

afterimage

SPECTRAL MEMORY PROCESSOR



afterimage captures, smears and replays spectral traces, creating evolving textures from your sound.

CONTROLS

- Exposure** How much of the input is captured into the spectral memory.
- Decay** Controls how long the traces linger and fade.
- Drift** Adds movement and spectral shift to the memories.
- IN / OUT** Input and output level controls.

IDEAS TO TRY

- Turn a simple piano or synth into an evolving ambient pad.
- Add subtle trails to vocals or guitar.
- Use high exposure and long decay for dreamy transitions.
- Automate drift for shifting, cinematic textures.

misremember

MEMORY DEGRADATION ENGINE



misremember degrades, rearranges and reconstructs your sound, turning the familiar into something new.

CONTROLS

- Age** Introduces wear, noise and character over time.
- Fragments** Breaks the sound into pieces and rearranges them.
- Mix** Blends the processed signal with the original.
- IN / OUT** Input and output level controls.

IDEAS TO TRY

- Make clean loops sound like old tape or vinyl.
- Create glitchy, stuttering rhythms.
- Use a low mix for subtle lo-fi character.
- Automate age for evolving textures over time.

wrong room

SPATIAL DISPLACEMENT PROCESSOR



wrong room places your sound in impossible spaces, bending reality with unique spatial processing.

CONTROLS

- Size** Sets the scale of the space from intimate to infinite.
- Shape** Morphs the character of the space (real → twisted → impossible).
- Mix** Blends the effected signal with the original.
- IN / OUT** Input and output level controls.

IDEAS TO TRY

- Turn drums into huge, evolving environments.
- Find unusual spaces for vocals or synths.
- Create otherworldly transitions and risers.
- Combine with automation for moving spaces.

gravity

SPATIAL ATTRACTION PROCESSOR



gravity pulls, orbits and shapes your sound, creating movement and depth with a unique sense of space and motion.

CONTROLS

- Mass** Controls the strength of the attraction (tighter → wider).
- Orbit** Sets the movement and resonance of the orbiting elements.
- Mix** Blends the effected signal with the original.
- IN / OUT** Input and output level controls.

IDEAS TO TRY

- Add gentle movement to pads and drones.
- Create swirling, rhythmic effects.
- Use high mass for deep, resonant textures.
- Automate orbit for evolving, cosmic soundscapes.

negative space

INVERSE AMBIENCE ENGINE



negative space removes, inverts and reshapes ambience, revealing the hidden details in your sound.

CONTROLS

- Absence** Removes and carves space from the signal.
- Contour** Shapes the inverse ambience (tight → sharp → expand).
- Mix** Blends the effected signal with the original.
- IN / OUT** Input and output level controls.

IDEAS TO TRY

- Remove reverb from a mix to reveal clarity.
- Create ghostly, isolated textures.
- Use on drums to make space for other sounds.
- Automate contour for evolving negative spaces.