



SINEVIBES

ETERNAL BARBER-POLE FLANGER

INTRODUCTION

Eternal by Sinevibes is a barber-pole flanger effect. Unlike a traditional flanger which typically has its tone repeatedly go up and down, this is a flanger that goes upwards or downwards in a seemingly endless fashion. To accomplish this unique “barber-pole” effect, **Eternal** uses an array of three stereo flangers and six bespoke, thoroughly calibrated low-frequency oscillators. And since these oscillators have a “through-zero” design, it allows **Eternal** to seamlessly go from downwards to upwards motion and back at your fancy. With two distinct flanger tones thanks to positive or negative feedback, this plugin puts a whole arsenal of unique airy, bubbly and even psychedelic effects in your hands.

Eternal has an intuitive user interface wholly built with color-coded graphics and subtle animations. Together with carefully tuned parameters, this highly musical effect also gives you an enjoyable and inspiring user experience.

SOUND ENGINE

- Three stereo flangers with negative or positive feedback.
- Six through-zero oscillators for creating endless upwards or downwards “barber-pole” motion.
- Stereo modulation phase shift for variable stereo field widening.

INTERFACE

- Color-coded controls with lightly animated transitions.
- 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

BARBER-POLE
FLANGER PARAMETERS

FANCY GRAPHIC

SINEVIBES ETERNAL 1.0.0 BARBER-POLE FLANGER

RANGE 90 % FREQUENCY - 0.75 Hz FEEDBACK - 75 %

STEREO 16 % OUTPUT - 6.0 dB MIX 100 %

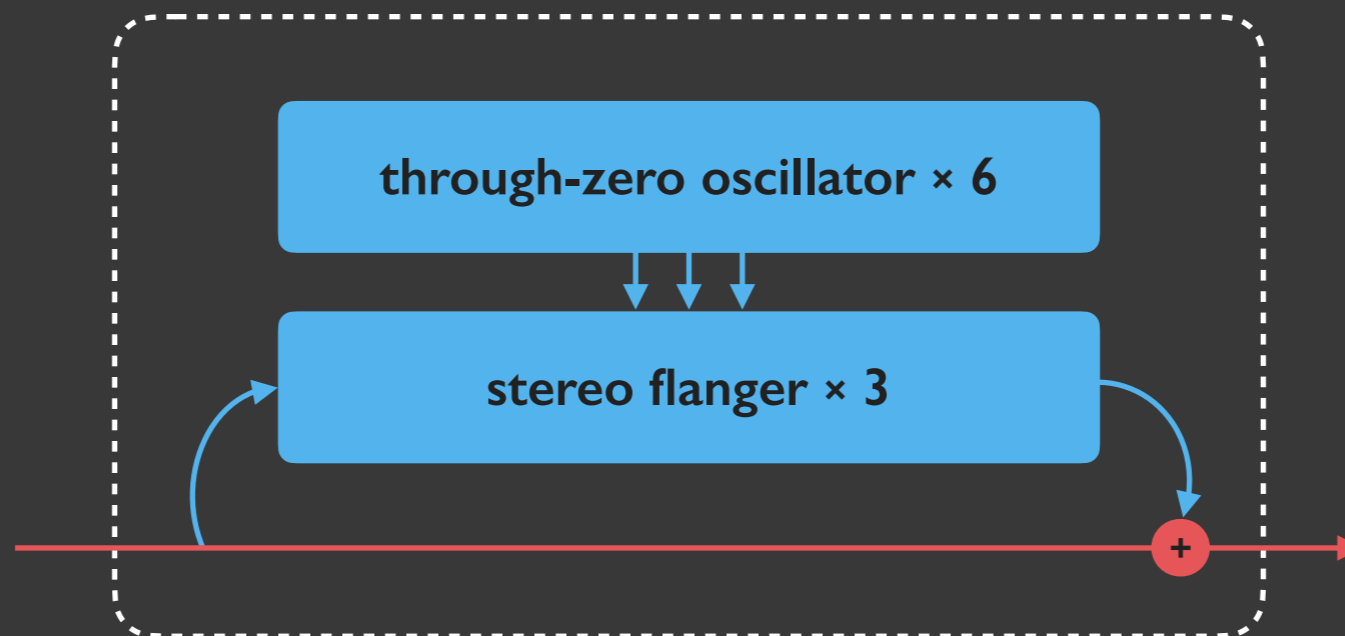
OUTPUT PARAMETERS

STRUCTURE & BASICS

Perhaps you are familiar with a concept called “Shepard tone” – it’s an acoustic illusion of a sound that is endlessly climbing up or going down in pitch. This illusion is accomplished by having three synthesizer oscillators, running in parallel, with very specific modulation and cross-fading to accomplish this seamless blending that sounds like it has no beginning and no end.

This is exactly what’s happening in **Eternal**, but applied onto a flanger effect. We have three parallel stereo flangers with positive or negative feedback. And we have six low-frequency modulation oscillators applied onto these flangers in a particular way, so that a “barber-pole” effect is achieved – the flanger endlessly goes upwards with negative modulation frequency, and downwards with positive modulation frequency. These low-frequency oscillators have a “through-zero” design meaning that as you adjust the frequency from positive, through zero, into negative, their phase starts to run backwards – effectively, the output waveform is inverted, but this happens without breaking the waveform’s continuity. This means that **Eternal** can go from an upwards to a downwards barber-pole effect and back completely smoothly, with any speed. Also, when the plugin is configured with a stereo output, a variable phase shift can be applied onto one of the channels to widen the stereo image.

At the end of its signal chain, **Eternal** has an output level control for the “wet” flanger effect, as well as a mix control to adjust the balance between the wet processed signal and the dry input signal.



CONTROLS

- RANGE** Flanger modulation range: 0 to 100 % (0 to 3 ms).
- FREQUENCY** Barber-pole modulator frequency: -5 to +5 Hz. Negative values produce endless upward motion; positive values produce endless downward motion.
- FEEDBACK** Flanger feedback: -99 to +99 %. Negative feedback produces a thinner, hollow sound emphasizing even harmonics; positive feedback makes a thicker, more pronounced sound emphasizing fundamental and odd harmonics.
- STEREO** Modulation phase shift between left and right channels: 0 to 100% (from identical to full phase inversion on the right channel). Only effective when the plugin is configured in mono > stereo or stereo > stereo.
- OUTPUT** Wet flanger output level: from mute to 0 dB.
- MIX** Balance between wet flanger output and dry unprocessed input: from 0% (dry input only) to 100% (wet flanger output only).



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