

Setting Up/ Using the Vocoder – TRITON Classic/Studio/Extreme

A Vocoder takes an audio signal from a microphone or sound-generating device (called the Modulator) and imposes that vocal/rhythmic characteristic onto another sound (usually a synth, called the Carrier). The pitch of the sound being modulated is dictated by notes played on the synth. The TRITON's Vocoder effect uses panning to differentiate which signal is the Carrier (left channel panning) and which is the Modulator (right channel panning).

First, let's plug in the Microphone or other audio source:

1. Find the audio inputs on the back of the TRITON.
2. Plug in your microphone or other sound source into input 1. If you're using a Mic. Set the Mic./Line switch next to the input to "Mic.". For any other audio device, select "Line."

Next, we'll set up the input to route correctly to the Vocoder effect:

1. Press the Global button.
2. Press the Menu button.
3. Touch the "P0" box at the top of the TRITON's screen.
4. Touch the "Input/Sampling tab on the bottom of the screen.

You will see information for each input, noted by "Input 1" and "Input 2" on the left side of the screen. Since we've placed the Mic./audio source into Input 1, we will be working with the parameters for Input 1 on this screen.

5. Touch the "off" parameter to the right of "Select: >" for Input 1.
6. Using the value wheel, slider or buttons, change "off" to "IFX 2". Note IFX2 is the correct FX BUS for any of the preset Vocoder settings.
7. Touch the "L000" parameter next to "Pan" for Input 1.
8. Using the value wheel, slider or buttons, change "L000" (Hard left panning) to "R127" (Hard right). This defines the input as the Modulator as explained earlier.

All that's left is to pick the program:

1. Press the Program button.
2. Press the E Bank button.

Using the value wheel, slider or buttons, select one of the preset Vocoder programs. (Prog.E001/E002 for TRITON Classic or Prog E012/E013 for TRITON Studio).