



Phoenix Series

Manual Version 1.2 (03/2021) Products versions: WOV 1.7.3 // TTAP 1.2.37 // Shaper 2.0.0

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INDEX

1. Phoenix SERIES	4
2. INSTALLATION	5
2.1 REQUIREMENTS	5
2.2 FORMATS	5
3. WOV	7
4.1 WOV PARAMETERS	8
5. TTAP	10
5.1 TTAP PARAMETERS	11
5. Shaper 2	14
5.1 SHAPER 2 PARAMETERS	15
5.1.1 WAVESHAPER FUNCTIONS	16
5.1.2 TRANSFORM FUNCTIONS	17

1. PHOENIX SERIES

Thanks for choosing Phoenix Series plugins! This series fuses classic effects as a springboard for deep and intuitive creative sound tools. Moving beyond K-Devices origins in Max for Live, the Phoenix Series plugins are available as VST, AU, AAX, AUv3, and work for a variety of instruments and styles. Capable of familiar effects as well as experimental and randomized sound shaping, the Phoenix Series is a new spin on essential plugins.

SYMBOLS: by default, all labels are graphical – for text labels, click the switch in the lower-right had corner.

READOUT: as part of encouraging more musical and creative applications of Phoenix Series, in addition to using symbols for controls, the controls do not have individual readouts. We encourage you to let your ears determine the right knob positions whenever you can! If you'd like a precise readout, however, you can see it by clicking on any parameter and looking in the upper-right corner of the GUI.



2. INSTALLATION

- 1. Unzip the downloaded file
- 2. Double click on Windows or MacOS package
- 3. Follow the instructions

2.1 REQUIREMENTS

- Any 64bits compatible DAW
- MacOS 10.9 or higher
- Windows 8.1 or higher
- iOS 9.3 or higher

2.2 FORMATS

- MacOS: VST / VST3 / AAX / AU
- Windows: VST / VST3 / AAX
- iOS: AUv3

This document will guide you through a complete overview of the products. After reading it, you should be able to use them on perfect, so we recommend that you take the time to read this guide in its entirely.

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A NOTE FOR IOS USERS

This manual is the reference also for **WOV** and **TTAP** iOS apps. Objects and knobs may have different position, but iOS versions have same features than desktop ones. iOS users can refer to this manual.

iOS Shaper also shares with Shaper 2 all the main features, but Shaper 2 features two new and exclusive parameters:

- Smooth (not available on current version of iOS Shaper)
- Cut (not available on current version of iOS Shaper)

WOV is a tremolo with advanced features that you won't find in other tremolos!

From standard tremolo sounds, to radically shapeable patterns, to experimental and noisy things.



4.1 WOV PARAMETERS



- 1. **Sync** enable/disable sync with DAW transport
- 2. Modulation **Rate** parameters if Sync = 1 Otherwise a Hz dial is displayed
- 3. **Response** Bipolar, add/subtract incoming audio value to rate. It introduces dynamic rate variations according to incoming audio
- 4. Variation Bipolar, chance to generate cycles of the half (left) and double (right) of given frequency. It introduces time variations in modulation
- 5. Wave The modulation wave, morphing between a quasi-sine to a just-a-little-smoothed square
- 6. **Peak** Bipolar, it acts as a sort of attack for the waveform
- 7. **Warp** Bipolar, it squeezes/expands the waveform increasing silent intervals before and after the waveform, all keeping the cycle given length. In case of square wave, it acts as a sort of duty cycle
- 8. **Silence** Chance to set amplitude to zero for some cycles. If = 0% then all cycles are amped, going thru 100% the chance to get silent cycles increases
- 9. Depth Depth of modulation over the dry input signal
- 10. Multislider Set modulation amp value for each step
- 11. **Right channel offset** If enabled, a 1 step delay is applied to right channel. Useful for pan effects. It requires Stereo Mode = 1
- 12. **Stereo Mode** WOV can either preserve the stereo placement of its input signal, or it can add stereo offset to the output signal. Enabling the Stereo switch directly affects (exclusive processing per channel) the Response, Silence, and Sequencer for a wider sound.

Double click on an object restores its **default** value.

For precise editing, select a parameter, then see its value in the **readout** in upper right corner. Double click on readout to edit displayed value.

5. **TTAP**

TTAP is a double tape delay/manipulator.

Delay a signal, then process it via two independent tape manipulators, and several common parameters.

TTAP works well as a delay, but it can also generate patterns, rhythmic accents, glitched textures, and more!



5.1 TTAP PARAMETERS



- 1. Time Mode Enable/disable sync with DAW transport
- 2. Delay Time if Time Mode = 0 Otherwise numerator / denominator / type are displayed
- 3. Section Mode Enable/disable sync with DAW transport
- 4. Section if Section Mode = 1 Otherwise a ms dial is displayed. Section This is a main parameter: it defines a section of tape, a length and a time resolution used as reference by other parameters. Section is the maximum delay range for the second tape (Gap percentage refers to it). It's also the time res/length of repeated segments, it's the length of tape segment bent by the bend section; it's the time resolution for the Spread. It's the length of the envelopes
- 5. Gap Shifts the second tape head by a range of 0-100% Section
- 6. Balance Handle amplitude of tape 1 and 2
- 7. Reverse Reverse tape 1 and/or tape 2
- 8. **Repeat** Chance that a section of tape is repeated. The section length is = Section value
- 9. **Bend** Tape section playhead follows non linear ways, from logarithmic (left) to exponential (right)
- 10. **Bend Modulation** An LFO (frequency = Section value) modulates Bend value
- 11. Spread Sections are randomly placed in panorama
- 12. Feedback Delay's feedback
- 13. Filter Lopass (left) / Hipass (right) filter. Center = bypass
- 14. Dry / Wet
- 15. **Envelope** Enable/disable envelope for this tape. Envelope length = Section value. Please note: disabling envelopes, can brings some clips in your audio signal (specially if using Repeat, Reverse, and Spread). This is part of the design of the effect
- 16. Envelope wave Select the amplitude envelope waveform
- 17. Peak Bipolar, it acts as a sort of attack for the waveform
- 18. **Warp** Bipolar, it squeezes/expands the waveform increasing silent intervals before and after the waveform, all keeping the cycle given length
- 19. Length Length of the waveform

iOS users: in AUv3 GUI, the **GAP** knob has been replaced with this "grip" icon on top of bottom envelope: just drag it horizontally to set GAP value!



Double click/tap on an object restores its **default** value.

For precise editing, select a parameter, then see its value in the **readout** in upper right corner. Double click/tap on readout to edit displayed value.

5. SHAPER 2

Shaper is a modular **multi-fx** processor designed to let you **redefine** or totally **destroy** any kind of sound source.



5.1 SHAPER 2 PARAMETERS



- 1. Gain adjusts the amplitude of the incoming signal
- 2. Gate Threshold sets an amplitude threshold; all signal below this threshold will be cut to 0
- 3. Gate Smooth sets an interpolation time in order to get a smoothed transition between the signal above and below the threshold
- 4. Waveshaper Selector select the waveshaping function: Muffin, Multistress, Cracker, S&M, Bits&Samps
- 5. Waveshaper Parameter 1 Parameter 1 of selected waveshaper function (see 5.1.1 for details)
- 6. Waveshaper Parameter 2 Parameter 1 of selected waveshaper function (see 5.1.1 for details)
- 7. Function Display these displays show the function applied to the incoming signal
- 8. Transform Selector select a function: Clip, Wrap, Fold, sFold
- 9. **Transform Amount** increases the incoming amplitude level; beyond the range of -1. 1., the signal will be affected by selected Transform function
- 10. Resonator Time delay time of the resonator
- 11. Resonator Decay decay of resonator feedback
- 12. Modules Order drag and drop modules names to change the modules' order, obtaining different signal flows
- 13. **Cut** Lopass (left) / Hipass (right) filter. Center = bypass
- 14. **Mix** Dry / Wet parameter

Double click/tap on an object restores its default value.

For precise editing, select a parameter, then see its value in the readout in upper right corner. Double click/tap on readout to edit displayed value.

5.1.1 WAVESHAPER FUNCTIONS

The waveshaper module features five functions; the parameters of this module change according to the selected function:

- **Muffin** - a digital warming function, with a distinction in the weight that noise takes in the wet signal. Parameter 1 acts as a mix between incoming and processed signal, Parameter 2 is the amount of the waveshaping function.

- **Multistress** highly fragmented function, giving a modulated FM-ish results. Parameter 1 acts as a mix between incoming and processed signal, Parameter 2 is the amount of the waveshaping function.
- **Cracker** similar to Muffin, with an attenuated dynamic response. Parameter 1 acts as a mix between incoming and processed signal, Parameter 2 is the amount of the waveshaping function.
- **S&M** an amplitude modulation formula where modulation is driven by bended audio ramps. It provides a metal-like flavor to processed sound. Parameter 1 acts as a mix between incoming and processed signal, Parameter 2 (Length) is the frequency of the modulation ramps.
- Bits & Samps A standard bit crusher. Parameter 1 sets bits resolution. Parameter 2 sets samples resolution.

5.1.2 TRANSFORM FUNCTIONS

The Transform module features four functions: Clip, Wrap, Fold, sFold.

