



SINEVIBES

DROPLET RAINDROP DELAY

INTRODUCTION

Droplet is a plugin for modeling “raindrop delay” effects. It is based on a chain of 24 randomized delay lines, specially configured to produce a sound similar to drops of rain or small particles falling onto a surface. This delay chain features variable frequency damping, time modulation with original phase-flipped routing, as well as chaotic stereo panning, all of which lets **Droplet** go much beyond the actual raindrop delay – and into granular clouds, dreamy spaces and lush chorused reverbs. Since the parameters are randomized each time a **Droplet** instance is created, just as any natural process it will never sound exactly the same - even the same preset on two different tracks in the same project will sound different.

SOUND ENGINE

- Chain of feedback delay lines with 24 “drops” and high-quality spline interpolation.
- Variable delay time and stereo pan randomization per drop.
- Feedback damping filter with low-pass and high-pass modes.
- Sine oscillator for delay time modulation with unique phase-flipped routing.

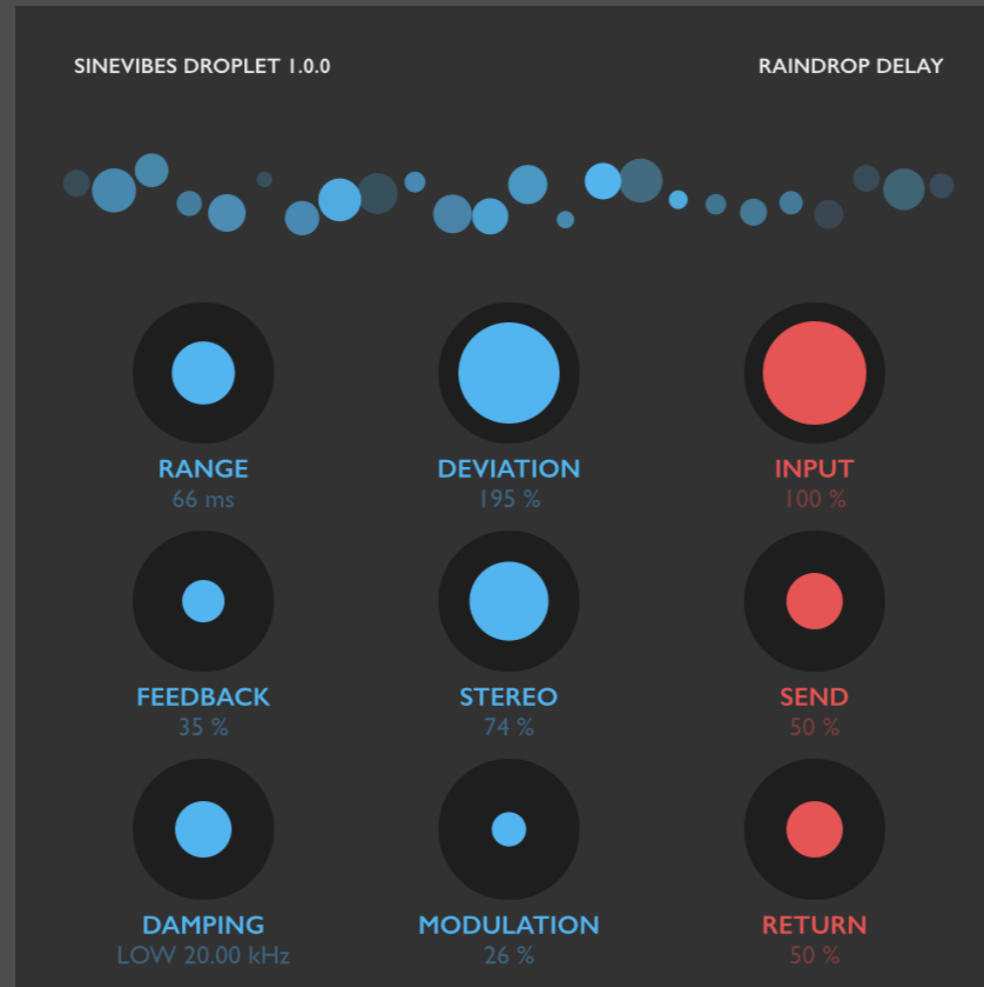
GRAPHIC INTERFACE

- 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.

INTERFACE BREAKDOWN



FANCY GRAPHIC

RAINDROP DELAY PARAMETERS

OUTPUT PARAMETERS

CONTROLS

- RANGE** Base time for delay drops: 20 to 80 ms.
- DEVIATION** Defines how far each separate delay drop will deviate from base time: 0% to 200%. At 0% all delay lines have fixed time defined by the *range* parameter. At 200% the delay lines get random time up to twice the *range* value.
- FEEDBACK** Amount of output signal routed back into the delay chain: 0 to 100%. Effectively, this adjusts the length of the effect's tail.
- STEREO** Amount of random stereo panning for each individual delay drop: 0% (center) to 100% (up to hard left or hard right).
- DAMPING** Applies recursive filtering in the delay chain, with a one-pole low-pass filter (effect tail gets darker, duller over time) or high-pass filter (effect tail becomes airier, brighter over time).
- MODULATION** Applies a sine wave oscillator onto each delay drop's time, with phase inversion on adjacent drops – for a washed-out chorus effect.
- INPUT** Dry input signal level.
- SEND** Amount of dry signal sent into the delay chain.
- RETURN** Output level of the delay chain.

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