SINEVIBES

FLOW ANIMATED FLANGER/PHASER

INTRODUCTION

Flow is plugin for creating animated flanger and phaser effects. Unlike a traditional flanger or phaser, Flow has a powerful tempo-synchronized sequencer that allows to set different effect frequency, envelope shape and modulation depth per each of its 32 steps. Although it can do classic sweeps and burbles too, it goes much beyond – stepped patterns, complex riffs, elaborate pulsations, random glitches are mere seconds away thanks to Flow's simple editing tools and numerous utility functions. Both its rhythmic and spectral character is also widely tunable with multiple open parameters for the effect and the envelope sequencer.

Flow displays a live sound waveform and aligns its sequencer graphics with it – exactly in the same way it's done by the sound engine, for true "what you see is what you get" operation. Every element in its user interface is color-coded and features subtle animations, making your workflow unusually easy and enjoyable. Plus, all this goodness is rendered right on the graphics adapter meaning fast response and no extra load on the main processor, regardless of how new or old your Mac is.

SOUND ENGINE
– Sequencer with up to 32 steps, variable duration, division and swing ratio.
– Four flanger and phaser algorithms with ultra-wide frequency range (20 Hz to 10 kHz).
– Envelope matrix offering 10 envelope shapes; adjustable time, curve and lag.
– Eight parameter snapshots in each preset for real-time switching or automation.
– Host transport synchronization with support for tempo and time signature changes.

GRAPHIC INTERFACE
– Color-coded control elements with animated transitions between settings.
– Multiple utility functions for randomizing, cloning and time-shifting sequences.
– Fully hardware-accelerated rendering with support for Retina screen resolution.

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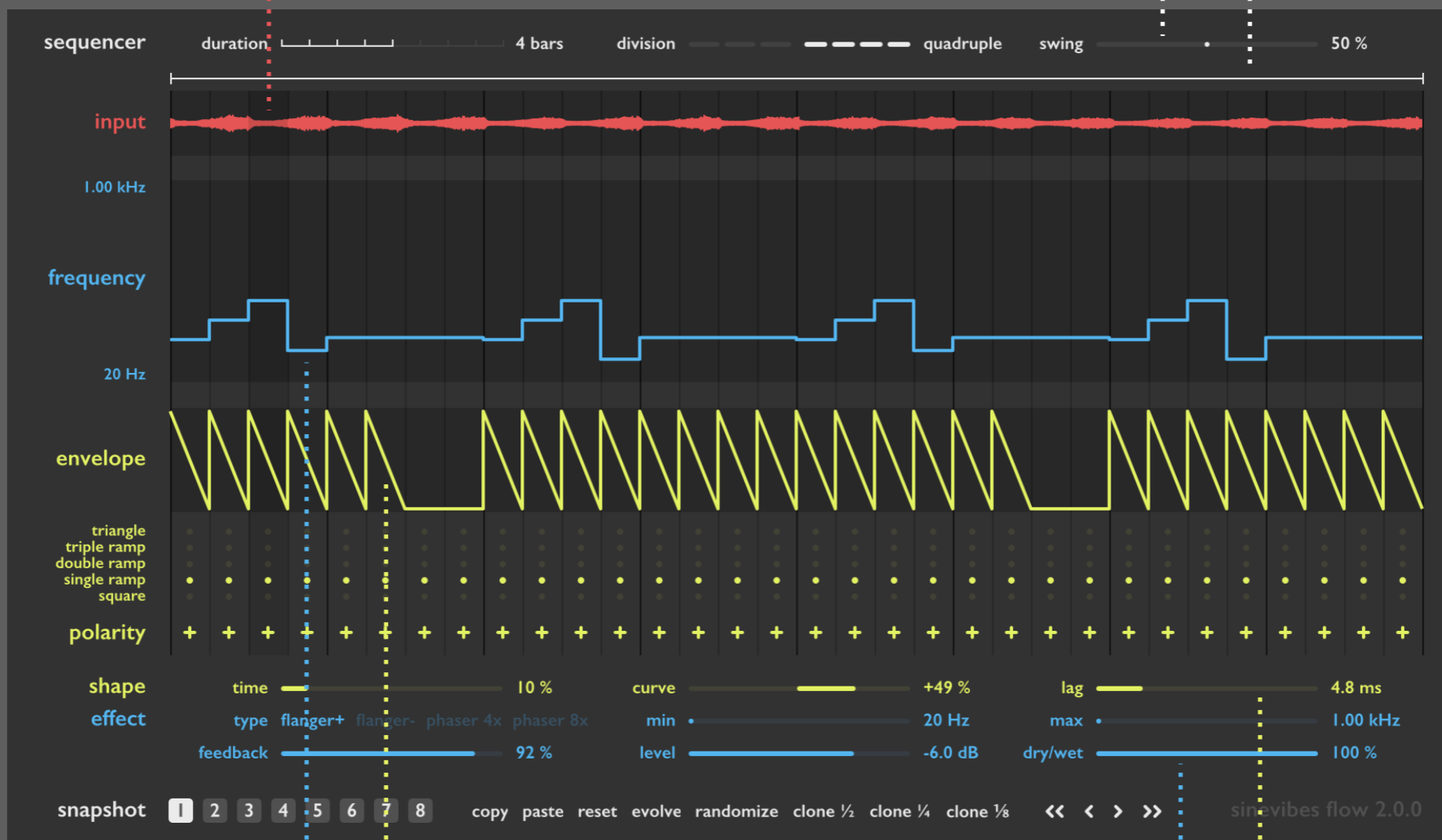– Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.

QUICK TIPS

① Start playback in your DAW to see the **input** audio waveform

② Adjust sequencer **duration**, **swing** and sequence **length** to match the audio

| sequencer | duration | | 4 bars | division | | quadruple | swing | | 50 % |

input

1.00 kHz

frequency

20 Hz

envelope

triangle
triple ramp
double ramp
single ramp
square

polarity +

shape	time		10 %	curve		+49 %	lag		4.8 ms
effect	type	flanger+ flanger- phaser 4x phaser 8x		min	·	20 Hz	max	·	1.00 kHz
	feedback		92 %	level		-6.0 dB	dry/wet		100 %

snapshot 1 2 3 4 5 6 7 8   copy paste reset evolve randomize clone ½ clone ¼ clone ⅛   ≪ ‹ › ≫   sinevibes flow 2.0.0

③ Apply different effect **frequency** and **envelope** settings on desired steps

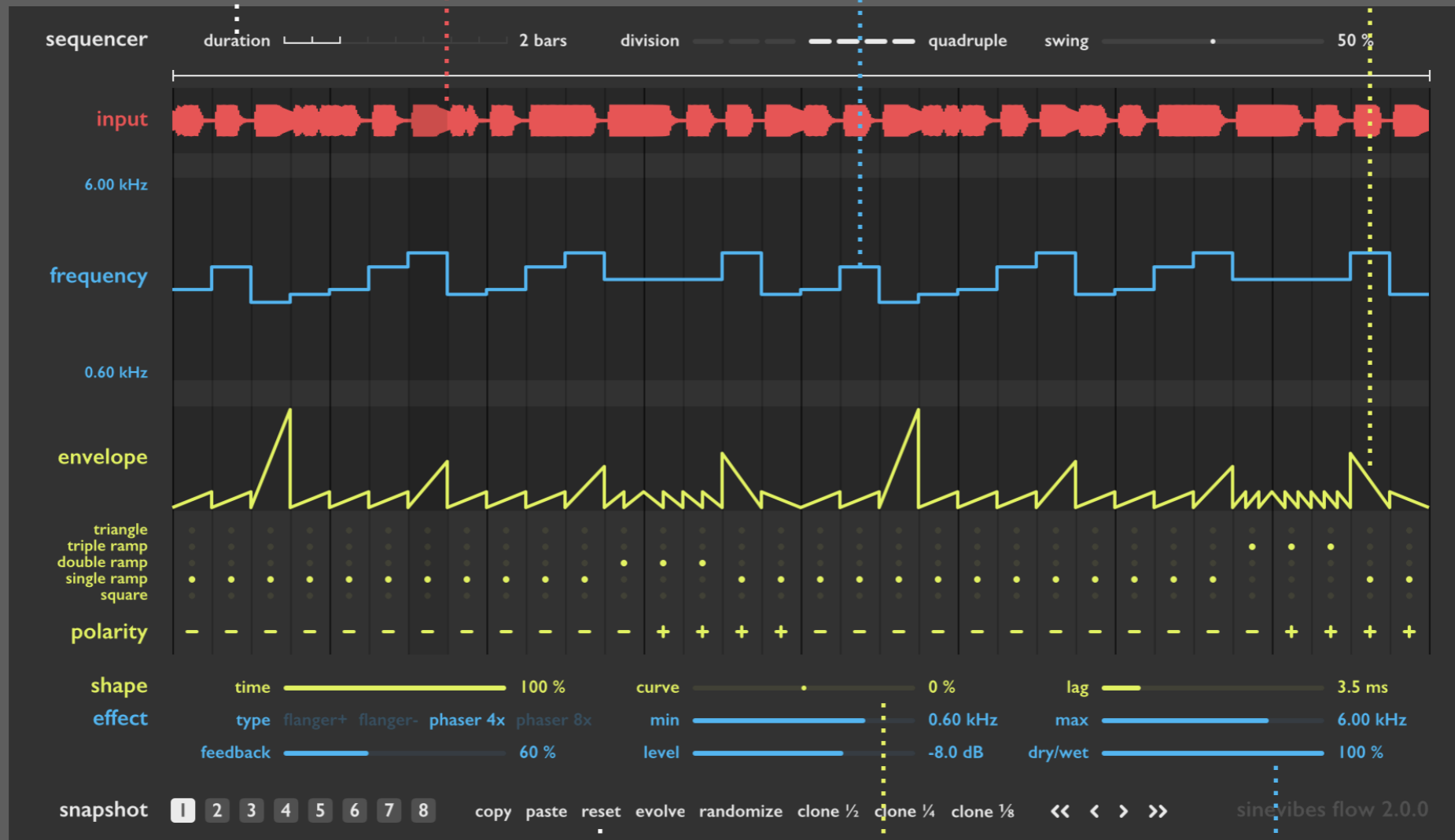④ Tweak **effect** and envelope **shape** parameters to fine-tune your sound

INTERFACE BREAKDOWN

STEP SEQUENCER SETTINGS   LIVE INPUT WAVEFORM   EFFECT FREQUENCY SEQUENCE   ENVELOPE SEQUENCE

sequencer   duration   ⊢—⊣   2 bars   division   quadruple   swing   50 %

input

6.00 kHz

frequency

0.60 kHz

envelope

triangle
triple ramp
double ramp
single ramp
square

polarity   — — — — — — — — — — + + + + — — — — — — — — + + + +

shape   time   100 %   curve   0 %   lag   3.5 ms

effect   type   flanger+   flanger-   phaser 4x   phaser 8x   min   0.60 kHz   max   6.00 kHz

feedback   60 %   level   -8.0 dB   dry/wet   100 %

snapshot   1   2   3   4   5   6   7   8   copy   paste   reset   evolve   randomize   clone ½   clone ¼   clone ⅛   «   ‹   ›   »   sinevibes flow 2.0.0

ACTIVE SNAPSHOT   SNAPSHOT FUNCTIONS   ENVELOPE SETTINGS   EFFECT SETTINGS

STRUCTURE & BASICS

snapshot

| |
|---|
| **sequencer** |
| ↓ |
| **envelope** |
| ↓ |
| **effect** |

Flow's structure starts with 8 parameter snapshots. Each **snapshot** is a separate preset on its own, it holds an entire set of plugin's parameters. Snapshots can be used in real time or via automation - for example, to switch between different sequencer patterns. A large number of functions is available to operate snapshots, such as *copy*, *paste*, *reset* to default settings, gradually *evolve* or completely *randomize* settings. It's possible to *clone* (repeat) one half, one-fourth or one-eighth of the sequencer pattern, and also *shift* it left or right by one step **‹ ›** or by one beat **« »** (clone and shift functions adjust their operation according to the sequencer division setting).

At the core of each snapshot a step sequencer that continuously loops in sync with the host's transport. The sequencer's loop has a variable **duration** - 1, 2, 4 or 8 bars, and each beat can have triplet or quadruplet **division**. The amount of steps can be adjusted between 1 and 32 with the sequencer **length** ruler. The **swing** ratio between odd and even steps can also be adjusted from 25% (negative swing) to 50% (no swing) to 75% (positive swing).

The timing of the sequencer drives the Flow's envelope generator. Per each step, it is possible to separately specify the **envelope level**, **envelope shape** (square, ramp, double ramp, triple ramp or triangle) and **envelope polarity**. Additional envelope parameters include decay **time**, envelope **curve** (from convex to linear to concave) and **lag** (amount of shape smoothing, from snappy to smooth to lazy).

Audio is processed by the selected **effect type**. The effects are flangers with positive or negative feedback, and phasers with 4 or 8 stages. The algorithm's **frequency** is specified per each step by the sequencer, then modulated by the envelope, and mapped according to **min** (20 to 1000 Hz) and **max** (1 to 20 kHz) range parameters. The flanger/phaser **feedback** can be adjusted from 0 to 99% (near self-oscillation), and its output **level** is then applied to compensate the increase of loudness with higher feedback values. Finally, the **dry/wet** balance adjusts the mix between the dry input signal and processed audio.
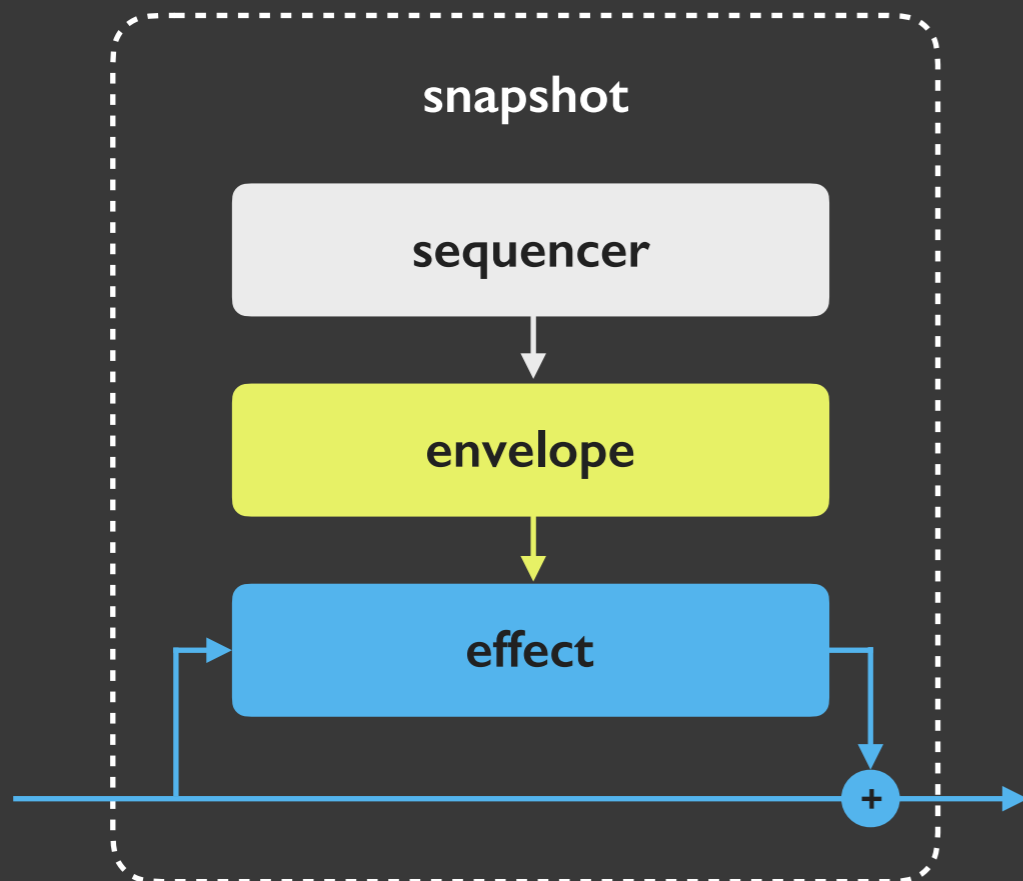
SEQUENCER SHORTCUTS

Flow's step sequencer has a vast number of built-in shortcuts available via modifier keys (*command*, *control*, *shift* and *option*) as well as force-touch (if your Mac's trackpad supports this feature). They can be used to automate many different actions.

frequency   *command-click or force-click*   adjust all steps at the same time
                control-click   adjust all steps in fixed increments
                option-click   set random frequencies on all steps
                shift-click & drag   relatively adjust all steps at the same time

envelope   *command-click or force-click*   adjust all steps at the same time
                option-click   set random envelope levels on all steps

envelope shapes   *command-click or force-click*   adjust all steps at the same time
                option-click   set random envelope shapes on all steps

envelope polarity   *command-click or force-click*   set all steps to positive polarity
                control-click   invert polarity on all steps
                option-click   set random polarity on all steps

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