

# ASURA

## OVERVIEW



The Asura is a six-voice polyphonic wavetable synthesizer built around custom-designed DSP oscillators and a digitally controlled analog fuzz circuit. Every parameter can be controlled using MIDI over TRS or USB

# ASURA

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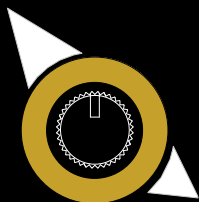
ARPEGGIATOR

RANDOMIZER

# SOUND GENERATION

## OVERVIEW

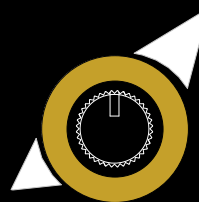
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PITCH A  
DETUNE

Pitch A sets the master pitch of the instrument, with two octaves of semitone-quantized range.

Detune sets the relative tuning between the two oscillators in each voice - turn it up to widen and thicken the sound.

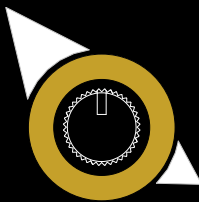


PITCH B  
GLIDE

Pitch B sets the relative tuning of oscillator 2.

In Chord Mode, selects the chord inversion

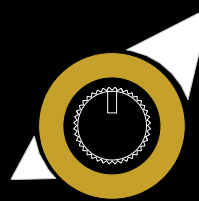
Glide sets the portamento time between notes.



WAVE A  
MELT

Wave A scans the wavetable position of oscillator 1.

Melt models the instability of analog synthesizers, injecting a slow, meandering random voltage into tuning, and wavetable position, and softening the snap of the envelopes — taking a clean sound into something more wonky and organic.



WAVE B  
FM

Wave B scans the wavetable position of

FM sets how strongly oscillator A frequency-modulates oscillator B; turn it up and change Pitch B to move from subtle timbral shifts to classic FM bell tones and much much more

# DISTORTION

## OVERVIEW



KRODHA  
FLUTTER

Krodha sets how much signal drives into the first distortion

Flutter adds tape-style wow, flutter, and saturation to the delay repeats.



RAHU  
TONE

Rahu controls the internal gain of the first distortion circuit,

Tone is a filter inside the delay's feedback path, shaping the brightness of the repeats.



RAKTA  
DIFFUSE

Rakta is an unusual filter that sweeps from notch to low-pass, shaping the harmonic content of the distortion.

Diffuse controls how much the delay's repeats are smeared using an all-pass filter network.



KETU  
TIME

Ketu is a center-detent control for the second circuit's feedback: turned positive, it can be pushed into a controllable self-oscillation, creating strange overtones; turned negative, it cleans the sound up.

Time sets the delay time on a dual-head granular delay — full right runs the delay forward, full left reverses it. As delay time increases, fidelity [sample rate and bit depth]



SOMA  
FEEDBACK

Soma gates the fuzz signal, thinning out the tone.circuit.

Feedback sets how many times the delay repeats.



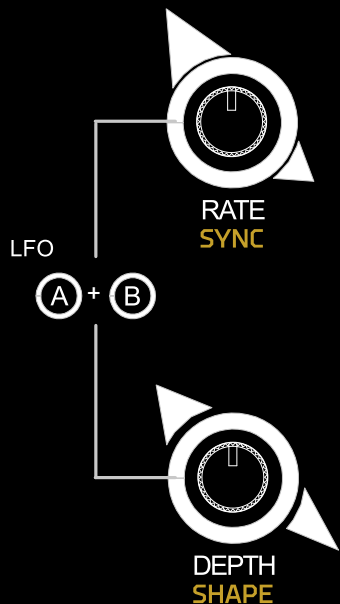
FUZZ BLEND  
DLY BLEND

Fuzz Blend mixes clean signal against the distorted signal — turn it up to bring the distortion circuit in.

Blend mixes the dry signal against the delay.

# MODULATION

## OVERVIEW



Rate sets LFO A's speed.

Sync (hold Shift and turn Rate) locks LFO A's speed to the internal sequencer or an external MIDI/CV clock.

Depth sets the overall (global) amount of LFO A's modulation

Shape morphs LFO A's waveform — sweeping through sine, square, and triangle, then into pseudo-random shapes as you keep turning.



Env A sets the overall (global) depth of Envelope A.

Sus A sets Envelope A's sustain level.

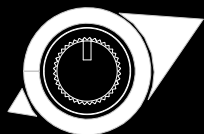


Env B sets the overall (global) depth of Envelope B's

Sus B sets Envelope B's sustain level.

# GLOBAL CONTROLS

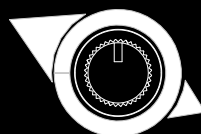
## OVERVIEW



TEMPO

Sets the internal tempo used whenever an LFO, the sequencer, or other clocked feature is synced.

Subdivision sets the rate for arp, sequencer derived from the internal or external clock



VOLUME

Sets the master output volume.



SHIFT

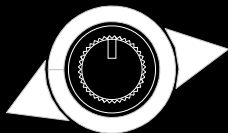
Hold to access gold (Shift) functions; double-tap to lock into Shift mode.



CLEAR

Clears the currently selected modulation pages assignments. In sequence record mode, it clears the sequence.

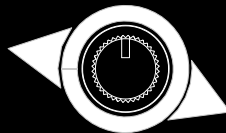
Shift + Clear clears the parameter locks, leaving the note data of the sequence intact.



ATTACK A / B

Attack A sets Envelope A's attack time.

Attack B (hold Shift) sets Envelope B's attack time.



DECAY A / B

Decay A sets Envelope A's decay/release time.

Decay B (hold Shift) sets Envelope B's decay/release time.

# MODULATION ASSIGN

OVERVIEW



## Envelope A Assign

Tap once to enter Envelope A assignment page. All knobs will turn red, turn the knob to increase or decrease the intensity of the modulation



Env A sets the overall (global) depth of Envelope A's modulation. Envelope A is

Sus A sets Envelope A's sustain level.

# MODULATION ASSIGN

OVERVIEW



## Envelope B Assign

Tap again for Envelope B assignment page. All knobs will turn purple, turn the knob to increase or decrease the intensity of the modulation



Env B sets the overall (global) depth of Envelope B's modulation.

Sus B sets Envelope B's sustain level.

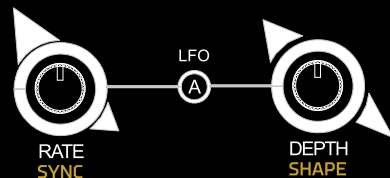
# MODULATION ASSIGN

## OVERVIEW



## LFO A Assign

Tap once for LFO A assignment page. All knobs will turn blue, turn the knob to increase or decrease the intensity of the modulation



Rate sets LFO A's speed.circuit.

Sync (hold Shift and turn Rate) locks LFO A's speed to the internal

Depth sets the overall (global) amount of LFO A's modulation

Shape morphs LFO A's waveform, sweeping through sine, square, and triangle, then into pseudo-random shapes as you keep turning.

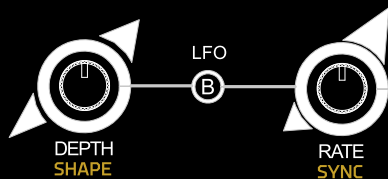
# MODULATION ASSIGN

OVERVIEW



## LFO B Assign

Tap again for LFO B assignment page. All knobs will turn green, turn the knob to increase or decrease the intensity of the modulation



Same as LFO A Rate/Sync, for

Sync (hold Shift and turn Rate) locks LFO A's speed to the internal

Same as LFO A Depth/Shape, for LFO B.

Shape morphs LFO A's waveform, sweeping through sine, square, and triangle, then into pseudo-random shapes as you keep turning.

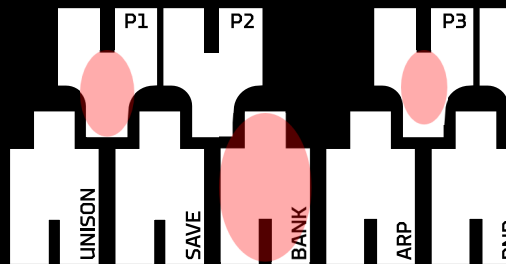
# MODULATION ASSIGN

OVERVIEW



## Pressure Assign

Tap once to enter the pressure assign page. All the knobs will turn light blue turn the knob to increase or decrease the intensity of the modulation



Use pressure as a modulation source, for example, modulating LFO rate using key pressure for example.

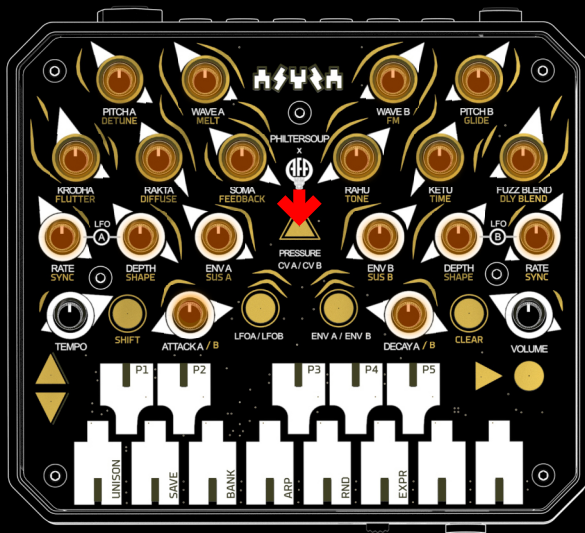
Note - More key coverage = more pressure

# MODULATION ASSIGN

## OVERVIEW

### CV Input A

Tap TWICE to enter the pressure assign page. All the knobs will turn Orange turn the knob to increase or decrease the intensity of the modulation



### CV Input B

Tap THRICE to enter the pressure assign page. All the knobs will turn Light green, turn the knob to increase or decrease the intensity of the modulation



# PLAY / SEQUENCE

## OVERVIEW

Asura features an 8-step sequencer with parameter locks with play/record transport controls.



Hit the record button (Round touch pad) and press keys to record each steps.



Hit the play button to start playing the sequence, then the record button to record in real time



+



CLEAR

To clear only knob automation but keep the sequence, press Shift + Clear.



SHIFT

+



Rest



CLEAR

To clear a sequence, press Clear once. To undo the clearing, press Clear again.



CLEAR

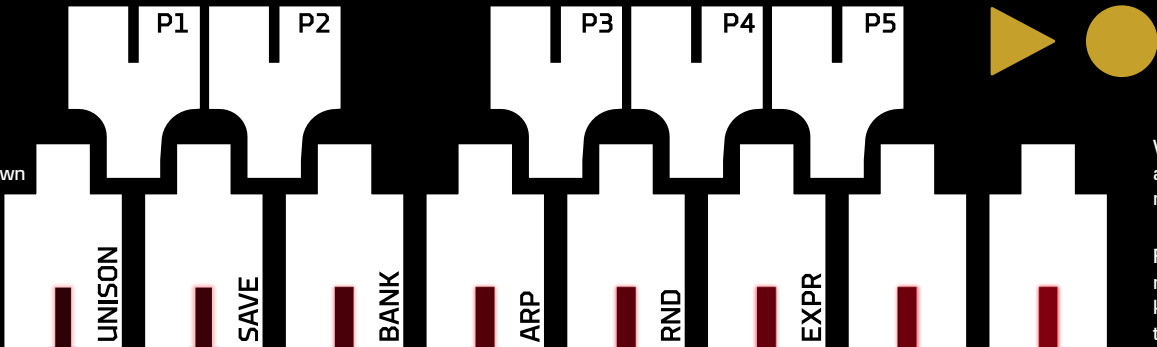
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Lastly, to clear only one particular knob's automation, hold clear and turn that knob.



Octave Up/Down

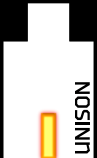


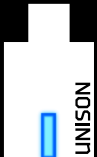
When recording is active, the keys light up red.

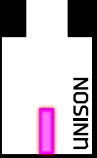
Full parameter recording captures live knob movements over the sequence.

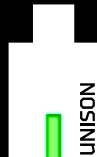
# VOICE MODES

## OVERVIEW

1  +  6-voice polyphony  
2 oscillators per voice

3  +  Full Unison which stacks all 12 oscillators onto a single note for maximum thickness.

2  +  3 voice polyphony  
4 oscillators per voice

4  +  Chord Mode  
2 oscillators per voice

In Chord Mode, Pitch A and Pitch B change roles:

- Pitch A selects the chord type (the display shows the notes)
- Pitch B selects the inversion.
- LFO assignment can also be applied to the inversion for evolving chord voicings.



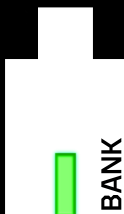
# PRESETS

## OVERVIEW



SHIFT

+

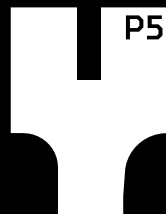


Hold Shift and use the Bank button to cycle banks; each bank has its own panel color.

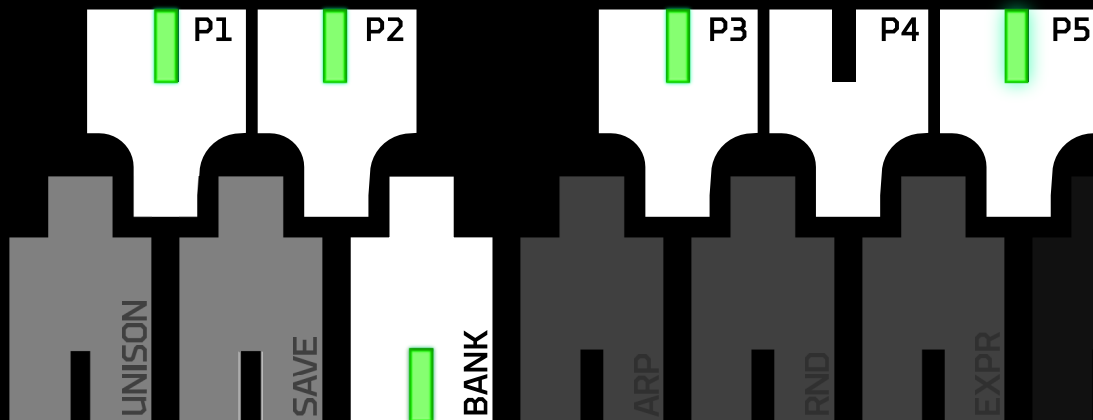


SHIFT

+



Save with Shift + any empty preset key. Once it starts blinking, press again to confirm



Selected key will light up when preset is saved

Both saving and recalling presets are instantaneous, which makes it easy to jump between different sequences and modulation setups on the fly.

# ARPEGGGIATOR

## OVERVIEW



To access  
arpeggiator mode



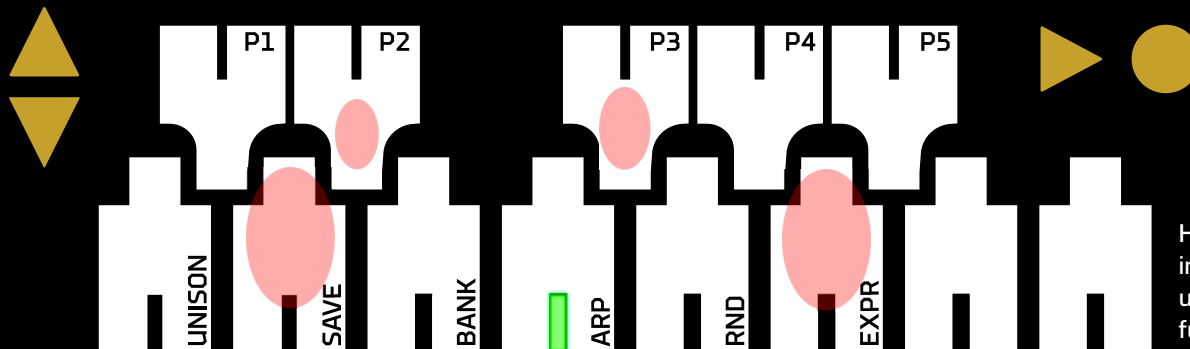
While holding down  
the keys, to access  
half latch mode.



To cycle through arp  
modes -  
Down, Up, Down/Up,  
Random. Each mode  
has its won color

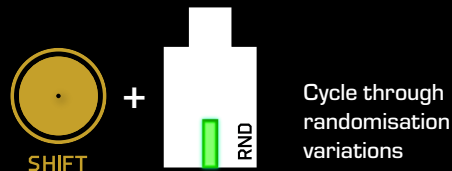


While holding down  
the keys, to access  
full latch mode.



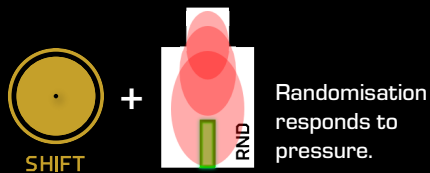
# RANDOMIZER

## OVERVIEW



The randomizer function chooses smartly between the currently active parameters and makes variations of them.

The variations can be new, momentary variations. Or they can be continuously variable versions.



Using the pressure, we can affect the amount of randomization and explore sounds in an intuitive way.

# I/O

## OVERVIEW

