



SINEVIBES

ROBOTIZER RHYTHMIC AUDIO GRANULATOR

INTRODUCTION

Robotizer by Sinevibes is a rhythmic audio granulator. It does its thing by continuously recording small grains of audio and repeating them several times, then starting the round again and again. Each granulator round is triggered in a rhythmical fashion via a step sequencer which is tightly synchronized to the host transport. Robotizer's main parameters such as grain size and repeats count have wide adjustments and include intelligent new randomization and correlation features – all this goodness makes this seemingly simple plugin capable of producing "robotic" granular effects, complex strumming and gating, never-repeating stutter patterns – and much beyond. Robotizer is precisely controlled or completely chaotic and endlessly evolving – whatever you set it to do.

Robotizer's graphic interface features real-time waveform displays for dry input and granulator output, giving you a precise picture of how it operates. All elements are color-coded and feature subtle animations, not only aiding your workflow but also making it unusually fun and enjoyable - this is a Sinevibes product, after all.

SOUND ENGINE

- Real-time audio granulator triggered via a transport-synchronized step sequencer.
- Variable sequencer rate, swing and trigger probability.
- Variable grain size & repeats with correlation feature.
- Intelligent randomization algorithms with natural random number spread.
- Variable hard-left and hard-right granulator pan randomization.

GRAPHIC INTERFACE

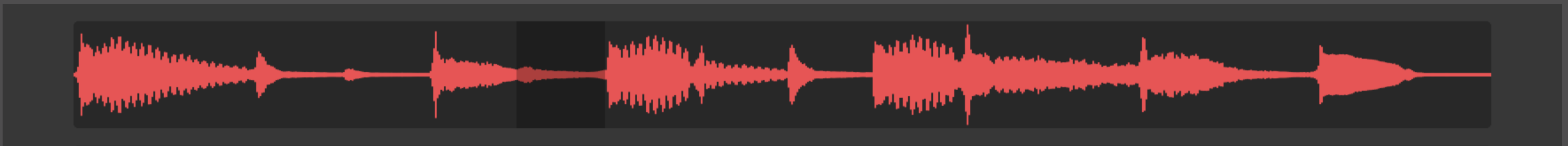
- Color-coded control elements with animated transitions between settings.
- Fully hardware-accelerated rendering with support for Retina screen resolution.

COMPATIBILITY

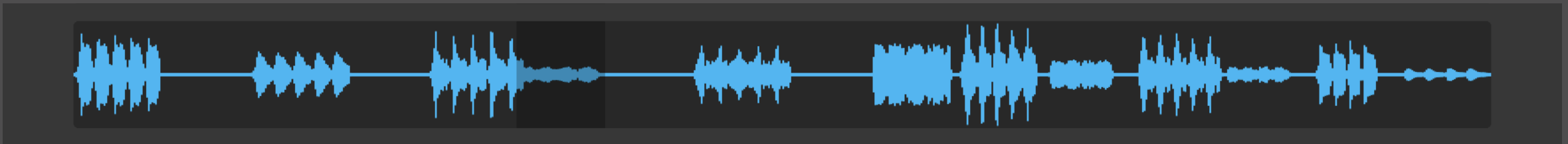
- Works with any application that supports Audio Unit effect plugins.
- Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.

INTERFACE BREAKDOWN

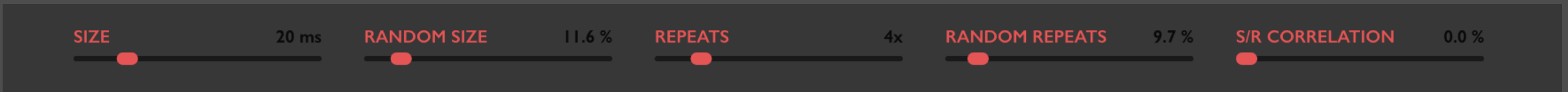
INPUT AUDIO WAVEFORM



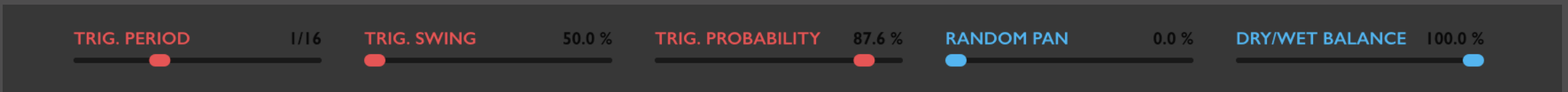
OUTPUT AUDIO WAVEFORM



GRAIN PARAMETERS



GRAIN TRIGGER PARAMETERS



OUTPUT PARAMETERS

CONTROLS

| | |
|-------------------|--|
| SIZE | Grain size in milliseconds: 5 to 75 ms. |
| RANDOM SIZE | Intelligent grain size randomization: 0 to 100%. |
| REPEATS | Grain repeats count: 1x to 20x. |
| RANDOM REPEATS | Intelligent grain repeats count randomization: 0 to 100%. |
| S/R CORRELATION | Correlation between grain size and repeat count: 0 to 100%. |
| TRIG. PERIOD | Speed of the trigger sequencer: from 1/32 to 1/4 note. |
| TRIG. SWING | Swing amount of the trigger sequencer: from 50% (no swing) to 75% (heavy swing). |
| TRIG. PROBABILITY | Probability of each trigger event happening: 0 to 100%. |
| RANDOM PAN | Probability of each grain round to have a random panning into L or R channel. |
| DRY/WET BALANCE | Balance between dry input and granulator output. |

THE BASICS

Sinevibes Robotizer effect's operation starts with a step sequencer that runs in sync with the plugin's host transport. Sequencer step **rate** can go from 1/32 note to 1/4 note. Sequencer **swing** adjusts the duration ratio between odd and even steps: at 50% they are equal, at the maximum 75% the odd steps are three times longer than the even steps. Every time the sequencer jumps to the next step, depending on the trigger **probability** value, it triggers an audio granulator. IMPORTANT NOTE: Robotizer requires the host transport to run in order to function – when the transport is stopped, the effect is disabled.

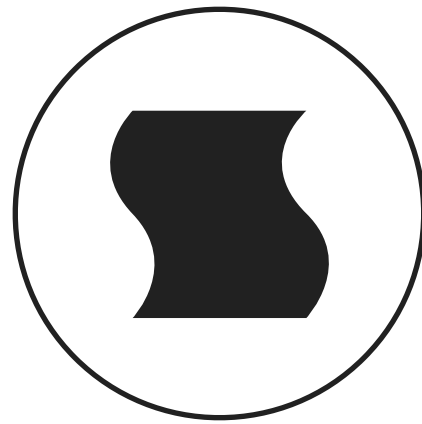
On each trigger event, the granulator starts to record an audio snippet of designated **size**, and then **repeats** it several times (this is called a "granulator round"). If size and repeats count result in a granulated round that extends beyond the next sequencer step, it is allowed to sound beyond that step, and next granulator round is only triggered when the previous round is over. This allows for various controlled or random rhythmic variations.

Both grain size and repeats count have independent **random size** and **random repeats**. These are based on an intelligent algorithm that spreads the randomly generated numbers according to the parameter's current value and its min/max values - this results in very natural random number distribution. Additionally, there is a control to adjust **correlation** between grain size and repeat count: as it's increased towards 100%, the repeat count is calculated from the grain size - so that the overall duration of each granulated snippet is roughly the same. With correlation at 100%, the repeats count and random repeats parameters are ignored.

Depending on the **random pan** probability setting, each granulator round can also be output into just the left or the right channel. With probability set to 100%, the output will continuously shuffle between left and right channels.

Finally, the granulated sound is mixed with the dry input sound via the **dry/wet balance** control.

SHORTCUT: *double-click* or *command-click* any slider to reset it to its default value.



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