

# SCREAMO

'Screamo' is a host-synced effects plugin that lets you add extreme resonant filtering and distortion that morphs your track rhythmically. The Smear, Drive and Makeup controls on top let you shape the morphing effect, while the Shape, Speed and Smooth let you sync the effect to the host, and smooth out any lfo edges. You can bypass the lfo section to listen to the effect in detail. Screamo is an extreme effect that lets you create gritty and morphed effects that rhythmically lock to your tracks.

## **POWER:**

The Screamo logo acts as a bypass control for the whole plugin, and is smoothed to be click and pop free for unhindered A/B testing.

## **SMEAR / SMEAR STYLE:**

The Smear feature adds two resonant shelving filters with modulated frequency, gain and resonance to create a talk box kind of screaming effect. This parameter is modulated by the sync section below. The Smear style lets you switch between upwards, downwards or two-way frequency modulation.

< (filtering goes from mid to low)

> (filtering goes from mid to high)

^ (filtering goes from mid to both sides)

## **DRIVE / DRIVE STYLE:**

The Drive features adds a blend of different distortion effects to your track, from subtle saturation to extreme drive. This parameter is modulated by the sync section below. The Drive Style switches between soft, medium and hard style distortion.

## **MAKEUP:**

The Makeup feature lets you compensate for the volume increase created by the Smear and Drive features. This parameter is modulated by the sync section below, so the makeup gain moves in sync with the Smear and Drive effect, and allows you to create volume automation as well.

## **SYNC:**

The Sync feature lets you switch on and off the host-synced modulation of the top section. When turned on, the different sync features modulate the Smear, Drive and Makeup controls in sync with each other. When turned off, you can examine the Smear, drive and Makeup settings in more detail.

The quarters represent the start phase of the lfo shape. Say the lfo shape is SINE. When the circle is empty the sine starts at the beginning. Then with every click it starts 90 degrees further in the waveshape, so you can start the LFO at any point in the SINE waveshape.

#### **SHAPE / SHAPE START:**

The Shape feature lets you choose the wave shape used to modulate the top section, while the Shape Start feature lets you choose from which point in the wave shape the lfo should start: 0, 90, 180 or 270 degrees.

#### **SPEED / SPEED FEEL:**

The Speed feature lets you choose between the sync time of the modulation based on a full bar, while the Speed Feel feature lets you choose the timing: straight, triplets or dotted feel.

#### **SMOOTH:**

The smooth feature lets you smooth out any edges in the wave shape of the lfo, for click and pop free modulation.

#### **GAIN:**

The Gain feature lets you control the output volume of the Screamo effect as a whole.