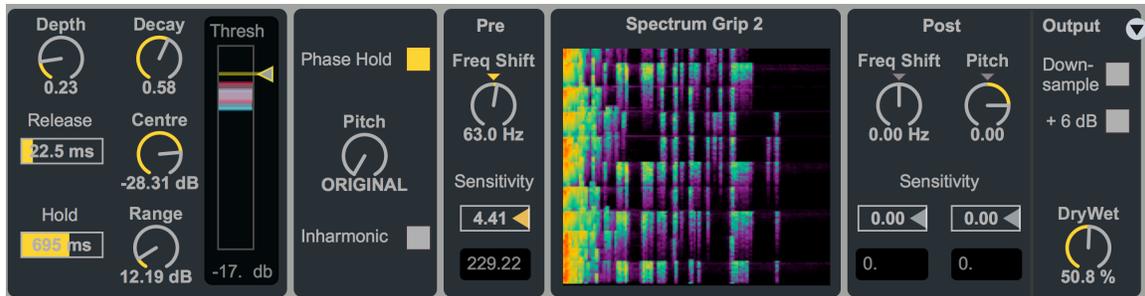




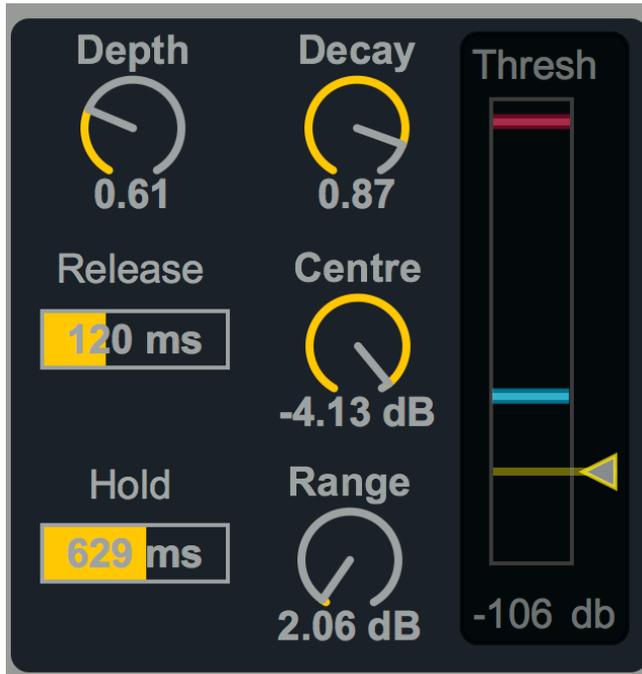
## Amazing Noises Grip 2 Manual

Grip 2 is a Max for Live device which samples and holds spectral components of the incoming signal. It can create inharmonic resonances, artefacts, dusty noises, drones, gliding sounds: a wide palette of creative noises. In this second version a Blur/Saturation module was added to alter the spectral components. A filter at the end of the processing chain is used to further model the spectrum.



The device interface is divided in 6 panels: let's take a look at the parameters in each panel.

First Panel



In the right side of the panel we can see the Range Meter: the red area represents the amplitude of the components to hold; i.e. all spectral components whose amplitude falls in this range are held. If the Depth parameter (see below) is greater than 0, the amplitude range is modulated by an envelope follower: the envelope-modulated amplitude range is shown as a blue area in the range meter. The yellow triangle on the right of the Range Meter represents the gate level: the dry signal is the key input, the wet signal is gated. When the amplitude range goes below the gate level, the wet output is silenced.

Let's examine the parameters:

**Depth** = With this parameter you set the influence the envelope follower has on the amplitude range. The envelope-modulated amplitude range is shown as a blue area in the Range Meter.

**Release** = This is the reactivity of the envelope follower: small times = fast envelope following, long times = slow envelope following

**Hold** = When the key input signal goes below the gate threshold, the gate is closed after the amount of time set with this parameter.

**Decay** = Amplitude decay for the held components: it ranges from 0 (shortest) to 1 (longest).

**Centre** = Center of the held spectral components amplitude range: all components whose amplitude falls in this range are held.

**Range** = The amplitude range width: you can see the selected range as a red area in the Range Meter.

## Second Panel



**Phase Hold** = This switch freezes the components phase: the result is a drone resonance, whose frequency depends on the sample rate.

**Pitch** = With this parameter you can tune the drone pitch to tempered frequencies. This parameter does not depend on the sample rate.

**Inharmonic** = This switch alters the components phase, the result is an inharmonic drone.

Third Panel



**Freq Shift** = Shifts the frequency of the input signal before the spectrum analysis: useful to emphasize resonances not contained in the original signal.

**Sensitivity** = Applies the envelope follower to the frequency shifter.

The black number box at the bottom shows the actual frequency shift.

Fourth Panel



**Freq Shift** = Shifts the frequency of the input signal after the spectrum analysis: it adds further inharmonicities to the resonances.

**Sensitivity** = Applies the envelope follower to the frequency shifter.

**Pitch** = Shift the processed signal pitch: it is continuous and not quantized to tempered frequencies.

**Sensitivity** = Applies the envelope follower to the pitch shifter.

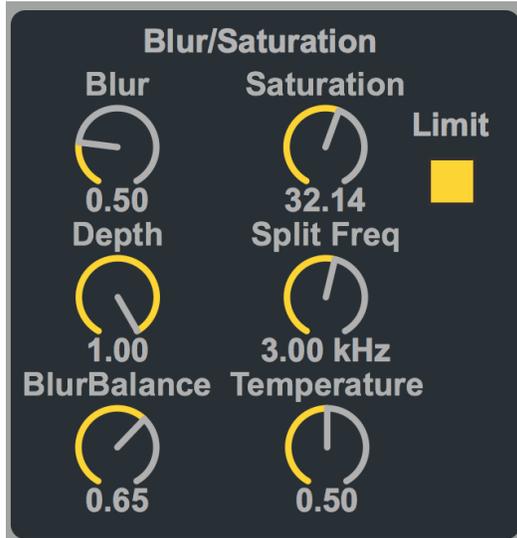
**Downsample** = Halves the spectrum analysis sample rate (all the resonances are shifted an octave down).

**+6 dB** = Increments the wet signal by 6 dB.

**DryWet** = sets the ratio between dry and wet signal.

Clicking on the upper right triangle icon it is possible to reveal two other panels.

Fifth Panel



### Spectrum Blur/Saturation

**Blur:** A series of modulated delay lines are used to “blur” the Grip spectrum. This parameter sets the rate of the modulation.

**Depth:** this parameter sets the amount of modulation.

**BlurBalance:** Dry/Wet factor between unprocessed and processed (blurred/saturated) spectrum.

**Saturation:** Audio saturation of the Grip spectrum.

**Limit:** Limits the amount of saturation. When Off the Saturation generates additional components.

**Split Freq:** Frequency splitting factor for the Temperature parameter (see below).

**Temperature:** Defines the Grip spectrum region to saturate: 0 saturates only components below the Split Freq (see above), 1 saturates only components above the Split Freq, 0.5 saturates all the components, and so on.

## Sixth Panel



### Filter

A resonant low-pass ladder filter (diode ladder)

**Freq:** Filter cut-off frequency.

**Reson:** Filter resonance.

**Filter DW:** Filter Dry/Wet.

**Sensitivity:** This parameters changes the filter cut-off frequency using the envelope follower.