



GrainSpace

(VST, AU, AAX)

produced by Luca Capozzi (Audiority), January 2017.

Current Manual version: v1.1 (March 2017)

GrainSpace is a granular processor focused on real-time granularization and reverberation of the incoming audio signal. **GrainSpace** provides dynamic grain generation (up to 32 per channel), 7 grain parameters, 3 grain modulators (including an 11 waveforms LFO), smearing and reverb to create crazy sound effects, rich textures and much more.

Please, read carefully both product specifications and system requirements **before** purchasing any **Audiority** products.

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Credits

Concept & DSP: Luca Capozzi (Progsounds / Audiority), January 2017.

GUI Design: Luca Capozzi

Code & DSP: Luca Capozzi

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Specifications

- Real-Time Granular Engine
- Recording Buffer of 2 seconds
- Playback modes: Stereo, Mono (L+R), Side
- Up to 32 grains per channel
- Grain Size up to 500ms
- 7 Grain Parameters (Size, Distance, Pitch, Feedback, Freeze, Position and Stretch)
- 3 Grain Modulators (LFO, Random Size, Random Pitch)
- Tempo sync'd LFO with 11 waveforms
- Smearing
- Reverb

System Requirements

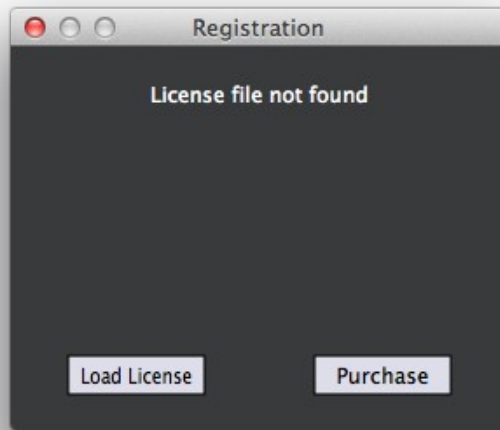
PC

- Windows XP SP3 or later
- Intel Core 2 Duo 2GHz / AMD Athlon 64 or equivalent
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, AAX 32-bit or 64-bit host

MAC

- OSX 10.7 or later
- Core Duo 2GHz
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, AU, AAX 32-bit or 64-bit host

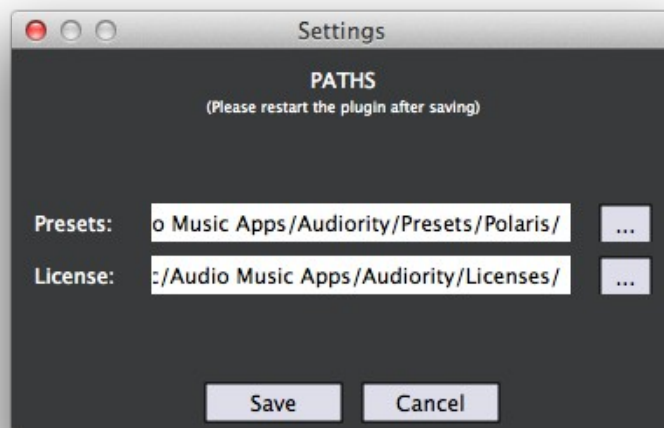
Product Activation



Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute.

To activate the plugin, click on the **Audiority** logo and select "**Register**". The Registration window will pop up allowing you to load the license file you got while purchasing the plugin.

User Paths Setting



By selecting "**Settings**" from the logo menu, you can change the path for **Presets** and **License** folders.

Note: Please do not move the **Settings** folder from its default location.

GrainSpace Parameters



Title Bar

MODE

Playback mode: in **Stereo** each channel is independently processed; in **Mono** the channels of the incoming signal are summed; in **Side**, only the difference between channels is processed.

LFO

Select between 11 waveforms: Sine, Cosine, Triangle, Ramp Up, Ramp Down, Square, Smooth Square, Blip Down, Blip Up, Random, Smooth Random

RATE

LFO rate ranging from 16x up to 1/32nd

DESTINATION

LFO destination: Size, Position, Stretch, Pitch

Grain Parameters (Yellow Knobs)

GRAIN SIZE

Set the size in milliseconds for each grain.
Range: 16ms to 500ms

DISTANCE

Set the distance between each grain. Increase to generate and overlap grains getting a richer texture.

PITCH

Change the pitch of each grain in semitones.
Range: -24st to +24st

FEEDBACK

Increase the feedback in the granular delay line. Useful to create delay and shimmer effects. Most effective if used while modulating pitch and size. **CAUTION: can create a VERY LOUD signal.**

FREEZE (Knob + Switch)

When on, it stops recording the incoming audio and loops the internal buffer. You can use the grain parameters to travel inside the recorded audio. You can also sync the freezing, to get time varying effects. HINT: map the **Freeze Switch** to your controller for performing live.

POSITION

Change the reading position from the recorded buffer. Positive values creates a delay effect, while negative values creates a reverse effect.

STRETCH

A crude but nice sounding time stretch algorithm. Positive values creates a stuttering acceleration of the signal, while negative values slow it down. Very dirt and glitchy.

Grain Modulators (Red Knobs)

- LFO** Set the LFO amount to the selected destination. Negative values reverse the polarity of the LFO waveform. Enable the "+" button to set the LFO as unipolar.
- RND SIZE** Randomize the size of each single grain each time it is generated.
- RND PITCH** Randomize the pitch of each single grain each time it is generated.

Post Processing (Green Knobs)

- SMEAR** Smear the incoming audio signal by processing it with a chain of allpass filters
- GRAIN VOL** Adjust the volume of the granulated signal.
Range: -12db to +12dB
- GRAIN BLEND** Mix the dry and granulated signal and send it to the reverb.

Reverb (Blue Knob)

- REV DECAY** Increase the reverberation time
- REV MIX** Adjust the reverberation amount

CHANGELOG

v1.1 (March 2017)

- NEW: All knobs can be randomized
- NEW: All knobs can be locked
- NEW: Reverb Decay and Mix
- NEW: Freeze Button

v1.0.4 (February 2017)

- FIX: Plugin state not restored on Bitwig
- FIX: Slow GUI load time

v1.0.3 (February 2017)

- Cleaner code. Small CPU performance improvements.

v1.0.2 (January 2017)

- FIX: Error while scrolling presets with navigation buttons
- FIX: Sound suddenly stopping on VST version
- Reworked Windows installer

v1.0.1 v2 (January 2017)

- More presets

v1.0.1 (January 2017)

- Minor bug fixes
- More presets

v1.0 (January 2017)

- Original release

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info@audiority.com

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Cheers,
Luca



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