Blend v2

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 modulation 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, smear, dissonance, even reverb – are just a few tweaks away.

SPECIFICATIONS

SOUND ENGINE

– Up to 16 chorus layers, each with its own individual feedback line

– Individual modulation generator per each layer, with phase offsets creating an ensemble effect

– Optional modulation generator host tempo and transport sync

– Variable modulation stereo phase offset

– Three selectable interpolation algorithms

– Adjustable input low-frequency cut filter

– Lag filters on all continuous parameters for smooth, click-free adjustment

– Supports mono > mono, mono > stereo, and stereo > stereo channel configurations
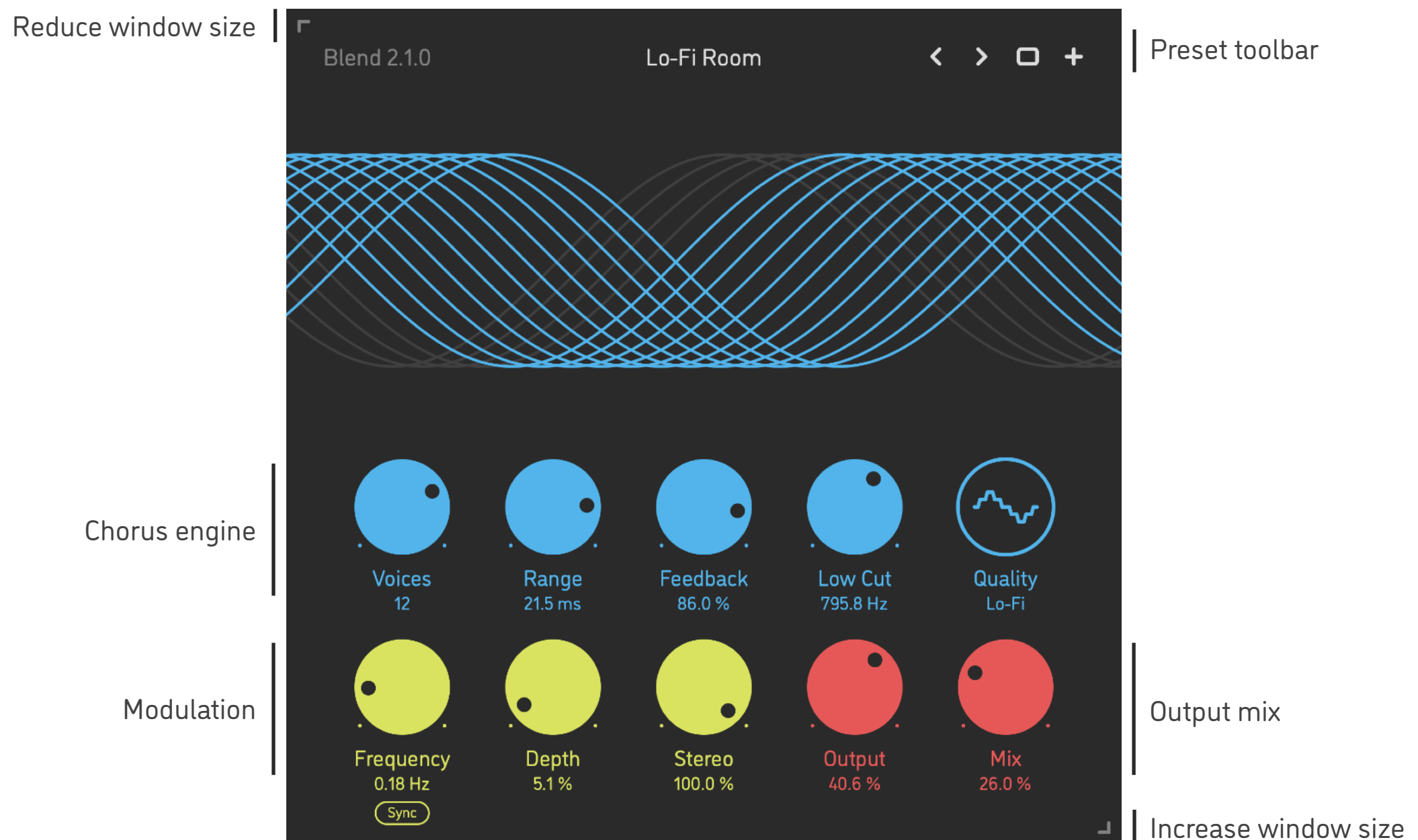
GRAPHIC INTERFACE

– Color-coded graphic elements

– Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation

– Built-in preset management functions

– Supports window size scaling up to 200%

SUPPORTED FORMATS

– **Mac**: 64-bit **AAX**, **AU**, **VST3** plugins for Intel and Apple Silicon processors, requires Metal graphics support and macOS 10.9 or later

– **PC**: 64-bit **AAX**, **VST3** plugins for x86 processors, requires Windows 8.1 or later

– **Linux**: 64-bit **VST3** plugin for x86 processors, requires a fairly recent Linux distribution

INTERFACE

Blend features a fully vector-based interface, with color-coded elements for effective visual grouping. The interface allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Blend** is loaded.

Reduce window size

Blend 2.1.0 — Lo-Fi Room — Preset toolbar

Chorus engine

Voices 12 — Range 21.5 ms — Feedback 86.0 % — Low Cut 795.8 Hz — Quality Lo-Fi

Modulation

Frequency 0.18 Hz — Depth 5.1 % — Stereo 100.0 % — Output 40.6 % — Mix 26.0 % — Output mix

Sync

Increase window size

- Hold *shift* and drag a knob to adjust the parameter with increased resolution.

- Use *option-click* (Mac) or *alt-click* (Windows, Linux), or *double-click* any knob to recall its default setting.

- To fully initialize all plugin's parameters, load the preset named *Default* from the *Factory* or the *User* bank.

PRESETS

Blend features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name Click the preset name at the top to show the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows, Linux) to reveal the actual preset file in the system file browser.

< Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.

> Switch to the next preset in the current bank.

▢ Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.

+ Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets

PARAMETERS

Voices	1 .. 16	Number of layers in the chorus engine
Range	5 .. 25 ms	Chorus engine time range
Feedback	0 .. 100%	Chorus engine feedback amount
Low Cut	20 … 2000 Hz	Cutoff frequency of the input high-pass filter
Quality		Interpolation type used in the chorus engine:

- Lo-Fi: quantized linear interpolation (darker sound character with subtle stepping and aliasing noise)
- Vintage: linear interpolation (darker, warmer sound character)
- Modern: spline interpolation (full quality with no artifacts)

Frequency	0.01 .. 10 Hz	Modulation generator speed in Hertz (when the Sync switch is off)
Rate	1/16 .. 16/1	Modulation generator speed as a host tempo fraction (when the Sync switch is on)
Sync	On / Off	Defines whether the modulation generator speed is set in Hertz or as a fraction of the current host tempo; when this switch is on, the modulator phase is also being continuously synchronized to the host transport location
Depth	0 .. 100 %	Amount of time modulation applied onto the chorus engine
Stereo	0 .. 100 %	Modulation generator phase offset between left and right channels
Output	0 .. 100 %	Wet output signal level of the chorus engine
Mix	0 .. 100 %	Balance between dry input and wet output

SINEVIBES

DOWNLOADABLE *SUPERPOWERS*