Ray's "Pink Enough For Me" Noise Generator

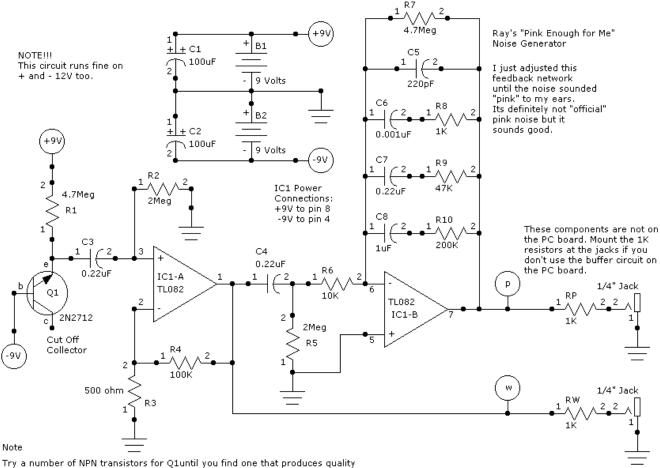
Back to Ray's Synth Pages

Here is a circuit board for this. I made it skinny so I could fit it onto another board I was making that had some room left. When I was building this I noticed that I had to increase the gain of the circuit so I reduced the value of R3 to 500 ohms. I also buffered the outputs as you can see from the board.

Just put pink noise into one side of the buffer and white noise into the other and voila you have 4 noise sources (more than you will probably ever need). The buffer is not shown in the schematic but it is quite simple in that its just four non-inverting unity gain buffers with the non-inverting inputs of two pairs tied together.

"Pink Enough For Me" Noise Generator Schematic

Schematic Image and Parts List HTML generated by RJWSoft's Schematic Publisher software



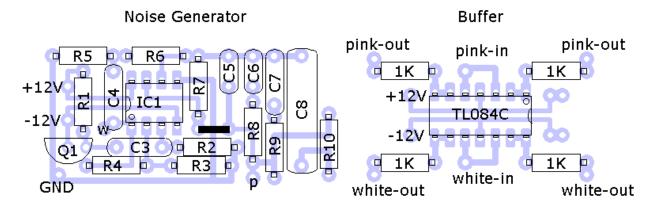
nry a number of NPN transistors for Quinti you find one that produces quality noise. You don't have to use a 2N2712 just an NPN transistor with a low e to b break-down voltage. You could also try a zener diode with a breakdown voltage of between 9 and 12 volts.

"Pink Enough For Me" Noise Generator PCB (including buffer circuit) Parts Side Shown



"Pink Enough For Me" Noise Generator Parts Placement (including buffer circuit)

Remember to connect the power connections between the boards.



Ray's "Pink Enough For Me" Noise Generator Project Parts List

Qty.	Description	Value	Designators
1	1/4 Watt 1% Resistor	100K	R4
1	1/4 Watt 1% Resistor	10K	R6
3	1/4 Watt 1% Resistor(s)	1K	R8, RP, RW
1	1/4 Watt 1% Resistor	200K	R10
2	1/4 Watt 1% Resistor(s)	2Meg	R2, R5
2	1/4 Watt 1% Resistor(s)	4.7Meg	R1, R7
1	1/4 Watt 1% Resistor	47K	R9
1	1/4 Watt 1% Resistor	500 ohm	R3
2	Battery(s)	9 Volts	B1, B2
1	Ceramic Capacitor	0.001uF	C6
3	Ceramic Capacitor(s)	0.22uF	C4, C7, C3
1	Ceramic Capacitor	1uF	C8
1	Ceramic Capacitor	220pF	C5
2	Electrolytic Capacitor(s)	100uF	C2, C1
1	NPN Transistor	2N2712	Q1
1	Operational Amplifier	TL082	IC1-A, IC1-B
1	Phone Jack	1/4" Jack	J1, J1