

“

This is all very intimidating. But it's actually not complex at all. All this shit is no different than a VST. — *deadmau5*

”

## CHAPTER RECAP

In modular synthesis, each of the basic elements of a synthesizer—oscillators, filters, envelopes etc— is represented by its own specialized module, which can all be mixed and matched and patched together in different ways. By messing around and connecting modules together, you can create unexpected sounds that are guaranteed to be one of a kind.

Joel spends hours experimenting at his modular walls, until he stumbles across something that catches his ears. Then he records the patches he likes and saves them in a library for later use.

*Voltage*: While the average VST or keyboard communicates using MIDI (a digital language in which parameters like pitch and volume are assigned to numerical values), modules in a modular system usually communicate using voltage. You'll have to acquaint yourself with the basics of controlled voltage to get started, and if you're looking to make your DAW send note information to a modular system, you'll need a MIDI to voltage converter.

## TAKE IT FURTHER

Listen to deadmau5's [remix of "Ice Age"](#), and pay attention to the strange sounds he's generating with his modular system. How many different patches can you identify? How do you think they might've been constructed?

There are many online resources to learn more about modular systems. Check out these links, and continue to do your own research.

## SUBCHAPTERS

- ▶ Cross Modulating Simple Waves
- ▶ Using Envelopes to Automate
- ▶ Adding Effects
- ▶ Playing Sequenced Notes
- ▶ Putting Mod Synths in Your Tracks
- ▶ Start Experimenting

## NOTES

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