SOUNDMORPH.com

Sound Libraries and Software

WAVEWARPER


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Have fun in 30 seconds:

1. **Drag a sound folder to the "DROP FOLDER HERE" box (no sub-folders).**

2. **Press the activate button or the spacebar to activate WaveWarper.**

3. **Change the Mode to Manual (toggle switch in the top right corner).**

4. **Move the circle button in the XY pad around. Hit the RANDOMIZE dice button to randomize your sounds. Fun achieved!**

Audio Setup:

Click on the audio setup button located on the upper left corner of the main window. There you can change Driver and audio settings.

Plugins Folder:

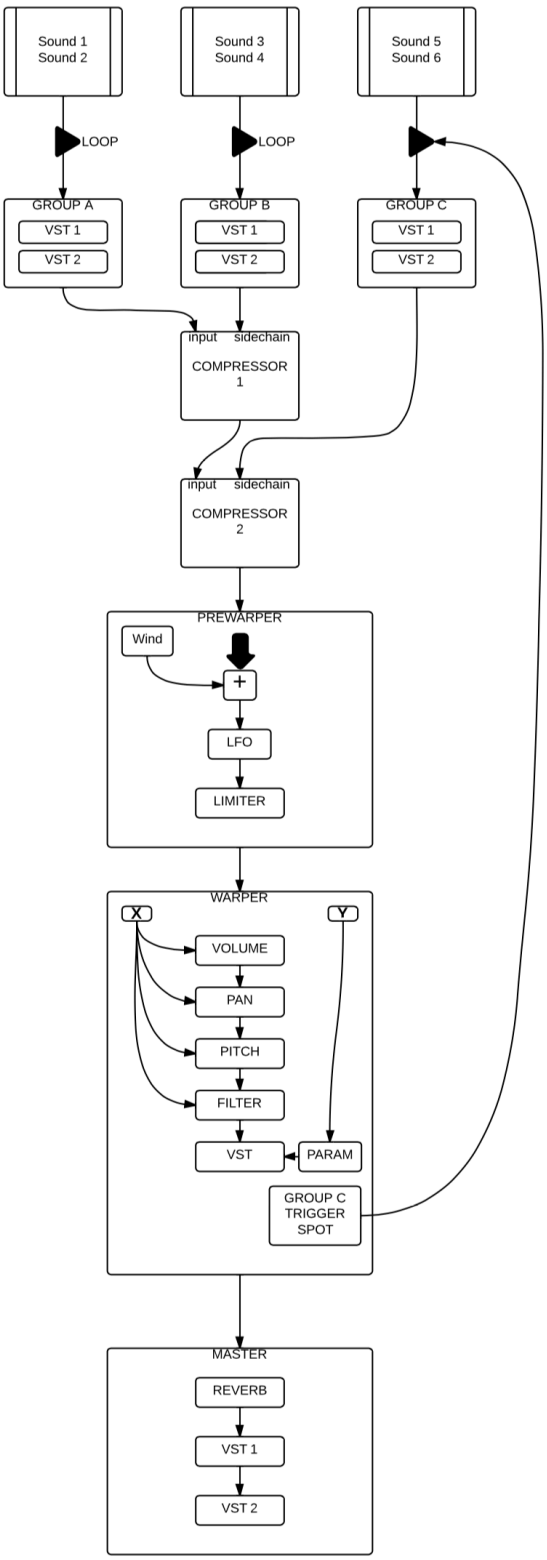
Navigate and select your VST plugins folder. Do not touch the application until all vsts have been scanned. On windows you can only open 32bit plugins with the 32bit version and 64bit plugins with the 64bit version.

Shortcuts:

Activate Button: Space bar Randomize Sounds Button: r (need to have a folder selected)

Presets:

SIGNAL FLOW


Sound 1
Sound 2
Sound 3
Sound 4
Sound 5
Sound 6
LOOP
LOOP
GROUP A
VST 1
VST 2
GROUP B
VST 1
VST 2
GROUP C
VST 1
VST 2
input
sidechain
COMPRESSOR 1
input
sidechain
COMPRESSOR 2
PREWARPER
Wind
+
LFO
LIMITER
WARPER
X
Y
VOLUME
PAN
PITCH
FILTER
VST
PARAM
GROUP C TRIGGER SPOT
MASTER
REVERB
VST 1
VST 2

To save a preset shift-click on a preset bubble. To delete a preset control-click on a preset bubble.

New envelope presets can only be permanently saved in the General presets. They can't be saved in the envelopes personnal preset bar.

Midi CC:

To assign a midi controller to a parameter, shift-click the parameter. A red dot should appear next to the parameter name , the parameter is now in learn-mode. Move the midi controller you want to assign. The midi controller should now control that parameter.

To unassign a midi controller to a parameter, alt-click the parameter. the red dot should now

blink once, and the assignation should be removed.

For the XY pad, you can assign your own Midi cc numbers by going in *Extras-Wave Warper Settings.*

How it Works:

There are 3 groups that you can drop or load samples into. Each group can have 2 sounds loaded (or 1 if only 1 is loaded).(SOUNDS A are in GROUP A, SOUNDS B are in GROUP B, SOUNDS C are in GROUP C)

To browse your folders and load a sound in a group, just click the letter 'O', or drag the file straight into the box where it says 'DRAG FILE HERE'. (generally it is faster to drag and drop).To

remove the sound press the letter 'C'. You can also Solo by checking the "S' box or mute by checking the 'M' box.

You can select a complete sound folder, then select 6 sounds by random.To select the sound folder Click on the 'O' at the top left corner of the sound loading pane, or drag your folder directly into the drag box (DRAG FOLDER HERE).

To randomize the sounds, click on the dice button just on the right of the folde drag box, or press the letter 'r' on your keyboard.

To enable\disable the shuffling of a sound. Click on the shuffle button located on the right side of the sound label.

The volume of each sound can be randomly fluctuated by activating the fluctuation toggle on the right side of the sound volume slider.The fluctuator can be adjusted by range (how much) and rate (how fast) it fluctuates the volume of each sound.

Lets look at group A and B first.

Group A and group B sounds start playing when the activate button is on. All of their sounds loop constantly. So although you can load any length file into Wave Warper, in general, it may be more beneficial to load longer length sounds into Group A and Group B. You can even think of having one group being more tonal sounds and one group being more noise or textured sounds. But that is up to you!

Both groups go into Compressor 1. Group A is the input and Group B is the side chain. What this means is that Group B affects the volume of Group A. When Group B gets Loud, Group A will get quiet.How much and how quickly and for how long depends on the compression settings.

We recommend putting more constant un-dynamic sounds like wind, fire, drones, into group A. the more dynamic sounds into

group B. And impacts into Group C. (we'll talk more about Group C later).

Compression settings Explained:

Threshold: The Level at which the compression activates (aka the volume 'Group A' needs to reach to affect 'Group B's volume).Ratio: The amount of gain removed from Group A by the amount over the threshold (if group A goes over the threshold by 1db and the ratio is set to 2, group B is going to drop by 2db)

Attack: the speed at which the compression kicks in once the threshold has been exceeded.Release: The speed at which the compression stops working once the input goes under the threshold.

Gain: makeup gain, raises overall output of the compressor.

he output of compressor 1 is the input of compressor 2. The side chain of compressor 2 is 'Group C'.

*Important: Group C sounds do not loop. They only trigger once, when the time bar passes over the 'Group C' trigger spot.The time bar will turn red when Group C gets triggered.

The Group C trigger spot can be changed by moving it left or right.

You should usually set it at the loudest peak of the volume envelope, so that it acts as a impact\stinger in your whooshes.

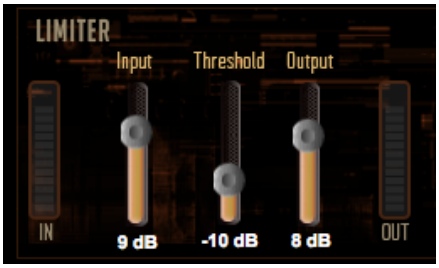
When Group C gets loud, it will duck both Group A and Group B

(output of compressor 1). the Output of compressor 2 goes into the pre-warper bus.

This bus contains a wind generator, this wind sound mixes with the output of compressor 2. This can give a bit of air if you're sound is too "dry".

The volume of that mix can then be modulated with the LFO. The LFO is a volume automation. It gives a "spinning" or "chopping" gated quality to the sound.

Then the sound goes through the limiter. This can increase the overall loudness of the sound to give it more power.



The sound then goes into the Warper!

If the Warper is set to Automatic, The time bar will move automatically. The speed is defined by the Ripper Speed slider.If it set to manual, the user can control time with the XY pad. The X controls the time bar, and Y can be assigned to a plugin parameter.

Load a plugin just over the XY pad, and then select a parameter in your VST in the drop down menu. You'll notice some VSTs have tons of parameters and some have just a few. It can take time to find just the right one to control, but generally all the basics are fairly easy to find.

The sound layers are affected by all of the Warper envelopes that are just below the XY pad. As the time bar passes over the envelopes it applys the current values of volume- pitch-pan-filterfreq on the sound in real-time.

Envelope Editing:

Click on the line to create a new point. You can move points by clicking and dragging the point around. To Delete a point, simply shift-click it.

You can curve a line between two points by holding alt, hover over the line until the cursor turns into a double sided arrow, then click and drag up or down to set the line curvature.

The Pitch range can be increased from one to two octaves by using the pitch range slider.

For the filter frequency, you can set the min and max values using the min freq and max freq sliders.

The filter settings: Type, Q, Gain. Are static settings that can be adjusted in the Filter Settings.

TouchOSC:

In order to use touchosc:

Android & IOS = Setup TouchOSC settings to communicate with your PC (ip)By default, WaveWarper's incoming port is set to 8000. So you can set the outgoing port in TouchOSC to 8000. You can change the port in WaveWarper by going in Extras\Wave Warper Settings.

Use the third page of the "Simple" Layout. The one with an XY pad and 4 buttons.

The osc name for the XYpad is /3/xy with a range of 0 to 1 if you wish to do your own layout.

Leap Motion Controller:

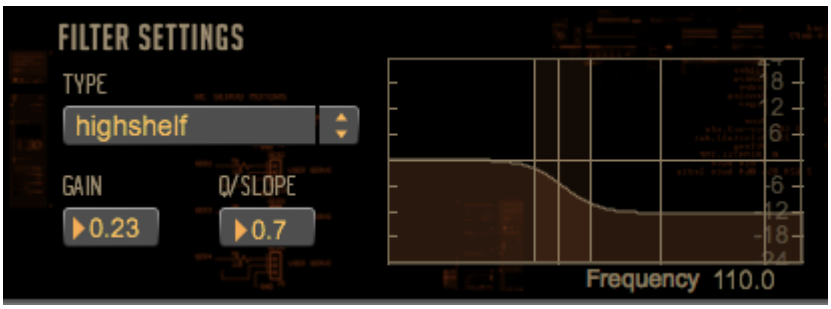
Assuming you have Leap Motion Controller installed and functional, go to Extras/Activate Leap Motion Controller.

Now in Manual mode you should be able to control the XY pad using one hand! Channel the forces you now have!

You'll also notice a new drop menu appearing next to the XY pad called Z axis (manual mode only).You can assign one of the warper effect (Volume, Pan, Pitch, Filter Freq) to the Z axis of your hand using Leap Motion Controller. The Z axis is considered moving your hand front to back. The Y axis is considered Up and Down, and finally the X axis is considered Left to Right.

System Requirements:

Mac: Mac Intel machine running OS X 10.5 or later, and 1 GB RAM. QuickTime 7.1 (or later), an OpenGL-compatible graphics card, and OpenGL 1.4 (or later).



Windows: Windows XP, Vista, or Windows 7 machine with a Pentium 4® or Celeron® compatible processor or higher and 1 GB RAM. QuickTime 7.1 (or later),

an OpenGL-compatible graphics card, and OpenGL 1.4 (or later).

An ASIO-compatible sound card recommended for optimum audio performance.

For additional Support contact us at info@soundmorph.com