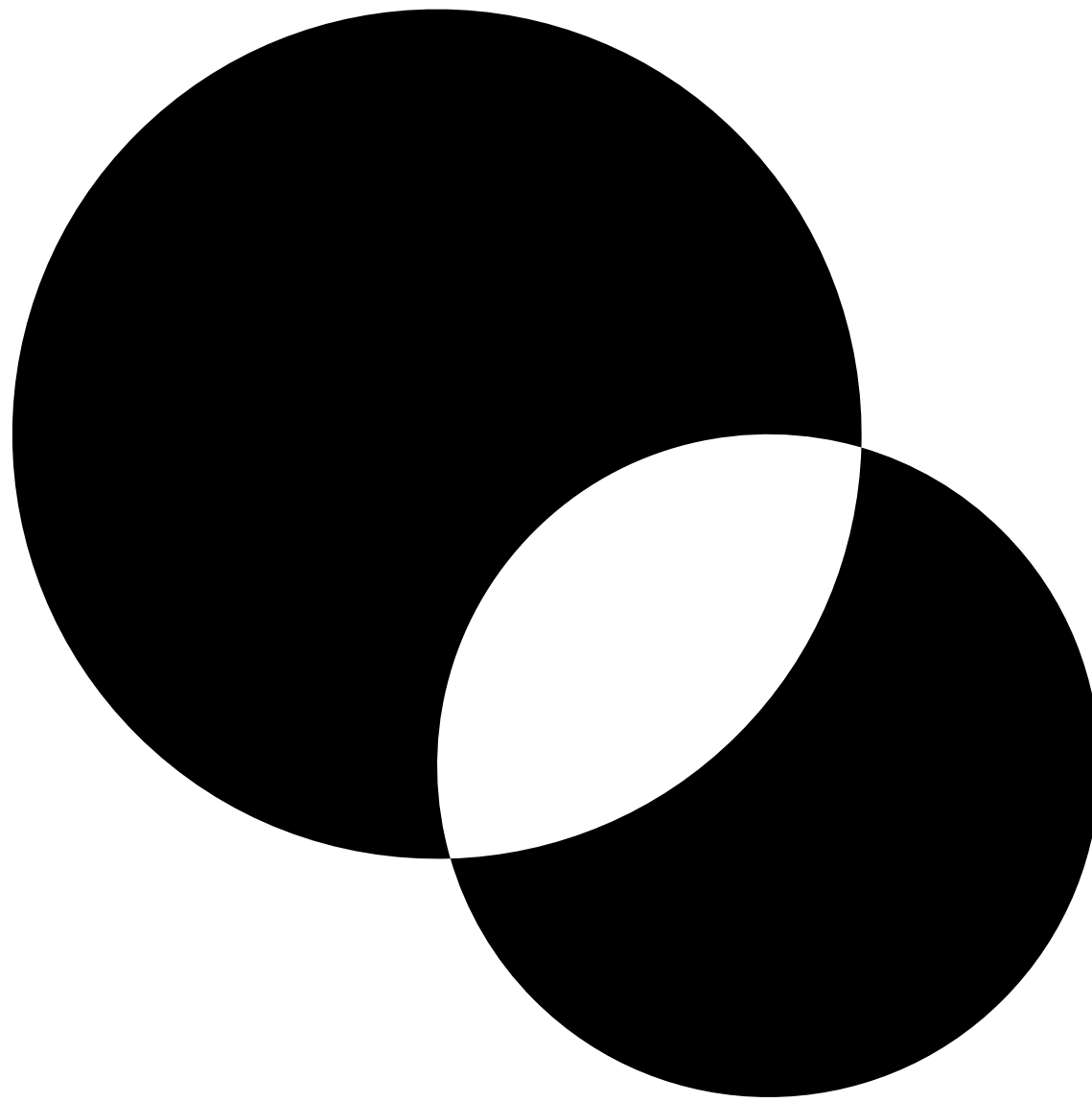
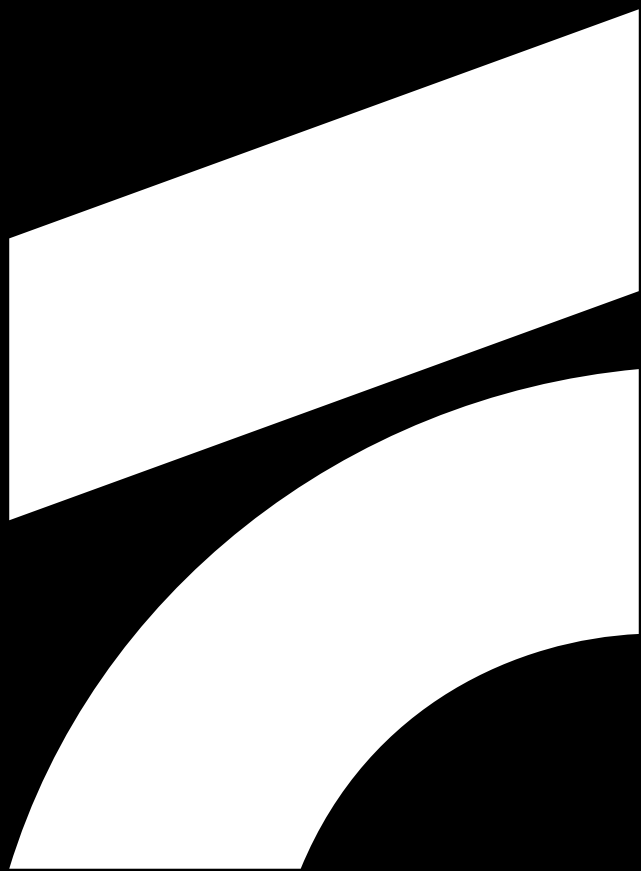


Bokeh



Defocusing Delay

Bokeh is a Max for Live device
translating the magic of blurred
light into the world of sound.



Bokeh



Input



Vol
100 %

Delay A



| | | | |
|------|-------|------|-----|
| Time | Shift | Fdbk | Vol |
| | | | |
| 1/16 | 0.0 | 79 | 70 |

Blur 0.00 %
Spin 10.0 %

Tone



| | |
|-------|------|
| Focus | To B |
| | |
| 2.0 | 50 |

0.00

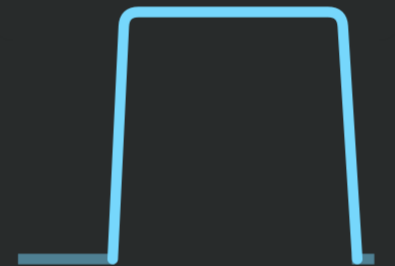
Delay B



| | | | |
|------|-------|------|-----|
| Time | Shift | Fdbk | Vol |
| | | | |
| 1/8 | 0.0 | 0.0 | 70 |

Blur 100 %
Spin 32.0 %

Tone



| |
|-------|
| Focus |
| |
| 3.0 |

15.00

2 × Diffusing Delays
2 × Supersonic Pitch-shifters
2 × Variable Slope Tone Filters

Requires Ableton Live 10.1 or above

Input



Vol



100 %

①

The Input panel controls the volume of the input device. This is independent from the send level to the effect and can be used for wet/dry balancing.

① Volume

Simply controls the volume of the input.

①



Delay A



②

Time

Shift

Fdbk

Vol



=



1/16

0.0

79

70

③

Blur

Spin



0.00 %

10.0 %

Delay A is a diffusing delay that can be pitch shifted and modulated. Delay A is in mono and can be sent to Delay B for further processing.

① Menu for changing Time to a particular rhythm

② Delay Controls

[Time] changes the Delay time, each 5 increments represents a rhythmical value. [Shift] pitches the incoming signal up or down. [=] sign can be switched to route the Pitch Shift inside the feedback loop [+] or not [=]

[Fdbk] controls the feedback, higher values will have more repeats. [Vol] controls the final output of the Delay A (post-Tone)

③ Delay Modulation

[Blur] will introduce diffusion into the Delay taps, causing the sound to smudge until it sounds almost like a reverb. [Spin] will introduce a warble effect in the delay lines, useful for chorus-like sounds and tape-ish effects.

Tone



Focus

To B



2.0

50

①



0.00

②

Tone [A] is a non-resonant lo/hi-cut filter with variable steepness, affecting the Delay A output signal.

① Filter & Output Controls

[Focus] will control the amount of filter poles seamlessly, with a steeper cutoff at higher values. [To B] will adjust the output level from Delay A into Delay B.

② Tone Control

The Tone knob is bipolar and will remove high frequencies with negative values and low frequencies on positive. At 0, it will have no effect on the signal at all.

①



Delay B



④



②

Time

Shift

Fdbk

Vol



=



1/8

0.0

0.0

70

③

Blur

Spin



100 %

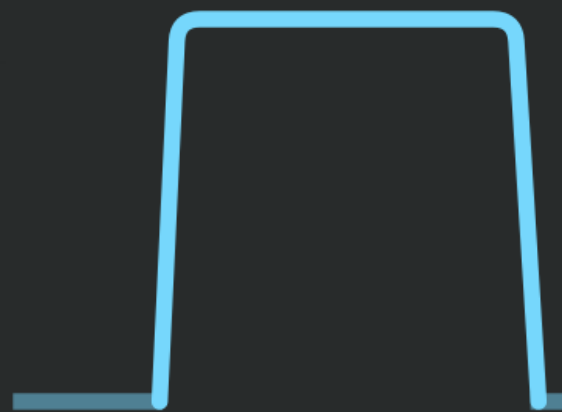
32.0 %

Delay B is a diffusing delay that can be pitch shifted and modulated, its controls are almost identical to Delay A. The only difference is that Delay B is in stereo.

- ① Menu for changing Time to a particular rhythm
- ② Delay Controls (See: Delay A)
- ③ Delay Modulation (See: Delay A)
- ④ Stereo Mode

Delay B is in stereo and can be set to either a normal centered delay for both channels, or Ping-Pong mode which will bounce the incoming signal back and forth between the left and right output channel.

Tone



Focus



3.0

①



15.00

②

Tone [B] is a non-resonant lo/hi-cut filter with variable steepness, affecting the Delay B output signal. It is exactly the same as the Tone for Delay A.

① Filter & Output Controls

[Focus] will control the amount of filter poles seamlessly, with a steeper cutoff at higher values.

② Tone Control

The Tone knob is bipolar and will remove high frequencies with negative values and low frequencies on positive. At 0, it will have no effect on the signal at all.

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Design & development by Ess Mattisson
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