
Nord G2 weirdness mp3 example page...

Posted by jbuonacc - 2006/05/29 11:31

i set up a page to show off the more esoteric side of the G2. watch your speakers...

'Amen, Mother'

'Sampled Self'

'Departmental'

'Bank Funding'

'Textural Error'

<http://images.soundclick.com/05/images/t/song/theg2sound+bankfunding2.jpg>

more @ The G2 Sound

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Re: Nord G2 weirdness mp3 example page...

Posted by glitched - 2006/06/06 06:26

Cool!

I'm particularly interested in how you came up with "Bank Funding". Did you use some of the pseudo-granular patches that are out there? Any special tricks?

I'm still on my Monomachine and haven't devoted much time to the G2 (aside from using it as a probability/random-ish sequencer). Not to mention the Evolver. Jesus.

-d

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Re: Nord G2 weirdness mp3 example page...

Posted by jbuonacc - 2006/06/10 17:23

thanks for checking them out. for the first two examples i had used one of the granular sampling/resynthesis patches that one of the guys from e-m.com had posted. the other examples are just a result of me stringing together a handful of modules and letting them do their thing. there's much knob turning going on in the first two, but the others are self-evolving with me just switching variations every so often. i can send the patches over some time if you'd like to check them out.

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Re: Nord G2 weirdness mp3 example page...

Posted by glitched - 2006/06/10 19:02

To tell you the truth, I probably have most of the granular patches, I just haven't gotten into that area of the G2 yet (the more experimental side).

I'm really interested in seeing the patches that allow the G2 to "do its own thing."

Maybe you could post a link or upload a file?

Have you tried this:
Input (nothing plugged in)-->amplification-->digitizer?

You can get some really cool, random digital noise from nothing!

Here's an example I whipped up (with a few added things):
<http://www.glitched.org/files/g2fdbk.pch2>

(Don't forget to activate the output module.)
-d

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Re: Nord G2 weirdness mp3 example page...

Posted by kotten - 2006/06/11 11:18

Lovely noises there! :)

Especially Textural Error reminds me of Mouse on Mars earlier stuff, just that they chop it up into quite little breaks and rhythms.

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