



SINEVIBES

**CORROSION** MULTI-ALGORITHM DISTORTION

# INTRODUCTION

**Corrosion** is a multi-purpose, multi-algorithm distortion processor. It features 9 distortion curves – from well-known classics like soft and hard clip to unique Sinevibes-developed "triangle clip" and "sine shred", all of which are 4x oversampled for a bright but clean sound. **Corrosion** also includes a pre-distortion filter for shaping the effect's tone, plus a crossover filter that allows to distort only the low frequency band while keeping the high band untouched - making this seemingly simple effect very versatile.

As always in a Sinevibes product, **Corrosion** includes a color-coded user interface with a clean and simple layout. It has good contrast and highly legible typography that work well in both studio and outdoor lighting. Plus, thanks to its animated elements, **Corrosion** always brings a touch of fun and enjoyment to your workflow.

## SOUND ENGINE

- 9 distortion algorithms: exponential, soft clip, hard clip, triangle clip, triangle foldback, single foldback, multi foldback, sine foldback, sine shred.
- 4x oversampling with polyphase sinc filter for aliasing suppression.
- Two-band -24 dB/octave Linkwitz-Riley crossover filter.
- Pre-distortion -12 dB/octave Butterworth low-pass or high-pass filter.
- Soft bypass switch with 20 ms crossfade between states.

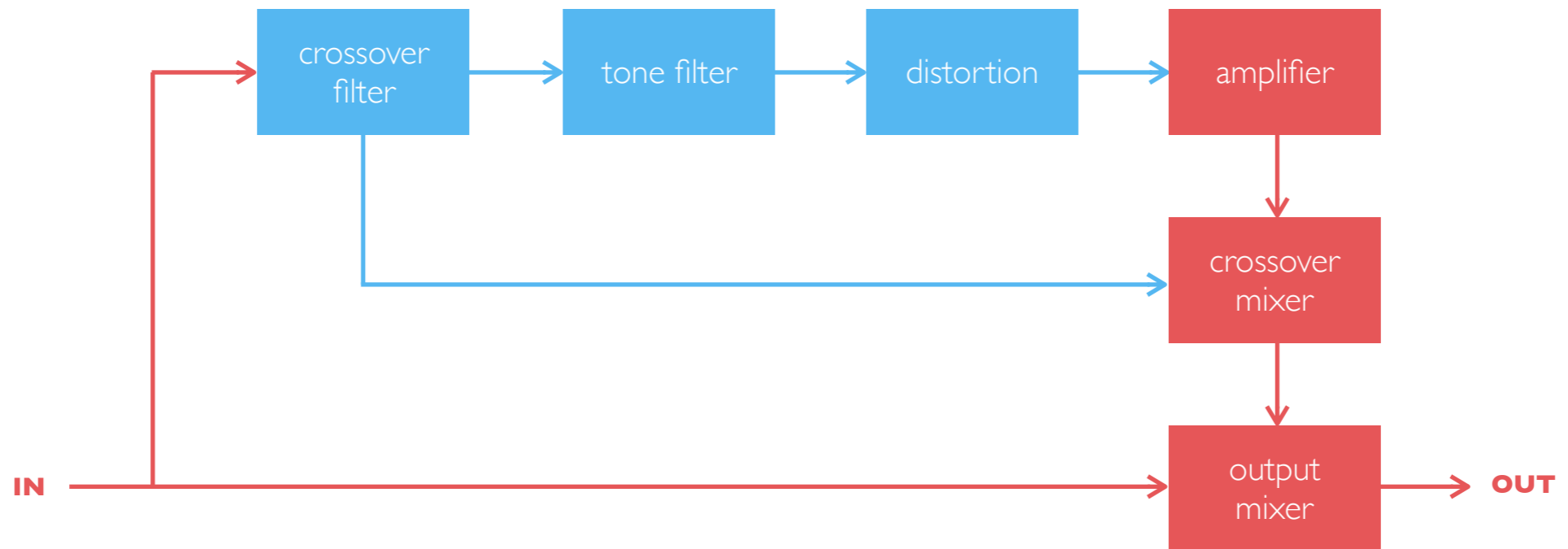
## GRAPHIC INTERFACE

- Color-coded graphics with subtle animations.
- Fully hardware-accelerated rendering with support for retina screen resolution.

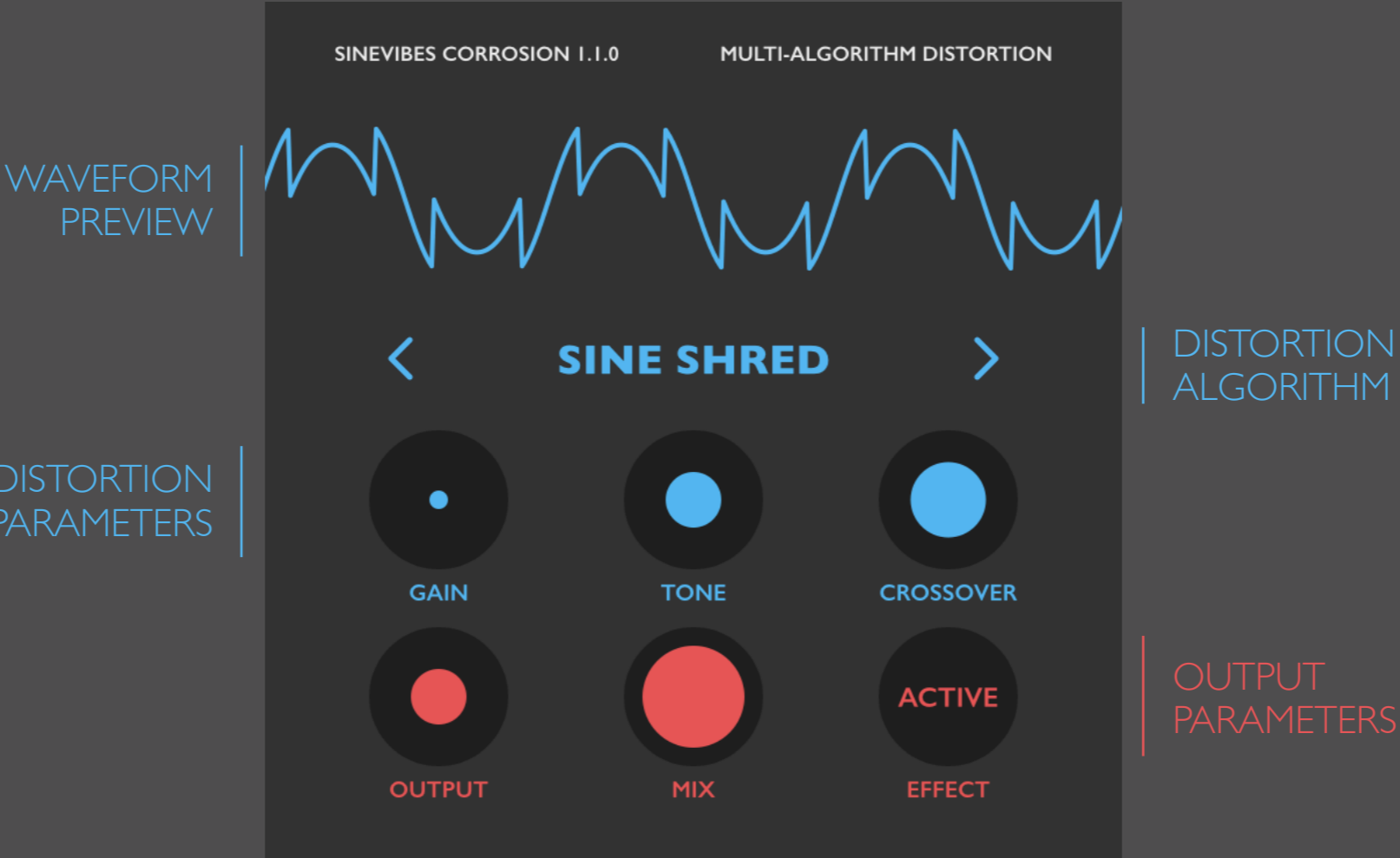
## COMPATIBILITY

- Works with any application that supports Audio Unit effect plugins.
- Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.

# BLOCK DIAGRAM



# INTERFACE BREAKDOWN



# CONTROLS

## < SINE SHRED >

Set the distortion algorithm type: *exponential*, *soft clip*, *hard clip*, *triangle clip*, *triangle foldback*, *single foldback*, *multi foldback*, *sine foldback* or *sine shred*



GAIN

Adjust input signal gain from 0 to +16 dB (changes the distortion intensity).



TONE

Bi-polar adjustment of a pre-distortion tone filter (changes the distortion character): low-pass, neutral, high-pass.



CROSSOVER

Adjusts the crossover filter frequency from 200 Hz to 20 kHz (low band goes through distortion, high band remains dry).



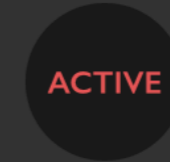
OUTPUT

Adjust the distortion output level.



MIX

Adjust the balance between dry input and distortion output.



ACTIVE

EFFECT

Effect on/off soft switch: smooth 20 ms crossfade between active and bypass states.

### SHORTCUTS

Command-click or double-click any control to reset it to the default value.

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