

Synopsis

Dive hands-on into the tools, techniques, and information for making your own analog synthesizer. If you're a musician or a hobbyist with experience in building electronic projects from kits or schematics, this do-it-yourself guide will walk you through the parts and schematics you need, and how to tailor them for your needs. Author Ray Wilson shares his decades of experience in synth-DIY, including the popular Music From Outer Space (MFOS) website and analog synth community. At the end of the book, you'll apply everything you've learned by building an analog synthesizer, using the MFOS Noise Toaster kit. You'll also learn what it takes to create synth-DIY electronic music studio. Get started in the fun and engaging hobby of synth-DIY without delay. With this book, you'll learn:

- The differences between analog and digital synthesizers
- Analog synthesizer building blocks, including VCOs, VCFs, VCAs, and LFOs
- How to tool up for synth-DIY, including electronic instruments and suggestions for home-made equipment
- Foundational circuits for amplification, biasing, and signal mixing
- How to work with the MFOS Noise Toaster kit
- Setting up a synth-DIY electronic music studio on a budget

Book Information

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Customer Reviews

I can't control my astonishment that a dusty old technology like analog synth is getting a fresh new makeover courtesy the practical genius of the Music from Outer Space (MFOS) master himself: Ray Wilson. Feed your synth addiction (and it really is that as you probably know): get this quick! If you still smile with admiration at Vangelis in Blade Runner, you're going to love this book! Wilson one

ups the old art of producing wonderful synth on a budget (taking apart and putting old toys back together with SFX or musically bent circuits, for example!) by "legitimizing" DIY synth with everything you need to understand the real circuitry behind both digital and analog synth, all the way up to CMOS chips. As part of the acclaimed MAKE series, this book of course is project oriented, giving ALL the steps for a middle function, and quite complex, MFOS synth. But way beyond that, Ray shows all the components for much simpler sound, PLUS the modules you can use to build a truly professional \$10,000 synth SYSTEM-- or even a whole synth studio-- on a tight / DIY budget. The building blocks are here; he challenges us to take them as far as we want! For point of view, I'm a music and circuit lady at payroy dot com and evaluate new scores of synth for patentability. That's right, when Wilson says you can not only create pro synth DIY but also profit, he's not kidding. The combination of circuits and music is literally being reborn, with some of the "old" music circuit books selling for hundreds as folks jump into the new wave of patent opportunities. Beds alone are making significant royalties for DIY synth basement composers today, from movies to commercials, due to web propagation of your reputation and talent, regardless of where you are or where you got your synth.

Ray's book was ordered around the same time I ordered my first DIY synth project from MFOS. I made sure I read the book over, and some sections twice, before I embarked. Thus emboldened, I went forth and completely ignored Ray's advice to newbies, and built his Soundlab Ultimate. Between the book and working this project, I learned a lot, both about the circuits and construction. If you want to just dabble and build utility sound effect boxes you, you can do that here. But if you want to build a musically useful, playable, pliable instrument, you can do that too. My decision, to start as a beginner and quickly get to a serious instrument, was ambitious. Ray's book was a worthwhile investment. Ray is thrifty with your money, and does not romanticize expensive approaches. If you want to spend more money for sealed pots, you can but he leaves that up to you. However he will spare you the heartbreak of trying to build using a Hobby Lobby craft soldering wand. Ray will tell you flat out that it is futile to proceed without an oscilloscope. One of the other reviewers complained that much of this information is published elsewhere. I would counter that nowhere is so much of it relevant to a jump starter assembled in one place. In the back of the book is a little cookbook showing some building block circuits, using in-production, inexpensive components. These turn out to be handy when analyzing schematics, and making choices. When you start building, you will be confronted with many decision points, many forks in the road. Be not afraid, you won't start a fire or get baked potatoes on the ends of your arms, and the worst you will

deal with is no output. If you fry a chip [hasn't happened to me yet], they are like 79 cents to replace.

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