



GrainSpace

(VST, AU, AAX)

produced by Luca Capozzi (Audiority), January 2017.

Current Manual version: v2.0 (August 2018)

GrainSpace is a granular processor focused on real-time granularization, harmonization and reverberation of the incoming audio signal. **GrainSpace** provides dynamic grain generation (up to 32 per channel), 7 grain parameters, a multi-mode filter, 4 grain modulators (including two 11 waveforms LFO), smearing, chord resonator 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.

GrainSpace

produced by Audiority, January 2017.

Credits

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

GUI Design: Luca Capozzi

Code & DSP: Luca Capozzi

Published by Audiority Srls

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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)
- Multi Mode Filter
- 4 Grain Modulators (2 x LFO, 2 x Random)
- Tempo sync'd LFOs with 11 waveforms
- Smearing
- Chord Resonator
- Reverb

System Requirements

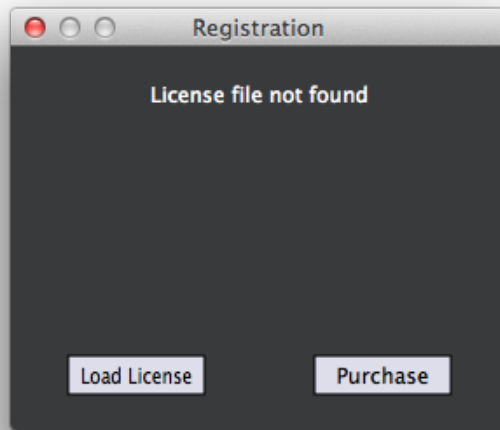
PC

- 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



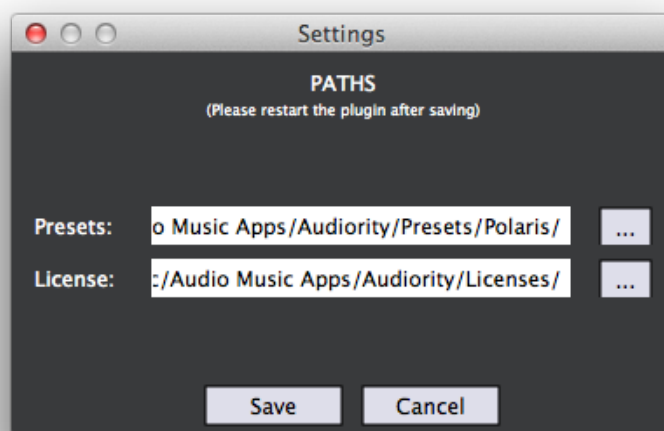
Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute.

Save the license file* you got with your purchase email (or via our User Area) anywhere on your computer.

Then, 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.

***PLEASE NOTE: Do not try to open the ".alf" license file. Just save it anywhere on your computer and follow the procedure above.**

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



Grain Parameters (Yellow Knobs)

- GRAIN SIZE** Sets the size in milliseconds for each grain.
Range: 16ms to 500ms
- DISTANCE** Sets 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** Changes 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 Filter Parameters (Yellow Knobs)

- TYPE** Sets the type of filter you'll be using.
- CUTOFF** Sets the filter's cutoff frequency in Hz.
- RES** Sets the filter's resonance. LPF6 and HPF6 are not affected by this parameter.
- SAT** Increase the saturation of the selected filter.

LFO 1 & 2 (Red Knobs)

- WAVE** Sets the LFO waveform.
- RATE** Sets the LFO speed.
- AMOUNT** Modulation amount from -100% to 100%.
- DEST** Sets the parameter that will be modulated by the current LFO.
- UNI** When enable, will switch the LFO output from bipolar to unipolar.

RAND 1 & 2 (Red Knobs)

DEST Sets the parameter that will be modulated by the current LFO.
AMOUNT Modulation amount from -100% to 100%.

Grain Output (Green Knobs)

PLAYBACK MODE Sets the plugin 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.

SMEAR Smears the incoming audio signal by processing it with a chain of allpass filters

GRAIN VOL Adjusts the volume of the granulated signal.
Range: -12db to +12dB

GRAIN BLEND Mixes the dry and granulated signal and send it to the chord resonator.

Chord Resonator (Blue Knobs)

CHORD Sets chord type. When set to "None", it works as a resonant comb filter.

DECAY Sets the decay length of the resonator.

TUNE Sets the root note of the chord.

GAIN Adjusts the volume of the resonator.
Range: -12db to +12dB

MIX Mixes the dry and processed signal and send it to the reverb.

Reverb (Blue Knob)

REV DECAY Increases the reverberation time

REV MIX Adjusts the reverberation amount

CHANGELOG

v2.0 (August 2018)

- NEW: Reworked graphic interface
- NEW: Grain Filters
- NEW: HQ interpolation (switch on toolbar)
- NEW: More modulations
- NEW: Chord Resonator
- NEW: Resizable GUI

v.1.2.1: (October 2017)

- FIX: High CPU usage on some systems after updating to v1.2

v1.2: (October 2017)

- FIX: Menus getting keyboard focus
- FIX: Freeze button always on when randomized
- FIX: Wrong init value for LFO polarity
- NEW: Dotted and Triples LFO rates
- NEW: Distance modulation
- IMP: Reduced file size

v1.1.1 (March 2017)

- FIX: AAE Error on Pro Tools 12.7.x
- FIX: Performance improvements

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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We hope you will enjoy it as much as we did.

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info@audiority.com

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Cheers,
Luca

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