SINEVIBES

BLEND MULTI-VOICE CHORUS

INTRODUCTION

Blend is a multi-voice chorus comprised of up to 16 separate layers. Each of them actually is a chorus effect on its own – complete with a dedicated modulation generator and a feedback loop. Even with all 16 layers activated, the resulting mix is dense yet always silky smooth and musical – thanks to clever proportional phase offsets. **Blend** also has three different interpolation algorithms, each giving it a slightly different sound character. And as much as it excels at creating delicious chorus and ensemble effects of many, many styles, **Blend**'s unusual flexibility allows it to easily go into much further territory - so effects like vibrato, tape wow, flanger, dissonance – even reverb – are just a few tweaks away.

SOUND ENGINE

- 16 chorus layers each with an individual feedback loop.
- Three selectable interpolation algorithms: vintage, character, modern.
- 16 sine wave modulation generators, one per chorus layer, with proportional phase offsets.
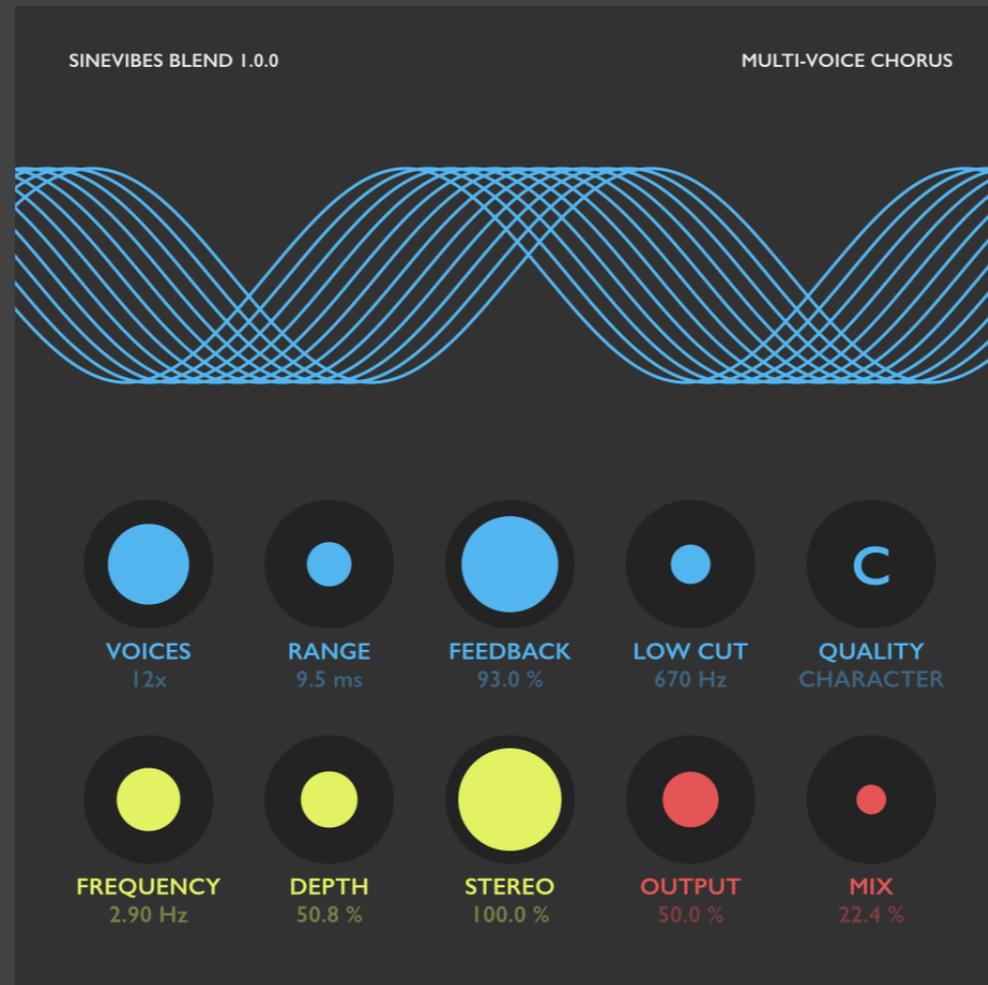- Variable stereo width and low frequency cut.

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.
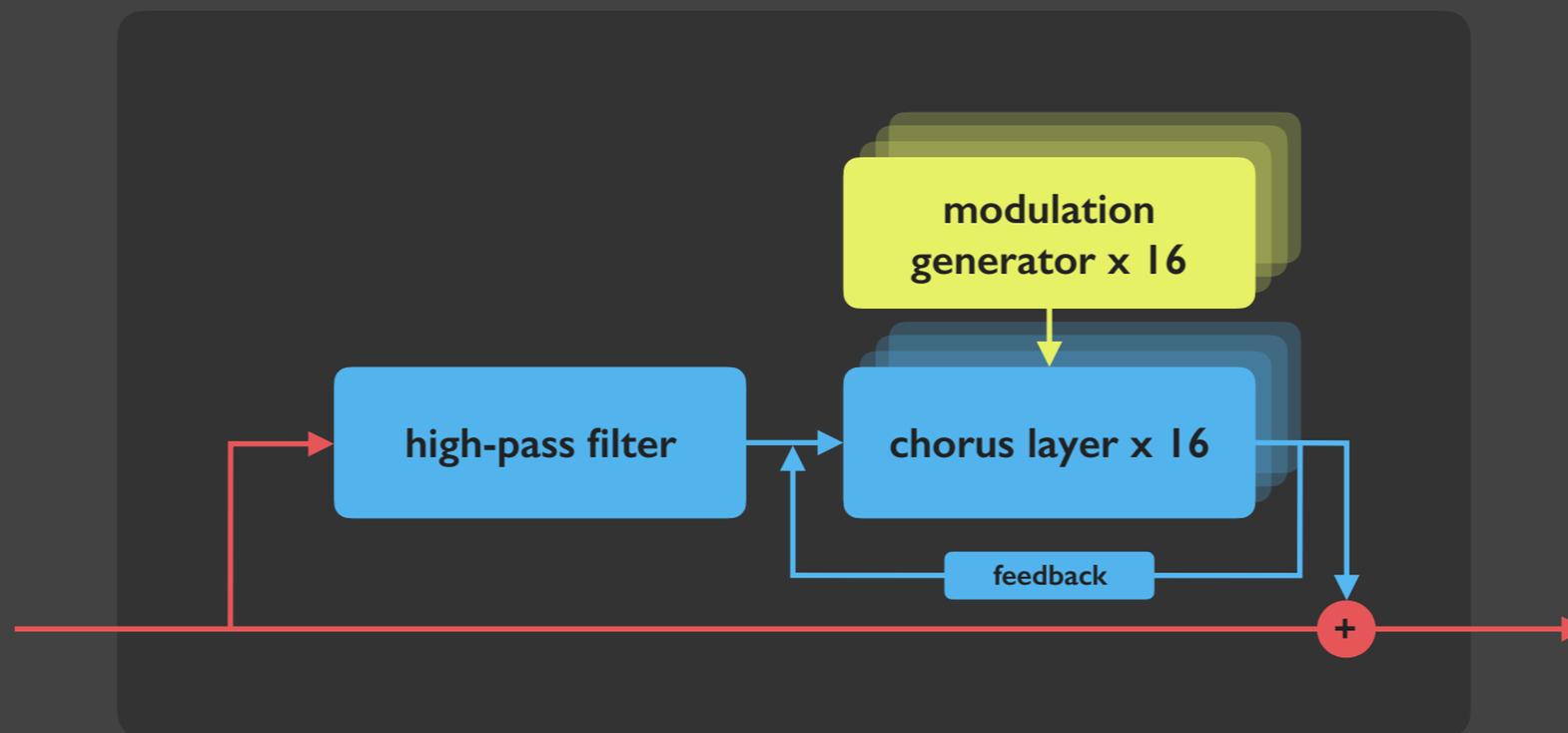- Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.

INTERFACE BREAKDOWN

SINEVIBES BLEND 1.0.0

MULTI-VOICE CHORUS

FANCY
GRAPHIC

CHORUS
PARAMETERS

VOICES
12x

RANGE
9.5 ms

FEEDBACK
93.0 %

LOW CUT
670 Hz

QUALITY
CHARACTER

MODULATION
PARAMETERS

FREQUENCY
2.90 Hz

DEPTH
50.8 %

STEREO
100.0 %

OUTPUT
50.0 %

MIX
22.4 %

INPUT & OUTPUT
PARAMETERS

BLOCK DIAGRAM

CONTROLS

VOICES   Amount of chorus voices layered together: 1 to 16.

RANGE   Time range of the chorus voices: 5 to 25 ms.

FEEDBACK   Amount of signal fed from each chorus voice's output back into its input: 0 to 100%.

LOW CUT   Cutoff frequency of the high-pass filter applied onto the input signal before it us sent into the effect: 20 to 2000 Hz.

QUALITY   Type of interpolation used in the chorus effect: VINTAGE (linear interpolation, has a notable high frequency roll-off), character (cubic spline interpolation, has slight boost in high-mid and high frequency range) and modern (cubic Hermite spline interpolation, near-perfect with very slight high-frequency roll-off).

FREQUENCY   Modulation oscillator frequency: 0.05 to 5 Hz. There is a dedicated sine oscillator per each chorus voice, all of them working together with mutual phase offsets.

DEPTH   Amount of modulation applied onto the chorus voices: 0 to 100%.

STEREO   Amount of phase shift between left and right channels: 0 to 100%.

OUTPUT   Wet effect signal output level: 0 to 100%.

MIX   Balance between dry input signal and wet effect signal: 0 to 100%.