Vague

Binaural time diffusion

AAX + **AU** + **VST** effect plugin for Mac/Windows/Linux

Designed and developed by **Sinevibes** ©2021-2024

INTRODUCTION

Vague is a binaural time diffusion processor. In its core, the signal travels through a virtual space comprised of 16 all-pass comb filter stages, with their delay times progressively increasing from start to end. The more stages the signal passes through, the more blurred and smeared it becomes, losing its definition and transient sharpness. But **Vague** goes much further than this: it offers binaural expansion via alternating, stereo-opposed time offsets in the individual all-pass stages, which adds quite a unique, three-dimensional vibe.

Another very special feature is the four output snapshots taken as the signal passes through the virtual space: smoothly crossfading between them not only changes the diffusion density, but also makes the timeline granulated. Moreover, **Vague** can run multiple independent LFOs to modulate its main parameters, creating a wide variety of rich and charismatic effects: time diffusion and dimensional expansion, blurred unison, granular scrubbing, psychedelic reverberation, and much more.

SPECIFICATIONS

SOUND ENGINE

- Diffused space made of 16 chained all-pass comb filters with smooth crossfade between four output snapshots
- Unique binaural expansion implemented via alternating and stereo-opposing time offsets
- Two-way pre-delay line, with an ability for the wet signal to precede the dry signal
- Two main LFOs (sine wave) and four additional chaos LFOs (random triangle) enable intricate parameter modulation
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono › mono, mono › stereo, and stereo › stereo channel configurations

GRAPHIC INTERFACE

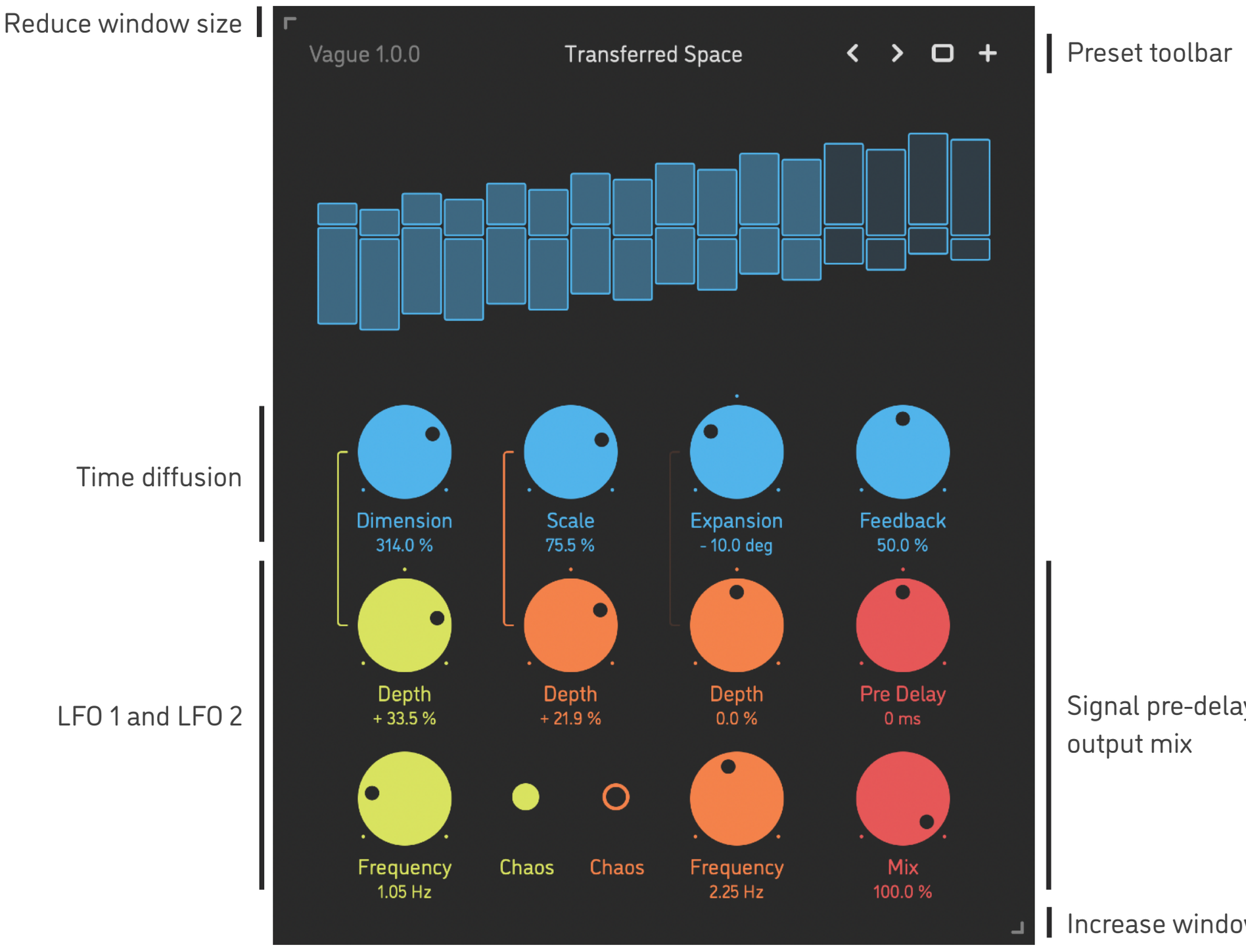
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

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

Vague features a fully vector-based interface, with color-coded elements for effective visual grouping. The plugin 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 **Vague** is loaded.



- 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

Vague 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.

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

Dimension	100 .. 400 %	Crossfade between four different virtual space output snapshots (defines which all-pass comb filter stages are mixed into the output): stage 4 (100 %), stage 8 (200 %), stage 12 (300 %) and stage 16 (400 %)
Scale	0 .. 100 %	Relative size scale of the virtual space
Expansion	-180 .. +180 deg	Binaural field expansion within each individual virtual space dimension, performed in opposing directions for left and right channels, and alternating between the individual all-pass comb filter stages
Resonance	0 .. 100 %	Amount of internal feed-forward and feed-back gain in the all-pass comb filters
Frequency	0.05 .. 5.0 Hz	Frequency of the first sine-wave LFO
Depth	-100 .. +100 %	Amount of LFO 1 output sent into the Dimension parameter
Chaos	On / Off	Enables/disables additional frequency and amplitude modulation of the first LFO from independent random triangle generators 1 and 2
Frequency	0.05 .. 5.0 Hz	Frequency of the second sine-wave LFO
Depth [1]	-100 .. +100 %	Amount of LFO 2 output sent into the Scale parameter
Depth [2]	-100 .. +100 %	Amount of LFO 2 output sent into the Expansion parameter
Chaos	On / Off	Enables/disables additional frequency and amplitude modulation of the second LFO from two independent random triangle generators 3 and 4
Pre Delay	-1000 .. +1000 ms	Duration of a separate pre-delay line which can be applied in two ways: - Onto the wet diffused signal (+), so that it's delayed against the dry input signal - Onto the dry input signal (-), so that it's delayed against the wet diffused signal
Mix	0 .. 100 %	Balance between dry input signal and wet diffused signal

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DOWNLOADABLE SUPERPOWERS

www.sinevibes.com