OC-3

by **robbo** » 28 Jun 2012, 14:10

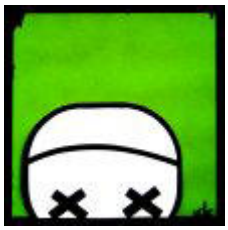
I have read various reviews about the OC-3, some positive but many negative. What's the general consensus here from all you experts. It's for use with guitar not bass, but all opinions are appreciated. Is there any love for the OC-3 ?

robbo

Re: OC-3

by **natthu** » 28 Jun 2012, 15:15

I'm not a fan. Much prefer the OC-2, although I only ever used the OC pedals for bass...



natthu

Re: OC-3

by **Laurie** » 28 Jun 2012, 15:25

Agreed. Works OK but just lacks something. I always reach for my POG - and then am disappointed because of the noise.

The Eventide PitchFactor is a good unit if your budget stretches that far.

Laurie

Re: OC-3

by **Dirk** » 28 Jun 2012, 15:53

The PS-6 also has a decent octaver, which somehow seems to track a little better in harmony than in pitch-shift mode.

Dirk

Re: OC-3

by **Pepe** » 30 Jun 2012, 23:36

I'm a fan of the OC-3! It works great with bass (and with a monophonic synthesizer as well). It's good with guitar, but I have tried it with bass more often. I also like the two different distortions inside (guitar input/bass input) - it can serve as a stand alone distortion pedal as well. It tracks VERY good! Especially in POLY mode. With bass I just need one octave down, so it's just fine for me. I don't like pitch shifters for this job, because of the latency. I have tried the OC-2 at two different occasions - I simply like the OC-3 much more. I think that BOSS made a good job in designing a follow-up model.

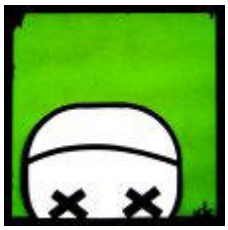
Pepe

Re: OC-3

by **natthu** » 01 Jul 2012, 04:38

> *Laurie wrote:*
> *...I always reach for my POG - and then am disappointed because of the noise.*

Have you tried the POG2?... EHX cleaned up the noise a bit (well, to my ear anyway)....
But yeah, the PitchFactor is the daddy of pitch processors. It's biggest con is that it is too flexible...


natthu

Re: OC-3

by **RandomP** » 07 Jul 2012, 01:21

> *Pepe wrote:*
> *I don't like pitch shifters for this job, because of the latency.*

How noticeable is it in normal use?

RandomP

Re: OC-3

by **Pepe** » 07 Jul 2012, 11:48

Very strong! Maybe I can demonstrate it this evening.

Pepe

Re: OC-3

by **Pepe** » 09 Jul 2012, 16:58

I was too busy in the last two nights, the sleeplessness of my younger son and the repair of my organ had higher priority. But I also repaired a KORG delay pedal last evening and after I tested this one, I compared my PS-3 and my OC-3 against each other.

- The sound of an octaver is always artificial, somehow synthesizer-like. But if you use a pitch shifter for octave-down occasions, the effect sounds even more artificial in my opinion. Definitely not bass-like, except you roll off the high frequencies. Then you come *a bit* closer to a bass sound.

- The OC-3 tracks very fast und most times without glitches if you use a guitar - the main thing is that the input signal must consist of a clearly defined tone. A pitch shifter takes whatever is sent into it, no matter if it is melodious or if you play dead notes all the time.

- A pitch shifter does always work polyphonic as well, while most octavers do not. The OC-3 was one of the first octaver pedals with a polyphonic mode and it does it quite good. It's just that several down-piched notes at the same time don't sound groovy anymore. The OC-3 tracks like a charm in Poly mode and you can define the tone range that should activate the effect - this way you can play un-octaved solo lines over a fat octaved bass tone.

- A pitch shifter makes samples of the incoming signal and repeats a higher or lower playback of it. To do so, it must get some information first to produce the pitched playback - it's just logical that you can only *repeat* something that has already been played *before*. This takes time - and the more time an octaver pedal gets before making the pitched playback the better the tonal result. That's why the "fast" mode of an octaver like the PS-3 sounds bad if you go over a 5th. The pitched effect tone is almost instantly there, but an octave down sounds bad and most of the time a bit out of pitch (an octave higher is even worse). It can be compared to resizing computer graphics: if you have a nice small picture with the size of 200 x 150px it looks *okay* if you resize it to 160 x 120 or 240 x 180. But resizing it to 50% or 200% (= octave down or up) looks crappy. If you have a HD picture you can resize it to 25% and it still looks great. That's why you should use the "Slow" mode. It sounds good, but the effect is delayed. Only something like 30ms or so, but totally recognizable if you play a few fast solo notes. An octaver works completely different (hence the completely different effect sound). It doesn't work based on samples, it "reads" the incoming pitch in almost no time at all, converts it into a square-like waveform and this new signal goes through a maths lesson where everything is divided through 1/2 and 1/4 and comes out with -1oct and -2oct - that's it! That's what is happening in an old organ as well (a bit more complex, though). I cannot really hear the time lag between the original signal and the effect of the OC-3. I'm going to make this recording in the next days (or weeks) and you can listen to the examples and have a look at the graphics I will supply then.

Pepe