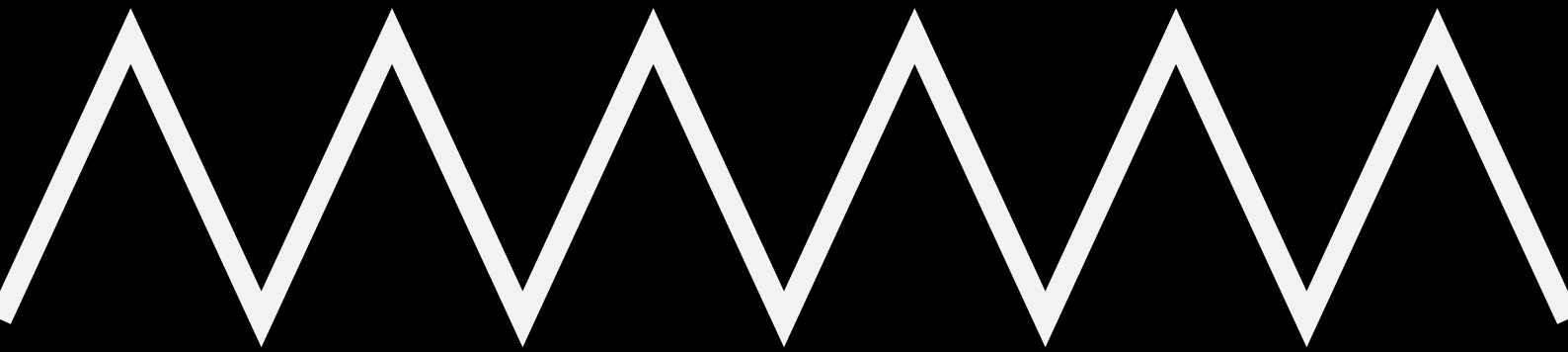


USER GUIDE



NOISE FLOOR

GENERATIVE DRONE SYSTEM

LAURENT NYSSSEN • EXPERIMENT

Walls of sound that evolve on their own

Noise Floor builds slow, drifting layers out of oscillators, noise and chance – drones that wander, stack and never quite repeat. It's an instrument for atmospheres, not songs. You start it, listen to it breathe, and shape it as it goes.

A NOTE ON LABELS

The app's on-screen controls are in French. Their names are kept here exactly as they appear, so you can match this guide to the screen.

GETTING SOUND GOING

01

Unlock the audio

Tap **AUDIO OFF** at the top: it switches to **AUDIO ON**. Browsers only allow sound after an action from you – that's this button.

02

Start the transport

► **PLAY** begins playback, the square stops it. The current step shows in **STEP**.

03

Set tempo and level

BPM sets the speed, **SWING** the shuffle, **MASTER** the overall volume.

THE OVERALL LOGIC

Four tabs at the bottom – **Nappes**, **Séquenceur**, **Effets**, **Patterns**. You stack layers, give them movement with the sequencer, color them with the effects, then freeze and chain the whole thing into patterns. The rest is listening.



Building the drone

NAPPES · layers

The heart of the sound. Pick a layer from the grid, set its **VOL** and **DRIVE**, and dose its effect sends (**DRY / REVERB / DELAY**). A **right-click** on a layer opens its effect settings. Stack several to thicken the wall of sound.

SÉQUENCEUR · sequencer

Gives the layers movement. Program a **MÉLODIE** (melody) and **BASSES** (bass), or let **EUCLID** spread the steps in an even, hypnotic way. **CLR SEQ** clears the sequence.

EFFETS · effects

The rack that colors the sound: **REVERB** (decay, resonance), **DELAY** (synced or free, feedback), **CHORUS**, **FLANGER**, **COMB FILTER** (frequency, color) and an overall **low-pass filter**. This is where the drone gains its depth and space.

PATTERNS

Freeze a state and replay it. **LOOP** loops the current pattern, **CHAIN** strings several patterns together to build a longer piece, **RESET** starts from scratch.

Name it, save it, get a file

PROJET...

Give your piece a name in the top field, then ↓ **SAVE** to keep it.

● REC

Records live what you hear – start it, play with the controls, stop it.

↓ WAV

Exports the recording as a **WAV** audio file, ready to reuse elsewhere.

THREE HABITS THAT PAY OFF

Let it run. The best part arrives after a minute, when the layers slip out of phase.

Stack slowly. One layer at a time, long enough to hear what it adds before adding more.

Find movement in the effects. A synced delay or a slow flanger is enough to bring a static layer to life.

IF YOU HEAR NOTHING

Check that the button is on **AUDIO ON**, that **MASTER** isn't at zero, and that at least one layer is selected with a **VOL** above zero. On mobile, turn off silent mode.

