

# CG-8

## Quick Navigation

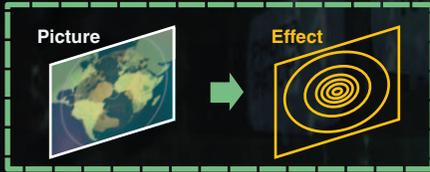
“See the sound. Hear the visuals.”

The CG-8 is the world's first instrument that lets you “perform images” in real time. This leaflet will explain the basic concepts of the CG-8 in just five minutes.

### Image flow within the CG-8

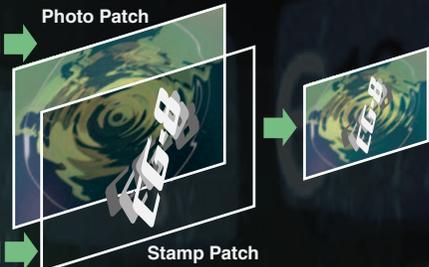
#### Photo Patches

These are pictures (JPEG images) with an effect (movement) applied.



#### Video output

The Photo Patch background is combined with the Stamp Patch foreground.



#### Stamp Patches

These are pictures (PNG logos) with an effect (movement) applied.



### Switching Patches, Pictures, and Effects

#### Switching Patches

- 1 Press the [PHOTO PATCH] pad, then press one of the number pads that are lit.
- 2 The patch in the video output will change, and the display panel will indicate the patch number you selected.



\* If you want to switch Stamp Patches, press [STAMP PATCH].



#### Switching Banks

- 1 First, hold down the [PHOTO PATCH] pad and press the desired bank (one of the number pads that are lit).



\* Press [STAMP PATCH] if you want to switch Stamp Patches. Press [PICTURE] if you want to switch Pictures. Press [EFFECT] if you want to switch Effects.

- 2 Then, press one of the number pads that are lit; the bank and patch will change.



#### Switching Pictures

- 1 Press the [PICTURE] pad, then press one of the number pads that are lit.
- 2 The picture in the video output will change, and the display panel will indicate the patch number you selected.



#### Switching Effects

- 1 Press the [EFFECT] pad, then press one of the number pads that are lit.
- 2 The effect in the video output will change, and the display panel will indicate the patch number you selected.



#### AUTO SWITCH

If you want to use the pads to switch patches, place “AUTO SWITCH” at the “OFF” position.

##### SPEED

The patch will change according to the setting of the SPEED knob.

##### SOUND

The patch will change according to the input sound.



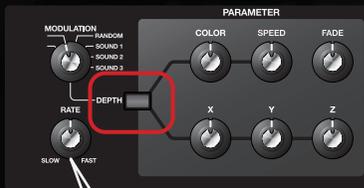
# Controlling visual effects

Press either the [PHOTO PATCH] or the [STAMP PATCH] pad to choose what you want to control.



You can switch the type of effect as described in "Switching effects" on the preceding page.

**Turn off the [DEPTH] button.**  
The knobs will control the effect parameters directly.



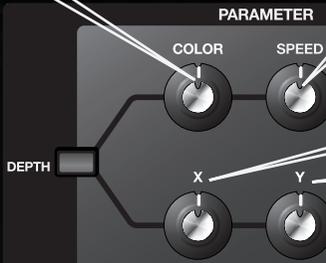
Turn the [RATE] knob all the way toward the left to turn off Modulation (see below).



## COLOR

Adjusts the depth of a color-related effect parameter.

12 o'clock is the center value.  
Turn toward the right for positive change.  
Turn toward the left for negative change.



# Adding movement (Modulation) to the effect

**Turn on the [DEPTH] button.**  
The knobs will control the amount of modulation in the image.



## COLOR

Adjusts the depth of color-related modulation.

12 o'clock is off.  
Turn toward the right for positive change.  
Turn toward the left for negative change.



## SPEED

Adjusts the depth of speed-related modulation.

12 o'clock is off.  
Turn toward the right for positive change.  
Turn toward the left for negative change.



## MODULATION

Choose the type of modulation.

- Sine wave
- Triangle wave
- Square wave
- Sawtooth wave
- Irregular modulation

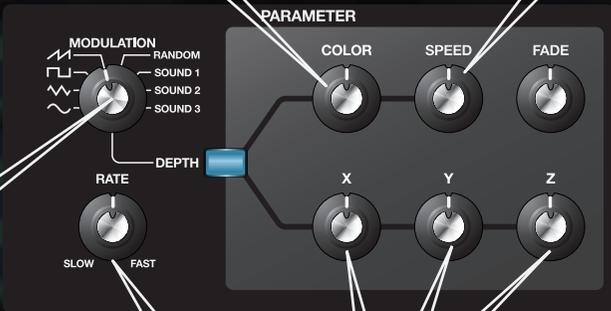
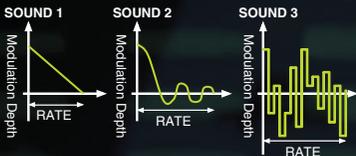
### RANDOM

Change in response to an external audio input

### SOUND 1

### SOUND 2

### SOUND 3



## RATE

Adjusts the speed of modulation.

Turn toward the right for faster modulation.  
Turn toward the left for slower modulation.

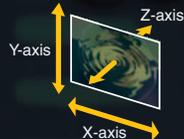
Turning this knob all the way to the left will turn off modulation.



## X, Y, Z

Adjust the depth of X-axis, Y-axis, and Z-axis related modulation.

12 o'clock is off.  
Turn toward the right for positive change.  
Turn toward the left for negative change.



### SPEED

Adjusts the depth of a speed-related effect parameter.

12 o'clock is the center value.

Turn toward the right for positive change.  
Turn toward the left for negative change.

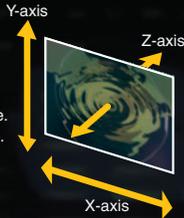


### X, Y, Z

Adjust the depth of X-axis, Y-axis, and Z-axis related effect parameters.

12 o'clock is the center value.

Turn toward the right for positive change.  
Turn toward the left for negative change.



### FADE

Adjusts the fade.

Turn toward the right for fade-to-white.

Turn toward the left for fade-to-black.



### Image output

The original images processed by the effects are output in real time.



## Using external audio input

The CG-8 can detect peaks in the audio input from its internal mic or the rear panel LINE IN jacks, and use these peaks to control the image.

1 Press the [INPUT SELECT] button to select the audio source you'll use.

- MIC** Use the internal mic
- LINE** Use the rear panel LINE IN jacks



2 Turn the [INPUT LEVEL] knob to adjust the input level.

- SIGNAL** Lights in response to the input audio
  - PEAK** Lights when the input level is excessive
- Adjust the input level so that [PEAK] lights briefly at the loudest sounds.



3 Turn the [PEAK FREQ] knob to specify the range at which the CG-8 will detect peaks.

**Toward LOW:** Detect low-frequency peaks such as bass drum

**Toward HIGH:** Detect high-frequency peaks such as cymbals

As an exception, turning the knob all the way to LOW will detect the power of the sound rather than a specific frequency.

- DETECTION** Lights when a peak is detected

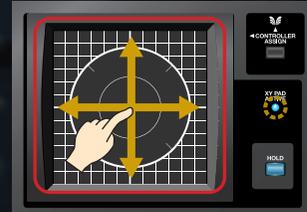


## Using the XY pad or D Beam

### XY pad

Move your finger left/right (the X-axis) or up/down (the Y-axis) on the XY pad to apply an effect to the video output.

- XY PAD** Lights when the XY pad is in use
- HOLD** Holds the effect even when you take your finger away from the XY pad



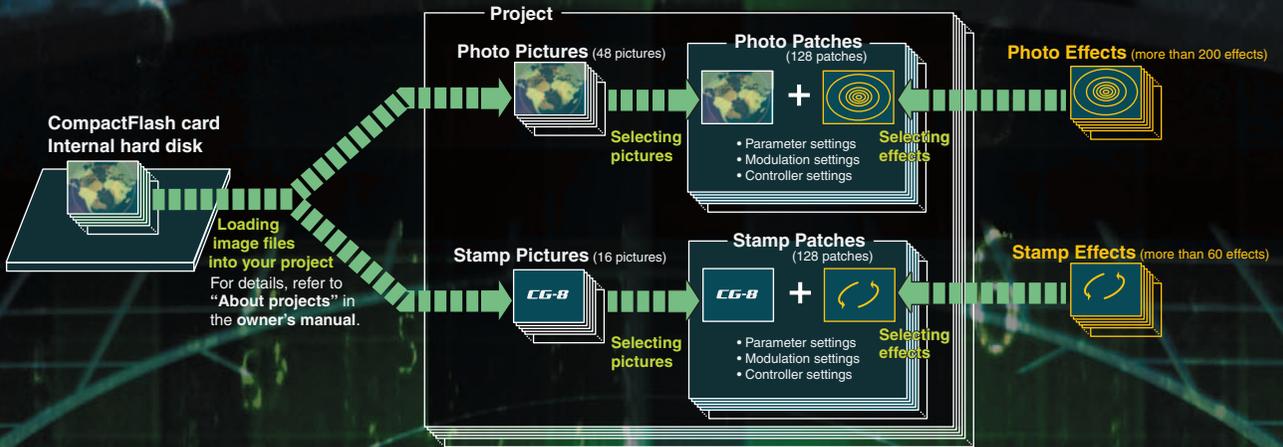
### D Beam

Move your hand above the D Beam sensor to apply an effect to the video output.

- STROBE** Pauses the movement of the image
- ASSIGNABLE** Applies the effect specified by the patch
- DETECTION** Lights when the D Beam is in use



## How the CG-8's data is organized



## Saving a patch

The changes you make are temporary; they will revert to their original state when you switch to another patch. If you want to keep any changes you've made, you must perform the Save operation. Press the **[SAVE]** button and then press a number pad to select a save destination.



## If you want to save a patch in a different bank

- 1 Hold down the **[PHOTO PATCH]** pad, and choose the bank (1-8).
- 2 Press the **[SAVE]** button, then press a number pad to specify a save destination.



\* If you want to save a Stamp Patch, press **[STAMP PATCH]**.



## Switching projects

- 1 Press the **[CHANGE PROJECT]** button.
- 2 Press a number pad.
- 3 Press the **[CHANGE PROJECT]** button once again.
- 4 The display panel will indicate "Load" while the project is being loaded. When loading is complete, the display panel will indicate "-- --".

