



SINEVIBES

**RESHUFFLE** REAL-TIME SWING MANIPULATOR

# INTRODUCTION

**Reshuffle** by Sinevibes is an effect plugin for real-time swing manipulation. At its core is a sample-precise timing engine that divides incoming audio into three layers, and some really clever processing is then used to stretch odd steps while shrinking even ones, changing the rhythmical swing feel – completely in real time. **Reshuffle** has zero output latency and can smoothly adjust swing without any clicks, making it an extremely handy new audio sculpting tool for both studio production and live performance.

**Reshuffle** has a graphic interface with real-time displays for input and output waveforms, giving you a precise picture of how it operates. With clever use of color coding and subtle animations, **Reshuffle** is as effective as it is fun and enjoyable to use – something you'll find in every Sinevibes plugin.

## SOUND ENGINE

- Real-time adjustment of swing ratio in input audio.
- Zero latency, zero spectral artifacts.
- Advanced host synchronization with support for tempo and time signature automation.

## INTERFACE

- Real-time graphics for input and output waveforms.
- 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.

# QUICK START

①

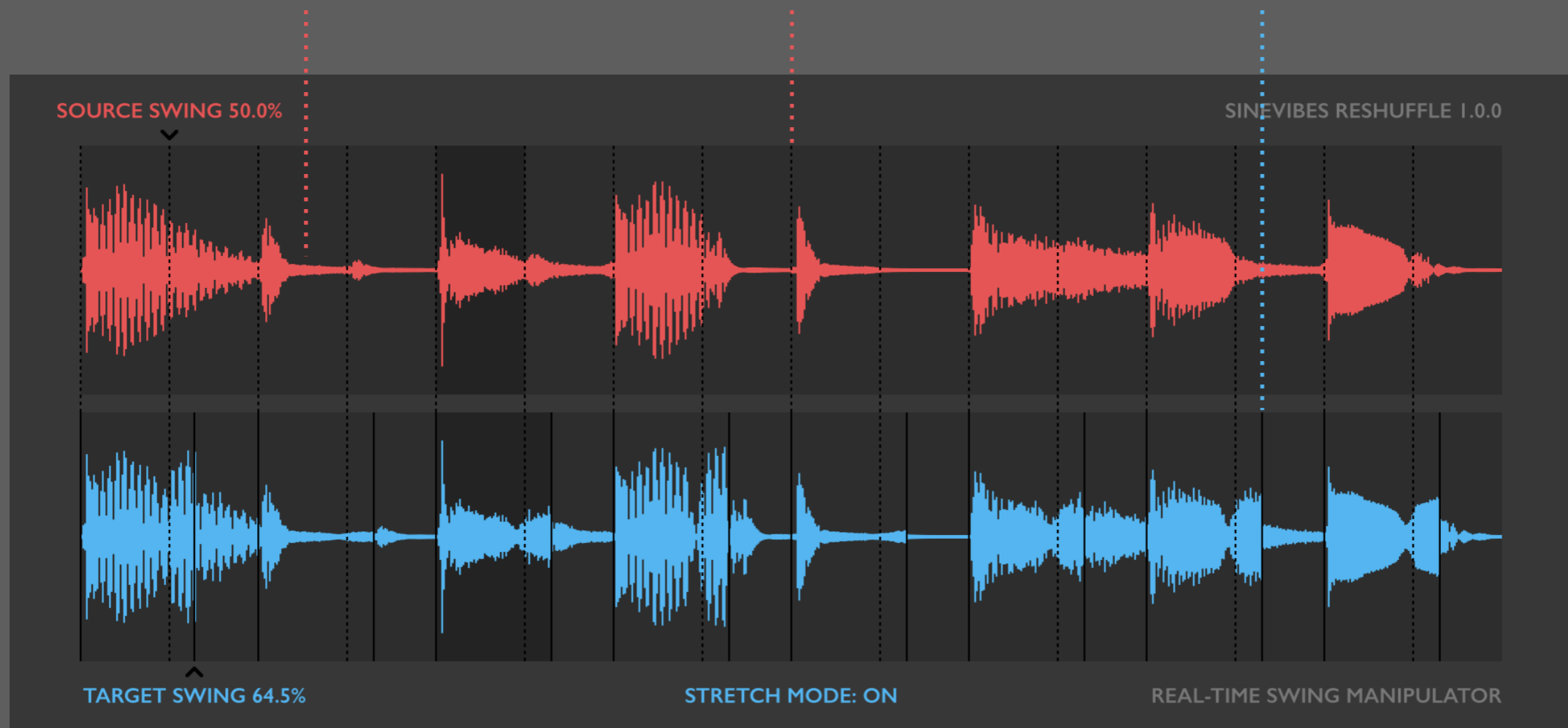
Start playback in your DAW to see the input and output audio waveforms

②

If needed, drag the input step markers so that **source swing** matches the input's timing

③

Drag the output step markers to adjust **target swing** that will be applied onto the input



# THE BASICS

Reshuffle starts with dual step sequencers running with sample-precise timing. Using the 16th note markers placed on the audio waveforms, the first sequencer is set to match the **source swing** ratio of the incoming audio, and the second sequencer is then adjusted to the **target swing** ratio that you'd like to apply. According to this timing, the audio is chopped up into two or three layers and they are manipulated so that odd step sequencer steps are *extended* and even steps are *shortened* – making the output have more rhythmical "shuffle" feel than the input.

When the **stretch mode** is off, the extra space between every odd-even pair of steps is left silent. When this mode is on (this is the default setting), that space is cross-faded with a third audio layer played back in reverse, making the odd steps sound as if they're "stretched". All of this happens completely in real time, and is reflected in the output waveform display where you can see how exactly the rhythmical timing is being transformed. You can smoothly adjust the target swing ratio – for example, automate it or tweak it during live performance.

*Note: since Reshuffle uses its own timing engine to rearrange audio, it expects the timing of incoming audio to be precise. Applying this effect onto rhythmically inconsistent material might not give smooth-sounding results.*



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