

CubeWeevil



The CubeWeevil brings together some simple sonic circuitry in a uniquely playable package while supporting the ongoing existence of Bristol's most wonderful space, the Cube Microplex Cinema. The best way to learn is to experiment but do also read these instructions & check the block diagram.

OSCs 1 & 2 // RATE 1 & 2 - These two oscillators are combined in 2-bit-binary form to select the step (1-4) for the audio oscillator (Osc3) via the multiplexor. While they mainly run at sub-audio rates, their outputs, which are combined in Ring-Mod1, do have an influence on the audio signal, especially when power is starved. Their touch-points are the CUBE letters, two letters for each Osc.

OSC 3 - This is the audio oscillator and has switchable High / Low ranges. The pitch is set by the four Step dials, with one step active at any time - so this can be seen as a 4-step sequencer, though the behaviour is quite non-linear due to the binary control approach. The 2 panels of the lower right Cube box connect to this Osc.

RM 1 & 2 - Quasi-Ringmodulators (XNOR functions) - these have the upper Cube box as their touch points.

Power Starve - This dial affects the Oscs, RM and Multiplexor sections, simulating the battery running out of juice and sending the Oscs into crazy behaviours. Turning the dial fully clockwise equates to running on full power.

Tone & Level - These follow a signal booster so that signal levels do not change drastically when power starving. The Tone control is a simple blend from low-pass to high-pass (non-resonant) filter. The Level control allows you to mute the main audio signal and then use the two Filter touch points (lower left Cube box) to bring in sounds from other touch points.

Touch Points - These connect direct to the circuitry and allow you to make new signal flows using the resistance of body contact (eg. touching with fingers) - this results in quite unpredictable, but playful behaviour, especially when combined with power starvation. There are also Ground touch points - the square in the U of CUBE and the small box, bottom right.

Outputs - There is an onboard Mini-Amp and Speaker combination which allows on-the-move sound making. This can be disabled by plugging a mono 3.5mm plug into the output socket. Note that the sounds of the onboard Amp and the output socket can be quite different due to the nature of the Amp and its power draw.

Power - The Cube Weevil should only ever be run on battery power using a standard 9V PP3.

The CubeWeevil is covered by a one year parts warranty - this excludes maltreatment or modification.

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