

Krach

Ritual Electronics



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Krach

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n.m. /'krak/

"the Wall Street krach was to reassure them: they welcomed it as the news of a victory"

Thank you for purchasing Ritual Electronics Krach.

Your module has been assembled with care in our studio in Marseille, France.

You can find your module on Modulargrid:

<https://www.modulargrid.net/e/ritual-electronics-krach>

For any remarks and informations, contact us at:

contact@ritualelectronics.com

For video demos and patch ideas check:

<https://www.youtube.com/ritualelectronics>

<https://www.instagram.com/ritualelectronics>

Limited warranty

Ritual Electronics warrants this product to be free of defects in materials or construction for a period of one year from the date of purchase.

Malfunction resulting from wrong power supply voltages, backwards or reversed eurorack bus board cable connection, abuse of the product or any other causes determined by Ritual Electronics to be the fault of the user are not covered by this warranty, and normal service rates will apply.

During the warranty period, any defective products will be repaired or replaced, at the option of Ritual Electronics, on a return-to-Ritual Electronics basis with the customer paying the transit cost to Ritual Electronics. The return of your module is on us.

Ritual Electronics implies and accepts no responsibility for harm to person or apparatus caused through operation of this product.

Always turn your eurorack case off before plugging or unplugging a module.

Do not touch any electrical terminals when attaching any Eurorack bus board cable.

As the 1U series does not have a shrouded header, so remember:

RED STRIPE DOWN

Ritual Electronics Guillotine requires:

26mA on +12V

26mA on -12V

0mA on +5V

You will need 6HP of free space in your Eurorack case to install Krach. The module is 35mm deep.

Krach is a 1U module, you will need a 1U rack space - Intellijel format.

Noise and more noises... Krach is 4 channels of noise.

Krach generates analog white noise. It generates three additional noise colors from it.

Pink noise is derived from it with a 3dB/Oct low pass filter.

Hiss noise is obtained from white noise using a slightly resonant high pass filter.

Rumble is created from pink noise with the help of a very low pass filter.

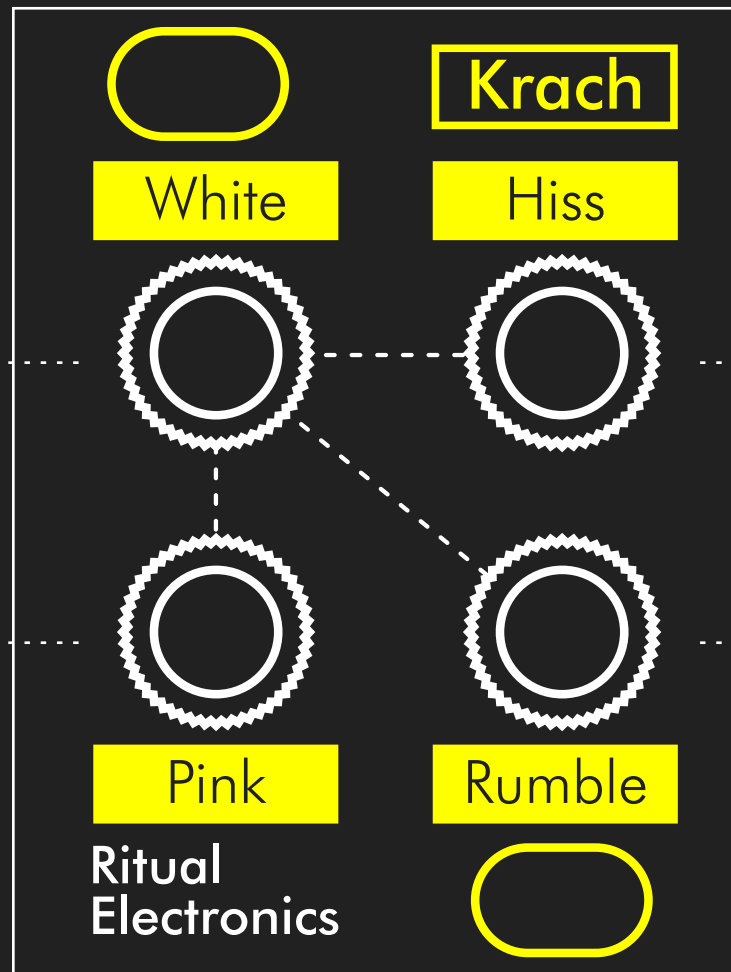
The additional noises are great to create percussion, natural textures, noise walls and more sound design greatness.



Krach controls

White Noise Out
Analog transistor white

Pink Noise Out
3dB/oct low pass filter on white noise

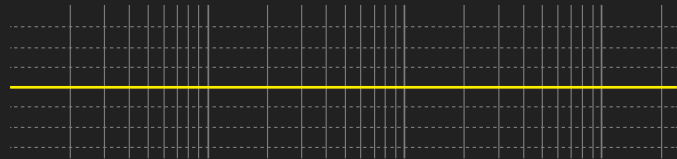


Hiss Out
Resonant high pass filtered white noise

Rumble Out
Low pass filtered pink noise

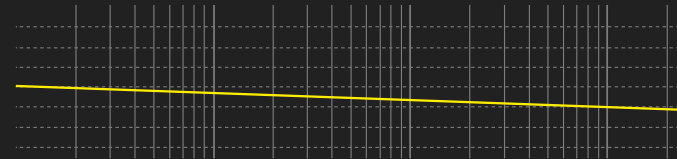
Noise colors

White noise



White noise has a flat frequency distribution.

Pink noise



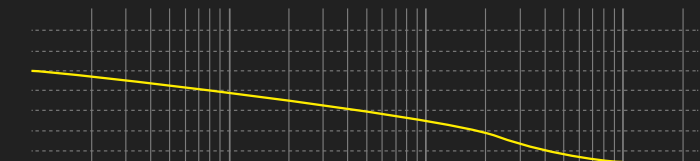
Pink noise has a -3dB low pass filter. Our ear perceives it as "neutral"

Hiss



Hiss is white noise with a 6dB/oct resonant high pass at 14kHz.

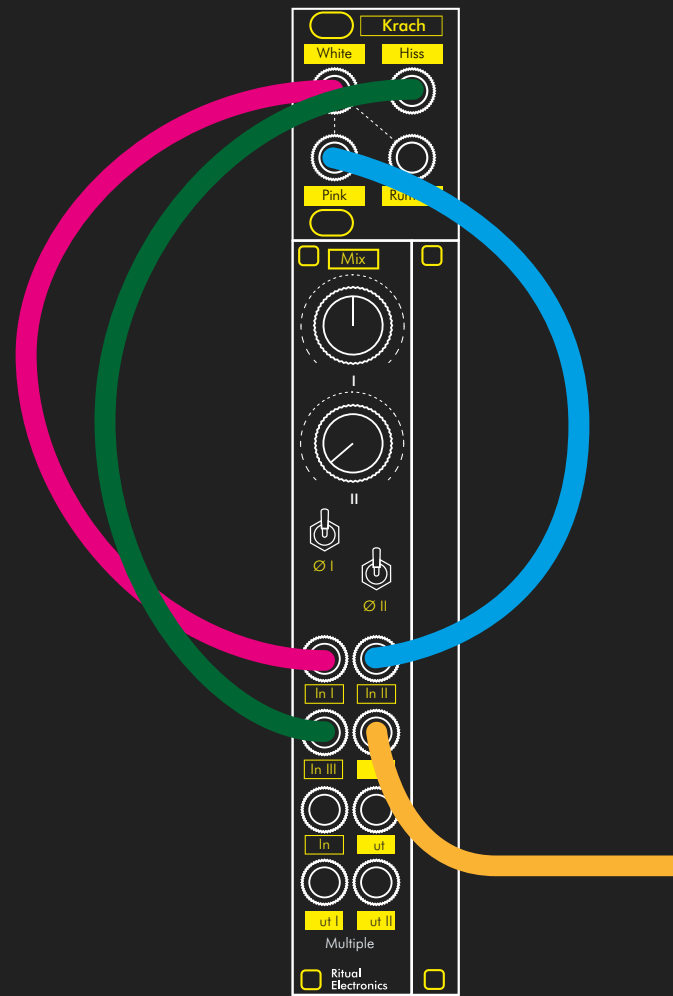
Rumble



Rumble is pink noise with an extra low pass filter cutting around 100Hz with a gentle slope.

Patch ideas

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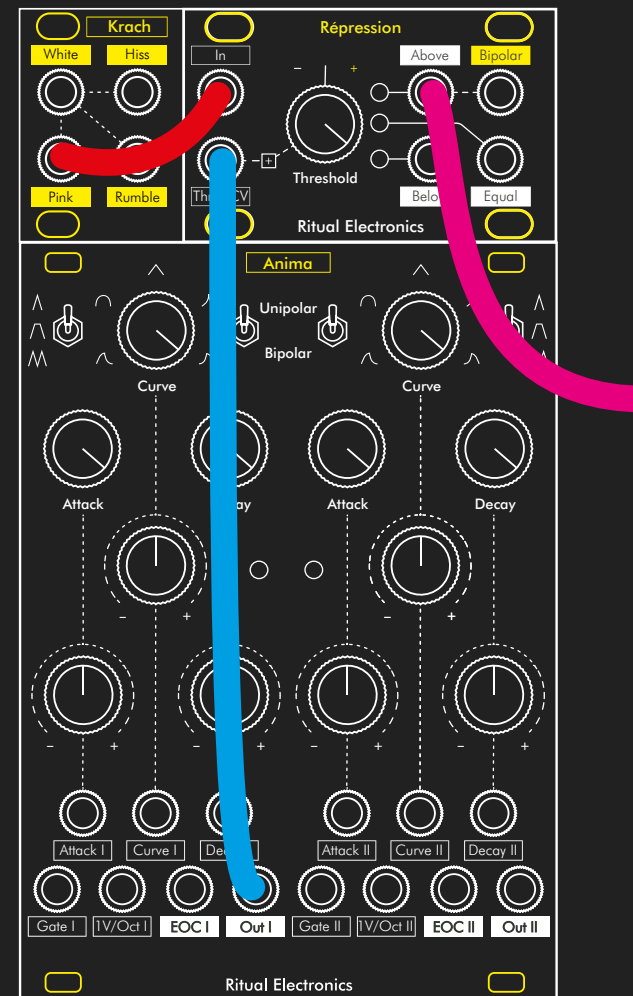


Patch #1 - New colors

The different outputs are out of phase. Which means by mixing them, even passively, you can obtain new colors of noise. Add some VCA in there for animation and you'll have a great drone of textures

Patch notes

Krach, White out — Mixer, in I
Krach, Pink out — Mixer, in II
Krach, Hiss CV — Mixer, in III



Patch #2 - Fireplace & random gates

Use one of the noise outputs and process it with a comparator. Start with a high threshold and back it down slowly to hear the first crackles of the fire. This technic can work for audio or to generate random gates.

Use an LFO or envelope to change the density of the gates or the blaze size

Patch notes

Krach, Noise out — Comparator, input
 Comparator, out — Audio / Gates
 LFO, out — Comparator, CV

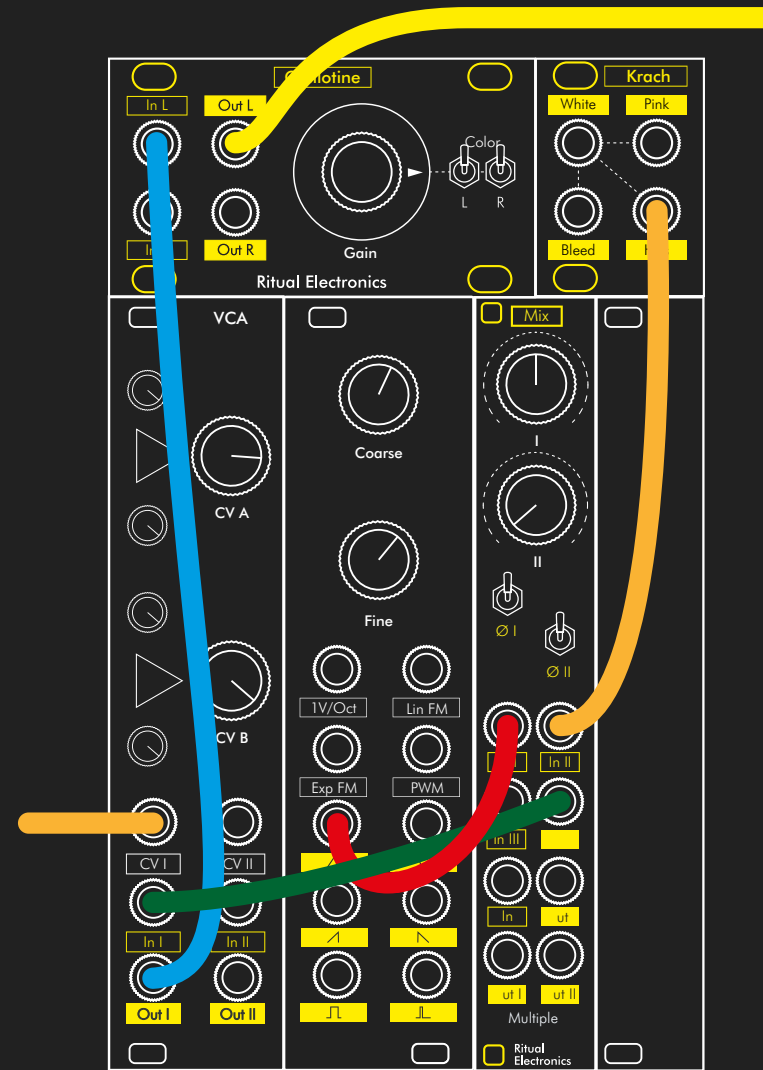


Patch #3 - Tuned noise

One of the easy way to achieve tuned noise is to FM an oscillator with noise. Tune your oscillator to the desired frequency and adjust the FM. As easy as that. Try different noise colors and different waveform outputs from you oscillator.

Patch notes

Krach, White out ——— Oscillator, FM in
Oscillator, Waveform out ———



Patch #4 - 220V Distortion

Oscillators tend to sound a bit dull in a distortion, compared to a guitar let's say. But if you add a generous dose of noise before the saturation, you will have a somehow electric sound, breaking the monotony of the ever repeating waveform of your oscillator. It works great with the Hiss output.

Patch notes

Oscillator, Saw out — Mixer, Ch. 1 In
 Krach, Hiss out — Mixer, Ch. 2 In
 Mixer, Out — Guillotine, In L