

Experimental Grain Synthesizer

Decompile. Explore. Recompile.

01 Presets & global controls

Click the name to browse; use the disk to save (* marks edits).
D enables Drone; the output readout sets the final level.

02 Material Workbench

Drop audio on the waveform, then trim with the lower handles. Probe moves through the sample; Mag focuses on a smaller region. Click a surrounding glyph to edit one of six materials.

04 Mod Engine

Use + to add up to eight modulators. Select a tab to edit its shape or random behavior. Targets expose range, polarity (> / <>), bypass (B) and removal (X).

06 FX Section

Filter, delay and Space shape the combined output. Click each round effect glyph to enable or bypass its block.

03 Conduit & Chaos

The large knob chooses which audible material supplies each grain. Chaos randomizes that choice. The glyphs on the outer rim select the workbench Focus. Right-click a material glyph for Bypass, Solo and layer actions.

05 Fracture Engine

Workbench values affect one layer. Fracture macros offset all layers; zero preserves each layer's setting. Probe / Mag: position / region size. Fragment: grain duration. Density: grain launch rate. Sync: DAW-clocked scheduling. Pitch: transpose the cloud.



ESSENTIAL GESTURES

Drag / wheel / Base value

Shift + drag / Modulation range

Shift + double-click / Reset mod range

Right-click a target / Route options

Right-click a material glyph / Layer actions

+ Add Target / Assign from the list

Hold Shift briefly to reveal available targets; other controls dim.

HOW TO MODULATE

Select a modulator tab > hold Shift > drag a target. Refine its range under Targets.