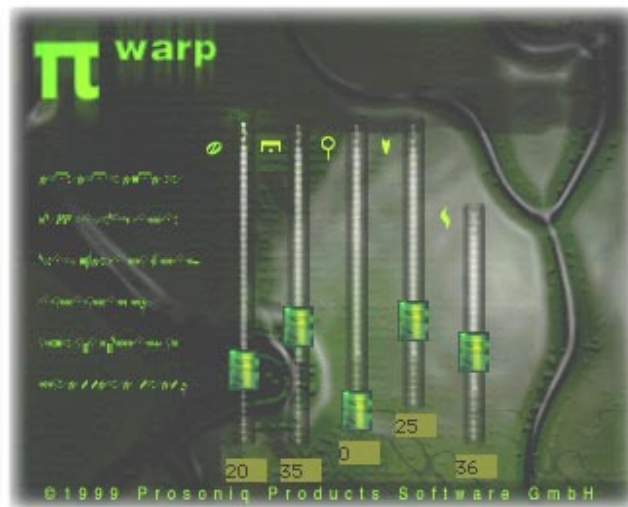


Introduction

First of all, welcome to this unique PROSONIQ PlugIns for your copy of VST software. As you very well know, PROSONIQ is a company dedicated to developing state of the art high quality audio DSP products for various platforms. Not only are we developing music and post production software tools like sonicWORX® Artist and Studio (available as Power Bundle) for sound designers and engineers that meet the highest standards in music processing, we are also licensing realtime and non-realtime effect algorithms to major companies in the music business. If you like to know more about us feel free to visit our web page at <http://www.prosoniq.com/> or ask your local dealer for details on our audio programs and how to expand your VST platform with further PROSONIQ products and enhancements.

You now have the possibility to access a large amount of our products directly from within your favorite VST Program without having to switch to another application. What's more, all of our VST-PlugIns work completely in realtime, letting you adjust all available parameters while mixing or composing for utmost integration in your music.

π warp™



What π warp does

The Prosoniq π warp VST PlugIn for the Mac and PC is a frequency warping plug in. This means, it distorts the relationship of the partial frequencies of a sound in a way that creates novel and interesting textures and noises. You can use it on any input signal, although rich string sounds and drum loops probably create the most interesting textures and atmospheres.

How do I use it

To use the π warp VST PlugIn in your VST compatible host application, please refer to the section about VST PlugIns in the manual of your host application.

Parameters

π warp offers five parameters that take influence on the sonic results of the process. Since it is difficult to estimate their impact on the actual sound data, they are not named but recognized by a symbol. This should encourage the user to connect the sonic result to a symbol that has no predetermined meaning.

Parameter 1

Controls the warping amount. Lower values will generally cause a more noticeable warping effect while higher values may sound "grainy". If you adjust this parameter carefully, you can match it the basic tuning of a sound, which will yield especially beautiful effects for string textures.

Parameter 2

Controls the output pitch. Higher values will generally yield a lower output pitch while very high values will cause interesting aliasing effects. Once you've found a good setting for parameter 1, try tweaking this parameter until you get satisfactory results.

Parameter 3

Controls a 6dB/Oct. (1-pole) low pass filter. The output of the warping stage is post-filtered to smooth aliasing and to dampen the sound if it gets too harsh.

Parameter 4

Controls the amount of post-warp reverb. A reverb effect is added to allow for dense atmospheres without sacrificing the scarce plug in rack slots. It also consumes very little processing power.

Parameter 5

This parameter actually controls the room size of the reverb effect. Higher values yield larger room sizes.