

# Eris

M4L devices for experimental sample manipulation and sequencing

[eris.sonusdept.com](http://eris.sonusdept.com)

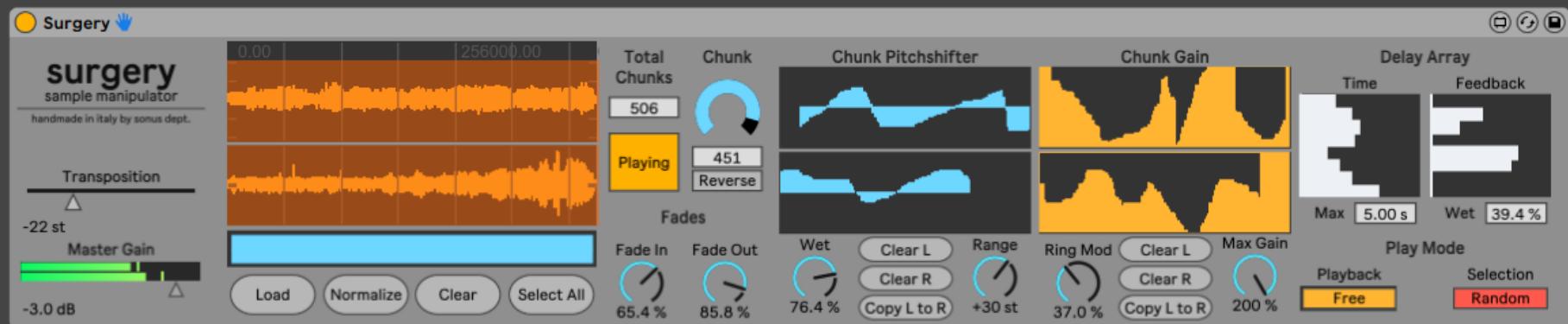
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# Surgery

Surgery is an extreme sample manipulation tool, where you can split an audio file (or a selected part of it) in up to 1000 parts and then play and manipulate them in different ways.

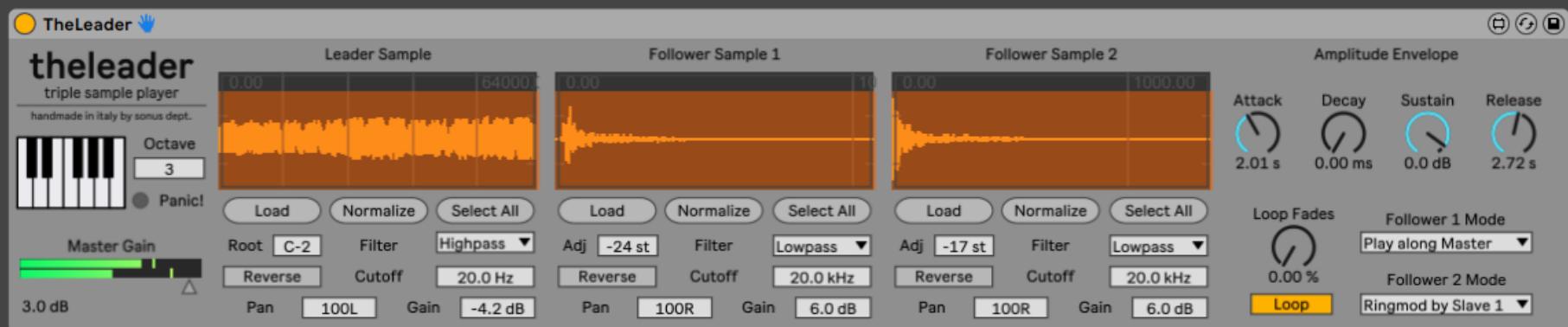
The selection of the chunk can happen manually or randomly. Like any other parameter, it can be automated. You can adjust the amplitude and the pitch of the chunk playback, with clinical precision. Moreover, eight parallel delays can be used, with independent delay times and feedbacks.

Sample playback can happen constantly or only when Live transport is on (i.e. the track is playing).



# TheLeader

TheLeader is a polyphonic sampler with some twists: you can load three different samples, with the second and the third following the duration of the first and interacting with it in different ways. This way, the first sample is played according to incoming pitch and base pitch (that you can specify and change), while the other two are read so that their ends are reached at the same time of the first one. A rich series of parameters (like pan, filters, optional ring modulation, pitchshifting etc.) allows you to obtain complex and evolving timbres.



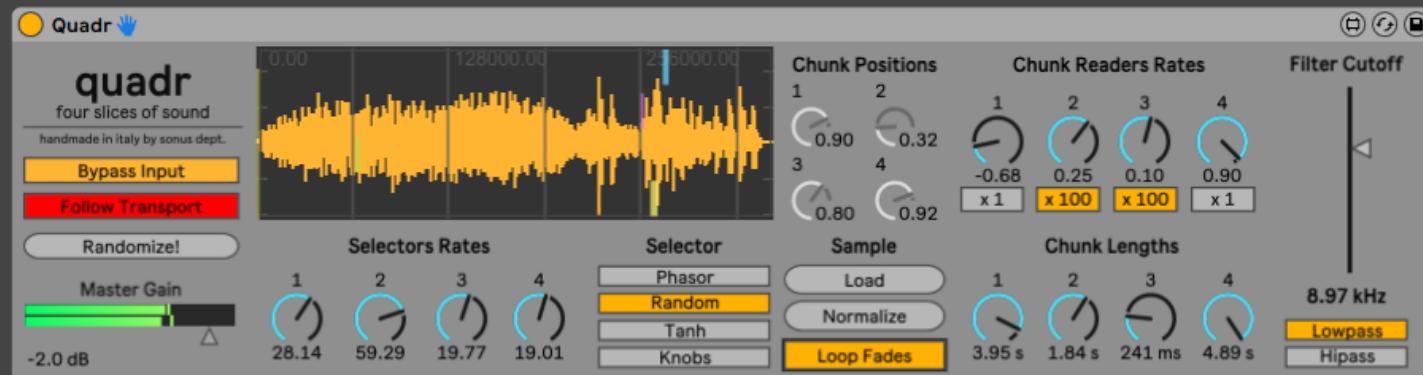
# ChaosRack

ChaosRack is a step sequencer where the sample played in each active step is determined by the output of a chaotic system, i.e. a mathematical model that appears to be random, even if it actually is not. This leads to unexpected and ever changing rhythms, yet inside a mathematical defined frame. The number of steps can be adjusted, but they will always be played within the space of a bar, no matter the time signature and bpm of your Live project are, so that synchronization is always preserved. You can choose among three different chaotic maps and some basic samples adjustments are included. As usual, everything is automatable.



# Quadr

Quadr is halfway between a granular player and a sample manipulation tool. It lets you play up to four chunks of a sample simultaneously, with the chunks that can be few milliseconds long up to five seconds long and can be played in different ways. You can adjust manually (or through automations) the positions of the chunks, or you can move them with a sort of LFO with different shapes. In this case, interesting and unusual glitches and fractured sounds will come up. Pair this device with a delay or a reverb, and create complex and ever evolving structures. The reading rates of the chunks can be adjusted inside a wide range, for very different outcomes. Quadr comes as effect, so it can be inserted after an instrument, blending its sounds with those from Quadr.



# Fragscape

Fragscape is a tiny but powerful device that generates a jagged texture from small chunks (up to 64 at the same time) of the loaded audio. The parameters you can change are pretty self-explainatory, but beware, due to the structure of the device, you can obtain weird and pleasantly surprising timbres that differ a lot from your expectations!

Fragscape comes as effect, so it can be inserted after an instrument and can add a glitchy texture to any sound stream. You can also choose to block the incoming sounds with the dedicated button.

