Skew v2

non-linear reverse delay

INTRODUCTION

Skew is a non-linear reverse delay. It constantly records the incoming audio into a buffer and plays it back in reversed chunks, rhythmically synchronizing them to the host transport. Furthermore, this algorithm warps the delay playback speed via a selection of non-linear curves, bending the pitch in interesting ways. The delay has a unique design with three playheads – one for the feedback, two more for the playback – allowing the pitch bend effects to remain the same between feedback repeat cycles. With its meticulous calibration and wide parameter range, **Skew** can create multiple rhythmically-precise effects such as pure reversing, tape rewind, pitch slides, detuning, vibrato, scratching, and more.

SOUND ENGINE

– Reversing delay with unique triple-playhead design with overdubbing feedback

– 12 different non-linear curves for warping the audio playback speed

– Host transport location sync and tempo-based delay time adjustment with ultra-wide range: from 1/32 note to 16 bars

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

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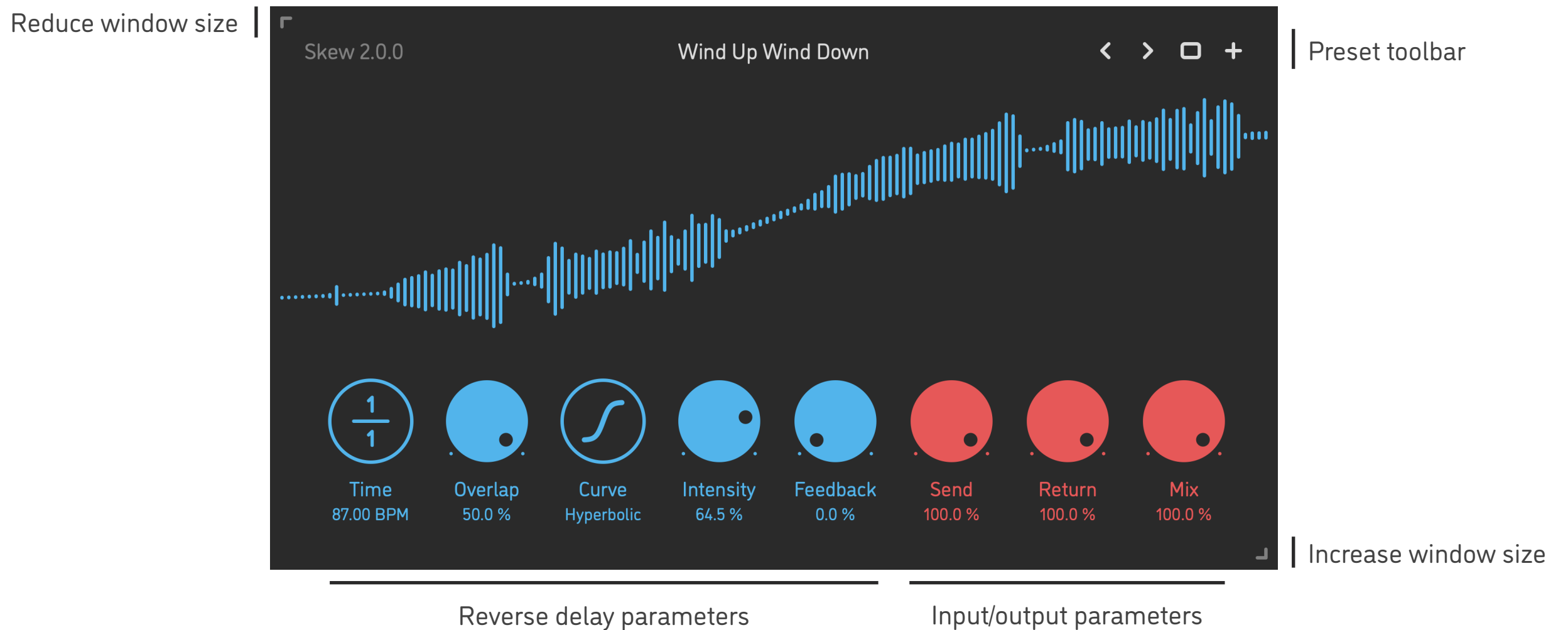
GRAPHIC INTERFACE

– 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**: AU/VST3/AAX for macOS 10.13 or newer (64-bit Apple Silicon and Intel)

– **Windows**: VST3/AAX for Windows 8.1 or newer (64-bit Intel and AMD)

– **Linux**: VST3 for Linux 2020 or newer (64-bit Intel and AMD)

INTERFACE

Skew 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 **Skew** is loaded.

Reduce window size

Skew 2.0.0   Wind Up Wind Down   < > ▢ +   Preset toolbar

Time	Overlap	Curve	Intensity	Feedback	Send	Return	Mix
87.00 BPM	50.0 %	Hyperbolic	64.5 %	0.0 %	100.0 %	100.0 %	100.0 %

Increase window size

Reverse delay parameters   Input/output parameters

- 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.

PARAMETERS

Time	1/32 .. 16/1	Duration of the audio chunk to be reversed, as a fractional ratio of the current host tempo (numerator and denominator are adjusted independently); the maximum chunk size is 16 bars at 60 BPM (64 seconds) **Important note**: to be able to reverse audio, the algorithm needs to first record it into its buffer – thus, the reversed signal will be heard after the time equal to one chunk size has been played back by the host (or half the chunk size if the Overlap parameter is set to 50%)
Overlap	0 .. 50 %	Gate duration of the previously reversed audio chunk blended in with the currently reversing audio chunk (allows to achieve smoother looping)
Curve	-	Select one of 12 non-linear curves to be applied onto the reverser playback timeline: Natural+, Natural-, Quadratic+, Quadratic-, Hyperbolic, Bi-Cubic, Warp, Slide+, Slide-, Wavy 4x, Wavy 6x, Wavy 8x
Intensity	0 .. 100 %	Amount of the selected curve being applied onto the reverse delay playheads
Feedback	0 .. 100 %	Amount of delayed signal, without the pitch curve applied, routed back into the input
Send	0 .. 100 %	Amount of dry signal sent into the delay effect
Return	0 .. 100 %	Amount of wet signal returned from the delay effect
Mix	0 .. 100 %	Balance between the dry input signal and wet return signal

PRESETS

Skew 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

SINEVIBES

DOWNLOADABLE
SUPERPOWERS