ALIEN PLUGINS

ALIEN BREATH

USER MANUAL

Breathe life into dry synths and samples.



Alien Breath 1.0.2 • VST3 / AU / Standalone • macOS & Windows

1. Overview

Alien Breath is a single-purpose effect for the moment a synth or a sample sounds too clean, too still, too programmed. It listens to what comes in and adds three things together: BODY (saturation that follows the level, density that brings tails and quiet notes up, and bass harmonics that make a bass speak on small speakers), AIR (a harmonic exciter, presence and a lift on top - harmonics of its own on a dull sound) and BREATH (irregular movement: pitch drift in cents, a five-voice ensemble, three bands that swing across the stereo, and a level and top end that breathe), plus each CHARACTER's own channel-strip EQ. LIFE scales it all. Behind it sits an FX rack of nine effects (PUNCH, FILL, DRIVE, FILTER, MOD, PITCH, ECHO, SPACE, PUMP): the presets use it to make each sound a different KIND of thing - a tape machine, a dub echo, a pumping pad, a talking filter - and the FX page shows it and lets you tweak it.

It is safe by design: zero latency; LIFE 0 is a perfect bypass; the level is matched automatically, plus a small built-in lift while it is on (about +1 dB at LIFE 50 %, at most +1.7 dB at 100 %, and only into the headroom your sound leaves), so you hear the change, not just a louder copy; the sub never moves in pitch and stays mono (the drift moves only what is above a phase-safe 140 Hz split, the ensemble only what is above 160 Hz); the stereo movement disappears in mono; and a safety stage keeps the peaks under -1 dBTP by holding back only what the plugin added. The FX rack keeps the same rules: zero latency, LIFE 0 still bypasses everything, nothing touches the sub's pitch, and the echoes and spaces are high-passed so the low end stays mono and clean.



Alien Breath 1.0.2

2. The controls

Control	What it does
LIFE	The master amount (the knob on the alien's chest). Body, Breath and Air together. 0 % = untouched input.
CHARACTER	SUBTLE (tape-like: gentle squash, a clean bright top), WARM (tube-like: fuller low mids, bass harmonics, a darker top), AIRY (exciter, presence, wide shimmer), STRONG (driven, dense, bright, clearly alive), TRIPPY AF (an endless barber-pole phaser, frequency-shifted spiral echoes and side-only motion on top of a wide detuned ensemble; the sub stays put). TRIPPY AF has five FLAVOURS - the row of buttons over the head while it is on (see 2b).
BREATH	Depth of the movement: pitch drift (cents, never semitones), the ensemble voices, the stereo motion and the breathing level and top end - across its whole range: at 0 % there is no movement at all (tone only), at 100 % a deep, wide ensemble. It backs off on the attack of a hit, never for the whole sound.
BODY	Drive, density (tails and quiet notes come up), bass harmonics and the character's low end - real weight. 0 % = none, 50 % = the character's own, 100 % = past it (driven on purpose).
AIR	Sizzle and openness: an exciter, presence and the character's top. On a dull sound it grows a top of its own; on a sound that sits in the bass it steps back (a bass is dull by nature, and its peaks have no room).
MIX	How much of the effect. It scales the effect rather than blending a delayed copy, so it never flanges.
SPEED	How fast the movement wanders (x1/4 to x4).
WIDTH	How wide: the ensemble and the stereo motion, and up to +9 dB of side above 300 Hz - genuinely wide at 100 %. Under 50 % it narrows your sound too: 0 % is centred (mono). The additions are side only, so they disappear in mono. The sub under 120 Hz is folded to mono.
SENSITIVITY	How strongly it listens: how much it steps back on attacks and on quiet parts.
OUTPUT	A trim after the auto level match and the small built-in lift (both faded in with LIFE, so LIFE 0 stays untouched).
CALM	Slower, quieter animation and sleepier eyes. Remembered for every copy you open. Never changes the sound.

2b. TRIPPY AF's five flavours

With TRIPPY AF on, a row of five buttons appears over the head. Each picks which effect leads from LIFE 50 % up; SPIRAL's phaser and shifter stay underneath as support, well back, so each flavour is clearly itself. All of them except SPIRAL are steered by a chaos modulator (a Lorenz attractor, a logistic map and smooth random walks, a different one for every layer: 30 % of the movement at LIFE 50 %, 80 % at LIFE 100 %), so you can never count the loop. Everything happens above 120 Hz: the sub stays mono, steady and in tune. Zero latency, and the feedback can never run away.

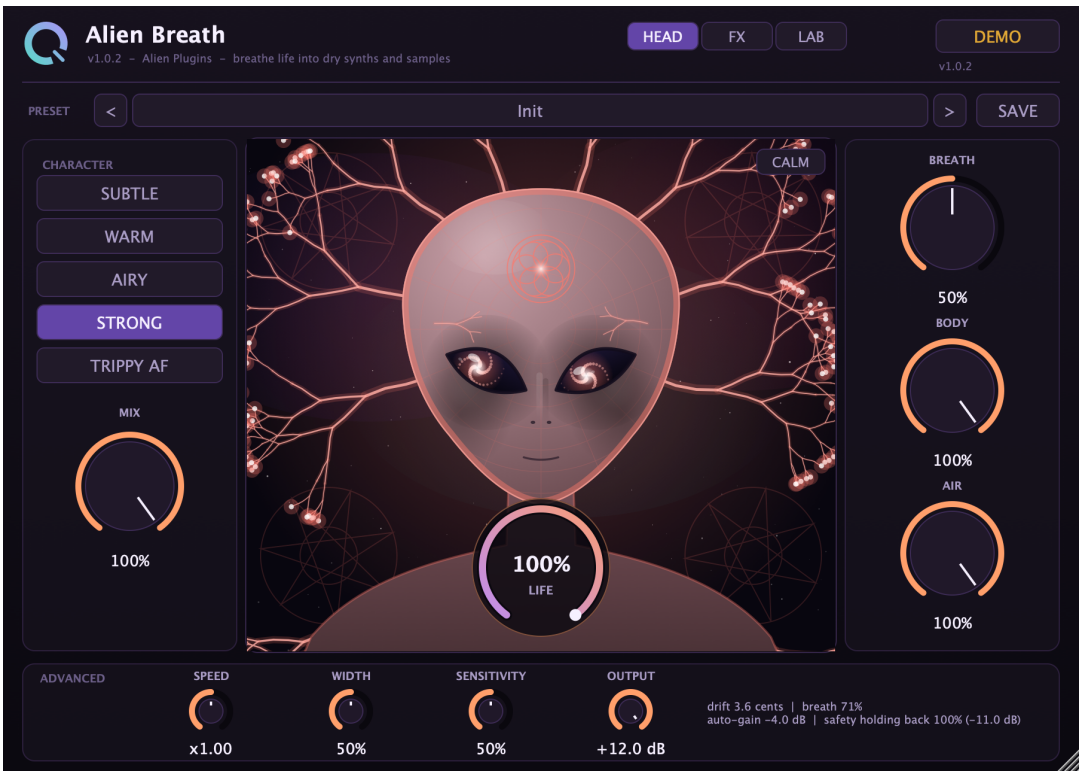
Flavour	What it does	What steers it
SPIRAL	The original TRIPPY AF: an endless barber-pole phaser, a frequency shifter and a 60-250 ms echo that shifts further on	BREATH: rise (above 50 %) or fall - and the further from 50

	every repeat (3 Hz at LIFE 50 %, 30 Hz at 100 %).	%, the deeper and faster. AIR: the echo's colour (dark dub to glass). BODY: how thick the spiral is (level, feedback, drive).
LIQUID	Every echo drips or zaps: a chain of 8 (LIFE 50 %) to 48 (LIFE 100 %) all-pass filters inside the echo, so each repeat chirps further, a 'pew' on attacks, and a vowel filter (a-e-i-o-u) that follows your playing - left and right say different vowels. 55 % to 70 % of it.	AIR: dark drip (0 %) to bright laser (100 %). BREATH: how much the vowels follow you.
HALO	Shimmer on the echoes only: a ladder of three upward shifts an octave apart that climbs forever (up to +25..+200 Hz at LIFE 100 %), and above LIFE 50 % an octave glow.	BREATH: the ladder climbs (above 50 %) or falls. SPEED: how fast.
MANTRA	A sound orbiting your head like a rotary speaker (a 2 ms Doppler delay, side only), changing gear by itself between a slow 0.8 Hz chorale and a 6.7 Hz tremolo; a second orbit above LIFE 80 %; slow o-u-a vowels chanting.	WIDTH: the orbit's size (0.2-1.5 ms). SPEED: the rotor.
GLITTER	Stutters and sparks from the last second: 20-120 ms grains, repeated 1-4 times, on every 1/16 of the host's tempo (or every 125 ms), backwards half the time at LIFE 100 %. Hits stay clean.	LIFE: how often (25 % to 60 % of the steps). SPEED: the grid.

3. The alien

The head in the middle shows what Alien Breath is doing - it only watches the sound, it never changes it.

- **LIFE:** the veins grow out from behind the head and the eyes open. At 0 % it sleeps.
- **BREATH:** the galaxies in the eyes turn, and the head breathes with the real movement.
- **BODY:** a fuller head. AIR: the colours drift faster, the vein tips glow, the stars twinkle.
- **Coral:** when the safety stage is working hard the face flushes coral - turn OUTPUT, BODY or AIR down a little, or the track feeding it.
- **Sleeping:** after a few seconds of silence the eyes drift shut. Press play.

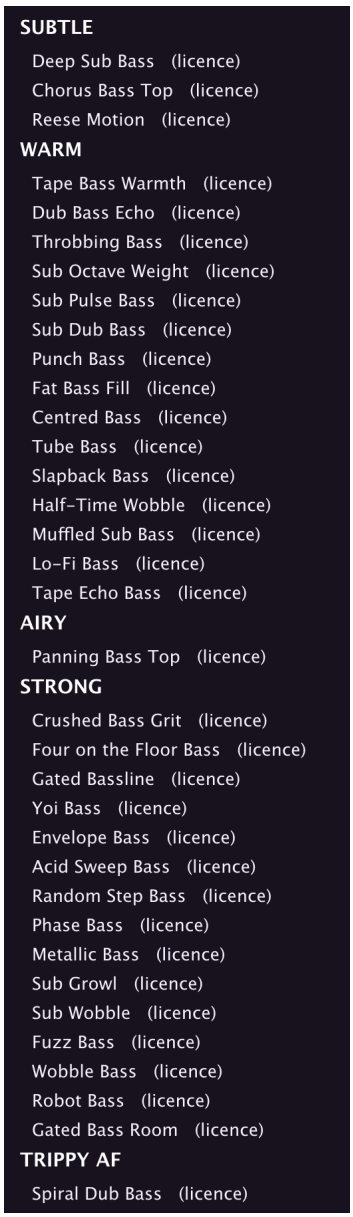


The coral flush: the safety stage is holding back what the plugin added.

4. Presets

Click the preset name for the library: 363 presets in 10 categories. Inside each category they sit under Character headings - SUBTLE, WARM, AIRY, STRONG, TRIPPY AF - so you can go straight to the colour you want; the TRIPPY AF category is grouped by flavour instead. < and > step through every preset in exactly the order the menu shows. Presets marked (licence) play with a licence; SAVE stores your own (licensed). Every preset is level-matched (plus the small built-in lift) and sounds finished on load. The library was designed from 39 sound ARCHETYPES - tape memory, lo-fi radio, dub echo, small-room glue, plate shimmer, rhythmic pump, tremolo, trance gate, vowel talk, auto-wah, filter drift, phaser, flanger, octave sparkle, sub weight, punchy hits, parallel fill, wide ensemble, mono focus, air lift, warm tube, fuzz, ping-pong, slapback, vibrato, ring-mod and robot voices, gated reverb, wobble, the next room, auto-pan, rotary speaker, shoegaze wall, glitch stutter, lo-fi and underwater, swell echoes, tape echo, breathing reverb, and TRIPPY AF with spiral echoes, halo shimmer and pulses - each made for different material. Each preset is measurably its own sound: rendered on six sources and compared with every other one - spectrum, width, the speed and rhythm of its movement, echo and room, punch - and none comes close to another.

A factory preset is the whole sound, like a pedal: it also sets the FX rack (the modules it uses, every other one off) and the LAB's EQ and Breath zone. Some use the EQ or the zone - a low cut on the sides so the width stays mono-safe, a presence lift, a softened top, the movement only above 2.5 kHz or only in the mids - and every other preset puts the EQ back to flat and the zone back to everywhere. Your own presets and your projects keep whatever EQ and zone you set.



The Bass submenu: its presets under Character headings.

Synths & Pads

Preset	Character	Demo	What it is for
Subtle Life	Subtle	yes	Gentle tape, a lifted top, a whisper of room: a dry synth stops sounding like a preset. Leave it on.
Dusty Sampler Pad	Subtle	-	A pad resampled at a low rate: soft aliasing dust over the chords.
Focused Pad	Subtle	-	A pad narrowed and densified - it stays out of the way.
Cassette Chords	Warm	-	Chords on a worn cassette: warm squash, a soft top and a slow, seasick wow.
Dub Chord Stab	Warm	-	Chord stabs with a classic dub echo trailing off into the dark.

Basement Pad	Warm	-	A warm pad in a dark basement room.
Breathing Chords	Warm	-	Chords that swell and fall every half note, in a warm room.
Auto-Wah Pad	Warm	-	A pad pumping into an auto-wah - it quacks on the beat.
Rich Pad Fill	Warm	-	A pad filled out in the middle: rich and dense.
Detuned Strings	Warm	-	A string-machine thickness from a single synth.
Warm Tube	Warm	-	A synth through a warm tube preamp: rounder, thicker, glowing.
Tube Pad	Warm	-	A pad glowing with tube harmonics.
Seasick Pad	Warm	-	A pad lurching up and down in pitch - deliberately seasick.
Analog Warmth	Warm	-	Tube drive and low-mid weight, a little drift: a thin digital pad turns analog.
Wobble Chords	Warm	-	Chords pulsing through a filter that opens on every off-beat.
Blurred Chords	Warm	-	Fuzzy chords smeared into a warm shimmer.
Underwater Synth	Warm	-	A synth sunk under water: dark, wobbling and wide.
Worn Echo Synth	Warm	-	A synth through a stretched tape echo, its pitch sagging.
Lo-Fi Chill Pad	Warm	-	A pad sampled off an old record: soft, dark and wavering.
Plate Bloom Pad	Airy	-	A pad that blooms into a long, shimmering plate.
Pulsing Pad	Airy	-	A pad gently swelling on every beat.
Trance Gate Pad	Airy	-	A pad pulsing through a sixteenth-note trance gate.
Choir Vowels Pad	Airy	-	A pad singing slow choir vowels into a plate.
Slow Filter Drift Pad	Airy	-	A pad whose filter slowly opens and closes.
Sample and Hold Pad	Airy	-	A pad stepping through random filter colours.
Phaser Drift Pad	Airy	-	A slow, deep phaser swirling through a pad.
Flange Pad Sweep	Airy	-	A pad with a very slow flanger sweep.
Octave Pad	Airy	-	A pad with an octave halo and a plate.
Bloom Pad	Airy	-	A pad with its attack softened so every chord blooms in.
Wide Ensemble	Airy	-	A pad spread into a wide, detuned ensemble.
Bright Pad Air	Airy	-	A pad with air and a high octave shimmer.
Wide Echo Pad	Airy	-	A pad with long, wide quarter-note echoes.
Cathedral Bloom	Airy	-	A pad rising into an endless, octave-shimmering space.
Glass Pad	Airy	-	A lean, glassy top on a pad that barely moves - cold, clear and still.
Lowpass Pad	Airy	-	A pad behind a resonant low-pass: soft, round and far.

Swirling Pad Pan	Airy	-	A pad drifting slowly across the speakers over two beats.
Rotor Pad	Airy	-	A pad slowly turning in a rotary speaker in a small room.
Dream Pop Pad	Airy	-	A pad melted into fuzz and shimmer - dreamy and blurred.
Pumping Plate Pad	Airy	-	A pad in a big plate that ducks and swells on every beat.
Sidechain Pump Pad	Strong	-	A pad pumping on every beat like it is ducked by a kick.
Gated Chords	Strong	-	Chords gated into a syncopated rhythm.
Step Filter Sequence	Strong	-	A synth sequenced by a filter jumping in eighths.
Fold Synth	Strong	-	A synth wave-folded into new, glassy-metallic harmonics.
Stereo Bounce Synth	Strong	-	A synth with eighth-note echoes ricocheting wall to wall.
Gated Synth Stabs	Strong	-	Synth stabs blown up by a gated room: huge, then gone.
Glitch Synth	Strong	-	A synth crushed and stuttered into a glitch sequence.
Machine Choir	Strong	-	A choir of robots singing slow vowels in a plate.

Bass

Preset	Character	Demo	What it is for
Deep Sub Bass	Subtle	-	A deep, round octave-down under the bass - mono and in tune.
Chorus Bass Top	Subtle	-	A chorused top on a bass; under 200 Hz nothing moves.
Reese Motion	Subtle	-	Deep, wide movement on the upper harmonics only - the sub under 250 Hz never moves.
Tape Bass Warmth	Warm	-	A bass through a hot tape machine: rounder, denser, the sub untouched.
Dub Bass Echo	Warm	-	A bass whose upper notes echo off into the dark; the sub stays dry.
Throbbing Bass	Warm	-	A bass that throbs in eighths.
Sub Octave Weight	Warm	-	A clean sub octave under the bass line: weight you feel.
Sub Pulse Bass	Warm	-	A sub octave pumping on the beat.
Sub Dub Bass	Warm	-	A dub bass: an octave down below, dark echoes above.
Punch Bass	Warm	-	A bass with a harder pluck on every note.
Fat Bass Fill	Warm	-	A bass whose harmonics are filled out - thick, the sub unchanged.

Centred Bass	Warm	-	A bass locked dead centre with a firmer pluck.
Tube Bass	Warm	-	Rich even harmonics on a bass - it speaks on small speakers.
Slapback Bass	Warm	-	A bass with a short slap on its upper harmonics.
Half-Time Wobble	Warm	-	A slow, heavy quarter-note wobble over a bass; the sub stays put.
Muffled Sub Bass	Warm	-	A bass heard through the floor: all thump, no edge.
Lo-Fi Bass	Warm	-	A soft, dusty, slightly wobbling bass from an old sampler.
Tape Echo Bass	Warm	-	A bass on warm tape with its upper notes echoing; the sub stays dry.
Panning Bass Top	Airy	-	A bass whose top swings left and right in eighths; the sub stays centred.
Crushed Bass Grit	Strong	-	Bit-crushed grit on top of a bass; the sub stays clean.
Four on the Floor Bass	Strong	-	A bass that ducks out of the way of every kick.
Gated Bassline	Strong	-	A long bass note turned into a rhythmic bassline.
Yoi Bass	Strong	-	A bass going 'yoi-yoi': fast talking formants above the sub.
Envelope Bass	Strong	-	The classic envelope-filter bass: each note quacks open.
Acid Sweep Bass	Strong	-	A resonant filter wobbling over a bass - squelchy and acidic.
Random Step Bass	Strong	-	A bass with a filter jumping in sixteenths.
Phase Bass	Strong	-	A bass with a phaser moving through its upper harmonics.
Metallic Bass	Strong	-	A bass with a hollow, metallic flange on top.
Sub Growl	Strong	-	Fuzz on top, a sub octave underneath: a growling bass.
Sub Wobble	Strong	-	A wobbling filter over a bass with a sub octave under it.
Fuzz Bass	Strong	-	A fuzz pedal on a bass: buzzing grit on top, the sub clean.
Wobble Bass	Strong	-	The classic eighth-note wobble bass: the filter yawns open and shut on the beat.
Robot Bass	Strong	-	A bass that talks like a machine; the sub stays clean.
Gated Bass Room	Strong	-	A bass whose upper notes burst into a gated room; the sub stays dry.
Spiral Dub Bass	TRIPPY AF / Spiral	-	TRIPPY AF Spiral on a bass's top with dub echoes; the sub stays put.

Leads & Plucks

Preset	Character	Demo	What it is for

Warped Tape Lead	Subtle	-	A lead on a stretched tape with a short dub echo behind it.
8-Bit Lead	Subtle	-	A lead from an old game console: few bits, hard edges.
Gate Sequence Lead	Subtle	-	A held lead sequenced by a gate, with echoes filling the holes.
Detuned Lead	Subtle	-	Fast, deep detune: one lead turns into a thick, moving unison.
Smoky Dub Lead	Warm	-	A tube-warm lead with long, smoky dub echoes.
Room Lead	Warm	-	A lead in a medium room: it sits back without a wash.
Vowel Talk Lead	Warm	-	A lead that talks: slow a-e-i-o-u vowels.
Breathing Filter Lead	Warm	-	A lead with a filter breathing in and out.
Phased Lead	Warm	-	A lead with a resonant phaser sweeping across it.
Flanged Lead	Warm	-	A lead with a metallic flange moving through it.
Slap Lead	Warm	-	A lead thickened by a single quick echo.
Muffled Lead	Warm	-	A lead heard through a wall, its echoes trailing behind.
Rotary Lead	Warm	-	A lead spinning in a rotary cabinet, driven and warbling.
Tape Echo Lead	Warm	-	A lead through a tape delay: warm, wobbling dotted repeats.
Lo-Fi Chill Lead	Warm	-	A soft, dusty lead swaying into a tape-dark echo.
Bright Plate Lead	Airy	-	A lead on a bright plate with a soft stereo echo.
Crystal Lead	Airy	-	A lead with a crystal octave singing over it.
Wide Lead	Airy	-	A lead spread into two slightly detuned voices.
Silky Lead	Airy	-	A lead with a silky, open top.
Ambient Swell Lead	Airy	-	A lead with no attack, swelling into shimmer - ambient guitar style.
Gated Pluck Burst	Airy	-	Plucks that burst into a bright room and snap back to dry.
Aquarium Lead	Airy	-	A lead bubbling behind glass, with soft echoes.
Swelling Lead	Airy	-	A lead with no attack, swelling into bouncing dotted echoes.
Pumping Hall Lead	Airy	-	A lead in a long hall pumping like it is sidechained.
Ducked Lead	Strong	-	A lead pumping in eighths with a bouncing echo.
Stutter Lead	Strong	-	A lead chopped into sixteenths - a hard stutter.
Quack Lead	Strong	-	A lead with a hard, resonant quack on every note.
Glitchy Step Lead	Strong	-	A resonant filter skittering over a lead in sixteenths.
Smack Lead	Strong	-	A pluck-lead with a sharp smack at the start of each note.
Loud Lead	Strong	-	A lead that feels loud without peaking.
Mono Lead	Strong	-	A centred, driven lead with no wobble at all.

Tube Lead Scream	Strong	-	A lead pushed hard into tubes: singing, screaming harmonics.
Fuzz Lead	Strong	-	A lead through a fuzz box: thick, buzzing, sustaining.
Lead Air	Strong	yes	Bite, sizzle, an octave of sparkle and dotted echoes bouncing left and right: leads and plucks.
Vibrato Lead	Strong	-	A lead with a quick, expressive vibrato.
Triplet Wobble Lead	Strong	-	A lead wobbling in triplets - a rolling, bouncing filter.
Hard Pan Lead	Strong	-	A lead jumping hard left and right in eighths.
Fuzz Cloud Lead	Strong	-	A doubled fuzz lead floating in a cloud of plate.
Skipping Lead	Strong	-	A lead skipping like a scratched disc in triplets.
Droid Lead	Strong	-	A lead from a talking droid: clanging, crushed and bleepy.

Guitars & Keys

Preset	Character	Demo	What it is for
Worn Reel Keys	Subtle	-	Keys on an old reel-to-reel: the pitch sags and swims, the top rolled off.
Wooden Room Pluck	Subtle	-	Plucks in a small wooden room, close and natural.
Surf Tremolo	Subtle	-	Fast surf tremolo with a splashy little room.
Wah Vowel Keys	Subtle	-	Keys with a tube bite and a slow talking wah.
Touch Wah Pluck	Subtle	-	Plucks that brighten as you hit them harder.
Sweeping Keys	Subtle	-	Keys with a gentle filter sweep across the stereo field.
Flanger Keys	Subtle	-	Keys with a quick, shimmering flanger.
Glass Bells Keys	Subtle	-	Keys ringing like glass bells.
Plucky Keys Punch	Subtle	-	Keys with a crisp attack on every note.
Narrow Keys	Subtle	-	Keys narrowed to the centre with a little top-end density.
Doubler Slap Pluck	Subtle	-	Plucks with a very short slap: an instant double.
Auto-Pan Keys	Subtle	-	Keys swinging gently from side to side on the beat.
Lo-Fi Study Keys	Warm	-	Late-night lo-fi keys: dusty, slightly crushed, in a small dark room.
Dub Skank Keys	Warm	-	Off-beat keys with dotted dub echoes bouncing behind them.
Live Room Keys	Warm	-	Keys played in a warm studio live room.
Tremolo Guitar	Warm	-	A guitar amp's tremolo in eighths: smooth, vintage, hypnotic.
Mouth Harp Pluck	Warm	-	Plucks twanging like a jaw harp.
Funk Wah Keys	Warm	-	Funky keys: every note opens a quacking wah.
Step Keys	Warm	-	Keys whose filter moves on every beat.

Phaser Funk Keys	Warm	-	Seventies keys with a quick, funky phaser.
Glue Keys Fill	Warm	-	Keys with the quiet notes lifted: even and glued.
Double Tracked Guitar	Warm	-	A guitar double-tracked wall to wall.
Tube Keys	Warm	-	Keys with tube warmth and a gentle growl when you dig in.
Ping-Pong Keys	Warm	-	Keys with triplet echoes bouncing across.
Rockabilly Slap	Warm	-	A tube-warm guitar with a fifties slapback.
Warbly Keys	Warm	-	Keys with a slow, warbling vibrato like a worn tape.
Piano Polish	Warm	-	Warm, tone-only polish for piano and keys, with a little extra air.
Gated Keys	Warm	-	Keys with a short, dense gated room - big without the wash.
Dark Room Keys	Warm	-	Keys played in the next room with the door half shut.
Rotary Organ	Warm	-	An organ through a fast spinning speaker: warble, swirl and tube grit.
Slow Rotor Keys	Warm	-	Keys on the slow rotor setting - a lazy, rolling swirl.
Drowned Keys	Warm	-	Keys played under water - soft, round and seasick.
Bowed Keys	Warm	-	Keys that sound bowed: the hammer gone, the note blooming into a plate.
Tape Echo Keys	Warm	-	Keys bouncing off a worn tape delay in triplets.
Lo-Fi Chill Keys	Warm	-	Late-night chill keys: dusty, dark and gently seasick.
Glass Plate Keys	Airy	-	Keys glittering on a long, glassy plate.
Crystal Plate Pluck	Airy	-	Plucks ringing out with an octave of air into a crystal plate.
Octave Sparkle Pluck	Airy	-	Plucks with a glittering octave above them.
Air Keys	Airy	-	Keys lifted at the top: open and airy.
Ping-Pong Pluck	Airy	-	Plucks bouncing left and right in eighths.
Shimmer Keys	Airy	-	Keys trailing a bright octave shimmer.
Volume Swell Guitar	Airy	-	Every note fades in like a volume pedal and trails into quarter-note echoes.
Ghost Swell Pluck	Airy	-	Plucks with their attack erased, drifting into dark echoes.
Ducked Shimmer Keys	Airy	-	Keys in a shimmer that pumps in eighths.
Fuzz Guitar	Strong	-	A wall of fuzz guitar.
Spinning Cab Guitar	Strong	-	A guitar through a rotating cabinet: thick and throbbing.
Shoegaze Wall	Strong	-	Fuzz, a slow jet swirl and a huge plate: a wall of guitar.
Halo Pluck Bloom	TRIPPY AF / Halo	-	TRIPPY AF Halo plucks blooming into shimmer and echoes.
Golden Shimmer Keys	TRIPPY AF / Halo	-	TRIPPY AF Halo keys, warm and golden in a shimmer.

Vocals

Preset	Character	Demo	What it is for
Vocal Booth	Subtle	-	A dry vocal placed in a small, flattering booth.
Instant Double	Subtle	-	A second performance next to the first: a natural double.
Choir Spread	Subtle	-	One voice spread into a wide, quick-moving ensemble; the lows stay centred.
Distant Vocal	Subtle	-	A voice from down the hall: dark, far away and roomy.
Rotor Vocal	Subtle	-	A voice through a spinning speaker - the classic late-sixties trick.
Submarine Vocal	Subtle	-	A voice from inside a submarine: muffled and swaying.
Old Reel Vocal	Warm	-	A voice from a dusty reel: warm, softened and gently wavering.
Dub Vocal Throw	Warm	-	A vocal thrown into a long, dark echo and a touch of plate.
Flanged Vocal	Warm	-	A vocal with a classic flanger sweep.
Dense Vocal	Warm	-	Every breath and syllable brought up: a dense, forward vocal.
Upfront Vocal	Warm	-	A dense, centred vocal that sits in front of everything.
Tube Vocal	Warm	-	A vocal through a tube channel: warm and present.
Slap Vocal	Warm	-	A vocal with a short, vintage slapback echo.
Sample Humanize	Warm	yes	Loops and one-shots that feel played, not pasted: drift, a gentle warble and a little room.
Tape Echo Vocal	Warm	-	A voice in a warm tape echo - every repeat a little darker.
Chill Vocal Chop	Warm	-	A vocal sample, crushed, darkened and wobbling.
Silver Plate Vocal	Airy	-	A vocal on a silvery plate with a polished top.
Pump Vocal Chop	Airy	-	Vocal chops pumping on the beat with a dotted echo.
Gate Stutter Vocal	Airy	-	A vocal stuttering through a sixteenth gate.
Breathy Wah Vocal	Airy	-	A vocal with a soft wah breathing with the words.
Swirling Vocal	Airy	-	A vocal swirling through a gentle phaser.
Shimmer Vocal Air	Airy	-	A vocal with a breath of octave air above the words.
Vocal Air	Airy	-	Breath and air on a vocal: it opens up at the top.
Bouncing Vocal	Airy	-	A vocal with dotted echoes bouncing across the stereo field.
Vibrato Vocal	Airy	-	A vocal with a fast, singer-like vibrato.
Ghost Vocal	Airy	-	A vocal followed by its own ghostly shimmer.
Gated Vocal Hits	Airy	-	Vocal shouts in a big bright room that closes the moment they stop.
Pan Vocal Chop	Airy	-	A vocal skittering between the speakers in sixteenths.

Hazy Vocal	Airy	-	A voice dissolving into warm haze and a long plate.
Swell Vocal	Airy	-	A voice whose words swell in and echo away.
Breathing Room Vocal	Airy	-	A voice whose reverb breathes in time with the track.
Pocket Radio	Strong	-	A voice from a tiny transistor radio: narrow, crunchy and centred.
Choppy Vocal	Strong	-	A vocal cut into choppy eighths.
Robot Choir	Strong	-	A voice turned into a wobbling robot choir.
Fuzzy Vocal	Strong	-	A distorted, megaphone-fuzz vocal.
Glitch Vocal	Strong	-	A voice broken into skipping, bouncing fragments.
Robot Mantra	TRIPPY AF / Mantra	-	TRIPPY AF Mantra on a voice: a robotic chant.
Heaven Gate Vocal	TRIPPY AF / Halo	-	TRIPPY AF Halo on a voice: angelic shimmer trails.

Drums & Percussion

Preset	Character	Demo	What it is for
Shaker Pulse	Subtle	-	Percussion with a fast sixteenth pulse running through it.
Step Hats	Subtle	-	Drums whose colour jumps with every sixteenth.
Phased Hats	Subtle	-	Drums swooshing through a phaser.
Soft Kit	Subtle	-	Drums with the edges rounded off and a longer ring.
Ping-Pong Hats	Subtle	-	Hats bouncing in sixteenths from side to side.
Drum Room	Warm	-	Drums in a lively wooden room, with the hits kept sharp.
Talking Drums	Warm	-	Drums that seem to speak, vowel by vowel.
Wah Drums	Warm	-	A breakbeat through an envelope filter - every hit sweeps.
Punchy Kit	Warm	-	Every hit pushed forward: snappy, punchy drums.
Long Ring Toms	Warm	-	Drums with the sustain pulled up: long, ringing toms.
Tube Drums	Warm	-	Drums through tubes: rounder, fatter, a little crunchy.
Gated Tom Fill	Warm	-	Toms in a giant room cut off dead - thunder that stops on a dime.
Through the Wall Drums	Warm	-	Drums heard through a wall: thuds and a dark room.
Tape Echo Snare	Warm	-	Drums with the snare spinning off into tape repeats.
Dusty Beat	Warm	-	A boom-bap beat off a dusty sampler: dark, crunchy, punchy.
Glitter Hats	Airy	-	Hats and cymbals sprinkled with an extra octave of sparkle.
Stereo Hats	Airy	-	Hats and percussion spread wide; the kick stays centred.
Arena Clap	Airy	-	Claps and snares in a stadium-sized room with a hard

			gate.
Ping Pan Hats	Airy	-	Hats and percussion flicking left and right in eighths.
Tape Crushed Drums	Strong	-	Drums slammed into tape: thick, glued and still punchy.
Bitcrushed Beat	Strong	-	A beat through a cheap sampler: crunchy bits, aliasing and snap.
Dub Snare Space	Strong	-	Drums with the snare echoing into a dark dub delay.
Garage Kit	Strong	-	A kit in a concrete garage: driven, boxy and roomy.
Plate Snare	Strong	-	Snare and toms sent to a bright plate - the classic big drum sound.
Bouncing Kit	Strong	-	Drums bouncing in eighths, with the hits pushed forward.
Glitch Gate Drums	Strong	-	Drums glitched by a broken-beat gate pattern.
Filter Wobble Drums	Strong	-	Drums with a wobbling filter riding over them.
Jet Drums	Strong	-	Drums flying through a jet flanger.
Snappy Snare	Strong	-	A hard, sharp snap on every hit with a tighter tail.
Thick Drums	Strong	-	Drums with the room and tails brought up: thick and huge.
Mono Kit	Strong	-	A tight, centred kit with snapping hits.
Fuzzed Drums	Strong	-	Drums fuzzed into a distorted, aggressive loop.
Slap Snare	Strong	-	A snare with a short slap doubling every hit.
Gated Snare Eighties	Strong	-	The huge eighties snare: a big room that slams shut after every hit.
Wobble Drums	Strong	-	Drums pushed through an eighth-note wobble filter.
Buffer Drums	Strong	-	Drums stuck in a stuttering buffer - glitchy fills on loop.
Cyborg Drums	Strong	-	Drums turned into clanking metal machinery.
Ring Spiral Drums	TRIPPY AF / Spiral	-	TRIPPY AF Spiral on drums with ring-mod clangs.
Glitch Groove	TRIPPY AF / Glitter	-	TRIPPY AF Glitter on drums, broken into a glitch groove.

Full Mix & Bus

Preset	Character	Demo	What it is for
Mixtape Bus	Subtle	-	A whole mix printed to tape: glue, warmth and a gentle wobble.
Small Room Glue	Subtle	-	Glue for a mix: a tiny room around everything and a little density.
Space Phaser Mix	Subtle	-	A slow phaser on the whole mix - a psychedelic interlude.
Airplane Mix	Subtle	-	The whole mix through a slow flanger - a fly-over.

Mastering Fill	Subtle	-	Gentle density on a finished track - louder-feeling, same peaks.
Open Top Mix	Subtle	-	A mix with its top end opened and filled.
Slap Mix	Subtle	-	A short slapback on the whole mix - vintage depth.
Wobbly Mix	Subtle	-	A whole mix gently wobbling in pitch above the bass.
Wide Swing Mix	Subtle	-	A whole mix swaying gently from side to side - the lows stay centred.
AM Broadcast Mix	Warm	-	A whole track as an AM broadcast: band-limited, crunchy and mono-ish.
Steppers Bus	Warm	-	A whole mix with a low, dark dub echo underneath - sound-system space.
Underwater Mix	Warm	-	A whole mix diving under water and coming back up.
Parallel Fill	Warm	-	Heavy upward density: the mix gets fuller and louder-feeling, the peaks untouched.
Tube Mix	Warm	-	A whole mix through a tube stage - warmth and weight.
Master Warmth	Warm	-	Analog warmth and weight on a finished track; no movement, no extra top.
Club Next Door	Warm	-	The party next door: muffled, boomy and roomy - the classic drop intro.
Swimming Pool Mix	Warm	-	A whole mix dropped into a swimming pool - the drop's intro.
Rainy Window Mix	Warm	-	A whole track turned into a rainy-day lo-fi tape.
Tape Echo Bus	Warm	-	A whole mix printed through a tape echo: warm, with dotted repeats.
Bus Ambience	Airy	-	A touch of air and early reflections on a finished track.
Plate Shine Mix	Airy	-	A whisper of bright plate on a whole mix: shine without a wash.
Sparkle Bus	Airy	-	A little octave sparkle on top of a whole mix.
Air Lift	Airy	-	An open, expensive top on a finished track.
Pumping Mix	Strong	-	The whole mix breathing on the beat - the club-master pump.
Tight Mix Punch	Strong	-	A whole mix with its drums pushed through: punch on the bus.
Mono Focus	Strong	-	A mix pulled to the centre: dense, punchy and solid.
Studio Polish	Strong	-	Tone only: a touch of Strong's density and smile. Subtle, on anything.
Sidechained Room Mix	Strong	-	A whole mix in a small room, pumping gently with the beat.
Gated Mix Snap	Strong	-	A whole beat with a short, punchy gated room around every hit.
Robot Mix	Strong	-	A whole track turned metallic and robotic - for transitions.

Glitch Mix	Strong	-	A whole track stuttering and skipping - an instant glitch edit.

Texture & Ambient

Preset	Character	Demo	What it is for
VHS Memories	Warm	-	A faded VHS soundtrack: heavy wow, a dull top and a little room.
Crunchy Grain Pad	Warm	-	A crushed, grainy pad melting into a dark plate.
Rooftop Dub Pad	Warm	-	A pad drifting through half-note dub echoes and a dark room.
Heartbeat Texture	Warm	-	A slow, heavy pulse like a heartbeat in a dark room.
Speaking Texture	Warm	-	A texture murmuring vowels into dark echoes.
Broken Tape Loop	Warm	-	A pad caught in a broken, warbling tape loop.
Wobble Drone	Warm	-	A drone with a resonant filter yawning once a bar.
Rotary Drone	Warm	-	A drone turning slowly in a rotary speaker.
Synth Pad Breath	Airy	yes	Slow, wide breathing, a doubled shimmer and a bright plate: pads and chords bloom; the lows stay centred.
Pulse Texture	Airy	-	A texture pulsing on the beat inside a bright plate.
Gated Shimmer	Airy	-	A shimmer wash chopped into a sparkling pattern.
Sunrise Sweep	Airy	-	A very slow filter rise and fall over a big plate - a sunrise.
Endless Phase Texture	Airy	-	An endlessly slow phaser on a texture, in a plate.
Fairy Dust	Airy	-	Octave sparkles bouncing left and right - magic dust.
Big Choir	Airy	-	A single voice turned into a wide choir in a plate.
Endless Pad Wash	Airy	-	A pad dissolved into a vast, dark wash.
Starfield	Airy	-	Twinkling octaves drifting through a starfield of shimmer.
Bar Wobble Pad	Airy	-	A pad whose filter slowly opens and closes once a bar, locked to the tempo.
Deep Sea Pad	Airy	-	A pad drifting in the deep: dark, slow-swaying, endless.
Gated Texture	Airy	-	A texture whose big room opens and shuts with it.
Muffled Drone	Airy	-	A drone behind a closed door, in a long dark hall.
Swell Cloud	Airy	-	Every note swelling into a cloud of echoes and plate.
Fold Texture	Strong	-	A texture folded into metallic overtones, in a plate.
Glitch Texture	Strong	-	A texture shattered into stuttering fragments.
Robot Texture	Strong	-	A metallic, clanging texture in a long plate.
Endless Spiral Pad	TRIPPY AF / Spiral	-	TRIPPY AF Spiral on a pad, echoing into a plate forever.
Cathedral of Light	TRIPPY AF / Halo	-	TRIPPY AF Halo in a vast cathedral of shimmering light.

FX & Transitions

Preset	Character	Demo	What it is for
Dub Siren Echo	Warm	-	Endless dark dub repeats that saturate and smear - ride it for throws.
Warped Tape FX	Warm	-	A melting tape: heavy pitch warble and saturation.
Runaway Tape Echo	Warm	-	A tape echo pushed to the edge of runaway - ride it for throws.
Underwater Drop	Warm	-	Everything plunged deep under water - the moment before the drop.
Riser Sweep	Airy	-	A resonant sweep with echoes - transitions and risers.
Echo Throw	Airy	-	A huge dotted-quarter echo throw for ends of phrases.
Infinite Riser	Airy	-	An endless rising shimmer for build-ups.
Pump Wash Riser	Airy	-	A huge shimmer wash pumping in sixteenths - a riser that breathes.
Next Room Riser	Airy	-	Deep behind a closed door - open the filter for the drop.
Swell Riser	Airy	-	Swelling notes, bouncing echoes and shimmer stacking into a rise.
Broken Speaker	Strong	-	A blown speaker cone: ugly, crushed and buzzing - a transition effect.
EDM Riser Pump	Strong	-	Sixteenth-note pumping and a sweeping filter - a build-up in a box.
Helicopter	Strong	-	Rotor blades: hard, fast chopping with a whirring phaser.
Morse Code	Strong	-	Beeping, ring-modulated gate stabs - a sci-fi transmission.
Wah Sweep FX	Strong	-	An extreme, screaming envelope sweep.
Computer Talk	Strong	-	A computer babbling: random resonant steps and ring tones.
Flanger Jet	Strong	-	A jet plane taking off: deep, resonant flanging.
Destroyed	Strong	-	Total destruction: fuzz folded to bits, echoing into the dark.
Wall of Noise	Strong	-	Everything at once: fuzz, jet swirl and an endless plate - noise for build-ups.
Stutter Edit	Strong	-	Sixteenth-note repeats chopped by a gate - an instant stutter edit.
Transmission	Strong	-	An alien transmission: high, wobbling ring tones bouncing away.
Wobble Siren	Strong	-	A screaming triplet wobble with a siren vibrato.
Gated Boom	Strong	-	A huge, driven room that stops dead - boom impacts.

Sideband Storm	TRIPPY AF / Glitter	-	TRIPPY AF Glitter with a wobbling ring modulator - a sideband storm.
Wobble Portal	TRIPPY AF / Liquid	-	TRIPPY AF Liquid wobbling through a talking portal.

Trippy AF

Preset	Character	Demo	What it is for
Metal Moon	TRIPPY AF / Spiral	-	TRIPPY AF Spiral through a ring modulator: a clanging metal moon.
First Sip	TRIPPY AF / Spiral	yes	The TRIPPY AF taster: the spiral, dark dub echoes climbing into a shimmer, a slow phaser. Turn Life up for more.
Spiral Staircase	TRIPPY AF / Spiral	-	TRIPPY AF Spiral with triplet echoes spiralling up the stairs.
Down the Rabbit Hole	TRIPPY AF / Spiral	-	TRIPPY AF Spiral falling through dark echoes and a sweeping filter.
Spiral Halo	TRIPPY AF / Spiral	-	TRIPPY AF Spiral, the barber-pole falling into a shimmer.
Psychedelic Pulse	TRIPPY AF / Spiral	-	TRIPPY AF Spiral pumping on every beat.
Mind Melt	TRIPPY AF / Spiral	-	Full Life, full Body, fast and as wide as it goes - TRIPPY AF at its most extreme.
Panning Spiral	TRIPPY AF / Spiral	-	TRIPPY AF Spiral flying left and right in eighths.
Rotary Trip	TRIPPY AF / Spiral	-	TRIPPY AF Spiral inside a spinning speaker.
Swell Trip	TRIPPY AF / Spiral	-	TRIPPY AF Spiral with every note swelling into echoes.
Alien Radio	TRIPPY AF / Liquid	-	TRIPPY AF Liquid as a crackling alien transmission.
Liquid Echoes	TRIPPY AF / Liquid	-	TRIPPY AF Liquid: dripping echoes bouncing left and right.
Strobe Mind	TRIPPY AF / Liquid	-	TRIPPY AF Liquid flickering through a strobe gate.
Underwater Trip	TRIPPY AF / Liquid	-	TRIPPY AF Liquid sinking under water.
Tape Trip	TRIPPY AF / Liquid	-	TRIPPY AF Liquid through a warbling tape echo.
Ring Bells	TRIPPY AF / Halo	-	TRIPPY AF Halo ringing like strange bells.
Halo Shimmer	TRIPPY AF / Halo	-	TRIPPY AF Halo melting into an endless shimmer.
Angel Ladder	TRIPPY AF / Halo	-	TRIPPY AF Halo climbing a ladder of octaves into the sky.
Halo Drone	TRIPPY AF / Halo	-	TRIPPY AF Halo droning on, vowels singing inside the shimmer.
Pumping Galaxy	TRIPPY AF / Halo	-	TRIPPY AF Halo pumping in eighths inside a shimmer galaxy.
Gated Galaxy	TRIPPY AF / Halo	-	TRIPPY AF Halo blown into a huge room that slams shut.
Shoegaze Trip	TRIPPY AF / Halo	-	TRIPPY AF Halo melted into fuzz and a long plate.

Breathing Halo	TRIPPY AF / Halo	-	TRIPPY AF Halo in a shimmer that breathes with the beat.
Mantra Echo Chant	TRIPPY AF / Mantra	-	TRIPPY AF Mantra chanting into long dotted echoes.
Tremolo Trip	TRIPPY AF / Mantra	-	TRIPPY AF Mantra pulsing in eighths.
Machine Mantra	TRIPPY AF / Mantra	-	TRIPPY AF Mantra chanted by a choir of machines.
Next Room Trip	TRIPPY AF / Mantra	-	TRIPPY AF Mantra heard through the wall of the next room.
Ring Glitter	TRIPPY AF / Glitter	-	TRIPPY AF Glitter with ring-modulated sparks flying off every note.
Glitter Echo Storm	TRIPPY AF / Glitter	-	TRIPPY AF Glitter in a storm of sixteenth-note echoes.
Trippy Gate	TRIPPY AF / Glitter	-	TRIPPY AF Glitter chopped by a sixteenth gate.
Glitter Stutter	TRIPPY AF / Glitter	-	TRIPPY AF Glitter stuttering in sixteenths.
Lo-Fi Trip	TRIPPY AF / Glitter	-	TRIPPY AF Glitter off a dusty, wobbling record.

5. The FX page

Click FX at the top of the window for the FX rack: nine effects, always in this order - the sound flows from 1 to 9, after the alien's own processing. Each card has a power switch, its modes (the buttons under the name), AMOUNT and two knobs whose names change with the mode (an echo's TIME reads 1/8D, a pump's RATE 1/4). The small picture shows what the module is doing right now. Each AMOUNT is the effect's own: an echo at AMOUNT 80 % is as strong at LIFE 30 % as at LIFE 100 % (LIFE scales the alien's own processing). MIX scales the effects with the rest (at MIX 50 % they play at about 70 %), and LIFE 0 % is still your sound untouched. Above AMOUNT 60 % the echoes and spaces go past their old maximum: louder, and stepping back less while you play. Presets set the whole rack; anything you change is an ordinary parameter (automatable, saved with your project and your own presets). Sessions made before the rack existed open with every module off - exactly as they sounded.



The FX page: nine modules in the order the sound flows through them.

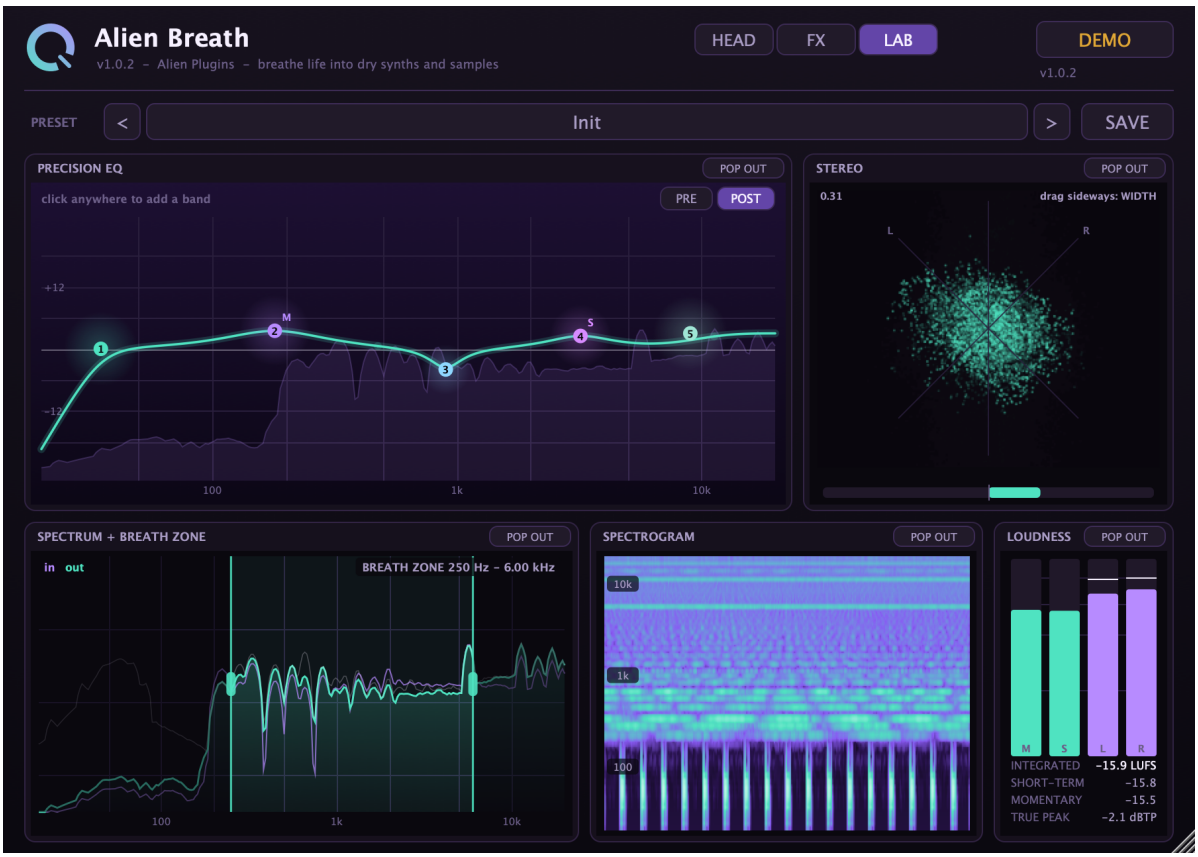
Module	Modes	What it does - and its two knobs
1 PUNCH	Punch, Snap, Soften	A transient shaper with no threshold: more attack on every hit (Snap: sharper and tighter), or softer edges and a longer ring (Soften). ATTACK, SUSTAIN (below the middle shortens the tail, above it lengthens it).
2 FILL	Full, Mids, Top	Upward density that never raises a peak: quiet parts come up, the loudest stay where they were. Mids leaves everything under 150 Hz alone, Top works only above 2 kHz. PUSH (how much the quiet parts come up: its first quarter thickens the wave itself, up to x2, above that whole quiet passages come up too, up to x10), RELEASE (fast and loud, or slow and glued). It works on dynamics: drums, basses, vocals, mixes - a held pad has little to lift.
3 DRIVE	Tape, Tube, Fuzz, Lo-Fi	A colour. Tape: soft saturation and a softer top, with WOW (pitch wow and flutter - only above 150 Hz). Tube: even harmonics, BIAS for more. Fuzz: clipping that FOLDs over into metallic overtones. Lo-Fi: CRUSH (12 to 3 bits) and DOWN (the sample rate, 24 to 2.4 kHz). Only what it adds above 90 Hz is kept: the sub stays clean.
4 FILTER	Sweep, Envelope, Steps, Vowel, Wobble, Low-Pass, High-Pass	A filter. Sweep: a slow LFO (RATE). Envelope: an auto-wah that opens as you play (SENSE). Steps: random jumps on the beat (RATE = 1/16 to a bar). Vowel: a-e-i-o-u formants (RATE, FOCUS). Wobble: a low-pass swung on the beat (RATE = 1/16 to a bar, with triplets). Low-Pass: fixed, dark - the next room (CUTOFF 200 Hz - 12.8 kHz). High-Pass: fixed, thin - a telephone, a small speaker (CUTOFF 150 Hz - 4.8 kHz; it takes the sub down too). RESO: the resonance. All but High-Pass work above 120 Hz.

5 MOD	Phaser, Flanger, Vibrato, Ring	Above 150 Hz: a 6-stage phaser (RATE, FEEDBACK), a flanger (RATE, DEPTH), a vibrato (RATE, DEPTH in cents) or a ring modulator (PITCH of the carrier, WOBBLE) - inharmonic on purpose.
6 PITCH	Octave Air, Doubler, Sub Octave	Octave Air: an octave above the top end (RANGE: where it starts, 0.7 to 3.2 kHz; WIDTH). Doubler: two voices 4 to 35 cents up and down, left and right (DETUNE, WIDTH). Sub Octave: exactly one octave under a bass line, mono (TONE) - it follows a single, steady bass note and fades out on chords or a full mix, so use it on basses.
7 ECHO	Stereo, Ping-Pong, Dub, Slap	Echoes locked to the host's tempo (120 BPM without one). TIME: 1/16 to 1/2, with triplets and dotted values (Slap: 60-160 ms). FEEDBACK: how many repeats. Dub is dark, saturated and slightly wobbling. The echoes step back while you play and bloom in the gaps, and nothing under 150 Hz is echoed.
8 SPACE	Room, Plate, Ambience, Shimmer, Gated	Room: early reflections and a short room. Plate: a bright, dense, long plate. Ambience: a short space for glue. Shimmer: a long space with an octave rising inside it. Gated: a big room that slams shut after each hit (LENGTH 90-400 ms) - the eighties drum sound. SIZE (and length), TONE (dark to bright).
9 PUMP	Duck, Tremolo, Gate, Pan	Rhythm on the beat: a sidechain-style duck, a smooth or choppy tremolo, a 16-step gate (PATTERN 1-8), or an auto-pan (the sound above 150 Hz swings from side to side; the sub stays in the middle). RATE: 1/16 to a bar. SHAPE: how long the duck holds, how square the tremolo or the pan is. It moves the whole sound, echoes and space included.

The head reacts too: ripples spread out behind it while an echo or a space rings, and its glow pulses with the pump. Picture only - the animation never touches the sound.

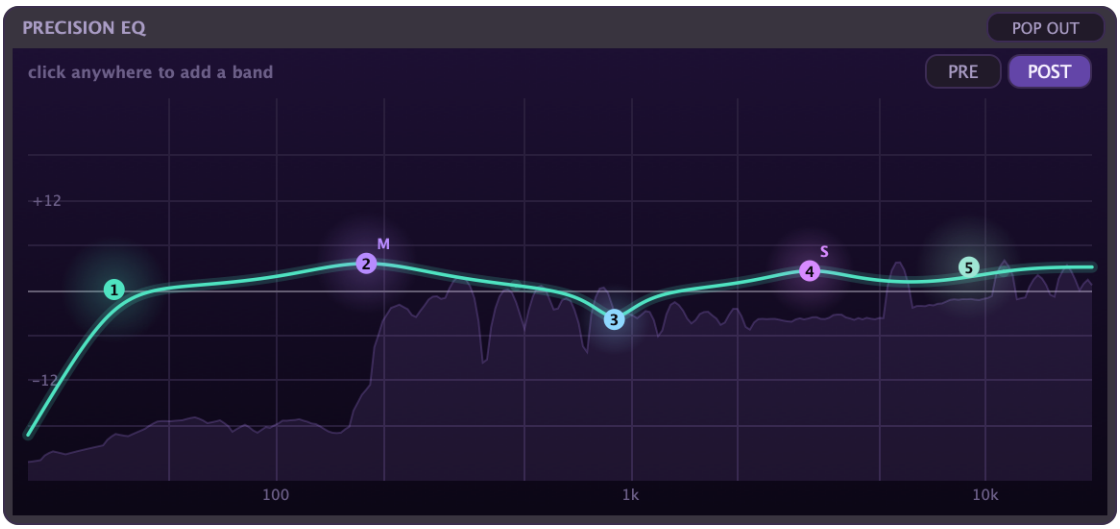
6. The LAB

Click LAB at the top of the window to swap the alien for five panels that show the sound - and let you change it from the pictures. Click HEAD to go back. Every panel has a POP OUT button: it opens in its own window, next to the plugin window and floating above it (as plugin windows float in Live and Logic). While it is out, its place in the LAB says so: BRING BACK docks it, SHOW WINDOW brings its window to the front. Closing that window docks it too. Pop-outs close with the plugin window and hide while the host hides it; the next time you open the plugin, every panel is docked. Nothing about the LAB is saved in presets or projects except the parameters it moves, which are ordinary automatable parameters - and they all work in the demo.



The LAB: the EQ and stereo on top; spectrum with the Breath zone, spectrogram and loudness below.

Panel	What it shows / what you can do
PRECISION EQ	Up to 8 bands: Bell, Low / High Shelf, Low / High Cut (12-48 dB/oct) and Notch, each on Stereo, Mid or Side. Click to add a band, drag it; wheel = Q (width), Cmd/Ctrl + wheel = gain, Shift = fine, Alt-drag = one direction only, double-click = delete, right-click = shape, slope and Stereo / Mid / Side. PRE puts the EQ before the effect, POST after it (the safety ceiling still holds). Zero latency. The sound is drawn behind the curve.
SPECTRUM + BREATH ZONE	What goes in (violet) and comes out (teal), tilted 4.5 dB per octave so a balanced mix looks flat, with a peak hold. The bright window is the BREATH ZONE: the effect acts only inside it - outside it you hear your input. Drag an edge, drag the middle to move it, wheel to widen; double-click = everywhere (the default). A factory preset sets it (most: everywhere).
SPECTROGRAM	The last seconds of the output, scrolling: time across, frequency up, brightness = level.
STEREO	A dot cloud: up = mono (mid), across = side. The bar below is the left / right correlation (+1 mono, 0 wide, below 0 out of phase). Drag it sideways to set WIDTH.
LOUDNESS	Momentary, short-term and integrated loudness (LUFS) and true peak (dBTP). Click it to reset.



The EQ: a teal curve, every band an orb whose halo shows its width.

7. Good to know

- **Bass:** the sub never moves in pitch: the drift moves only what is above a phase-safe 140 Hz split and the ensemble only what is above 160 Hz, so a bass WAV, a kick or a full mix is alive too, and its low end still in tune and mono.
- **Drums:** on the attack of a hit the movement backs off and Body and Air step back (SENSITIVITY), so hits stay tight.
- **Hot inputs:** on a sound already peaking near 0 dBFS (a raw saw, a loud bass WAV) there is little room for what the effect adds to its peaks; the level match turns it down to make room, the safety stage holds back the rest (coral), and the result can be up to about 4 dB quieter. A character that adds little loudness (AIRY) gives such a sound a little headroom instead of letting the limiter work all the time. It also gets little or none of the built-in lift (the lift only uses headroom that is there). Leave a few dB of headroom into it.
- **Tempo:** ECHO, PUMP and FILTER Steps follow the host's tempo and lock to its beat while it plays; without a host tempo they run at 120 BPM.
- **CPU and latency:** zero latency; about 2 % of one core per instance for the sound (about 3-4 % with a TRIPPY AF flavour at LIFE 100 %); each FX module adds 0.1-0.6 %, all nine at once about 5 % in all. The animated window costs more while it is open; CALM or closing the window brings it down. The LAB only measures while it is showing - on the HEAD page, or with the window closed, it costs nothing.

Installing

macOS

Unzip "Alien Breath - macOS Install.zip" and double-click "Alien Breath Installer.pkg". It installs the VST3 and Audio Unit plug-ins and the standalone app, signed and notarized by Apple - no Gatekeeper warning. Apple Silicon and Intel, macOS 10.15 or later.

Windows

Unzip "Alien Breath - Windows Install.zip" and run "Alien Breath Installer.exe". It installs the VST3 plug-in to Program Files\Common Files\VST3 and the standalone app. 64-bit Windows 10 or 11.

Windows warning: Windows may show "Windows protected your PC" the first time you run the installer. Click More info, then Run anyway. It appears for new software until Windows has seen enough installs of it.

Rescan plug-ins in your DAW afterwards if it does not appear straight away.

The demo, and registering

Demo: the full sound - every control works, all five CHARACTERS included, with no time limit and nothing silenced. Five of the factory presets play in the demo (Subtle Life, Synth Pad Breath, Lead Air, Sample Humanize and the TRIPPY AF taster First Sip); a licence adds the rest of the library and saving your own presets. A project made with a licence opens in the demo with its sound intact.

To register, click DEMO at the top right, enter your name and licence key exactly as they appear on your purchase - copy and paste both - and press Activate. Everything opens straight away, with no need to reopen anything. Licences, support and the latest version are at https://alienplugins.com.

Troubleshooting

- **It isn't in my DAW:** rescan plug-ins, and check you are looking among effects, not instruments.
- **My key doesn't work:** the key only works with the exact name it was issued to. Copy and paste both from your purchase email.
- **I hear nothing change:** LIFE or MIX is at 0 %, or nothing is playing (the alien is asleep).
- **The bass doesn't move:** on purpose - the low end never drifts in pitch.

Version history

1.0.2 - LAB pop-out windows float above the host. SUBTLE, WARM and STRONG push a little harder in the middle of LIFE, and the output is a touch louder while the effect is on: a small built-in lift on top of the level match (about +1 dB at LIFE 50 %). The knobs reach further: BREATH 0 % is tone only and 100 % a deep ensemble, BODY and AIR go past their old maximum, WIDTH under 50 % narrows to centred, and inside TRIPPY AF BREATH, BODY and AIR steer the trip; the five flavours are further apart. The FX rack and the FX page: nine effects behind the alien (punch, fill, drive, filter, mod, pitch, echo, space, pump), all zero latency. Each FX follows its own AMOUNT (not LIFE), with wider ranges and new modes: Wobble, Low-Pass and High-Pass filters, a Gated room, an auto-Pan. A factory library of 363 presets built from 39 sound archetypes, each measured against every other, that set the FX rack, the EQ and the Breath zone.

1.0.1 - packaged, never published: 400 factory presets, 40 in every category, and the preset menu grouped by Character (Subtle / Warm / Airy / Strong / TRIPPY AF; TRIPPY AF's own category by flavour).

1.0.0 - packaged for release, never published (152 presets).