you're using two sequencers, both gates and CV can be extended with a single VV:

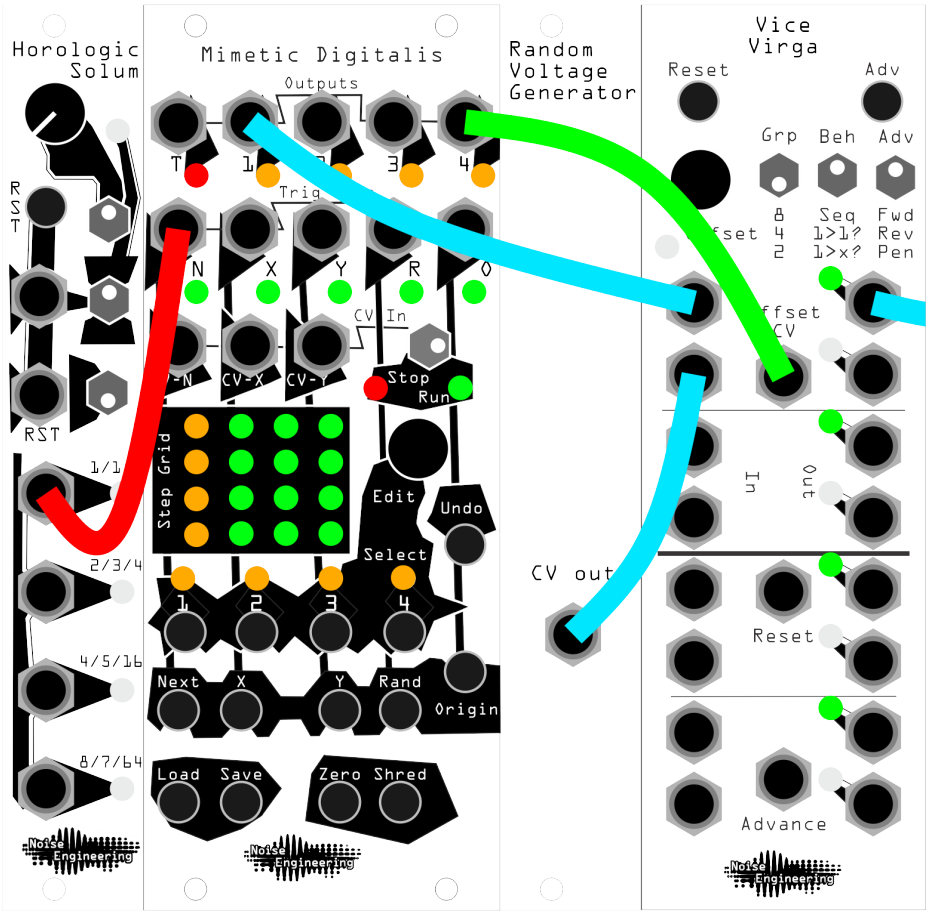
1. Set VV to Grp 2.
2. Patch the CV and gate outputs of the first to VV inputs 1 and 3 respectively,
3. Patch the CV and gate outs of the second sequencer to inputs 2 and 4.
4. Clock the sequencers and VV as in the first example.



Sequencer Remixer

VV can also combine sequencers with other voltage sources to create new variations.

1. Set VV's Grp setting to 2.
2. Patch a CV sequencer to input 1, and a random source to input 2.
3. Patch a slow clock to Advance.
4. VV will pass the preprogrammed CV sequence through when in position 1, and the random source while in position 2.



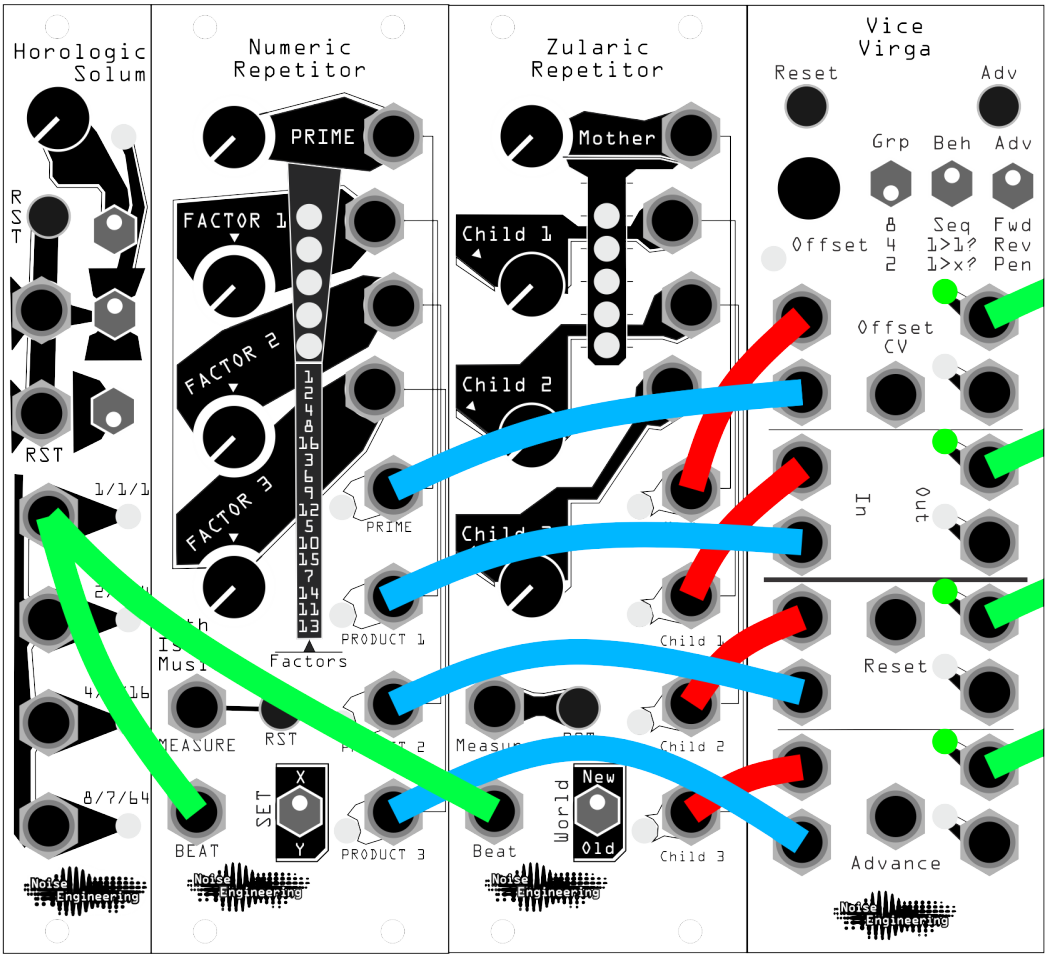
Sequencer Remixer (continued)

Switching can also be done with CV for more control. This allows for some creative sequencing when using something like Mimetic Digitalis which has multiple CV outs.

1. Create the same patch as above: Set Grp to 2, output 1 of Mimetic Digitalis goes to In 1 on VV, and a random source goes to In 2.

2. Instead of patching a clock to Advance, patch output 2 from Mimetic Digitalis to the Offset CV jack on VV.

3. Program the CV on channel 2 of MD: each step with low CV will allow the preprogrammed sequence through, and each step with high CV will pass through the random CV.

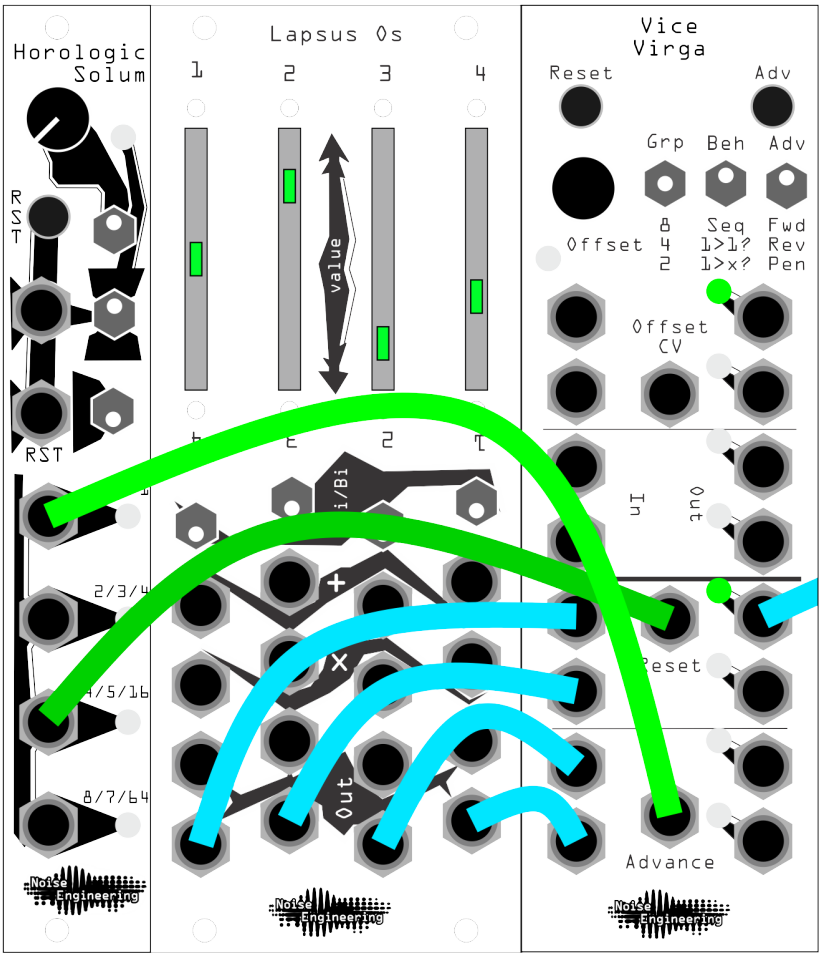


Trigger Remixer

Switching between groups of trigger sequences is a useful technique when patching with percussion. Here, we'll swap between a Numeric Repetitor and a Zularic Repetitor, but this exact patch will work with any set of trigger sequencers.

1. Patch the four outputs of NR to VV inputs 1, 3, 5, and 7.
2. Patch the ZR outputs to VV inputs 2, 4, 6, and 8.
3. Patch VV outputs 1, 3, 5, and 7 to some triggered voices.
4. Set Grp to 2, and use the Adv button or Offset encoder to swap between patterns.

For extra variation, add some randomization: the middle and bottom Beh settings create randomized routings each time Adv is pressed.



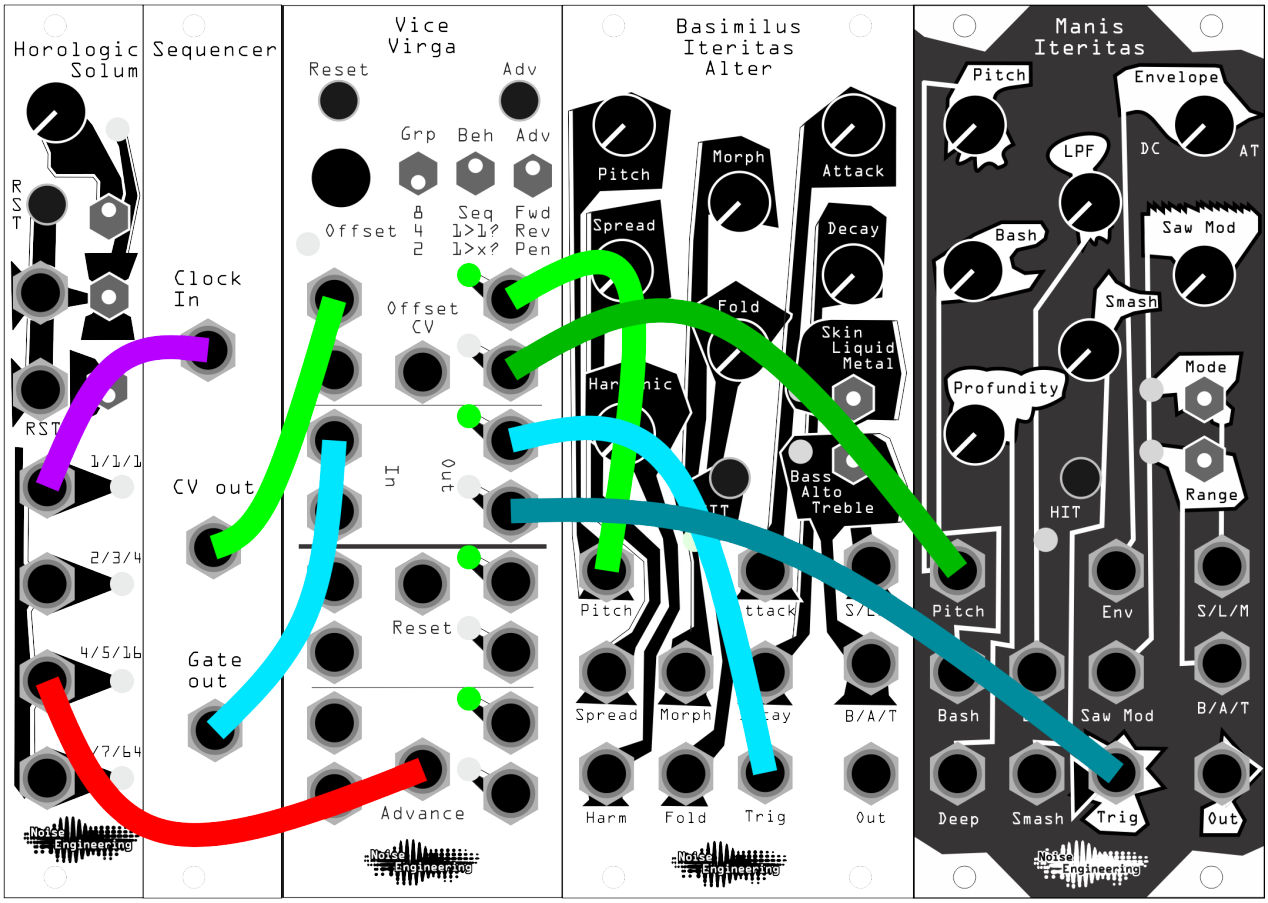
Step Sequencer

Patch up your own sequencer with some offsets and VV.

1. Patch the outputs of Lapsus Os to the first four inputs on VV.
2. Set Grp to 4.
3. Patch clock and reset signals to the Advance and Reset jacks on VV.
4. Patch Out 1 to a CV destination.
5. Change the levels of the LO sliders to change the steps of the sequence.

Try patching things like LFOs and envelopes in place of offsets to vary your sequence.

To add variation to your sequence on the fly, try offsetting the switch with the Offset encoder. This will change which step in the switch is first, giving your sequence a slight variation.



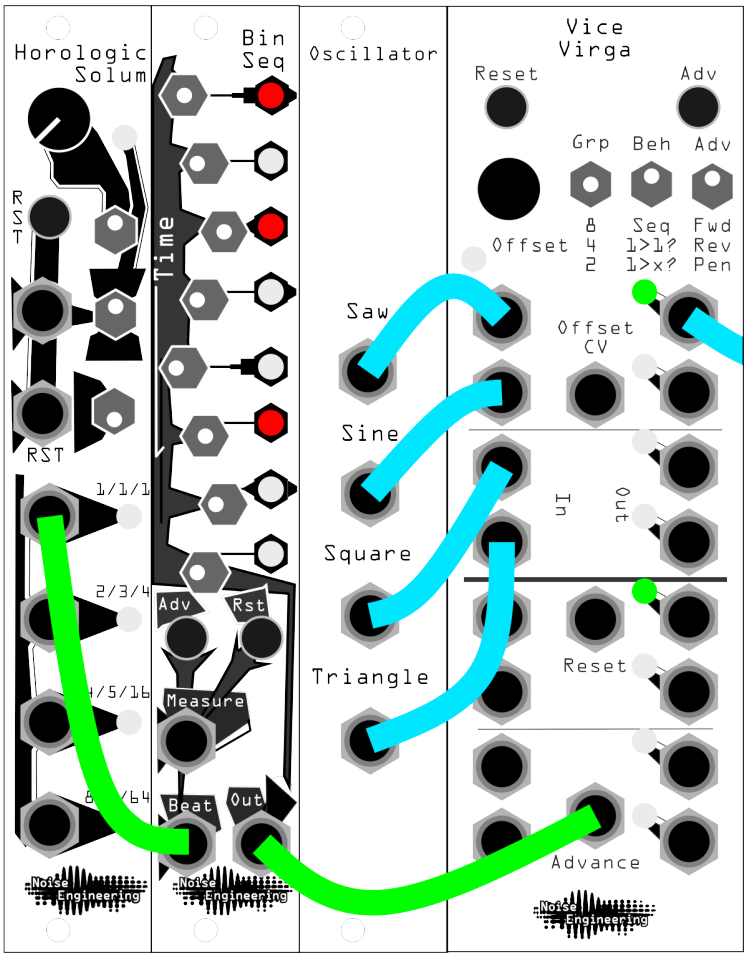
Call and Response

This patch alternates two voices, creating a musical conversation between two voices.

1. Patch the CV output of your sequencer to VV input 1, and the gate output of your sequencer to VV input 3.

2. Patch outs 1 and 3 to the respective CV and gate inputs of one voice, and outs 2 and 4 to the CV and gate inputs of another.

3. Trigger advance with a clock divider, a trigger sequence, or manually to create call-and-response with a single sequence between two voices.



Rhythmic Audio

Create stepped audio effects that follow a trigger pattern.

1. Patch a module with multiple outputs (like an oscillator with multiple waveforms, or a filter with multiple filter outs) to the top inputs on Vice Virga.

2. Patch Out 1 to your mixer.

3. Set Grp to the appropriate setting for the number of inputs you have (for instance, if you have 2 outputs on your filter, set Grp to 2; if you have 4 outputs on your oscillator, set Grp to 4, etc).

4. Patch a trigger pattern to Adv, and VV will rhythmically swap between your sounds.