**EZ Modulator**

**Introduction**

EZ Modulator is an Audio Unit for iOS. It is based around three different types of modulation effects – chorus, phase and flange. All three are based around subtly (and not so subtly) modulating the input sound, but all differ in the way in which it is affected.

This application is a container for the AU and its documentation. EZ Modulator needs to be used within an AU host or DAW application.

EZ Modulator is designed to be instantly usable, whilst giving a deep range of sounds. The interface is simple and is made for experimentation and playfulness.

**Editing Parameters:**

All three modules share the same basic controls – the XY Pad, mix, input/output gain and widen controls.

XY Pad – The XY pad is at the heart of EZ Modulator. It affects different parameters in each of the three modules. It is designed for experimentation and aims to move the user away from knob fiddling and over tweaking. A basic explanation would be the higher, the more intense!

Mix – Controls the gain of the input signal (dry) and affected signal (wet). 0% is only dry, and 100% is only wet. Modulation FX often have similar amounts of wet and dry to create an even deeper sound.

Input and output gain – Input gain controls the level of the signal before going into the FX – by pushing this up, the sound will begin to develop a saturated analogue style warmth. You can then rebalance the signal with the output gain, which doesn’t affect the sound, only it’s level.

Widen – For those who need extra depth. Widen separates the left and right signals and subtly pitches them – can give a serious width to pads and sustained sounds but can lose clarty and punch when used on short percussive sounds.

**EZ Delay**

**Introduction**

EZ Delay is an Audio Unit for iOS. It is based around three different types of delay effects – simple – which simply repeats the signal; ping pong - which bounces the signal between the left and right channels; and reversed which reverses the input before applying a delay.

This application is a container for the AU and its documentation. EZ Delay needs to be used within an AU host or DAW application.

EZ Delay is designed to be instantly usable, whilst giving a deep range of sounds. The interface is simple and is made for experimentation and playfulness.

**Editing Parameters:**

All three delays share the same basic controls – the XY Pad, mix, and input/output gain controls.

XY Pad – The XY pad is at the heart of EZ Delay. It is designed for experimentation and aims to move the user away from knob fiddling and over tweaking. Moving the control along the x-axis controls the time of each repeat, and along the y-axis controls how many times the repeat is heard (feedback). A maximum y value will cause the sound to get louder, and should be used with care, especially with short delay times.

Mix – Controls the gain of the input signal (dry) and affected signal (wet). 0% is only dry, and 100% is only wet.

Input and output gain – Input gain controls the level of the signal before going into the FX – by pushing this up, the sound will begin to develop a saturated analogue style warmth. You can then rebalance the signal with the output gain, which doesn’t affect the sound, only its level.

**EZ Filter**

EZ Filter is an Audio Unit for iOS. It is based around five different types of filter effects. Each changes the frequency of the input sound in different ways.

There are two low-pass filters, which only allow low frequencies through; a bandwidth filter, which only allows sounds from the specified frequency; a high-pass filter, which takes out low frequencies; and a resonant filter, which adds tones to the sound, and can turn percussive beats into pitched instruments.

This application is a container for the AU and its documentation. EZ Filter needs to be used within an AU host or DAW application.

EZ Filter is designed to be instantly usable, whilst giving a deep range of sounds. The interface is simple and is made for experimentation and playfulness.

**Editing Parameters:**

All five filters share the same basic controls – the XY Pad, LFO mod, LFO rate mix, and input/output gain controls.

XY Pad – The XY pad is at the heart of EZ Filter. It is designed for experimentation and aims to move the user away from knob fiddling and over tweaking. Moving the control along the x-axis controls the fundamental frequency of the filter, and along the y-axis controls the resonance of the filter. A high resonance will cause the sound the become distorted and intense.

LFO Mod and LFO Rate – LFO, or low frequency oscillation, modulates the frequency of the filter, which can give the sound an undulating, moving feeling. Mod controls how wide the LFO sweeps, and rate controls how quickly it sweeps.

Mix – Controls the gain of the input signal (dry) and affected signal (wet). 0% is only dry, and 100% is only wet.

Input and output gain – Input gain controls the level of the signal before going into the FX – by pushing this up, the sound will begin to develop a saturated analogue style warmth. You can then rebalance the signal with the output gain, which doesn’t affect the sound, only its level.

**EZ Reverb**

EZ Reverb is an Audio Unit for iOS. Reverb is a widely used, and highly useful effect, for giving your mixes depth and creating a sense of space in your productions.

This application is a container for the AU and its documentation. EZ Reverb needs to be used within an AU host or DAW application.

EZ Reverb is designed to be instantly usable, whilst giving a deep range of sounds. The interface is simple and is made for experimentation and playfulness, so that the user is not bogged down with an excess of parameters.

**Editing Parameters:**

EZ Reverb has six editable parameters – the XY Pad, pre-delay time, colour, mix and input/output gain controls.

XY Pad – The XY pad is at the heart of EZ Reverb. It is designed for experimentation and aims to move the user away from knob fiddling and over tweaking. Moving the control along the x-axis controls the stereo pan of the sound – perfect for creating interesting effects where the dry sound is heard on one side and the reverberated effect jumps to the other. Moving along the y-axis controls the length of the reverb – from extremely short to a practically infinite, frozen type effect.

Pre-delay time – controls the amount of time between the dry sound and wet sound being heard. Very useful for maintaining distinctness and making sure the sound does not get too muddy.

Colour – changes the brightness of the reverberated sound.

Mix – Controls the gain of the input signal (dry) and affected signal (wet). 0% is only dry, and 100% is only wet.

Input and output gain – Input gain controls the level of the signal before going into the FX – by pushing this up, the sound will begin to develop a saturated analogue style warmth. You can then rebalance the signal with the output gain, which doesn’t affect the sound, only its level.

**EZ Crusher**

EZ Crusher is an Audio Unit for iOS. It is based around four different types of distortion effects. Each degrades and affects the signal in different ways.

The saturation module will give an analogue style crispy warmth; the distortion is a much more extreme breaking up of the signal; the bitcrush degrades the signal in a digital and harsh way; and the phase distortion creates interesting frequency modulated crunch.

This application is a container for the AU and its documentation. EZ Crusher needs to be used within an AU host or DAW application.

EZ Crusher is designed to be instantly usable, whilst giving a deep range of sounds. The interface is simple and is designed for experimentation and playfulness.

**Editing Parameters:**

All four distortion modules share the same basic controls – the XY Pad, noise, mix, and input/output gain controls.

XY Pad – The XY pad is at the heart of EZ Crusher. It is designed for experimentation and aims to move the user away from knob fiddling and over tweaking. Each module responds differently to the changes in position but for the most part up and right is more intense!

Noise Level – adds a tape style hiss to the track, to give extra warmth.

Mix – Controls the gain of the input signal (dry) and affected signal (wet). 0% is only dry, and 100% is only wet.

Input and output gain – Input gain controls the level of the signal before going into the FX – by pushing this up, you can achieve even more intense distortions. You can then rebalance the signal with the output gain, which doesn’t affect the sound, only its level.

About:

EZ Reverb

Check out other EZ FX and more:

[www.kailin.co.uk](http://www.kailin.co.uk)

with thanks to AudioKit

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