Curtis

a waveset-segment-glisson granurator audio plugin (VST3/AU) for Intel-based Mac and Windows

version 1.0.0

Introduction

Curtis is a waveset-segment-glisson granulator. Unlike normal granulators, the plugin segments the incoming audio signal along the zero-crosses and does not apply any windowing functions that may destruct the characteristics of the original sound. The segmented snippets of audio signal are cached and played back with specified number of time and order from the different stereo positions with *glissandi*. This process creates a particle-like sound effects with radical transformation of the original sound by keeping the sonority of it.

Limitations

Curtis works only the SR is equals to or above 44100 Hz. The plugin is mute if the SR is below 44100 Hz.

Visualizer
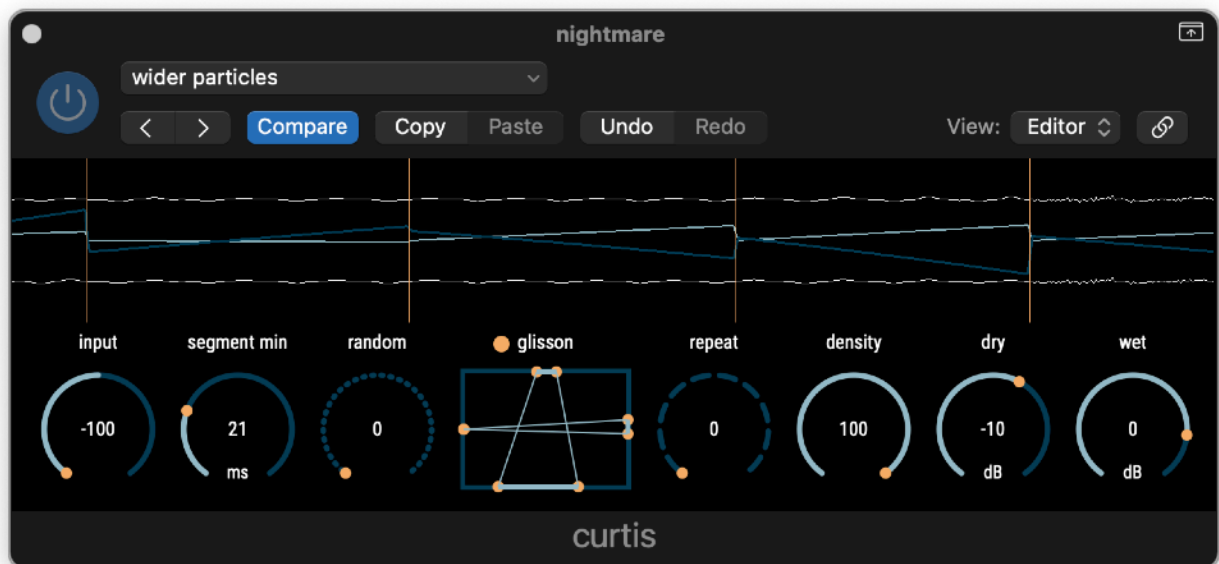
The top part of the GUI displays how the segments are played back by the plugin. The orange vertical line indicates the segment, the dark blue line shows the movement of the phantom source (top = left / bottom = right), the light blue line illustrates the changing pitch during the playback of the each segment (top = +2 Octave / bottom = -2 Octave). The two while line shows the waveforms of the stereo output.

Parameters

There are 13 parameters in curtis. All parameters can be automated by the host DAW software.

Category	Descriotion	Unit
input	The plugin monoralize the stereo input before the processing. This parameter control the balance between left and right channel for the monoralization.	
segment min	curtis caches segments of incoming audio signal. This parameter determines the minimal length of a segment.	ms
repeat	The number of repetition of the segment playback	
random	If this parameter is zero, the granulator plays back only the most recently cached segment. if this parameter is above zero, it randomly chooses a segment to be played back from the previously cached N segments.	
glisson	If this is enabled, *glissandi* and dynamic panning are applied to each playback of the segments.	on/off
start pitch (Min/Max)	The range of the pitch of the playback at the beginning of the playback	semitone
end pitch (Min/Max)	The range of the pitch of the playback at the end of the playback	semitone
start position(Min/Max)	The range of position of the phantom source at the beginning of the playback	
start pitch (Min/Max)	The range of position of the phantom source at the beginning of the playback	
density	The probability of segment playback	percentage
dry	The level of original signal	
wet	The level of processed signal	

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