



# TWISTED TOOLS | RICHARD DEVINE

---

ANALOGUE MICROCOSM - INTERVIEW

**Analogue Microcosm** was designed by Richard Devine in conjunction with Twisted Tools. This is Twisted Tools' first commercial sample pack and will include a custom Reaktor sampler along with kits for Battery, EXS24MKII and more. Look for the release during Christmas week, 2010 at [twistedtools.com](http://twistedtools.com)

**TT: Tell us a little about yourself and your involvement with Twisted Tools.**

RD: I am a producer and sound designer from Atlanta GA. I have worked doing sound design and patch programming for many audio companies over the last 12 years. I love creating new interesting sounds that hopefully inspire people to make new music.

I have always liked innovative new tools that inspire new ideas and sounds. This is what lead me to the Twisted Tools instruments. I really love their approach and ideology. I have helped design sounds and presets for many of the Twisted Tools releases. I have also collaborated with Igor Shilov on our GrainCube Lemur project earlier this year. It was great fun working together on this and I look forward to working on many more projects in the future.

**TT: Tell us about the Analogue Microcosm sample pack, what you set out to do and what people can expect.**

RD: I wanted to design a set of sounds that were completely designed from analogue modular synthesis. All the sounds in this collection were patched and created from scratch. My goal was to design a set of sounds that had a unique character to them. I was inspired by my recent work using my Doepfer Euro Rack modular system. I have spent the last 5 years building up this rather large system of specific modules. I had carefully planned and organized over 6 cases of modules that would become the system I have today. I had acquired many new interesting modules over the last two years that really made the system come alive. I spend hours and hours patching different configurations, and nested environments. It is almost like working with a live organism that constantly changes and mutates, never repeating the same sounds or sequences. I had become really inspired by this idea of organic regeneration and creation of sound through electricity. This collection is a result of those experiments and recordings. I tried to make these sounds very fluid and expressive. Alien and organic come to mind. I wanted to design these sounds without the use of computer software or plug-ins.

**TT: Walk us through some of the sounds and gear used.**

RD: There was so much stuff I had to downsize a lot of the sounds I recorded. Some of my favorites in this collection were the Analogue Sub Bass sounds. I created these with the Cwejman S1 synthesizer. The S1 is a semi modular analogue synth which has a very warm powerful sound. I had always wanted a set of good solid bass tones to rock the sub woofer's out there. The Cwejman has the purest and cleanest tones I have ever heard.

Some other favorites I liked were some of the sounds in the 'FX Long' categories. I used a wide variety of different oscillators for this collection. I used the Harvestman Hertz Donut, and Piston Honda pretty extensively here. For the Creature Swells, and Crystal Trinkles sounds I used the Synthesis Technology E350 morphing terrarium, and E340 cloud generator. I love how organic these two oscillators can get.

For the Delay Elevator and Evate category I used two old Doepfer BBD modules. The BBD, also called bucket brigade device module, has been used to delay audio signals before digital delays. I ran two of these into each other running all sorts of strange control voltage signals to get really interesting karplus/strong synthesis type sounds.

For some of the Evate Shimmer sounds I used a Cwejman VCO2-RM oscillator with the cwejman MMF-1 filter. The control voltage setup to get these sounds was using one "Maths" module from Make Noise, and the Cwejman CTG-VC envelope generator.

I created a good majority of the pure tone sounds from using the Cyndustries Zeroscillator, Doepfer a-107 multitype morphing filter, and TipTop-Z-DSP. The tiptop Z-DSP is an open source digital sound processing module. It's a stereo DSP processor, with 24-bit sampling, 15kHz of bandwidth, voltage controlled parameters, and has the ability to be programmed with a powerful assembly language. It was used quite extensively on lots of the sounds.

Some of the sequencers I used to create some of the unusual timbres were the MakeNoise Rene sequencer. It's the worlds first "cartesian sequencer," "geometric sequencer," "planular sequencer," "axis sequencer," and finally, in Buchla-speak, "non-linear sequential tuned voltage map."

"René," named for the French philosopher & mathematician René Descartes, uses his cartesian coordinate system to unlock the analog step sequencer from the shackles of linearity. I was able to control these modules in very unique ways, and combinations.

I also recorded complete analogue percussion kits that could be used with these sounds. I wanted everyone to have a fun set of sounds to make entire tracks with or just sprinkle in these sounds as accents to work as sound effects.

**TT: Any closing thoughts Richard?**

RD: I want to thank anyone who buys this sample pack, and I hope it inspires everyone to make some cool music with it. Thanks.