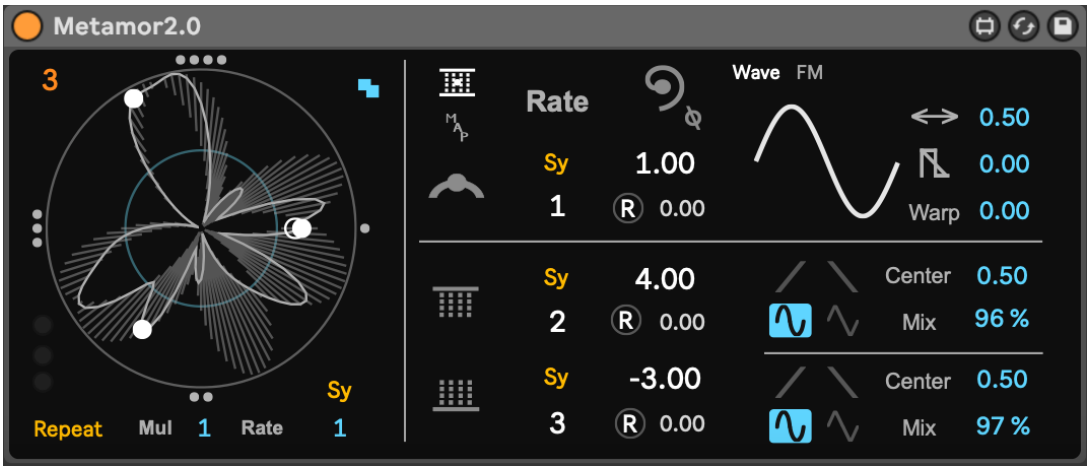
Metamor 2.0 update



Overview

By modulating the minimum and maximum values of the waveform, you can generate more natural and less boring loops that are somewhere between a loop and random. You can also generate multiple LFOs that are related by shifting the phase of the 8 LFOs.

1. Main feature
DivPhase(Phase Shift)

2. Waves
main, min, max

3. Mapping and
UI (2.0 and 2.0for11)

2.0 New !!!

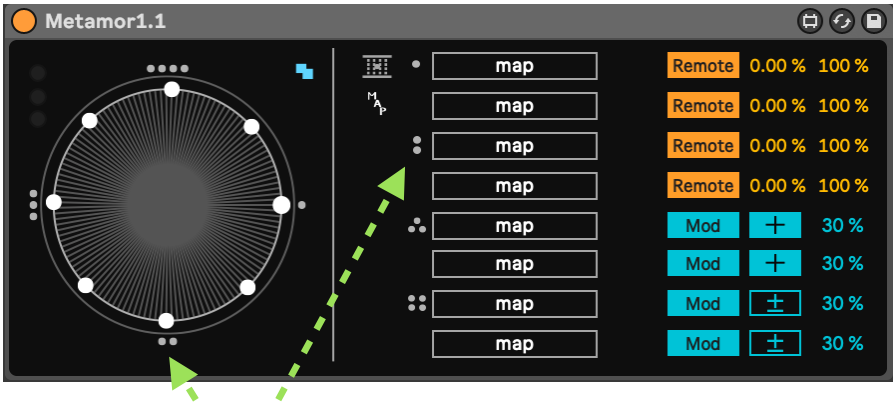
4.Mapping Number

5.Repeat

6.FM

1. Main feature

Relation
UI, mapping and DivPhase



the map corresponds to the position of each point (grey circle).
its little different on 2.0.
check 4. Mapping Number

The radius values modulate the mapped parameters.
(8 white circle positions)

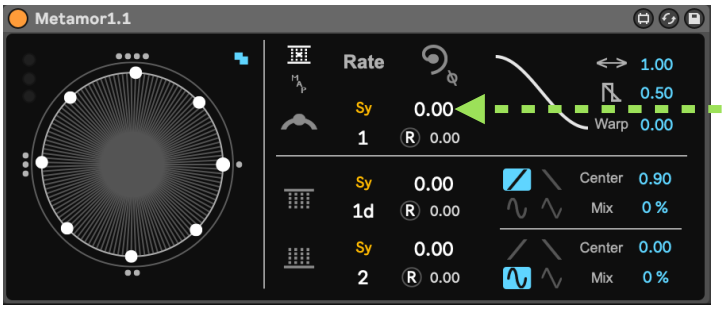
About DivPhase(Phase shift)

There are points(grey circle) on UI, which indicate the order of phase shift.
The start is at the 3 o'clock position, so the phase here will always be 0 even if a phase shift is applied.
(it changes by global phase)

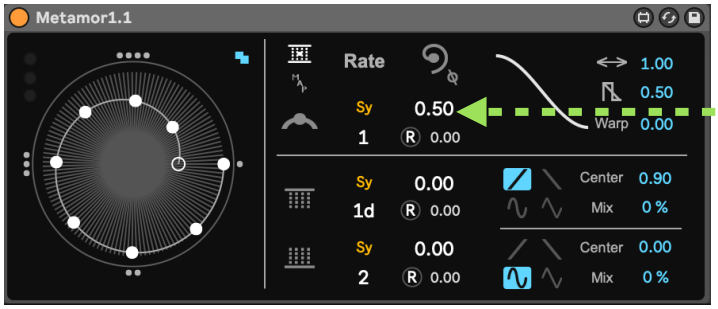
Below Pic

The main waveform is a gently descending sawtooth wave.

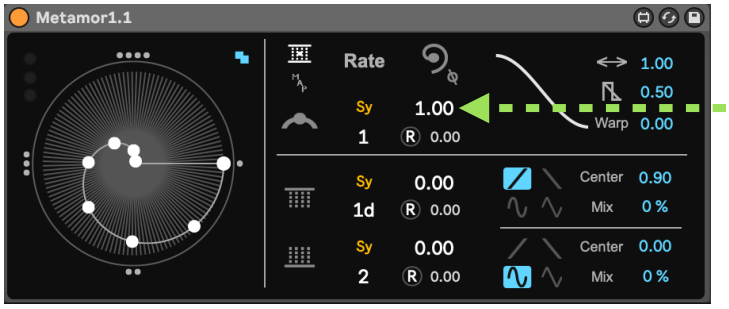
DivPhase is the amount of phase advancement after one cycle.



DivPhase 0



DivPhase 0.5



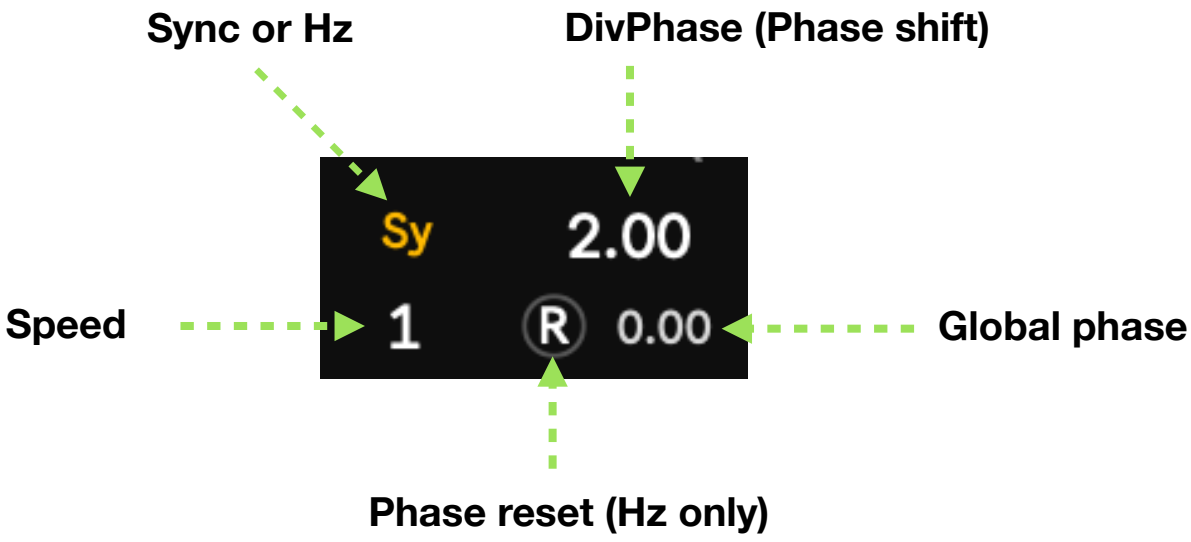
DivPhase 1

2. waves

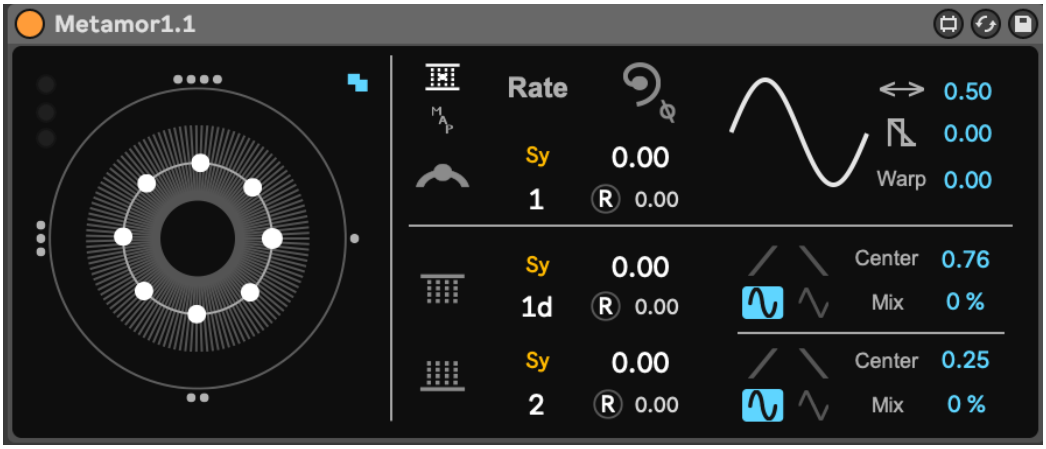
Main wave, min wave, max wave

They have the same basic structure.

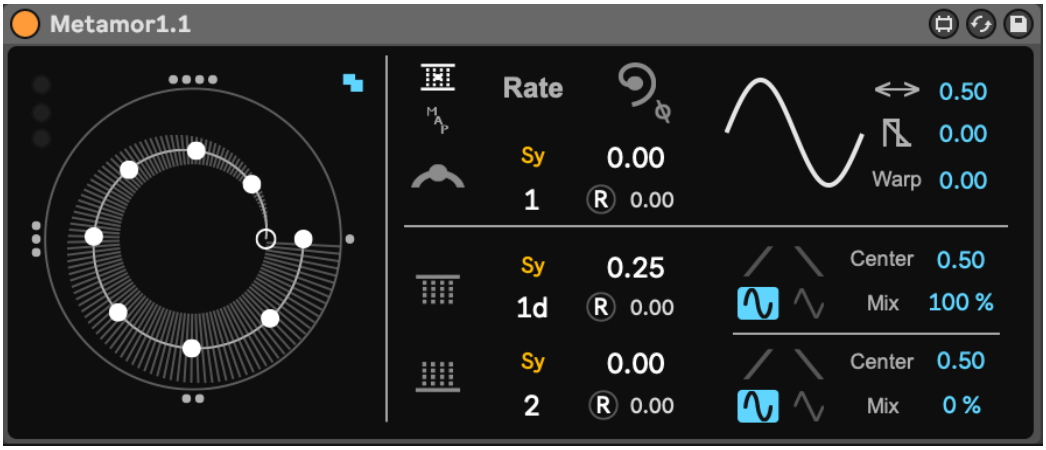
Common parameters



2.0 Waves on UI



The area (look like highlights) where the radius lines is located is the range in which the main wave moves, and the min wave and max wave determine that range.



max wave (cosine type)
Phase shift 0.25
center 0.5 mix 100%
(See 2.2 the reason not sine but cosine)

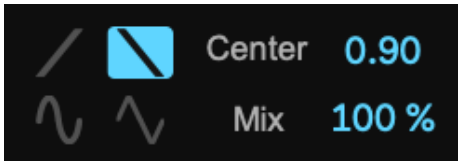
The key point is that the phase shift of the main wave is 0. The min value remains the same, the max value is affected by the phase shift, so, the main value changes.

2.1 Main wave

Waveform

Each value moves according to this waveform, which can be seamlessly transformed: sine, sawtooth, rectangle, wider and inner, warp.

2.2 Min and max wave



4 wave type

notice!! (the reason not sine but cosine)

The sine and triangle waves are aligned with the sawtooth phase and start at 1, so a sine wave is effectively a cosine wave. If you want to use a sine wave, you can achieve this by changing the global phase to -0.25.

Center

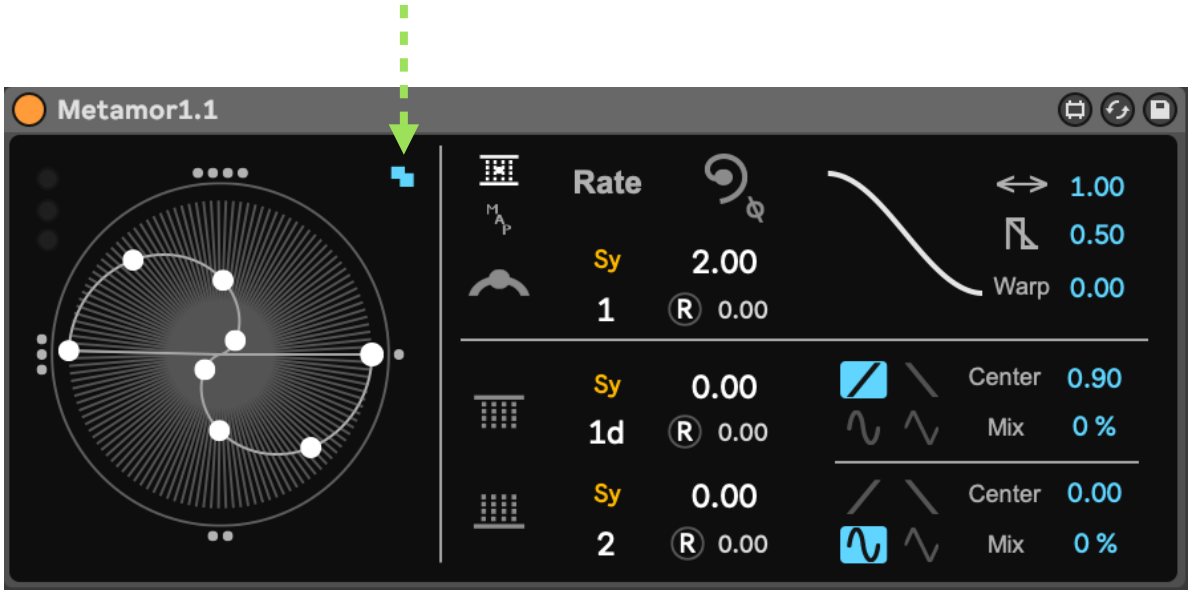
Center determines the minimum or maximum value regardless of the waveform. so, center (value0) of the waveform.

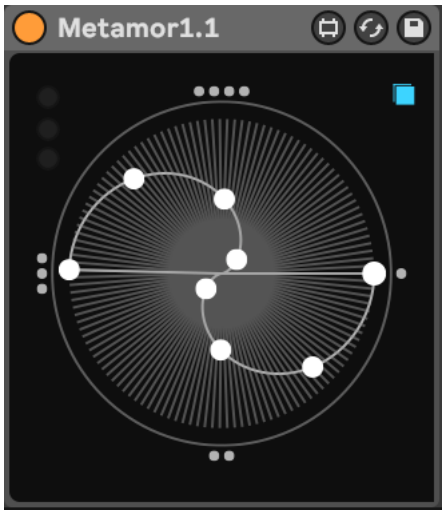
Mix

This can be rephrased as waveform depth. It controls how much of the waveform's influence comes from the center.

3.1 UI and parameter display

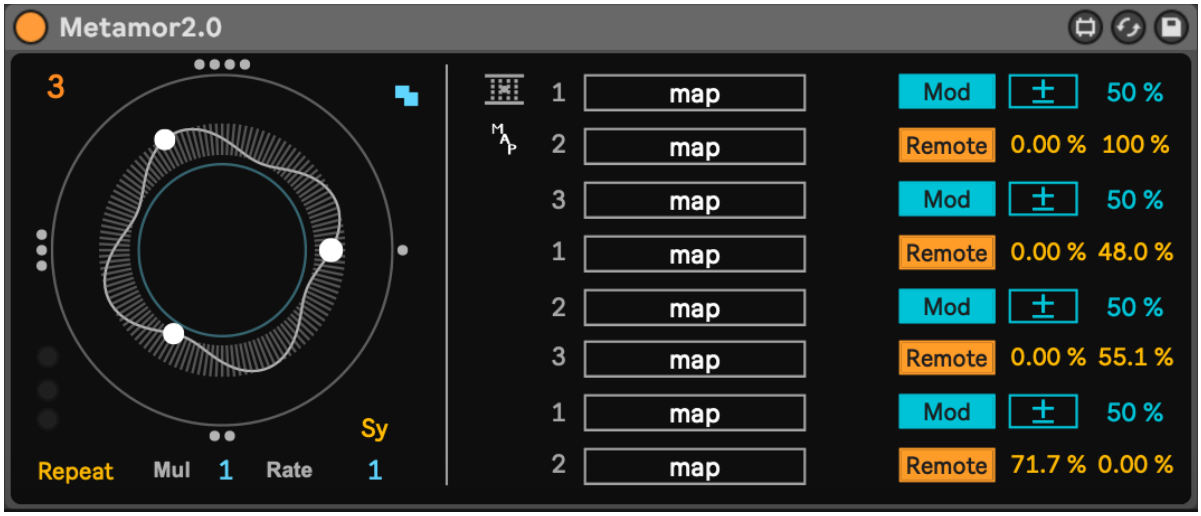
Parameter display on off



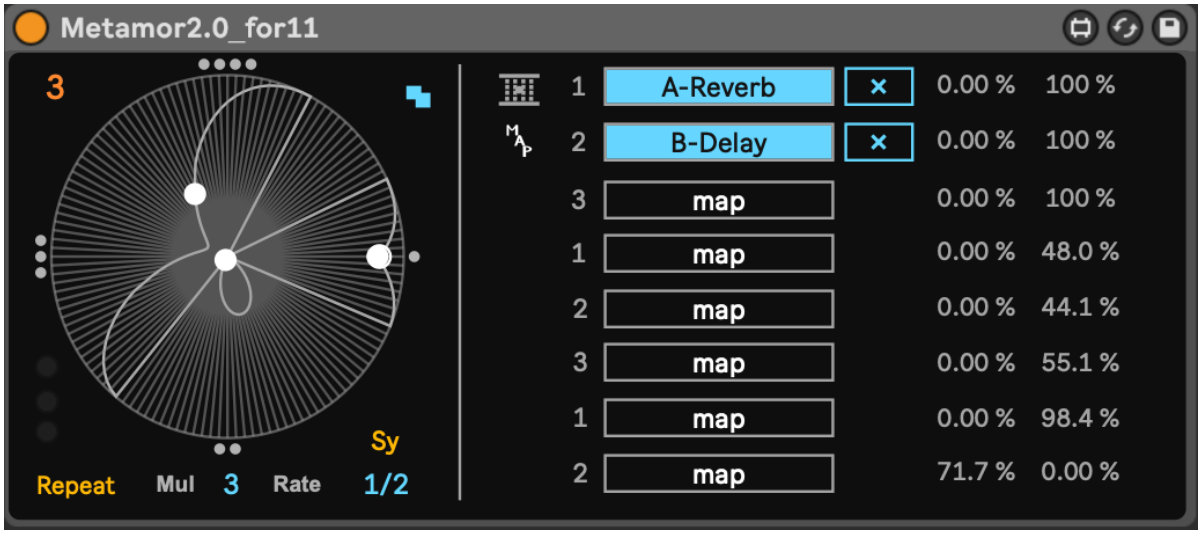


3.2 Mapping

Select parameters or mapping

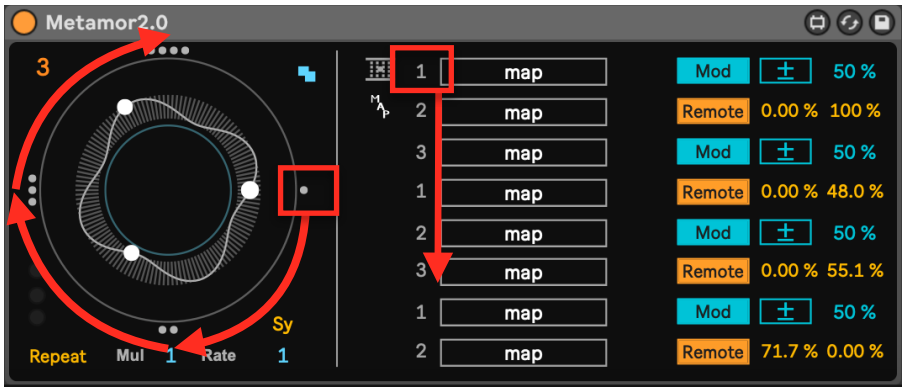


Metamor 1.1 (live 12 only)
Metamor 2.0 (live 12 only)



Metamor 1.0.1 (live 11 later)
Metamor 2.0_for11 (live 11 later)

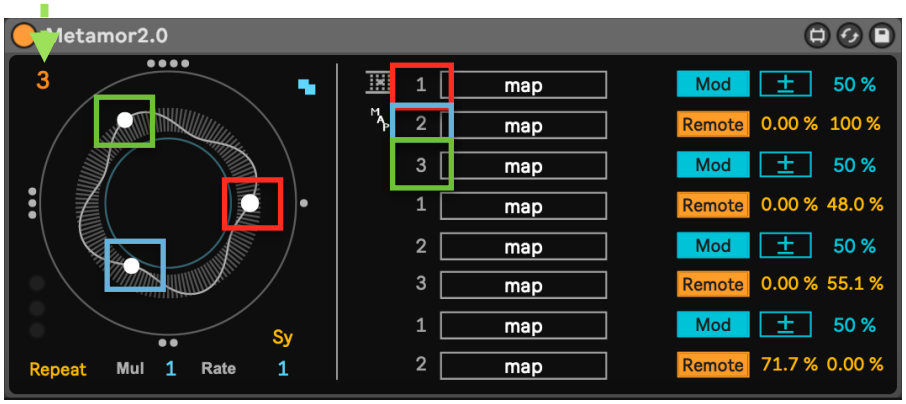
4. Mapping Number



Basic.

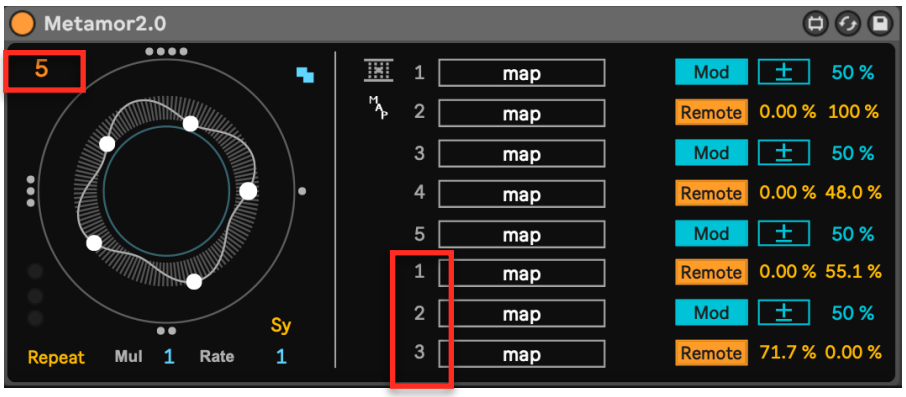
start at 3 o’clock, clockwise.
its same to previous version on this point.

Mapping number



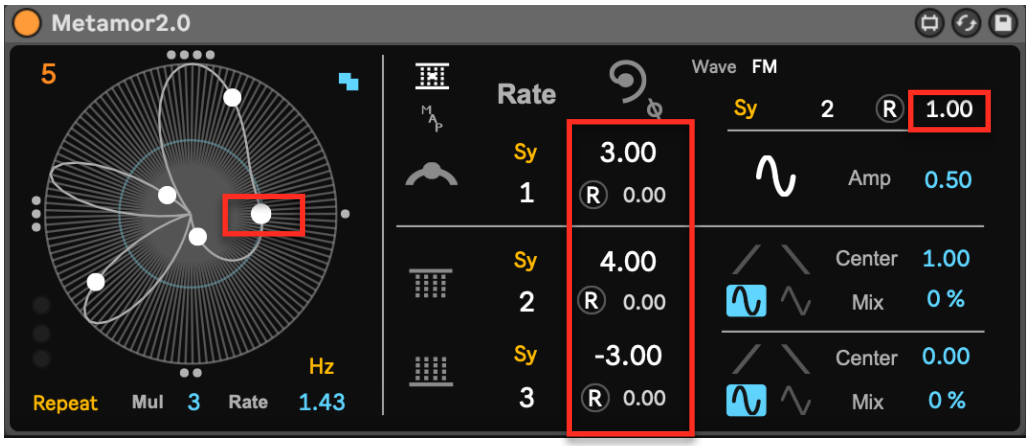
Changed point.

You can now set depending on the number of mappings you want to use.
You can set it from 2 to 8.

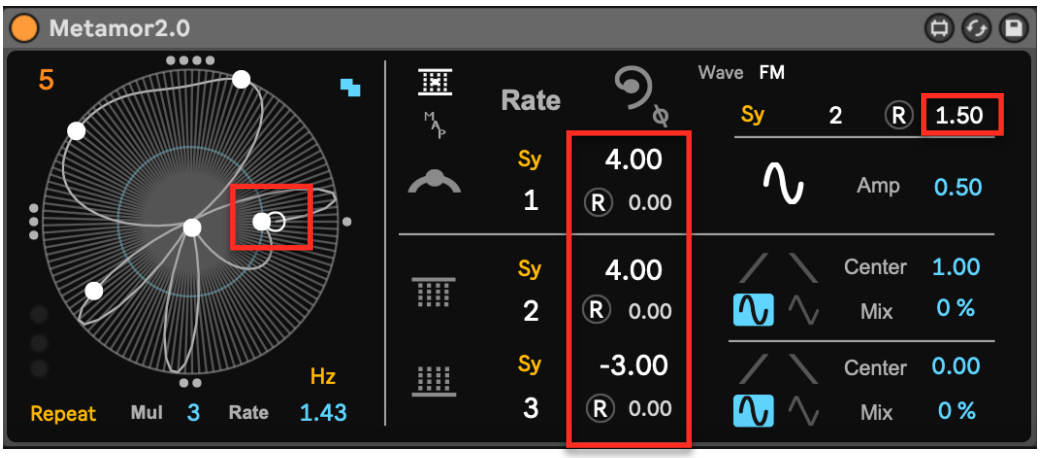


So how do the remaining mappings work?
For example, if you set Mapping Num 5, what happens to the mappings after 5?
I will explain this

The remaining mappings are also available.



If the dot and circle at the 3 o'clock position (the top mapping) match, it will repeat after going around once. Therefore, the values of the repeating mapping numbers will match exactly.
For example: When number is 5, each 1, 2, 3 will all reflect the same modulation as 6, 7, 8. (1=6, 2=7, 3=8)
This match is rare, and only occurs when the setting value is mainly an integer.



If the dot and circle at the 3 o'clock point (the top mapping) do not match, it will not repeat after one rotation, but will change according to the setting value. This is more common.

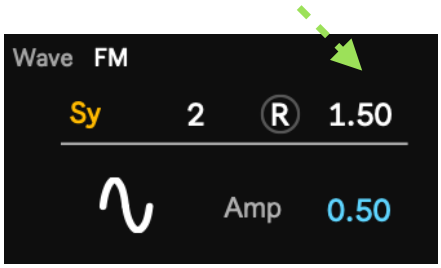
The value after Mapping Number is not currently reflected in the UI. This is because it would be even more confusing if they overlapped. In the future, I may make it possible to switch screens...

5. Repeat

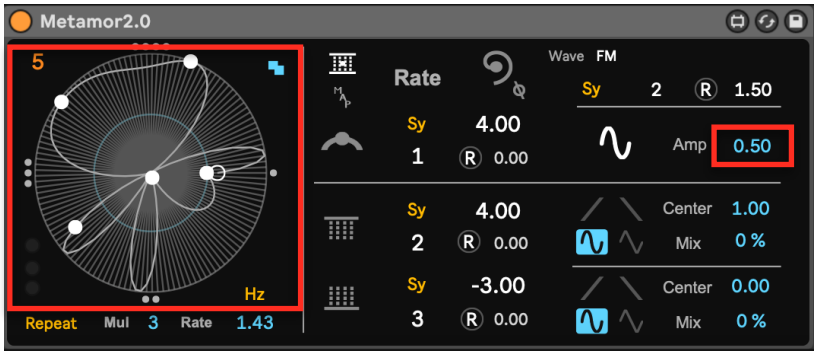
It is possible to loop the timing that you set to repeat on. The speed can be Sync or Hz. Also, by specifying Mul, you can extend the loop length while maintaining the repeat interval.

6. FM

DivPhase (Phase shift)



DivPhase (Phase shift)



You can apply FM (more like phase modulation) to the main wave. Until now, the basic speed was the same, but by using this, you can create speed changes for each mapping.