

# BIGA

TWO CIRCUITS, ON ONE BOARD

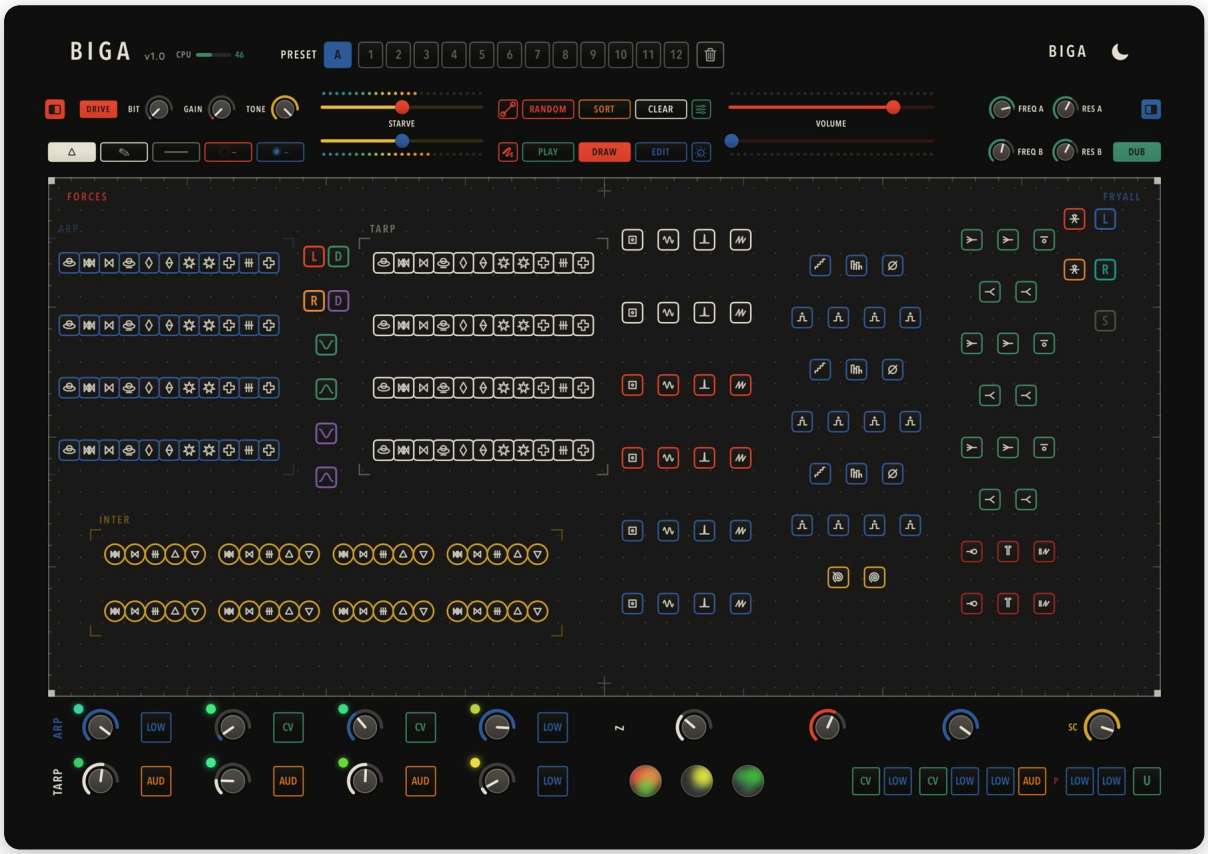
USER GUIDE · VERSION 1.0 · IOS

K.ODK

# Two circuits, played by drawing

Biga is two small analog-style circuits — **FORCES** and **FRYALL** — laid out on a board of contacts. You don't turn knobs to make sound: you draw shapes over the contacts, and wherever a shape lies, the circuit is touched there and answers.

Shapes can flicker on and off and sway around the point where they were drawn, so the board keeps changing by itself — freely, or in time. Play one circuit alone, or turn both on and they share one board, joined: that is **BIGA**.



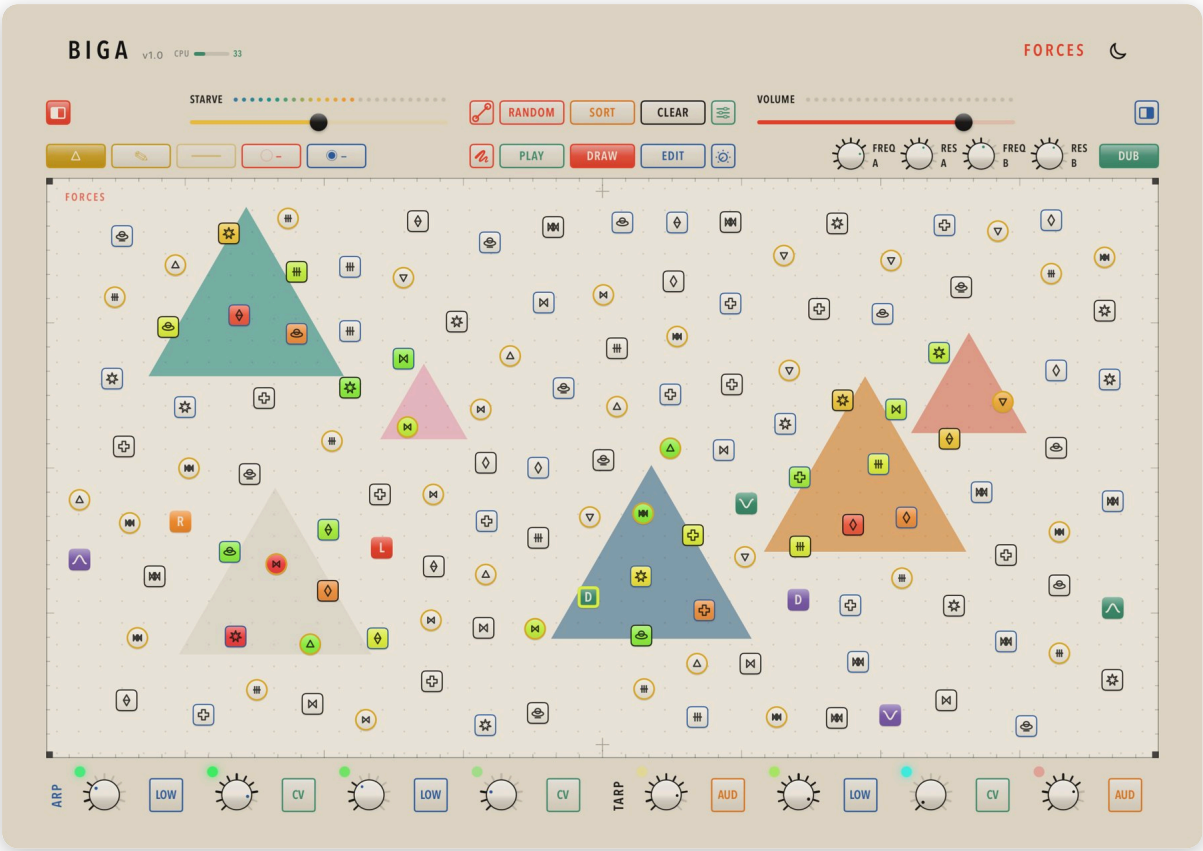

Biga, sorted: Forces on the left, Fryall on the right, one board.

**Too much to read? Skip it.** Press RANDOM to scatter the contacts, press the red scribble left of PLAY to draw some shapes, then raise VOLUME. Hold a preset number to keep what you hear.

### Also as an AUv3

Biga also comes as an Audio Unit (AUv3) instrument for hosts on iPhone and iPad — AUM, Aula and others list it under *k.odk*. It plays on its own; it doesn't need MIDI notes.

# One circuit on its own

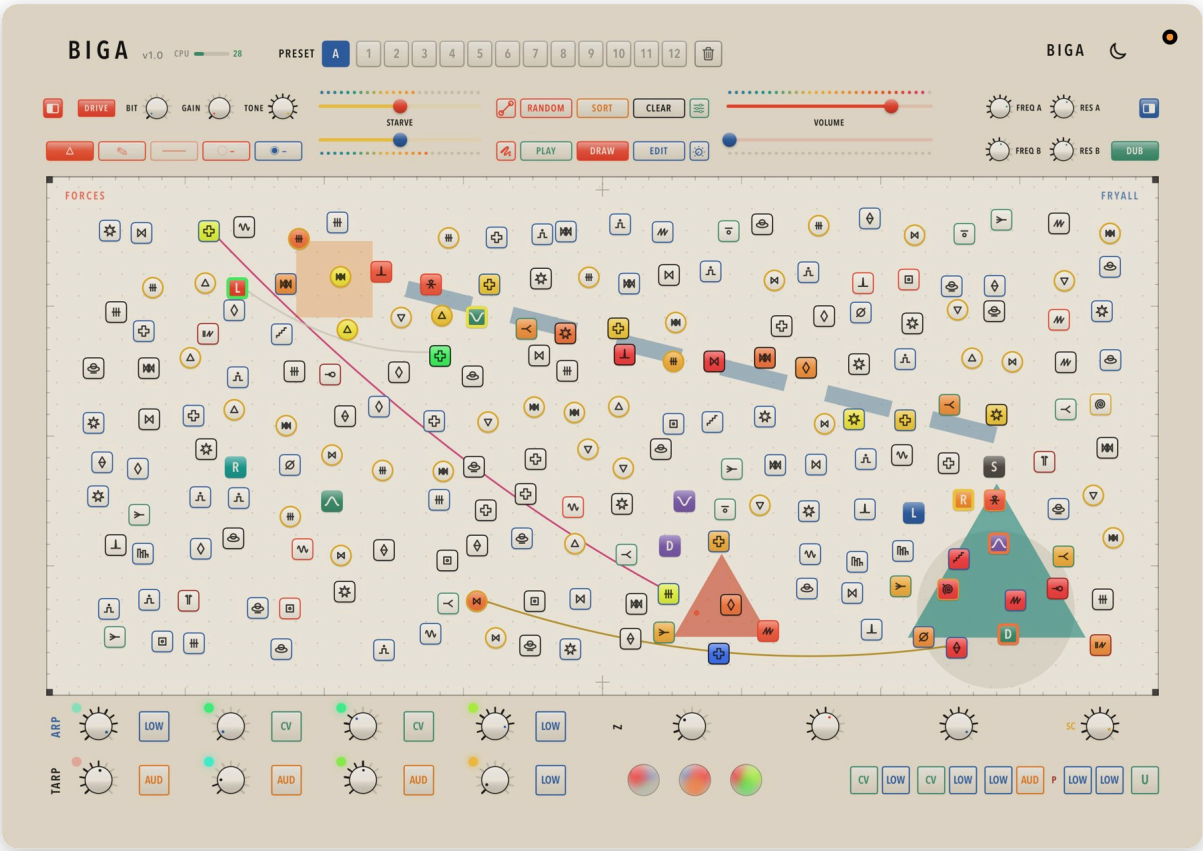



Forces alone: the left side key on, its name at the top right.

| | |
|---|---|
| ◧ ◨ | The side keys. Left: FORCES on or off. Right: FRYALL on or off. Both on: BIGA, the two on one board. One of them is always on; the name at the top right says which is heard. |
| CPU | How hard the device is working, beside the name. |
| STARVE · VOLUME | STARVE is the circuit's supply: lower it and the circuit slows, stutters and breaks up. VOLUME is the output level. The dots show each. |
| ⁄ RANDOM SORT CLEAR | The wire key draws wires between contacts. RANDOM scatters the contacts, SORT puts them back in order, CLEAR takes all the shapes away. Changes fade in, with no click. |
| ☰ · ☾ | The panel (page 6) · the dark look, on or off. |
| FREQ · RES A / B · DUB | A pair of resonant filters at the end of the sound; DUB turns them on or off. |

On an iPhone with a wide screen the side keys become a FORCES · FRYALL switch: one circuit at a time.

# Shapes on the board




Shapes, lines and wires drawn across both circuits: every contact a shape covers is lit, and heard.

| | |
|---|---|
| PLAY | Touch the board directly: press and drag over contacts to play them, like fingers on the circuit. |
| DRAW | Drag on the board to draw a shape with the tool chosen on the left of the second row. |
| EDIT | Move shapes, change their size, or remove them. |
| Scribble · dial | Either side of PLAY · DRAW · EDIT: the red scribble draws new shapes at random (added to the ones there), the blue dial sets the knobs and keys below at random. |
| △ · ✎ · — | The shape to draw (tap again for the next kind), a free line, a straight line. |
| ○ – · ◉ – | Flicker and sway for the next shapes: off, SLOW, FAST, IRREG or DRUNK. A flickering shape touches and lets go; a swaying one moves round where it was drawn. |

# Forces and Fryall




Forces, sorted · Fryall, scattered by RANDOM — both in the dark look.

**Forces**

Two rows of oscillators — **ARP** and **TARP**, four each — with their contacts, and the **INTER** contacts between them. In the middle: L and R, the outputs, and D D, the filter shapes. Under the board each oscillator has a knob (its pitch), a light (its swing) and a key that sets what it does: CV, AUD or LOW.

**Fryall**

Columns of its own contacts — steps, slopes, switches and spirals — and the outputs L, R and S with the filter shapes. Under the board: the Z knobs and SC, three lights showing the circuit's state, and the keys (CV, LOW, AUD, U) that set each part.

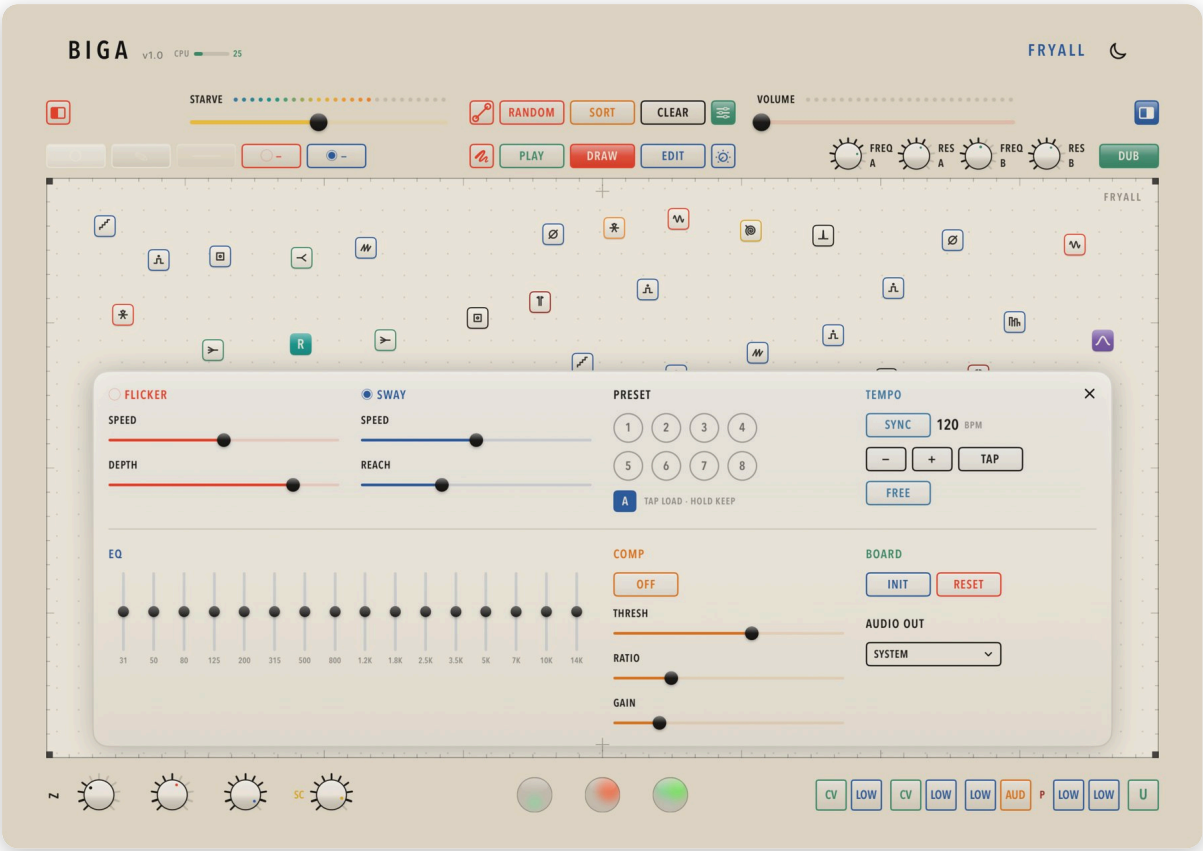
> There is no wrong place to draw. Try a large shape over many contacts, then a small one over two or three; the sound changes with what is touched, and with what touches what.

## Both on one board: Biga

Turn on both side keys and the two circuits share one wide board, joined in the middle; shapes can lie across both. The top bar shows both STARVE and both VOLUME sliders (Forces red, Fryall blue), and more:

| | |
|---|---|
| DRIVE BIT · GAIN · TONE | Grit on the output: DRIVE turns it on, BIT lowers the resolution, GAIN pushes it harder, TONE darkens or brightens it. |
| PRESET A · 1 – 12 · 🗑 | Tap a number to bring back a board, hold it to keep the board as it is. The letter: the bank (A – H). The bin: tap it, then a number to empty it. Presets change smoothly. |
| Under the board | Each circuit keeps its own knobs and keys: Forces' ARP and TARP on the left, Fryall's on the right. |

# Settings




| | |
|---|---|
| ○ FLICKER · ◉ SWAY | SPEED and DEPTH of every flickering shape · SPEED and REACH of every swaying shape. |
| PRESET 1 – 8 · A | One circuit alone: tap to load, hold to keep; the letter is the bank. |
| TEMPO | SYNC: flicker and sway in beats (BPM, – + TAP; in a host, the host's tempo). FREE: they never keep one pace. |
| EQ · COMP | A 16-band EQ (two taps on a band: flat) · a compressor (THRESH, RATIO, GAIN). |
| BOARD · AUDIO OUT | INIT: the board as first laid out · RESET: everything back to the start · which output it plays to. |

iOS 18.0 or later · iPhone, iPhone Duo and iPad, landscape. Biga for Mac (standalone · AU · VST3): kodk.gumroad.com. Forces and Fryall are modelled, with permission, on circuits by Peter Blasser (Ciat-Lonbarde). Biga — k.odk (Kei Odaka) · kodk.dev@gmail.com