Freez



Description

Freez is a voltage controlled locked looper. It captures moments of audio in buffers, where they can be minced and mangled beyond recognition. Once frozen, adjusting size will cause pitch and timbre changes to the locked audio.

Adjusting the sample rate control will distort and decimate the incoming audio as well as warp the time domain of the currently locked buffer. From beat repeat to granular audio buffer, Freez will create new sounds and textures out of any input signal.

- Voltage controlled locked looper

- Sample rate up to 96kHz

- Buffer size ranges from microseconds to 3 seconds long

- Beat repeat

- Bit crusher

Table of Contents

Installation/Specifications 4

Freez 5

General Functions Overview 6

Installation

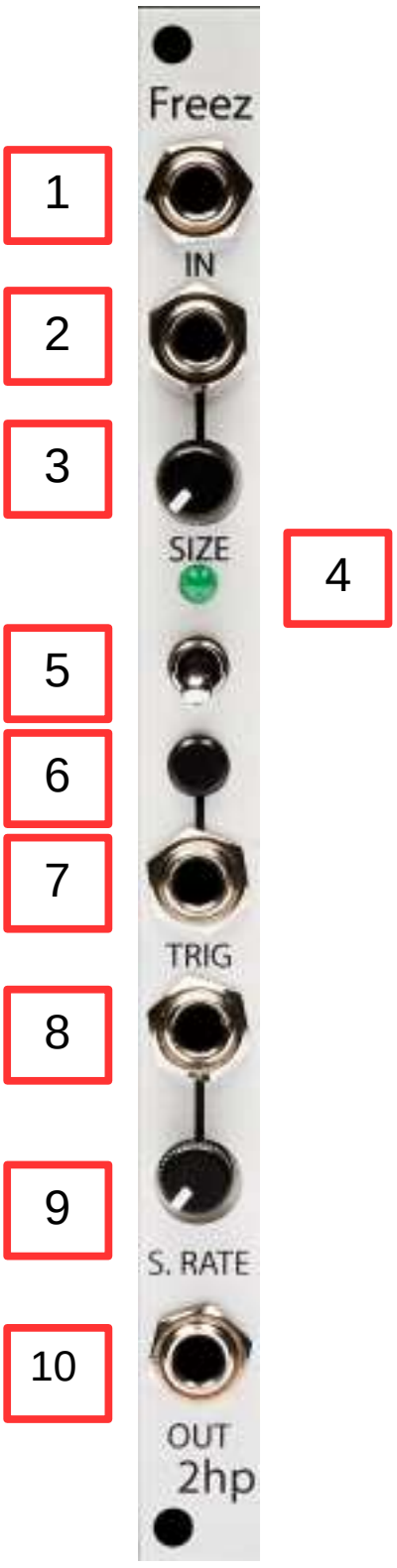
To install, locate 2 HP of space in your Eurorack case and confirm the positive 12 volts and negative 12 volts sides of the power distribution lines. Plug the connector into the power distribution board of your case, keeping in mind that the red band corresponds to negative 12 volts. In most systems, the negative 12 volt supply line is at the bottom. The power cable should be connected to the Freez with the red band facing the front of the module.

Specifications

Format: 2 HP Eurorack module

Depth: 47mm (Skiff Friendly)

Max Current: +12V = 95mA
-12V = 27mA


Freez
1
IN
2
3
SIZE
4
5
6
7
TRIG
8
9
S. RATE
10
OUT
2hp

General Functions Overview

1. IN:
Audio input

Range: 10Vpp

2. SIZE CV INPUT:
Control voltage input for SIZE

Control voltage is added to the knob position

Range: ±5V

3. SIZE:
Controls the length of the buffer that audio is recorded into

If the knob is fully counterclockwise, the audio buffer will be as large as possible
If the knob is fully clockwise, the audio buffer will be as small as possible

The length of the buffer is also dependent on the S. RATE control

Range: 9ms – 3s

4. FREEZ LED:
Indication of the Freez state

If the FREEZ LED is illuminated, the incoming audio signal will be frozen
If the FREEZ LED is unilluminated, the dry audio signal will pass to the output

5. MODE TOGGLE:
Toggle that sets either momentary or latching functionality

If the toggle is in the up position, momentary functionality is selected
If the toggle is in the down position, latching functionality is selected

6. BUTTON:
Button that, when pressed, will either freeze or unfreeze the incoming audio signal based the module's current state and MODE TOGGLE position

When set to momentary functionality, a pressed state of the button will cause the audio buffer to freeze until the button is released

When set to latching functionality, the initial press of the button will cause the audio buffer to freeze or unfreeze based on its current state

7. TRIG:
Trigger input.

When set to momentary functionality, the audio buffer will freeze for the duration of the rising edge signal present at the TRIG input

When set to latching functionality, the audio buffer will either freeze or unfreeze when a rising edge signal is present at the TRIG input based on its current state

8. S. RATE CV INPUT:
Control voltage input for S. RATE

Control voltage is added to the knob position

Range: ±5V

9. S. RATE:
Controls the sample rate of the audio buffer

If the knob is fully counterclockwise, the sample rate will be as low as possible
If the knob is fully clockwise, the sample rate will be as high as possible

Range: 2.36kHz - 96kHz

10. OUT:
Audio output

Range: 10Vpp