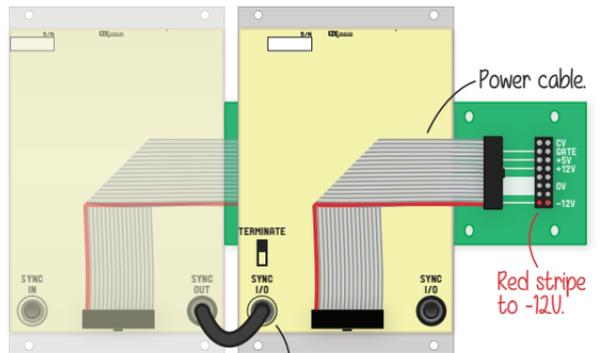


INSTALLATION

Power down the EuroRack case and unplug it from the wall. Connect the provided EuroRack power cable to your module and then to your EuroRack power bus board as shown. Use an RCA cable to connect video sync from your system's video synchronization source to one of the Sync I/O jacks as shown below.



RCA cable connects sync output from system's video sync generator (or daisy chained module) to sync input on rear of module.

Mounting screw.



If War Of The Ant's Sync I/O jacks are used to send sync to another module, turn the TERMINATE switch down (off.) If War Of The Ants is the last module in the sync chain, turn the TERMINATE switch up (on.)

Mount the module in your case using the mounting screws provided by your case's manufacturer.

WAR OF THE ANTS SPECS

FORMAT	
3U EuroRack Synth Module	
WIDTH	DEPTH
16HP	45mm
MAX POWER DRAW	
+12V	110mA
-12V	100mA
+5V	N/A
OUTPUT LEVELS	
0-1V	
VC CONTROL RANGE	
0-1V	
MAX INPUT VOLTAGE	
+/-12V	
INPUT TERMINATION	
100K ohms	
OUTPUT RESISTANCE	
499 ohms	



MADE IN PORTLAND, OR USA

TIPS & TECHNIQUES

- Patch the Animation output to one of the filter VC inputs, for low frequency modulation of blurring and edge enhancement.
- Feed external video into the H and V inputs simultaneously to create a 2D noise filter effect on the Texture output.
- Freak out your parents by patching the noise into their television so they think it's tuner static, and modulate it with a hidden microphone.

YOUR NEXT MODULE?



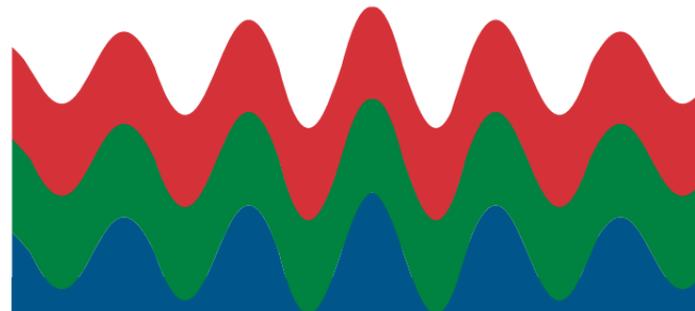
War Of The Ants is a texture generation instrument. In a creative context, texture is typically used to add visual variation along the contours of a shape or figure. A shape figure like Shapechanger is a natural pair to War Of The Ants, with much potential for cross-modulation.

LZX-TX-URC

Written & Illustrated by Lars Larsen
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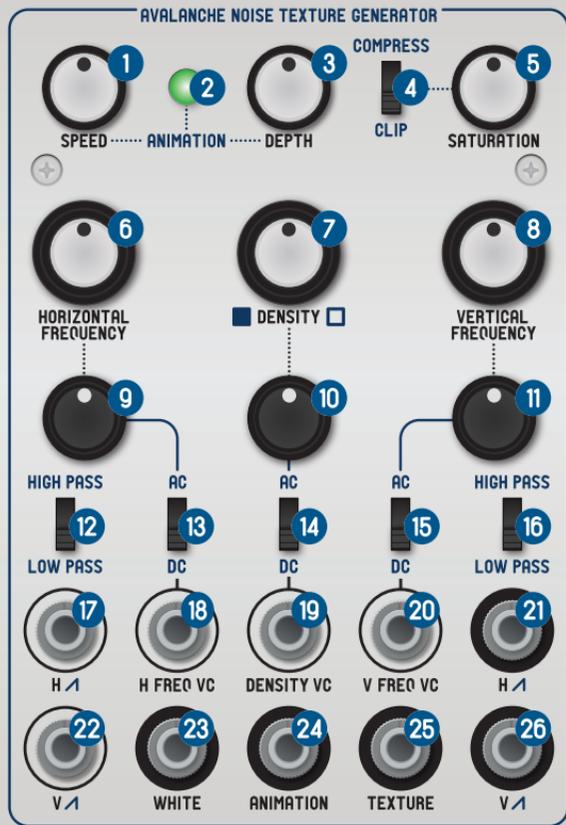
WAR OF THE ANTS

USER REFERENCE CARD



LZX industries

WAR OF THE ANTS



CONTROLS & CONNECTIONS

NOISE GENERATOR	
5	Saturation
7	Density
4	Mode COMPRESS CLIP
19	VC input 0-1V FS
14	VC coupling AC DC
10	VC level +/- 19
23	Output 1V DC

HORIZONTAL FILTER	
6	Cutoff frequency
12	Mode HP LP
18	VC input 0-1V FS
13	VC coupling AC DC
9	VC level +/- 18
17	Input 0-1V FS
21	Output 1V DC

RANDOM ANIMATOR	
1	Speed
3	Depth
2	LED indicator AC DC
24	Output 1V DC

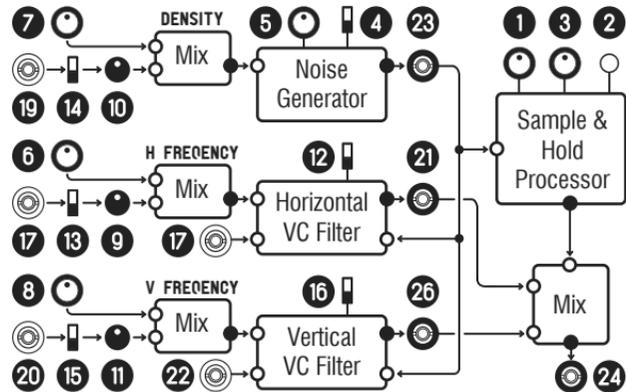
VERTICAL FILTER	
8	Cutoff frequency
16	Mode HP LP
20	VC input 0-1V FS
15	VC coupling AC DC
11	VC level +/- 20
22	Input 0-1V FS
26	Output 1V DC

TEXTURE MIX	
25	Output 1V DC

FIRST STEPS

- Set all controls and switches to the default settings shown on the frontpanel illustration to the left.
- Patch the Texture output jack to your video output module. This is a mix of all the processing elements inside the module.
- Explore the controls to see how they effect the output across three different spectral domains: animation, vertical, and horizontal.
- Next, explore the other outputs and try modulating the three voltage controlled parameters.

SIGNAL PATH BLOCK DIAGRAM



CONFORMING TEXTURE TO A 2D OBJECT

- A 2D figure is created by a mix of horizontal and vertical waveforms. Visual Cortex's H, V, and H+V outputs are a good example of horizontal and vertical waveforms, and a mix of them. These components make excellent modulation sources for War Of The Ants.
- Shape generator modules like Shapechanger have a more complex signal path that allow detailed control over the resulting shape, and provide separate outputs for the shape and its horizontal and vertical components.
- Patch the horizontal and vertical components of your shape, whatever their source, into the horizontal and vertical filter VC inputs on War of the Ants. Patch the H and V mix, or a variation of it, into the Density VC input. Adjust the VC level controls for the desired look.
- Use a mixer module such as Color Chords, Passage, or Bridge, to combine the Texture output with the H and V mixed shape.