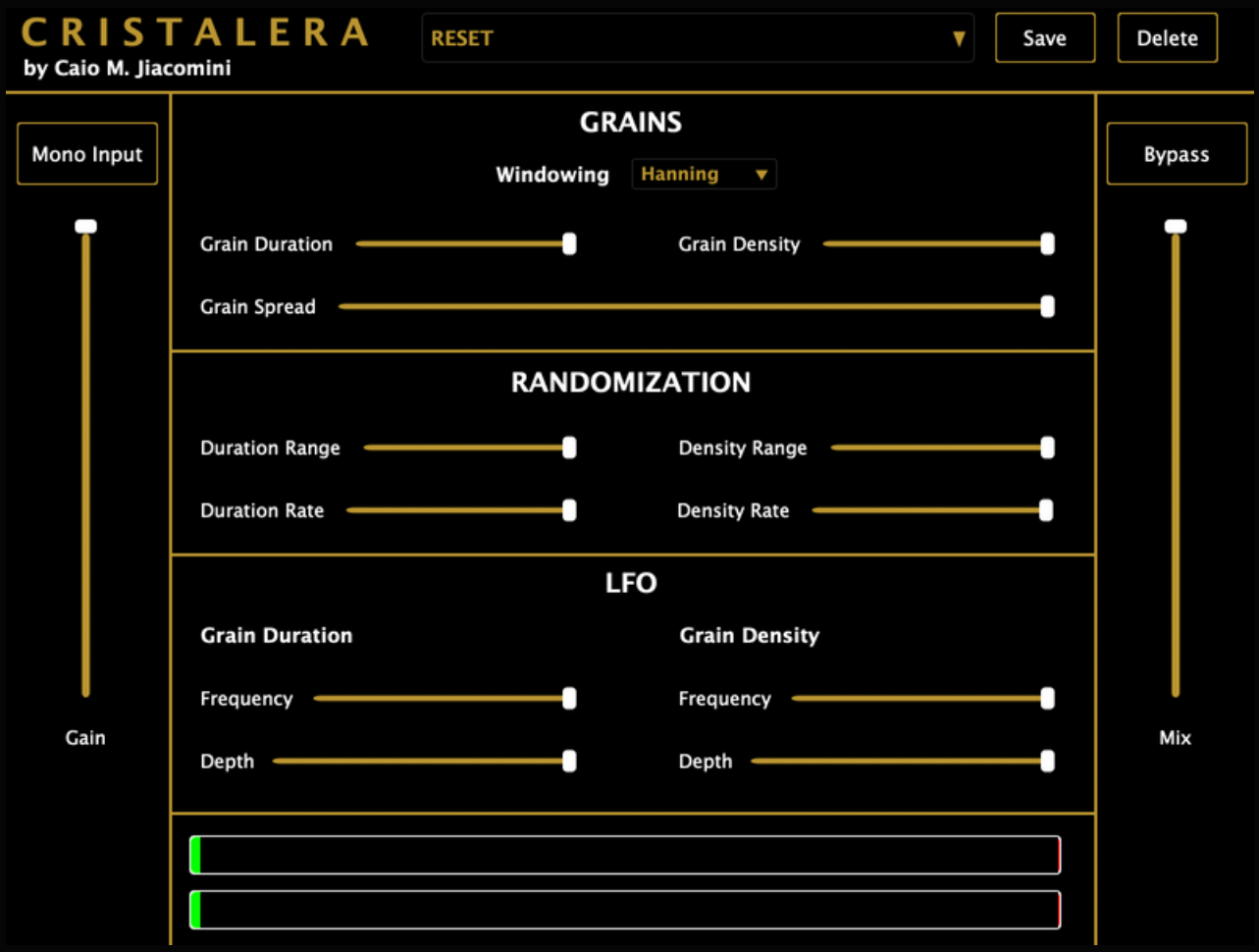
CRISTALERA

by Caio M. Jiacomini



User Manual

About Cristalera

Cristalera is a granular glitch effect audio plugin designed to generate free flowing textures developed by Caio M. Jiacomini (that's me).

This effect was developed with the Csound language and the Cabbage Audio front-end. If you are interested, the source code can be found in a GitHub repository here.

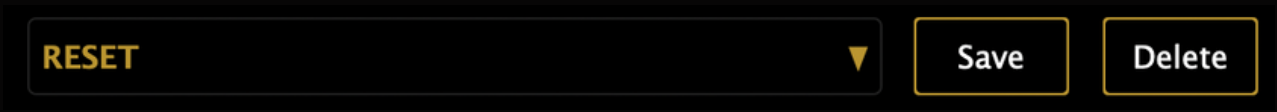
If there are any doubts after reading this, feel free to email me at caiojminiaudio@gmail.com.

General Instructions

Double click a parameter to reset its value.

Scroll with the mouse wheel to fine tune a parameter's value.

Presets

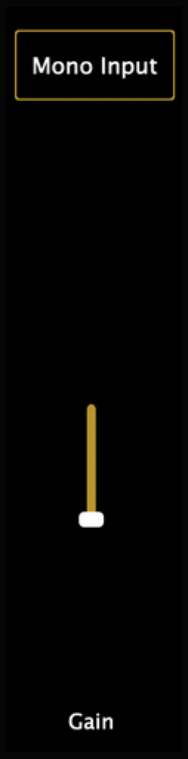


Use the dropdown menu to browse and select presets.

Click the **Save** button to save the current configuration as a preset. If you save a preset with the same name as an already existing one, it will overwrite that preset.

Click the **Delete** button to delete the currently selected preset.

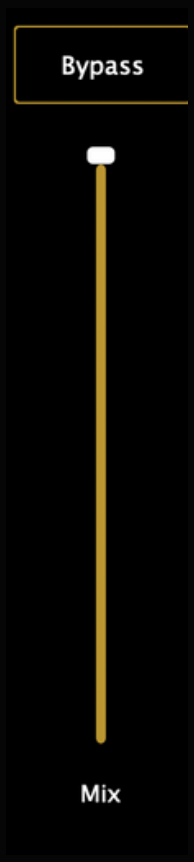
Input



Mono/Stereo Input: changes between reading the dry signal as a mono or stereo source. This is only useful if the **Mix** slider in the output section is not set to fully wet.

Gain: alters the level of the signal going though the effect. Values are in dB.

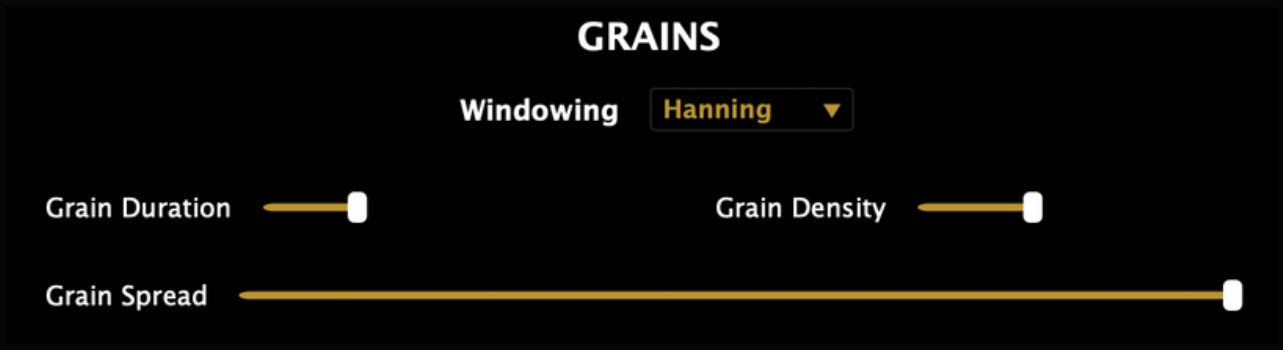
Output



Bypass: disables the plugin so the audio output is unaltered.

Mix: determines the balance between the unaffected signal (dry) and the affected signal (wet). If the mix value is 1 only the wet signal is heard and if the value is 0 only the dry signal is heard.

Grains



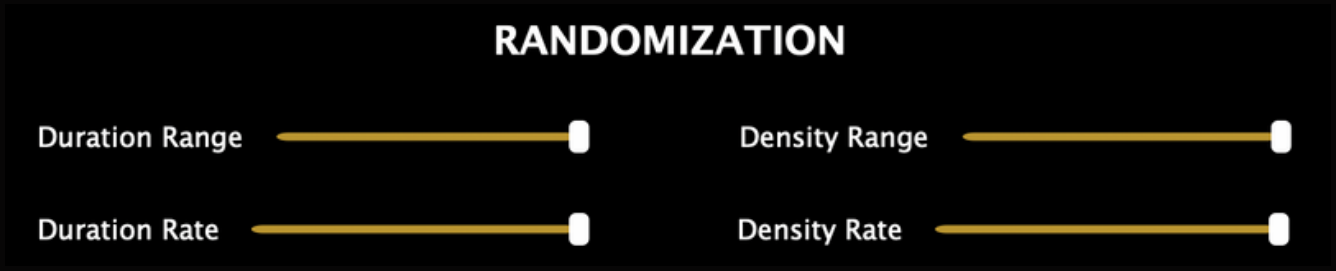
Windowing: selects the shape of the amplitude envelope applied to each individual grain.

Grain Duration: determines how many seconds each grain lasts.

Grain Density: determines how many grains are generated per second.

Grain Spread: determines the stereo width of the instrument, with each grain being assigned a random pan position according the grain spread value .

Randomization



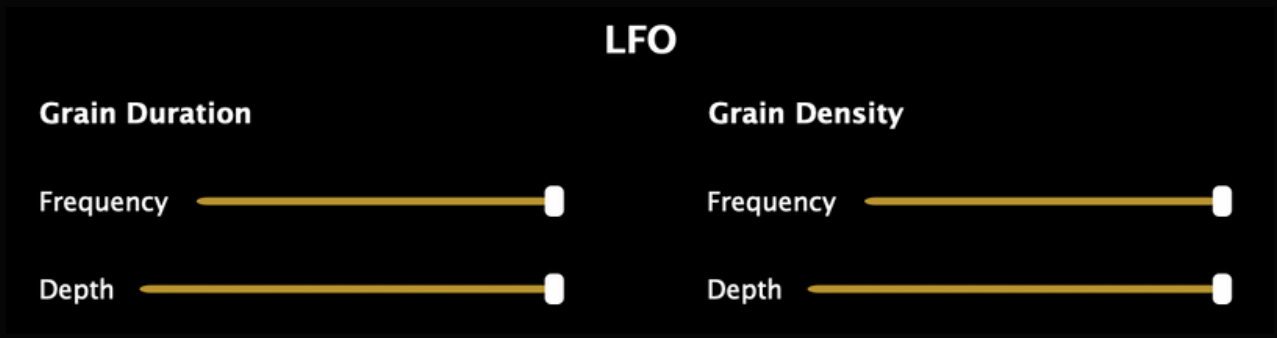
Duration Range: determines the randomization range for the Grain Duration parameter. Ranges are always between the defined value and its negative.

Duration Rate: determines how fast new random values are generated for the Grain Duration parameter.

Density Range: determines the randomization range for the Grain Density parameter.

Density Rate: determines how fast new random values are generated for the Grain Density parameter.

LFO



Cristalera provides two Low Frequency Oscillators that modulates the Grain Density and Grain Duration parameters. Both LFOs use a sine wave for modulation.

Frequency: determines the frequency of the LFO in Hertz.

Depth: determines the the value range for the LFO between the defined value and its negative.