

SphereQuad Manual



SphereQuad - a Unique Multi-Effect Plugin.

Introduction

SphereQuad is a unique multi effect plugin.

It combines state of the art stereo flanger, phaser and chorus effects, together with a specially designed analog style filter attached to a step sequencer.

Giving an extreme variety of stereo special effects.



The Effects

This part contain a flanger, phaser, chorus and a step sequencer to control the filter. Click on the name of the effect to show its parameters.

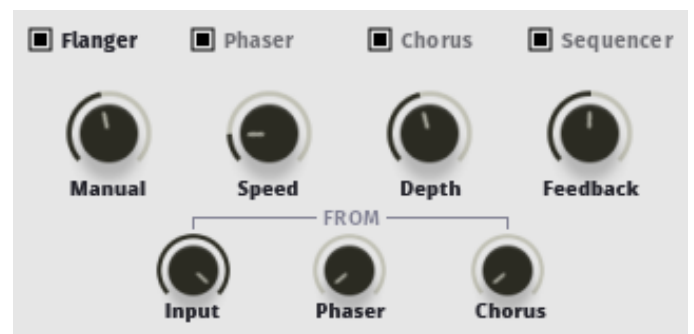
Each effect have an On/Off switch to enable or disable it. If you don't use a specific effect, you can switch it off to save CPU.

Flanger, Phaser and Chorus

Manual – for flanger and chorus it sets the delay time center of modulation, for the phaser it sets the center frequency of the comb filter modulation.

Speed – the speed of the LFO.

Depth – the amount of LFO modulation.



From – what signals are going into the effect. Each effect can get from the input signal and from the output of the 2 other effects.

16 Step Sequencer

16 Steps – you can click, drag or draw to adjust all the steps.

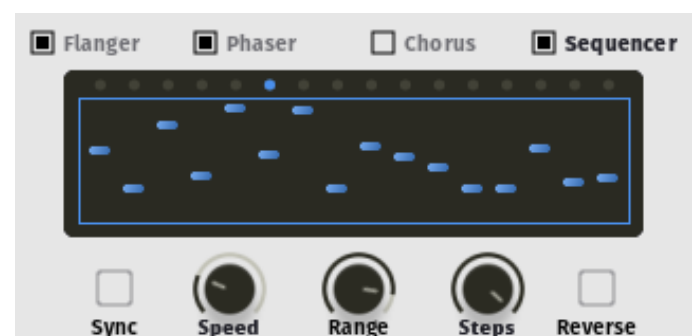
Sync – sync the sequencer speed to the host tempo.

Speed – sets the speed of the sequencer.

Range – the amount the sequencer will modulate the cutoff frequency of the filter.

Steps – the amount of active steps (1-16).

Reverse – change the working direction of the sequencer to run backwards.



Mixer & Output Section

Mixer (To Filter) – Contain 4 faders, mixing the different signals that goes into the filter section.

Saturation – add tube style saturation at the output of the filter.



Bypass – shutting the effect off and let you hear the sound being fed at the input.

Dry/Wet – mixing between the processed signal and the input signal.

Filter Section

Stereo Filter – an analog style 24db/oct variable state stereo filter, which can be controlled by the 16 step sequencer.

Sync – in sync mode there are mutual controls for the Left and right channels, when sync is off you get different controls for the left and right channels.

LFO – with variable wave shape and bpm sync.

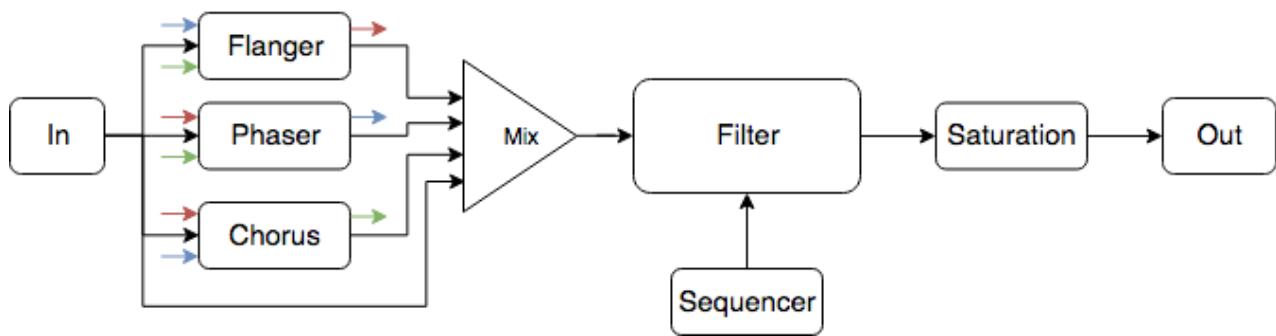


Envelope Follower – following the transient of the filter input signal to modulate the filter cutoff.

Waveform – a responsive waveform lets you see visually the cutoff modulation state at any give moment by changing the color respectively.



Basic Block Diagram for a single channel



- The input signal split into the 3 effects.
- The output of each effect can be sent to the other effects input.
- The output of the effects and the input signal then mixed and goes into the filter.
- The filter can be modulated by the 16 step sequencer.
- At the output stage of the filter there is a tube style saturation.
- The signal goes out back to you DAW.

Tips & Tricks

- By giving you complete control of the routing, you can sets the effects in any structure you like (a few examples in the image).

- Use the sends and feedback control responsibly.

Parameters Behavior

- Click on any knob to see its value.
- Double click any knob to reset it to its default state.
- In the sequencer section you can click and drag any step to change its value or just click below or above the step and it will jump to the clicking point. You can also click and draw to multiple steps simultaneously.

Installation

- Make sure to remove first any previous or demo version you might have.