

DRAUME

DRAUME is an exploration of artificial reverberation. Can a space sound dry, old, veiled or broken? Reverberation is typically associated with physical spaces or objects. A hall reverb conjures the mental image of a hall, but what ambiance comes to mind when presented with intentionally artificial reverberation? Hopefully something that spurs your creativity! DRAUME combines post-reverb processing with decay and system clock control to break the spatial illusion. DRAUME has evolved from algorithms developed for the BandOrg FORM. Many thanks to BandOrg for commissioning and funding the FORM workshop series. DRAUME is dedicated to Lynch and Badalamenti.

PARAMETERS

MIX: Sets the dry/wet balance from 100% dry to 100% processed audio.

VOL: Sets the master output volume. Unity gain is near 12 o'clock. Max gain is +16dB.

STONE: Lo/hi frequency emphasis at min/max. Flat response at noon.

DECAY: Sets the duration of the reverb decay.

AM: Random amplitude modulation depth. Adds a kind of flickering uncertainty to the reverb dynamic. The tremolo is applied post-reverb.

FM: Random frequency modulation/vibrato depth. Adds a lo-fi character reminiscent of a worn tape. The vibrato is applied post-reverb.

TEXT: Saturation/texture amount. Noticeably digital, yet oddly pleasant saturation applied post-reverb.

CLK: Digital signal processor system clock frequency. Sets the sampling rate and affects the reverb character and modulation speed of the AM and FM functions. Adjusting the clock frequency also pitch shifts whatever audio is currently reverberated. From 12kHz to 50kHz. Very low clock settings will produce some noise on the wet signal path.

EXP socket: Connect a TRS expression pedal or a CV signal to control the clock frequency parameter. The control signal ranges from 0 to 3.3V. Connecting the EXP socket renders the CLK knob inactive.

Right footswitch: This is your bypass switch. Holding the switch longer than 500 ms will only momentarily change its status.

Bypass mode: The right toggle switch sets the bypass mode. **TRUE** yields true bypass. **GATE** yields true bypass with the addition on minimizing the reverbs decay when the pedal is bypassed. Note that at lower CLK settings the decay parameter will require more time to clear the audio content of the reverb. Thus if you are bypassing very momentarily in this mode there will likely still be audio content in the reverb when you re-engage the effect. **TRAIL** yields buffered bypass with reverb trails. Seeing as DRAUME offers the unconventional combination of dry/wet-mixing and trails the MIX and VOL knobs will still affects the overall mix and volume when you bypass in this mode. An internal trimpot labeled BBP GAIN can be tuned to adjust the volume of the dry signal portion when the pedal is bypassed in **TRAIL** mode.

Left footswitch: Activating the left footswitch sets DECAY to maximum. Holding the switch longer than 500 ms will only momentarily change its status.

Reverb type: The left toggle switch sets the reverb type. **HALL** is a somewhat artificial, thinly veiled hall reverb. This is the same base reverb as the (Re)FORM reverb algorithm. Maximum decay is approximately 10 minutes with CLK at noon. **METAL** is a cold sounding reverb reminiscent of a metal chamber. At maximum decay the reverb is slightly unstable edging towards self oscillation in the lower frequency range. Thus the stability is dependent on the amplitude and spectrum of the incoming signal. **GRAIN** is a granular synthesizer performing recursive random grain shuffling. The system contains 5 simultaneous grains making it more dense than the FABRIKAT shufflers. At minimum decay the shuffling is inactive giving you the option to apply the AM, FM and TXT functions to a clean signal. At maximum decay the audio is recursively split into new grains creating an evolving, clustering effect that slowly removes any tonal content from the sound. The speed of this evolution is dependent on the CLK parameter.

INTERNAL PARAMETERS

There are two internal miniature switches. **Z/100** reduces the input impedance to 10kOhm. **PAD** adds a -10dB input pad (damping). These may be useful when running line level signals through the pedal. Note that this will change the unity position of the volume knob.

The BBP GAIN trimpot adjusts the volume of the dry signal portion when the pedal is bypassed in TRAIL mode. The dry (and wet) signal levels are still dependent on the setting of the MIX and VOL knobs. The unlabeled trimpot is associated with the expression input and should not be adjusted.

TECHNICAL SPECIFICATIONS

Input Impedance	1M Ω
Output Impedance	<1k Ω
Power supply	9 VDC center negative (normal BOSS/Ibanez/1Spot power supply) Does not support battery operation
Current Draw	100 mA
Dimensions	125 x 95 x 57 mm
Weight	~400 g