

EPIC

SOUNDLAB

SOUNDS AND FX FOR
FILM, TV & VIDEOGAMES

QUADRIMORPH

SPECTRAL CROSSMORPHING

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Quadrimorph

Spectral Crossmorphing

produced by Epic SoundLab, May 2016.

current version: v1.0

Quadrimorph is a 4 way spectral morphing tool to design complex drones, ambiences, whooshes and much more.

Credits

Concept, contents, programming and graphic design by Luca Capozzi

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Specifications

4 Samples slot

16 samples per slot

2 spectral morphing algorithms

Controllable XY Pad

2 tempo synced LFOs

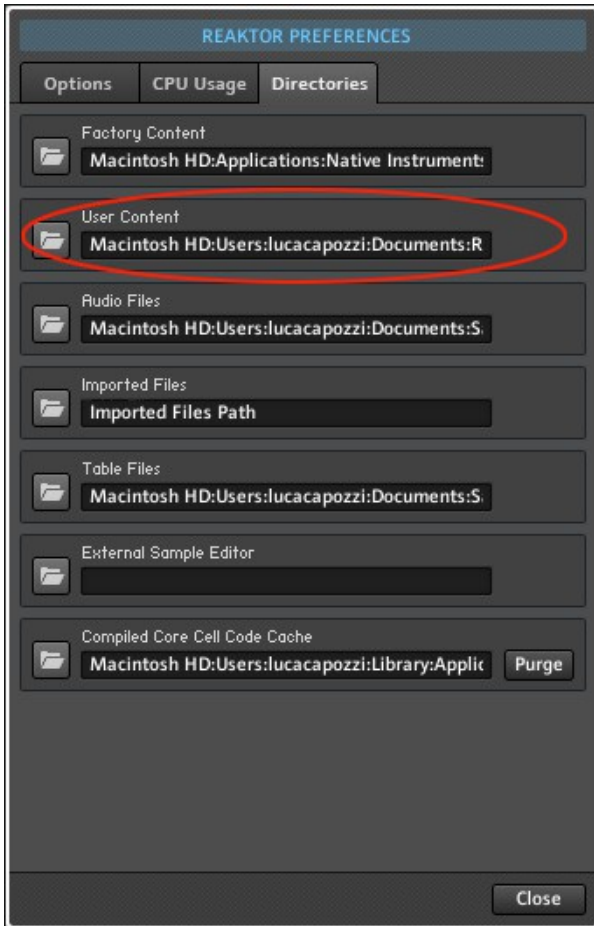
Note: Full version of Native Instruments Reaktor 5.9+ is required. Free Reaktor Player is not supported.

Changelog:

v1.0 – May 2016

- Initial release

INSTALLATION



A Reaktor ensemble doesn't need an installation procedure, but it's common practice to copy it into the 'User Content' folder specified in Reaktor preferences window. Once copied there, you can easily find the ensemble by browsing the 'USER' browser tab.

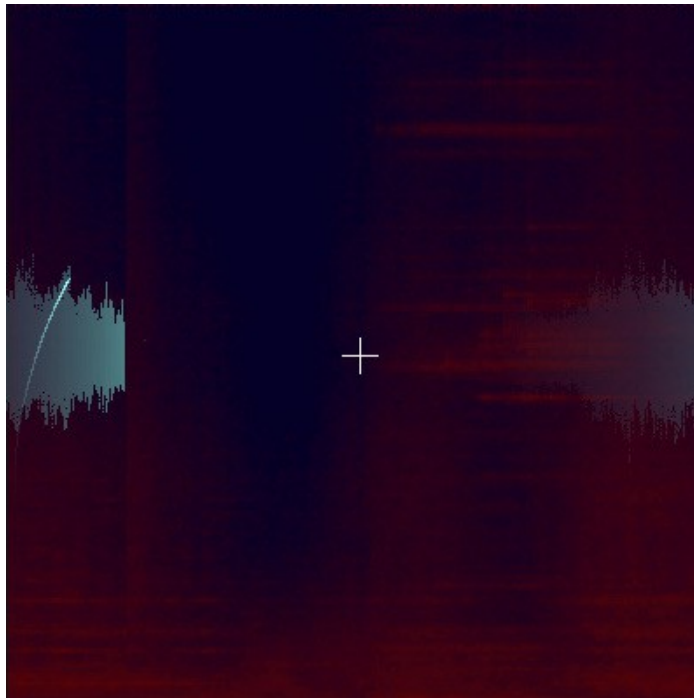
USER INTERFACE



Quadrimorph user interface is built to give you full access to all the features of the device in a single screen. The core function of **Quadrimorph** is to build complex sounds by morphing each of the four samples loaded in each of the four slots. Each axis can be controlled both manually (by dragging your mouse in the XY area) or via a dedicated LFO. Below the XY area you can set the type of morphing and the TILT equalizer amount for each of the two main morphing pair.

Each corner of the XY area will play the unaffected sound, while you'll get the fully transformed one in the center of each border. Anything in between will give you the hybrid between the sounds.

XY AREA



The **XY Area** allows you to control the morphing between the sounds and will show you both the current generated waveform and its spectral content. Both axis can be controlled by dragging your mouse in the area and with the dedicated LFOs.

LFOs



Each one of the two axis can be controlled by a dedicated tempo synced **LFO**. Each one of the two LFOs feature 4 waveforms (Sine, Triangle, Square and Noise). The **SHAPE** knob will smoothly crossfade between each shape. The LFO speed rate ranges from 32x to 1/32nd. You **MUST** have your DAW running or press **PLAY** in Reaktor (when in standalone) in order to get the LFOs working.

SAMPLES



Samples are mapped to the corners of XY plane. You can select which samples to play via the **WAVE** knob. For each slot you can set the **PITCH**, the sample **START**, **LOOP START** and **LOOP END**.

NOTE: To change the samples, you need to access each one of the samples map inside the ensemble. In the full version of **Quadrimorph**, all four slots already provide samples. In **Quadrimorph Lite** the slots are empty. You need to map your own samples or load a Reaktor Sample Map. Please refer to your Reaktor manual for detailed instructions about samples management and mapping.

MORPHING



The **MORPH** sections feature two algorithms and a spectral **TILT** equalizer.

“**Spectrum of..**” algorithm will impose the phase of the second sound to the first. Choose a noisy or a broad spectrum sample as second sound to create a perfect match. Try with a spoken recording as first sample and a seashore recording as second sample and you'll get a nice monster layer when you set the XY cursor in between the two sounds.

“**Interpolation**” algorithm will perform a linear interpolation between the spectral data of the sounds.

NOTE: In the full version of **Quadrimorph**, a spectral linear interpolation is performed along the Y axis. In **Quadrimorph Lite** the spectral interpolation has been replaced with time-domain crossfade in order to lower the CPU usage.

Thank You

We wanna thank you for buying Epic SoundLab Quadrimorph.

We hope you will enjoy it as much as we did.

If you have any question, concerns, technical issues or even for just say 'Hello', get in touch with us at:

info@epicsoundlab.com

or checkout our site at www.epicsoundlab.com

Cheers,
Luca

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