SKROCK MUSIC

COBRA

PHASE ENGINE

USER GUIDE 1.0

Overview

COBRA is a unison phase synthesizer with **4** oscillator engines | **A-B** / **C-D**.

Each engine contains **3** separate waveforms that can be **phase shifted/modulated** to create entirely new **static waveforms** or **organic and moving sounds**.

The layout is optimised for fast access to controls with a simple **modulation grid** for adding **Vibrato**, modulating the **Filter** and **Phase Motion Mod**, plus shaping the **Tone** of each engine.

Oscillator Modules

Display

Colored bar display	Displays phase position/movement and unison level.

Osc Controls

Module select	Selects engine to edit.
Waveform Select	Selects current waveform.
Octave	Sets the octave.
Tune	Sets the fine tune following an exponential curve.
Unison	Adjusts the level of the unison waveforms.
Phase	Adjusts the phase of the waveforms.
Motion	Sets the phase movement of the unison waveforms.
Speed	Sets the speed of the phase movement.

Modulations

Selection Buttons

Applies modulation to the seleted oscillator engine modules.

Vibrato

VBR	A|B|C|D Vibrato amount.
Vibrato Rate	Rate of the Vibrato.
Vibrato CRV	Rotate to the left = Vibrato Decay | To the right: Vibrato Attack

Filter

FLTR	A|B|C|D Filter modulation amount.
Filter Rate	Rate of the modulation.
Filter CRV	Rotate to the left = Mod Decay | To the right: Mod Attack

Phase Motion	**Requires Motion enabled on the Oscillators**
PHA	A|B|C|D Phase movement modulation.
ATK	Attack of the Phase movement
DEC	Decay of the Phase movement

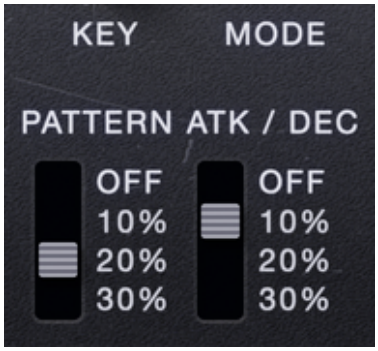
Tone

HP	High-pass Filter
LP	Low-pass Filter
SHP	Shaper amount (Pre HP / LP)

Envelope Pattern

Amp Env Pattern Amt

Global Pattern Position



Filter Env Pattern Amt

Envelope Pattern

Applies modulation to the Attack and Decay of the Amp and Filter Envelopes. P-Position offsets a pre-configured control pattern, this allows for a wide range of variations to notes in relation to song position.

Usage cases can be anything from adding groove to a bassline, to emulating player variation in a string.

Amp Env

Amp Pattern Attack Amount	0 - 30%
Amp Pattern Decay Amount	0 - 30%

Filter Env

Amp Pattern Attack Amount	0 – 10 – 20 - 30%
Amp Pattern Decay Amount	0 – 10 – 20 - 30%