



Dispersion by Sinevibes
bouncing ball delay

INTRODUCTION

Dispersion is a unique delay modeling processor. Via a special formula developed at Sinevibes, it configures multiple delay lines so that their times are spread in a non-linear fashion - but always summing up to a defined rhythmical duration. As a result, this delay network sounds like a natural phenomenon, yet with its timing precisely synchronized to the beat. Featuring multiple feedback tail shaping and modulation options, Dispersion is not only capable of doing "bouncing ball delay" effects, but also scattering reflections, shuffle delays, stereo-widening choruses and grainy reverbs.

As always in a Sinevibes product, this plugin 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, Dispersion always brings a touch of fun and enjoyment to your workflow.

SOUND ENGINE

- Up to 16 connected delay lines with non-linear time spread formula.
- Variable feedback with gradual and stepped fade modes.
- Variable low-frequency and high-frequency feedback damping.
- Adjustable delay time modulation with stereo phase offset.

GRAPHIC INTERFACE

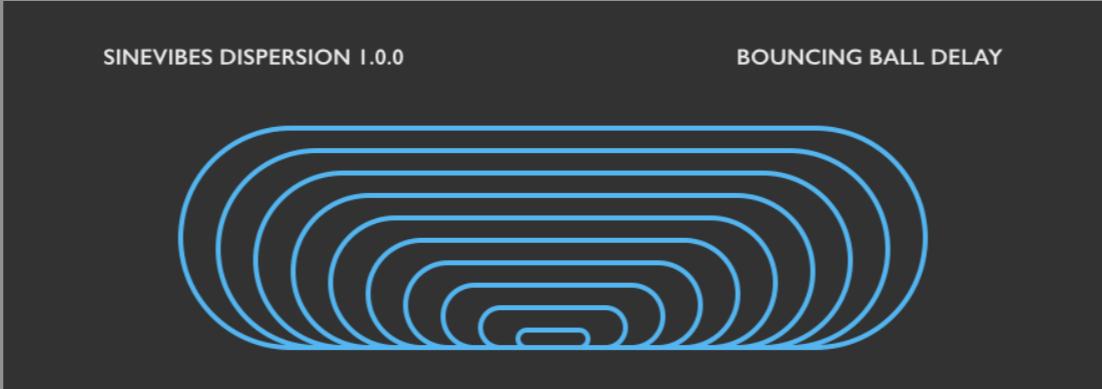
- Color-coded control elements with animated transitions between settings.
- Fully hardware-accelerated rendering with support for Retina screen resolution.

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.

INTERFACE BREAKDOWN

PREVIEW



MODULATION

MODULATION

- MODULATION
- FREQUENCY
- STEREO

DELAY

DELAY

- 3/4 TIME
- 10 BOUNCES
- DOWN DIRECTION
- FEEDBACK
- SINGLE FADE
- DAMPING

INPUT & OUTPUT

INPUT & OUTPUT

- INPUT
- SEND
- RETURN

CONTROLS



TIME

Set the delay time relative to the host tempo: from **1/16** note to **4** bars



BOUNCES

Set the amount of bounces to be spread within the delay time: from **1** to **16**



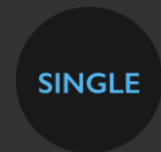
DIRECTION

Set the bounces time spread: **DOWN** (longer to shorter) or **UP** (shorter to longer)



FEEDBACK

Adjust how much of the output signal is fed back into the input - i.e. amount of delay repeats until they completely fade out



FADE

Set whether feedback fade and damping is applied onto each **SINGLE** delay bounce or one whole **ROUND** of bounces



DAMPING

Adjust feedback damping: from low-pass (bounces get darker over time), to none, to high-pass (bounces get brighter over time)



MODULATION

Adjust the intensity of delay time modulation (for gentle pitch wobble or vibrato)



FREQUENCY

Adjust the frequency of delay time modulation: 0.5 to 5 Hz



STEREO

Adjust the modulation phase offset between left and right channels (for stereo width effect)



INPUT

Adjust the dry input signal level



SEND

Adjust the delay send level (automate this to apply delay only onto specific sounds)



RETURN

Adjust the delay return level

SHORTCUTS

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



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