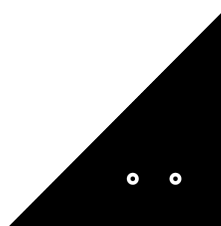




TEXTURIZE

reactive noise enhancer



SoundGhost

Thank you for downloading **Texturize**. We hope you enjoy using this plugin as much as we enjoyed creating it.

Introduction

Texturize is an envelope follower effect that layers your input signal with abstract noise samples. You can control the amount of texture with the volume control and alter the envelope to shape it around your signal, plus finely sculpt the texture with filtering and pitch effects.

We've also provided controls for muting your input signal and deactivating the envelope follower - useful for using Texturize to create new rhythmic layers, using the plugin as a noise generator, creating FX sweeps and more.

Texturize comes with over 200 original sounds recorded in high fidelity from a large range of sources, from abstract electronics to delicate foley. You can also import you own samples and store them inside the plugin to recall them for future use.

Installation

Once you've downloaded the file, extract the ZIP and run the installer.

By default, the plugin is installed into:

Mac AU: /Library/Audio/Plug-Ins/Component

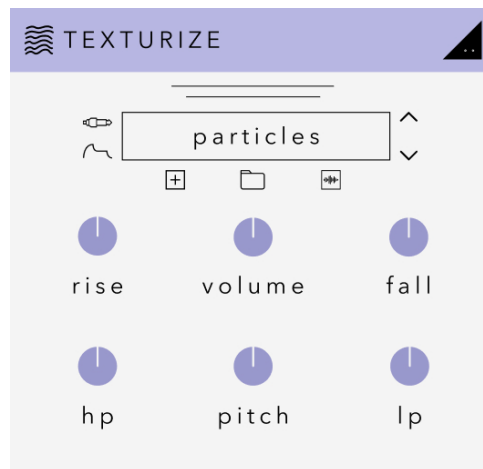
Mac VST3: /Library/Audio/Plug-Ins/VST3

Win VST3: C:\Program Files\Common Files\VST3

Once installed, open your preferred DAW. Texturize is a VST3 and AU plugin, so you'll need to ensure your DAW is set-up correctly to find and load the plugin. The above directories are where certain DAWs expect these files to be - otherwise some hosts can't find a plugin on the machine. E.g. this is the case for FL or Cubase with VST3 files.

On Mac, Texturize installs both VST3 and AU formats of the plugin by default. If you choose to install only one of these, please select the format by clicking "Customise" in the Installation Type tab.

If you use any other folder for your plugins on Windows, please select it by clicking "Browse" in the Destination Location Panel during the installation.



Using Texturize

The UI was designed to be clean and easy to use. To get started, we recommend loading Texturize as an effect on an instrument/MIDI track, such as drums or keys. When you play a sound, the built-in envelope follower will react to incoming audio and raise/decrease in volume. Let's get acquainted with the 6 main controls:

Rise

This is the envelope attack stage. The shortest setting will result in a snappier transient. As you increase the control, a slope will be added to the amplitude, resulting in a fade in. The higher the control, the longer the slope.

Volume

This sets the relative volume of the envelope follower. If you increase the volume, the relative volume of the sample will increase. If you decrease the volume, the relative volume will decrease.

Fall

This is the envelope release stage. At 0, there is no release. As you increase the control, it will add a fade-out to the texture.

HP

A high quality 24db high-pass filter, useful for reducing low frequency content.

Pitch

Increases or decreases the pitch of the loaded sample in semitone increments.

LP

A high quality 24db low-pass filter, useful for reducing high frequency content.

Sound Menu

Above the controls is the currently loaded sound name, surrounded by tools for navigation, importing and more. Clicking the sample name will open the sound library. Let's take a look at the other controls:



Input Mute

This control audibly mutes the input signal, but the plugin will still listen in the background and adjust the volume in relation to your input. This affectively 'solos' Texturize. Try it with a drum loop!



Deactivate Envelope

Removes the envelope functionality, so the selected sound will just endlessly loop. Useful for fine tuning sounds when your input is silent or using Texturize as a noise generator.



Import Sound

This icon will instantly open your operating system browser for importing a sound of your own. Anything you load will also be loaded into the User library, which we'll go through in the Importing Sounds section.



Open Browser

Opens the Texturize sounds browser.



Waveform Edit

Here you can open the waveform view to edit the start and end points of the selected sample. Drag the circle handles to adjust, and click the X top right to exit the waveform view.

Sounds Browser

In the browser you can select any sound to activate it. You can also navigate using the arrow up/down keys on your keyboard. Double-click on any sound to return to the main window, or click the X top right.

Importing Sounds

Texturize supports loading of your own Wav, MP3, Flac, Aiff and OGG files. To import, click the Import Sound icon in the main window, or the Import button in the Sounds Browser. Your operating system browser will then open, where you can locate any of the supported formats and load them into Texturize. When a sound is imported, it's also saved into the 'User' category in the Sounds Browser so you can recall them. Clicking the Trash icon on a User sound will permanently delete it from the User category. You can import one sound at a time.

You can find the 'User' directory in your operating system at the below locations:

Mac:

~Library/SoundGhost/Texturize/Samples.

Windows:

C:\Users\[Username]

\AppData\Roaming\SoundGhost\Texturize\Samples\

You can import multiple files into this location. Deleting files from this folder will also delete the files from the 'User' category.

Uninstalling

If you wish to uninstall the plugin and/or the demo version of the plugin, on Mac you need to delete the files from the following locations:

Mac AU: /Library/Audio/Plug-Ins/Component

Mac VST3: /Library/Audio/Plug-Ins/VST3

On Windows, find 'Add or remove programs' in your system settings. Find the plugin and click Uninstall.

We hope you enjoy the plugin. If you have any questions or need support, send us a message at: hello@soundghost.net

www.soundghost.net

