Atonoise 2 Pro Manual VST Fx

Atonoise 2 is a widely enhanced version of prior Atonoise and is basically built around the modified Mystify processors of the Avatar ST VSTi Synth. Thus it can mangle up sounds to a great extend beyond recognition. It can be used on virtually any kind of sounds like vocals, drumloops, tracks and is even suited for deep sample processing if very few til no modulation is involved.

For a more easy access and to give you some ideas of the capabilities a small set of internal samples (including vocals, drumloops & track excerpts) is used for the internal preset bank.

Pro Version 2C (True Stereo version)
2 x Stereo Mystify with three selctable types (Brite, Soft, Dark)
1 x Stereo Filter with 2 types (LP, HP)
1 x bpm synced Stereo Delay
6 x LFO, 1 x Duo LFO, 1 x S&H,
1 x Gator for gating modulations
1 semi parametric 3Band Stereo EQ, 1 small Reverb for adding some nice flavour
plus dll Pro Version 1C (Mono til output Pan) lighter on CPU than True Stereo version
.
The Demo version is Mono/Mono2Stereo and mutes for an eyewink of Betty Page at varying interval at a random start point on startup of the plugin thus mute will appear more or less early plus there is a nice voiceover ;-)

The Input section

One of the outstanding features of this FX unit is there are some inbuilt sound samples being used with the inbuilt presets to show what each of these may sound. This will give you some better idea about the cappabilities and for using this unit. Chose **Int. Ex** in the upper left corner to access the samples whis is a global setting valid for all patches. The waves can be selected via the selector below the VU Meter. For external audio switch to **Ext. In** to feed your audio material into it. Also there is a knob to set an appropriate input level and below a button to switch between FX processing or Bypass.

The Mystifiers

Both Mystifiers are virtually the same and have been derived from the Spooks of previous Atonoise and now featuering three different types: Brite, Soft and Dark. Though the Mystifiers can give some good flangerlike sounds there major task is to change the sound characteristic from metal like to shining blips and even dark scapes depending on the modulations being used from manual to fairly slow settings or fairly fast settings for resonant blips. With Atonoise 2 the Offset can be modulated too and Offset of both Mystfiers cn be controlled via the X/Y joypad

Selecting the type (Brite, Soft, Dark) will also show up a related image of the 'ghost' or Bypass a Mystifier. Next is Myst Offset with the amount of selected mod source controlled by the knob or if set to Man(ual) Modeyou might move the joy-'ghost image' on the X/Y Pad. The Myst Amount can be controlled by another Mod Source. Next is the Resonance knob with a Range selector below with Fine having the full knob range for the most relevant resonant part. High Cut simply serves to eliminate some unwanted harsh or too high ringing. Finally there is the Mix knob for mixing between direct and FX signal plus optional modualtion.

The Filter section

There are two types of different filters selectable: LowPass and HighPass, or Bypass the filter section. Cutoff and Resonance knobs are quite obvious and modulation is driven by two sources so the one selected below the Resonance knob (SrcModMix) controls the other one (ModSrc) which is nice to fade in / out a LFO modulation. Finally there is the knob for mixing the unfiltered to the filtered signal with optional mod source.

Delay an Pan section

Delay can be set to a bpm related setting while the Offset knob givees either manual control for setting off bpm or if using a mod source modulates time. So you can manually offset the Delay to half of the given bpm related setting. The selector below allows to choose among Normal, dotted or triplet delay and further more there a some more modulations available even by the Gatorwhich can give some nice rhythmcated fx sound.

Feedback and Delay Level are obvious with thebutton below Delay Lvl providing a Bypass switch. Pan is useful for Mono to Stereo only where inverting the Delay sets the delayed signal to the opposite channel. However in Stereo Mode the switch will act in the same way but the knob has no function here as well as in mono mode (see also below)

Semiparametric 3 Band EQ and Reverb

The 3Band Stereo EQ is semparametric as via a dedicated button you can popup additional settings for center frequency and bandwidth (on octaves) for each band.

There is a small reverb with adjustable Width and Room/Size plus a Reverb Mix knob. Though this is not a high end reverb it does add a nice flavour to the sound..
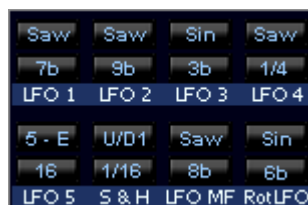
Final Output Section

In the final output section there is a Saturator plue a Mode selector below for setting the unit into three different processing modes: True Stereo, Mono to Stereo or Mono. Netx is the knob for setting appropriate output level plus the option to use a small limiter on the output.

Mod Sources

There are 7 LFO, ADSR EG 4, one Sample & Hold and a 16 Step Modulator plus keytracking and Modwheel can be used to and have some selectable assignments.

LFO 1, LFO 2, LFO3 and LFO 4 have a quite common set of waves like Sine, Triangle, Saw and Ramp while LFO 5 has 9 more complex waveforms and tempo with the latter two is not related to bpm settings as with the others. LFO MF is solely routed as selectable option to SrcModMix of Filter while Rot LFO is a special LFO for Oscillator Rotation Mix.
Sample **& H**old provides a random modulation signal like pulses at varying levels in different types like Up, Down, Up&Down, and the Variation knobs allows to vary the 'patterns' of S&H to a certain extend.

The Gator

This is quite a versatiel modulation source and easy to setu ;-) Tempo is set in fractons of bpm settings and Shuffle adds a nice groove. Gate Len(gth) sets the time a gate is open. As a special feature gating can be modulated by a selectable mod source. Further on there is a mod mode Pos which uses only the positive part of the selected mod source's wave while steady when below 0. Also this modulation can be quantized to give is a more stepped shape.

Some hints:

Atonoise 2 is great for sample processing however you should take into consideration that for synth samples there should be hardly any modulation via LFO or so rather than a fairly static setting otherwise you might find it difficult later to get a good looppoint or the sample will be quite long/big.

On the other hand you can take synth samples and turn these into some kind of percussive loop in using appropriate pulsating LFO and/or Gator modulation.

For this kind of work any wave editor will do which can utilize VST Fx like e.g. WavoSaur or so.

Credits and further info
The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

Patches were kindly done by **Dimitri Schkoda**
Vocals for the Demo messages by my kind neighbour Irina B.

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Etric van Mayer, Ungkargerth et al.

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official support forum on: kvraudio.com

Open group for users, fans, friends and supporters: on www.facebook.com
This is not a technical support forum rather than for latest news, communication among members e.g. sharing ideas, videos and music.

Thanks to all who have helped and do support my work!

Appendix 1

List of loops as internal soundexamples

000 Mantan2	Male Vocal Text		
001 Galaxy-of	Male Vocal Text		
002 Poem - Female	Female Vocal Text		
003 Text Female	Female Vocal Text		
004 TrackAVT-2-002	Tack Excerpt		
005 DancingCookies	Tack Excerpt		
006 RomanceCookie	Tack Excerpt		
007 TrackPM2-006	Tack Excerpt		
008 Didjeridoo	Instr. Loop		
009 LaserGuitar	Instr. Loop		
010 Electron	Drum Loop		
011 TechLoop	Drum Loop		
012 Testloop	Drum Loop		
013 BongoLoop	Drum Loop		
014 Indian Loop	Drum Loop		
015 ArabianLoop	Drum Loop		

Appendix 2

MIDI-Implementation of MIDI CC for buttons, sliders & knobs   (recognized data valid from 0-127)
MIDI CC from 33 to 63 are not assigned so you might use these for your own assignments provided your MIDI Controller Hard/Software does support these as normal controllers.

Main Vol	= 7		= 33	Myst A			
	= 8		= 34	Mod Amnt	= 70		= 92
Input Level	= 9		= 35	Offset	= 71		= 93
Pan	= 10		= 36	Resonance	= 72		= 94
Dly Fdbk	= 11		= 37	High Cut	= 73		= 95
Dly Lvl A	= 12		= 38	Mix	= 74		
Dly Offset	= 13		= 39				
	= 14		= 40	Myst B			= 102
Rev Width	= 15		= 41	Mod Amnt	= 75		= 103
Rev Room	= 16		= 42	Offset	= 76		= 104
Rev Mix	= 17		= 43	Resonance	= 77		= 105
EQ Lo	= 18		= 44	High Cut	= 78		= 106
EQ Mid	= 19		= 45	Mix	= 79		= 107
EQ High	= 20		= 46				= 108
Saturate	= 21		= 47				= 109
	= 22		= 48	Filter			= 110
	= 23		= 49	Cutoff	= 80		= 111
	= 24		= 50	Resonance	= 81		= 112
			= 51	Mod Cut	= 82		
			= 52	Mix Dir:Filt	= 83		
			= 53			Shuffle	= 113
	= 25		= 54		= 84	GateLen	= 114
	= 26		= 55		= 85	Quantize	= 115
	= 27		= 56		= 86		= 116
	= 28		= 57		= 87		
	= 29		= 58				= 117
Joypad X	= 30		= 59		= 88		= 118
Joypad Y	= 31		= 60		= 89		= 119
	= 32		= 61		= 90		
			= 62		= 91		
			= 63				

You might use MIDI Learn or Edit via right click with mouse on the resp. Item (knob, button, selector etc.) to change these assignments. Not all control elements on GUI do supports this.

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