

KLANGBLUT

AUDIO MANIPULATION SOFTWARE
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MANUAL

ABOUT

Klang_Bild is a stand-alone software that allows the user to layer and edit audio, similar to a Digital Audio Workstation (DAW).

A special feature is that layers can interact with each other using different blend modes.

Coming from a design background, I am familiar with the concept of layers and blend modes in image editing programs such as Photoshop or Gimp.

My good friend Lennart Hinz and I transferred this concept to audio editing, not to create a "new", "fancy" way of audio editing and mixing, but rather a different way of creating sound.

A new, different approach to being creative in audio.

What does multiply or a content aware fill sound like? Find out for yourself!

visit us on GitHub:
github.com/klaaskleee/Klang_Bild

GET STARTED

5 timelineRuler

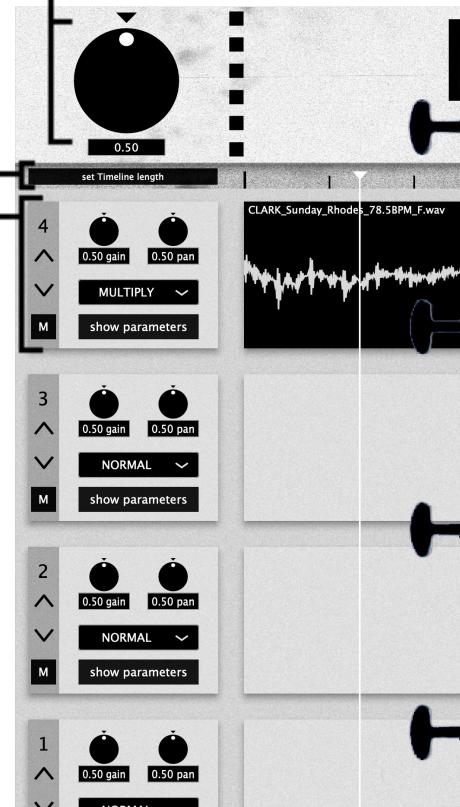
- setLength** here you can set a new timeline length in seconds
- ruler** this shows the timeline in seconds
- playHead** shows current position in your time line
you can change the position by clicking somewhere inside the playheadRuler

6 layer-controls

- layerNumber** shows layer index
- move up/down** moves the current layer up or down
- mute** mutes the current layer
- gain/pan** change gain and pan of the current layer
- blendmode** select a blend mode
default is "NORMAL"
for additional information on blend modes, see the following pages
- parameters** if a blend mode supports additional parameters, you can display them here

1 volume

set master volume of this application



2 control buttons

play/pause [space]

stop ["/s"]

loop ["/l"] repeats playback from beginning if the playhead reaches the end of the timeline

record if clicked, everything you do will be recorded until you press record again.



3 audiometer

this shows the current energylevel of the left and right outputchannels

this is not a loudness meter

4 timecode

this shows the current position of the playhead in seconds

7 layer-wave

the waveform of the respective layer is displayed here

you can move waveforms by dragging

delete

deletes current audio from the layer

import

here you can import audio (WAV and mp3 are supported)

NORMAL

blendmode

“NORMAL” is the default blend mode.
You hear every layer unchanged.

This blendmode has no additional parameters.

**blendmodes will be applied
from bottom to top**



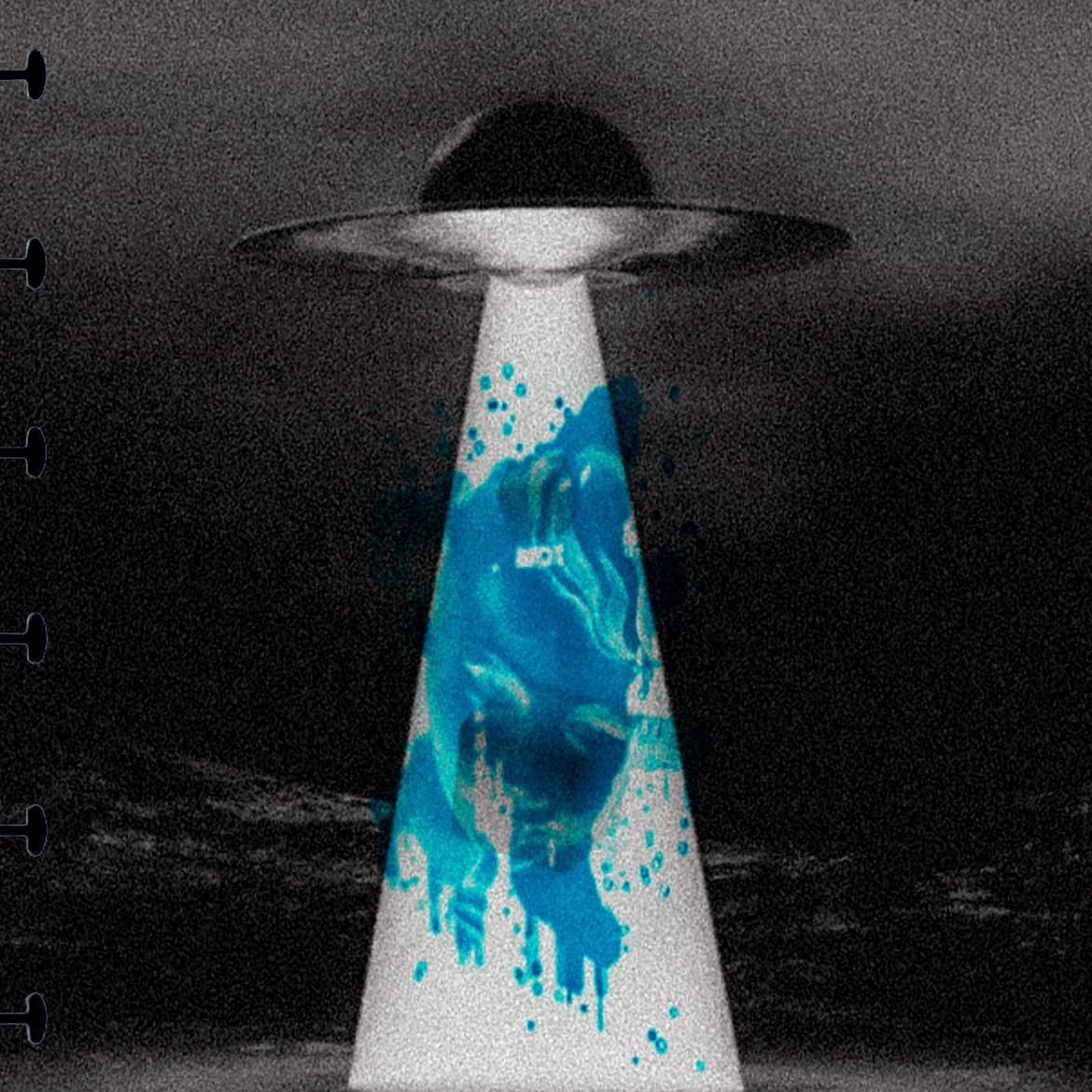
MULTIPLY

blendmode

Unlike the “normal” blend mode, where the signals are added together, the signals are multiplied here.

Sounds how the corresponding blendmode of a image manipulation software looks like

This blend mode has no additional parameters.



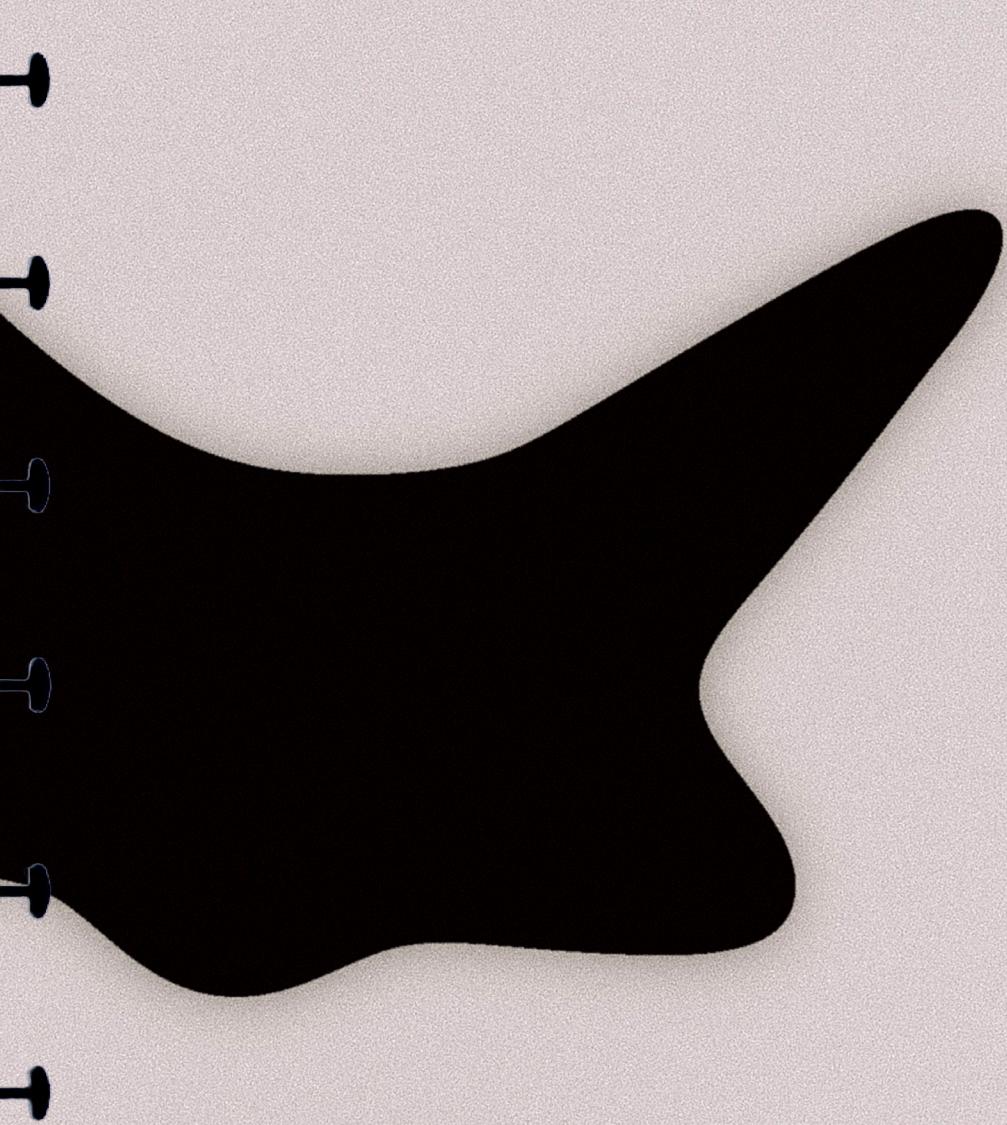
SODA

MASK

blendmode

This blendmode masks the volume of the underlying layer based on its own volume.

This blend mode has no additional parameters.



BLUR

blendmode

The amplitude of this layer influences the cut-off frequency of a HP/LP filter.

This blendmode can produce picturesque bokehs but also hard directional motion blur.

additional parameters:

- **toggle lowpassfilter**
- **toggle highpass filter**
- **frequency range**
 - used to scale the affected frequency range
- **resonance**



STYLISE

blendmode

The layer with this blendmode acts as a modulating signal and influences the sound of the underlying layers accordingly. This blendmode works in a similar way to a vocoder. And works very well with voices.

From cut-out style to watercolors, this blendmode can do it all.

additional parameters:

- **smoothing order**
change how articulated the effect should be
- **treble boost**



CONTENT AWARE FILL

blendmode

This blend mode fills frequencies with its own signal that are not yet filled.

You know it won't sound great, but it will do...

This blend mode has no additional parameters.



TWIRL

blendmode

The amplitude of this layer influences the pitch of the audio below.

Just like a twirl brush, it's just fun.

additional parameters:

- **shift intensity**

changes the intensity of the pitchshift



PIXELATE

blendmode

This layer is linked bit by bit to the audio below. The bitwise operation can be changed. Standard is XOR.

additional parameters:

- **AND**
change to AND operation
- **OR**
change to OR operation

