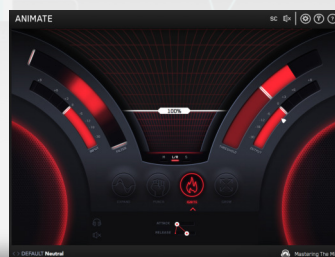


ANIMATE

Fine tune the perfect flavour of punch and movement.



Overview

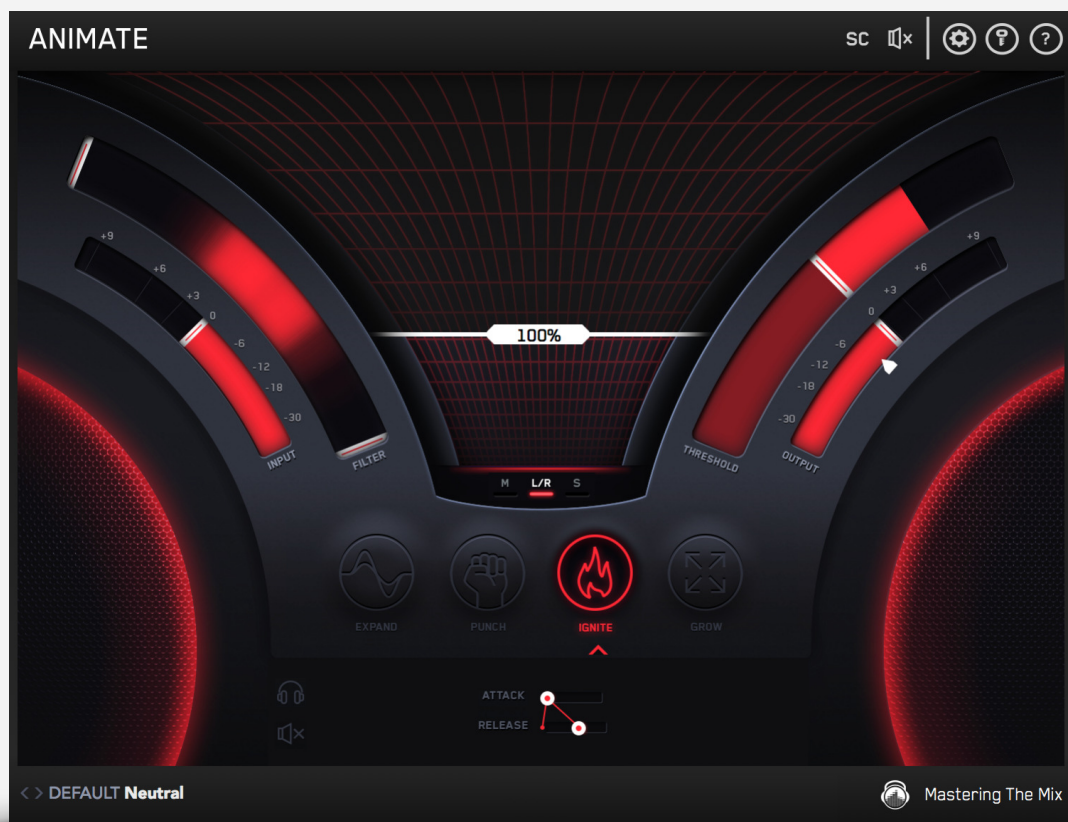
ANIMATE helps you inject life into your mixes in a precise, versatile and colourful way. With four different movement modes, each with individual frequency assignments and mid/side functionality you'll get your music jumping out of the speakers precisely how you want.

Expand mode allows you to dial in a pristinely clean sounding upward expansion. This increases the volume of signals over the threshold, giving your audio more dynamic range in a transparent way.

Punch mode enhances the transients of your audio to help them bite through the mix. Whether you want to subtly accentuate the high-frequency transients in the mid-channel of your master or bring out serious smack on an individual channel, **Punch** can handle the task.

Ignite mode allows you to dial in rich harmonic distortion in a dynamic way based on the input signal. **Ignite** can increase the perceived loudness, power and presence of a channel without the pumping effects of a compressor.

Grow mode lets you increase the width of the selected frequencies using a psychoacoustic precedence effect. **Grow** can be applied in a dynamic way meaning only the signal surpassing the threshold is widened. This along with the frequency selection gives you a new realm of movement to inject into your music.



Main Controls

Filter



The **filter** allows you to isolate which frequencies are processed. The frequencies of the signal will glow giving you a better idea of where to set the bands. Slide the white handles to the far ends to disengage the **filter** and process the whole frequency spectrum.

The filters have a 24dB/octave slope and are combined with an innovative solution to dramatically minimise phase distortion. You can set individual **filter** settings for each mode (Expand, Punch, Ignite and Grow).

Threshold

The **threshold** sets the level at which the effect starts reacting to the audio signal.

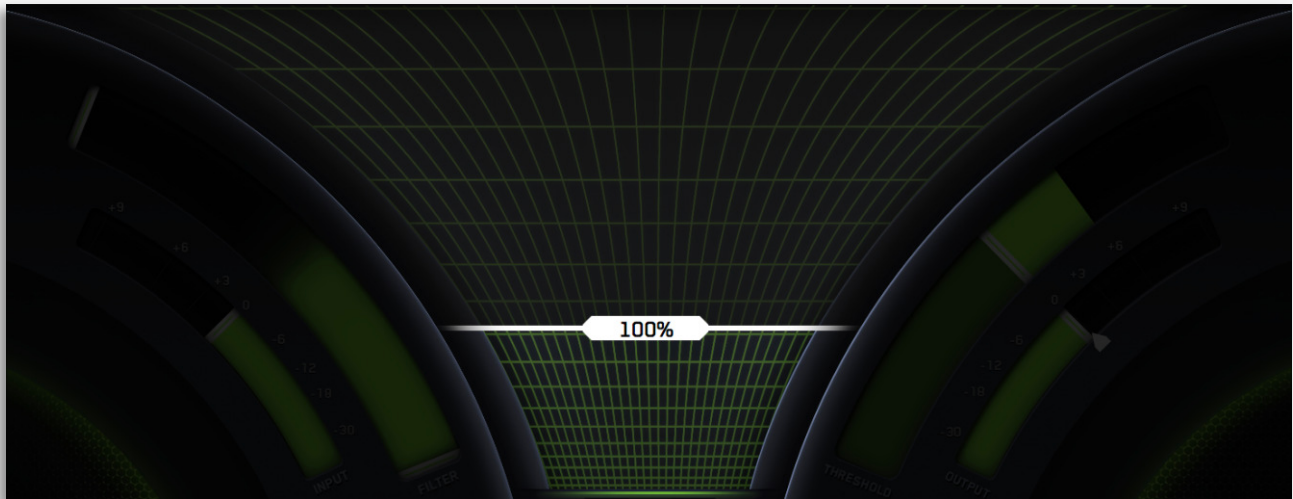
If your audio is peaking below the **threshold** the effect won't react to your audio. If you want an effect to only look at the peaks of your audio then set the **threshold** to just allow the peaks to surpass the **threshold**. If you wanted an exaggerated effect for your audio then you would set the **threshold** very low so the effect reacts to both the loudest and quietest parts of your audio.



The **threshold** meter will not display an input until the amount slider is above 0% or the **threshold** is below 0.0dB.

Amount

The **amount** sets the gain range of the selected mode. The higher the percentage, the more intense the effect. If the **amount** slider is at 0%, no effect is introduced. 1%-100% mixes the wet signal into the dry. 100%-300% increases the wet signal gain. 'Option + Click' jumps the amount straight to 100% which is often a great starting point. Non-selected modes with an **amount** greater than 0% will display a faint glow in the icon.



Mid / Side / Left & Right

You can apply **ANIMATE's** effects to the mid-channel, side channel or left and right channels.



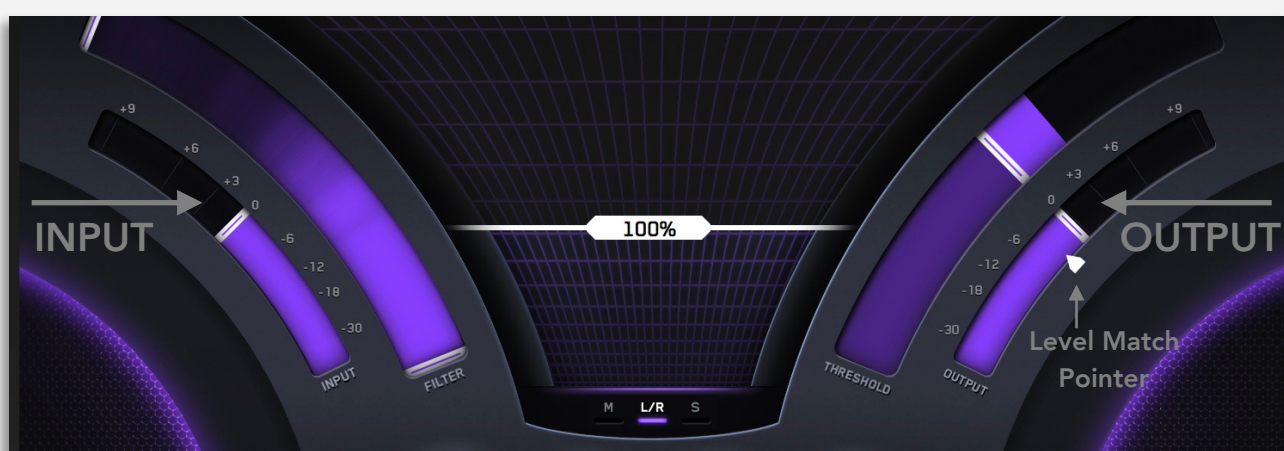
If you want the selected effect to process the entire stereo spread of the audio coming through **ANIMATE** leave the default 'L/R' button engaged. If you want the selected effect to only process the mid signal, click 'M'. If you want the selected effect to only process the side signal, click 'S'. You can choose individual mid/side settings for each of the four effects; **Expand**, **Punch**, **Ignite** and **Grow**. (Note: If plugin instance is mono -> mono, **Grow** is disabled. If mono -> stereo and **Grow** is disabled then the output is mono to both L and R).



Input / Output

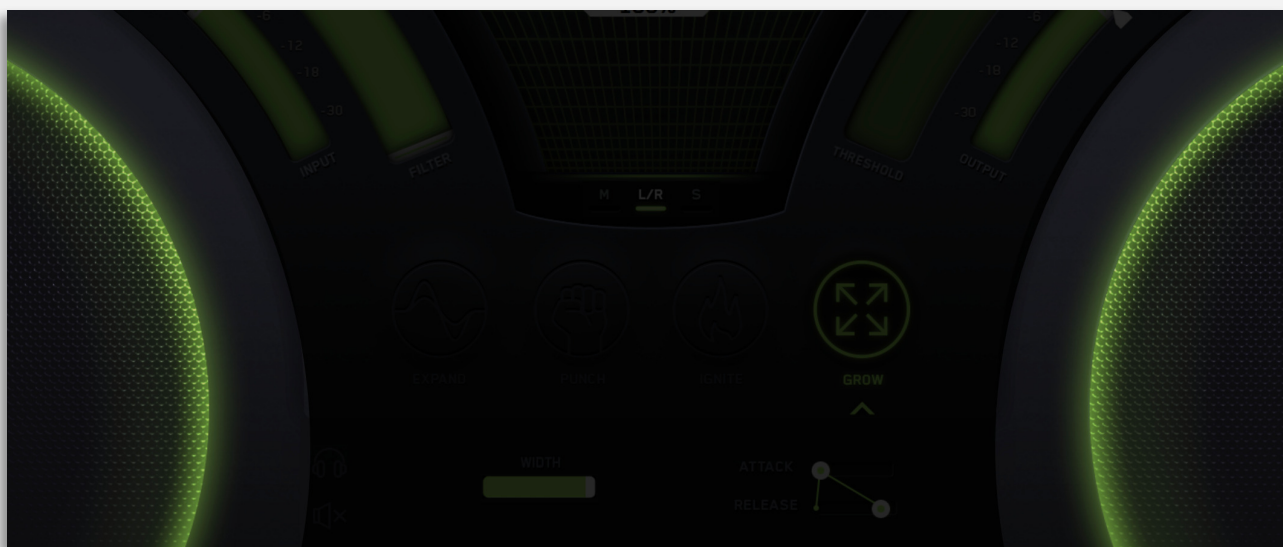
The **input** and **output** sliders will increase or attenuate the gain and are measured in decibels. Alt + Click to reset to 0dB. The **output** slider affects **ANIMATE's** gain structure globally and is not mode specific (i.e if you change the gain whilst **Expand** is selected, the change will be reflected in **Punch**, **Ignite** and **Grow**). The **input** slider is mode specific to let you drive the audio into the different modes and get different results.

The effects in **ANIMATE** will most likely increase the volume of your audio. The **output** slider has a clickable pointer to help you adjust the output gain to match the original perceived loudness of your audio before it passed through **ANIMATE's** effects. So, when you bypass **ANIMATE** you can confidently determine whether your settings have a positive or negative impact on your sound.



Speakers

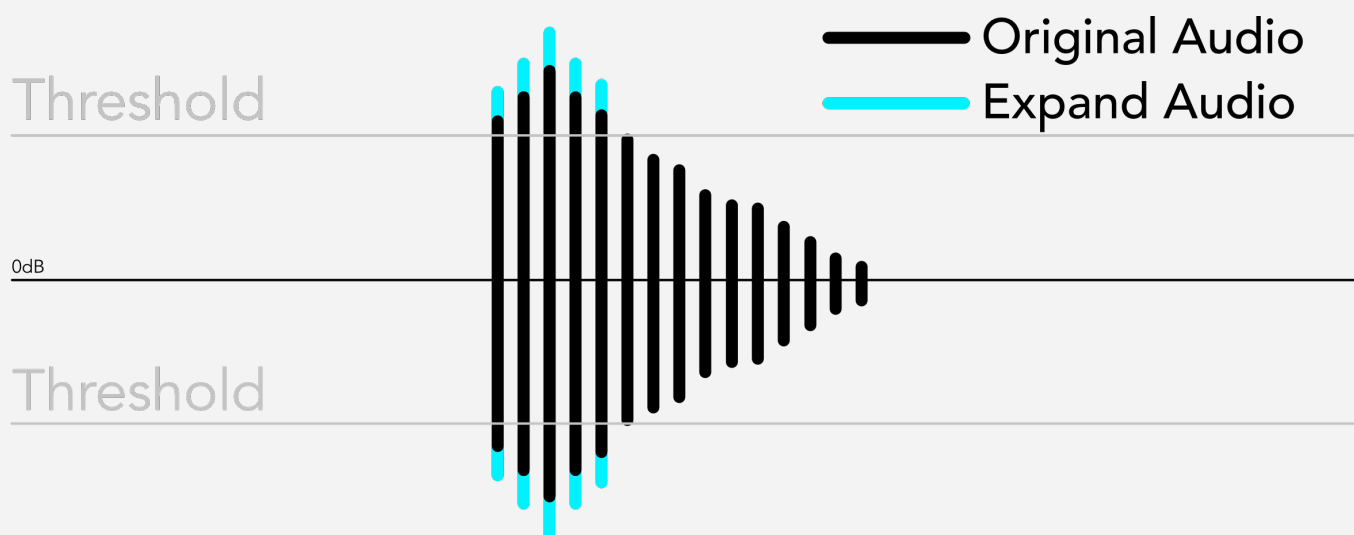
The glow of the **speakers** in the bottom corners is representative of the effect **ANIMATE** is applying to the audio. The brighter the glow, the greater the effect. You can turn off the glow in the settings. (Note, there is a small amount of glow movement when no effect is applied by **ANIMATE**.)



Expand



Expand mode allows you to dial in a pristinely clean sounding upward expansion. This increases the volume of signals over the threshold, giving your audio more dynamic range in a transparent way. Increase the amount slider to expand the audio signal relative to the threshold.

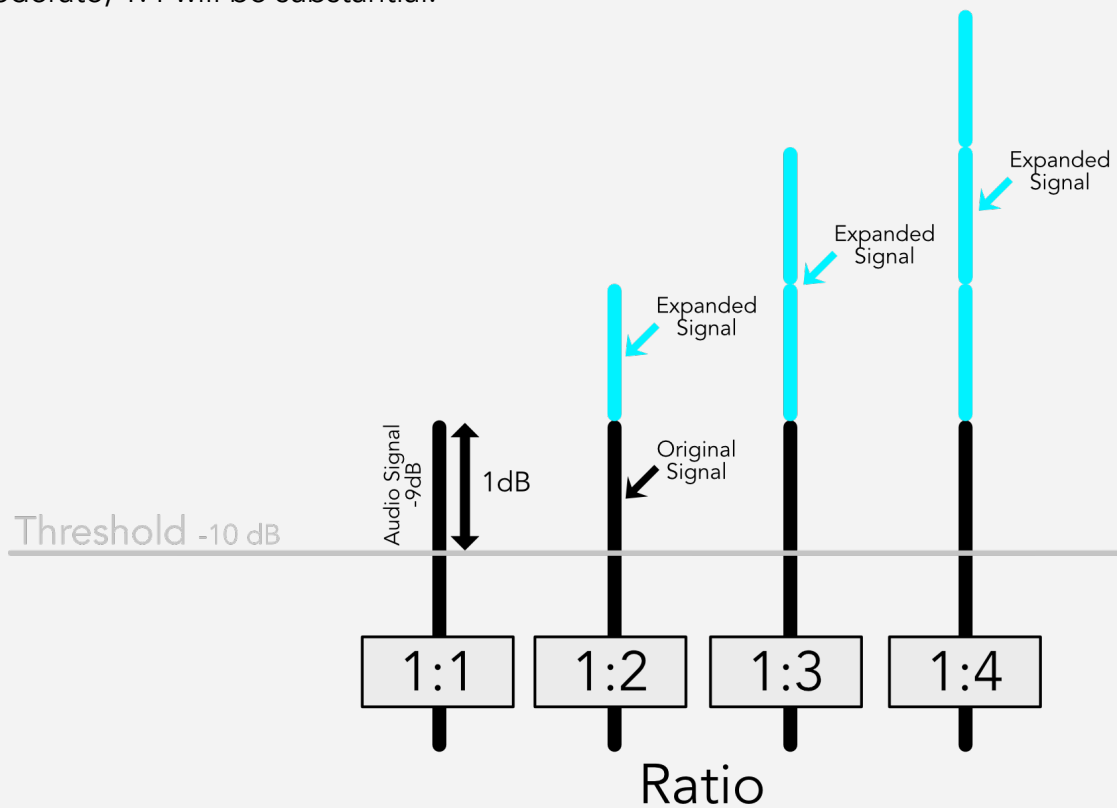


Expand Controls

Click the triangle below the **Expand** icon to reveal or hide the controls for **Expand**. You can also click the black empty space behind the controls or the control panel cover to reveal or hide the controls. For finer resolution of the controls 'Ctrl + Click'.

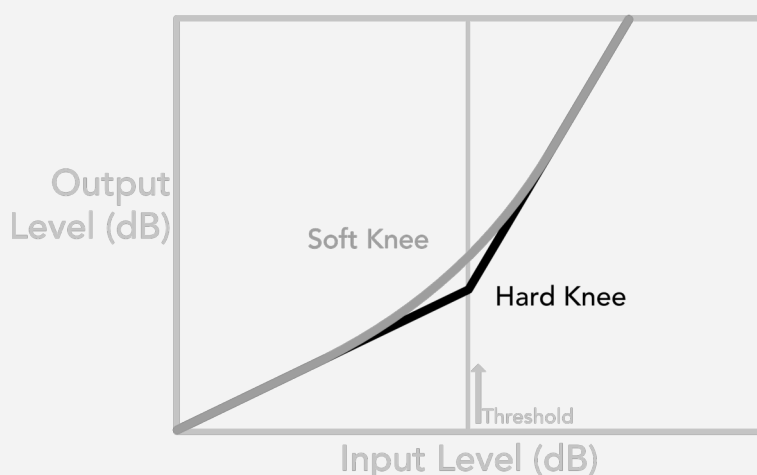


Ratio sets the rate of gain increase. The higher the ratio the more extreme the upward expansion. To give you a ballpark idea, 1:1 is no expansion, 1:2 is light expansion, 1:3 is moderate, 1:4 will be substantial.



When the ratio is 1:x for every 1dB of signal over the threshold, the expander will increase the signal by xdB.

Knee controls whether the bend in the response curve between below the threshold and above threshold is abrupt (hard) or gradual (soft).



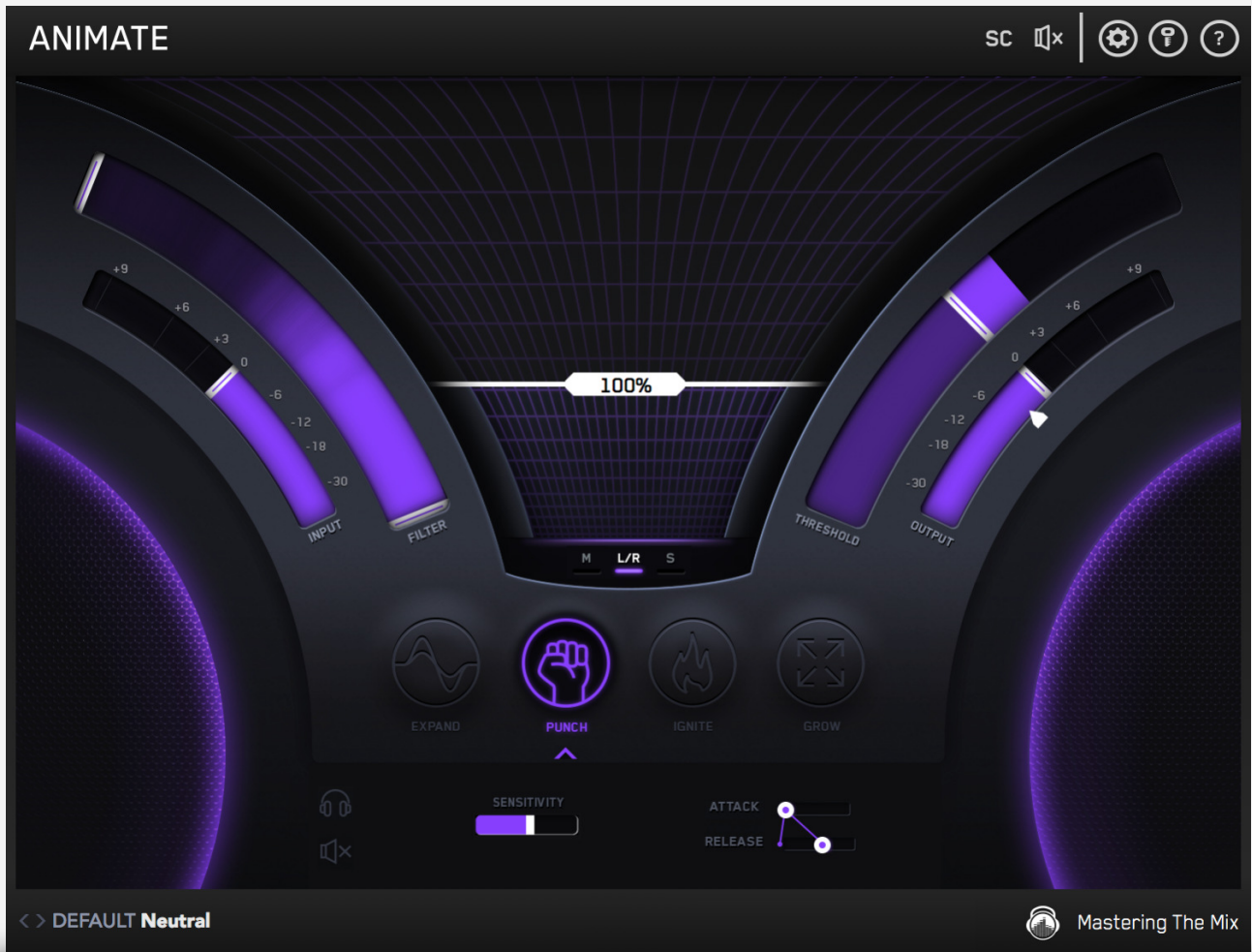
Headphones: Click to solo the processed audio of the Expand section.

Speaker X: Bypass Expand section.

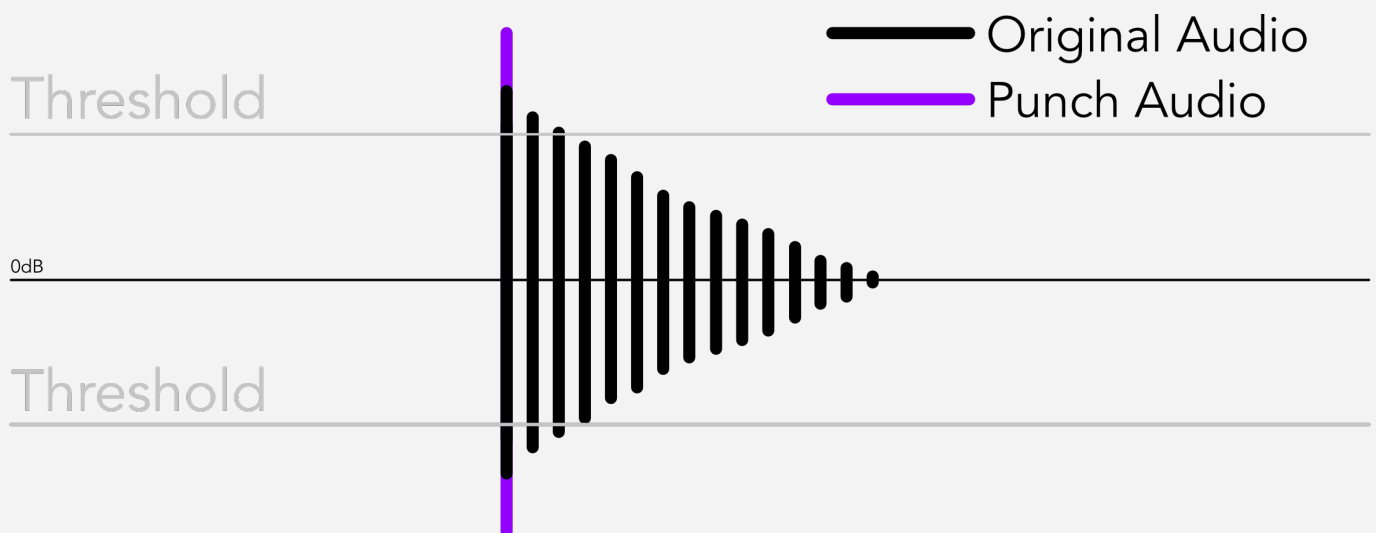
Attack: The amount of time it takes Expand to react to the incoming signal. If the attack is immediate or super fast, Expand will catch the transients of your audio material. A slower attack will leave the transient as it is and expand the body of the audio.

Release: The amount of time it takes for Expand to return to a non-expanding state. A fast release will mean Expand will stop expanding quickly after the audio is no longer breaching the threshold. A slow release will mean it takes longer for the expander to stop working once the audio is no longer surpassing the threshold. It can sound musical when you set the release to work rhythmically with the audio that's being fed into ANIMATE. For example, If you're expanding a kick, try to set the release to just long enough that the expander returns to a neutral state before the audio re-triggers the expander again. For a more obvious and pumping sound, you might choose to go for a longer release. It helps to hit the solo button (headphone icon) when fine-tuning the attack and release settings as you can hear exactly how ANIMATE is reacting to the audio.

Punch



Punch mode enhances the transients of your audio to help them bite through the mix. Increase the amount slider to enhance the transients of the audio signal that surpasses the threshold.



Punch Controls

Click the triangle below the Punch icon to reveal or hide the controls for Punch. You can also click the black empty space behind the controls or the control panel cover to reveal or hide the controls. For finer resolution of the controls 'Ctrl + Click'.



Sensitivity: Punch uses different gain envelopes to determine transients. A low sensitivity will allow more transients through, a high sensitivity will only allow the most prominent transients through.

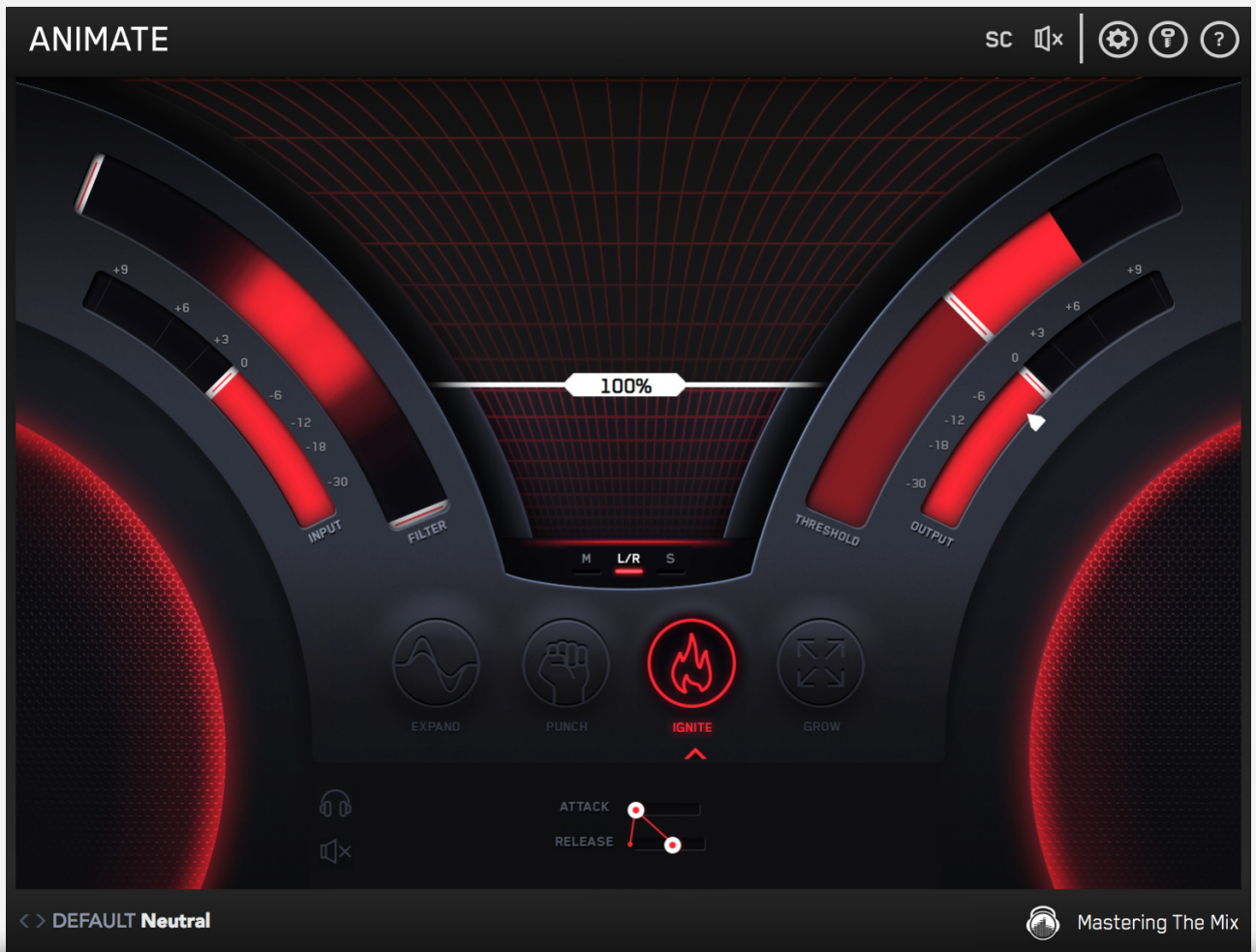
Headphones: Click to solo the processed audio of the Punch section.

Speaker X: Bypass Punch section.

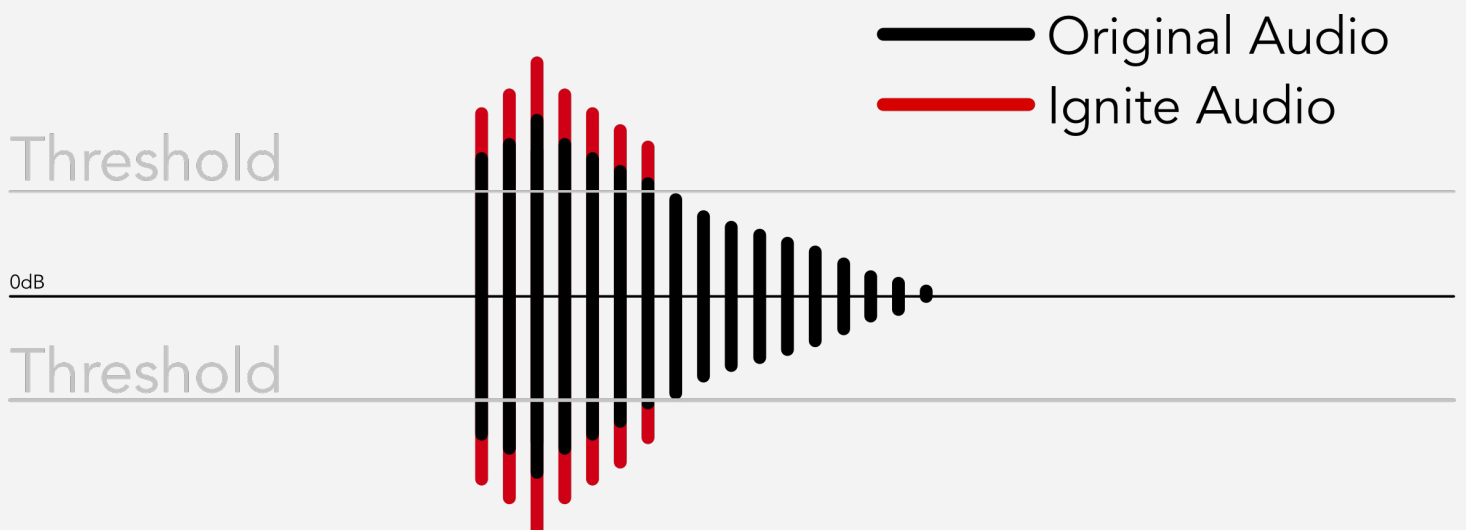
Attack: The amount of time it takes Punch to react to the incoming signal. If the attack is immediate or super fast, Punch will catch the transients of your audio material. A slower attack will give your transients a thicker sound.

Release: The amount of time it takes for Punch to return to a non-processing state. A fast release will mean Punch will stop processing quickly after the audio is no longer breaching the threshold. A slow release will mean it takes longer for Punch to stop working once the audio is no longer surpassing the threshold.

Ignite



Ignite mode allows you to dial in rich harmonic distortion in a dynamic way based on the input signal. Increase the amount slider to distort the audio signal that surpasses the threshold.



Ignite Controls

Click the triangle below the Ignite icon to reveal or hide the controls for Ignite. You can also click the black empty space behind the controls or the control panel cover to reveal or hide the controls. For finer resolution of the controls 'Ctrl + Click'.



Headphones: Click to solo the processed audio of the Ignite section.

Speaker X: Bypass Ignite section.

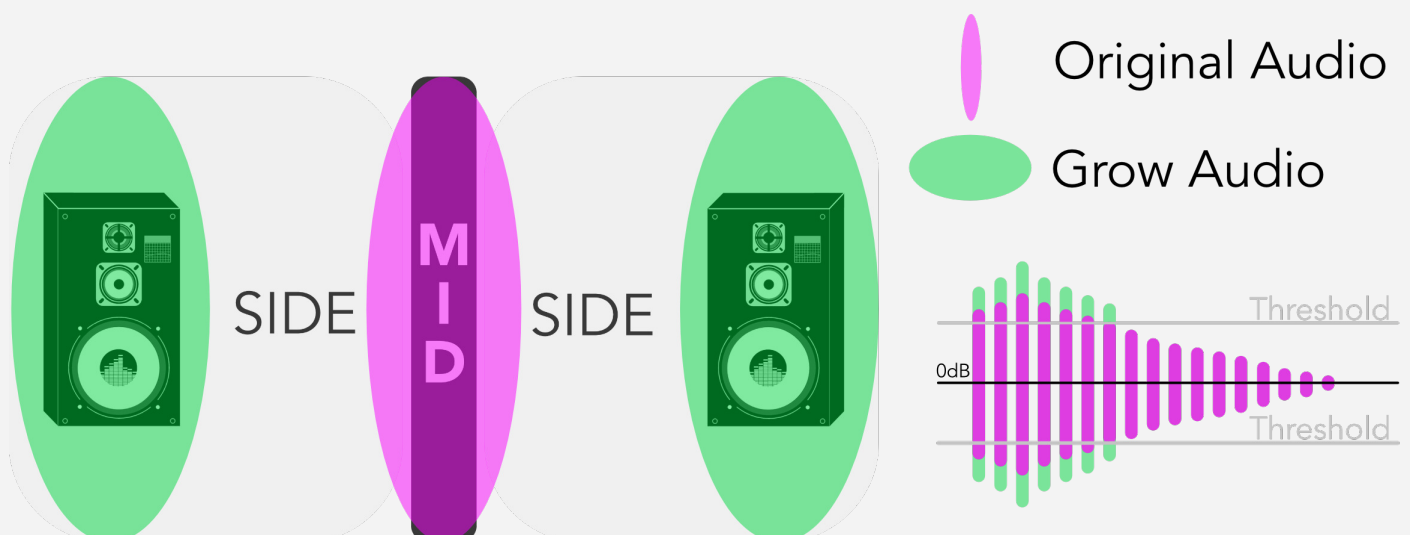
Attack: The amount of time it takes Ignite to react to the incoming signal. If the attack is immediate or super fast, Ignite will catch the transients of your audio material. A slower attack will leave your transients untouched and Ignite's effect will be applied to the body of the audio.

Release: The amount of time it takes for Ignite to return to a non-distorting state. A fast release will mean Ignite will stop distorting quickly after the audio is no longer breaching the threshold. A slow release will mean it takes longer for the distortion to stop working once the audio is no longer surpassing the threshold.

Grow

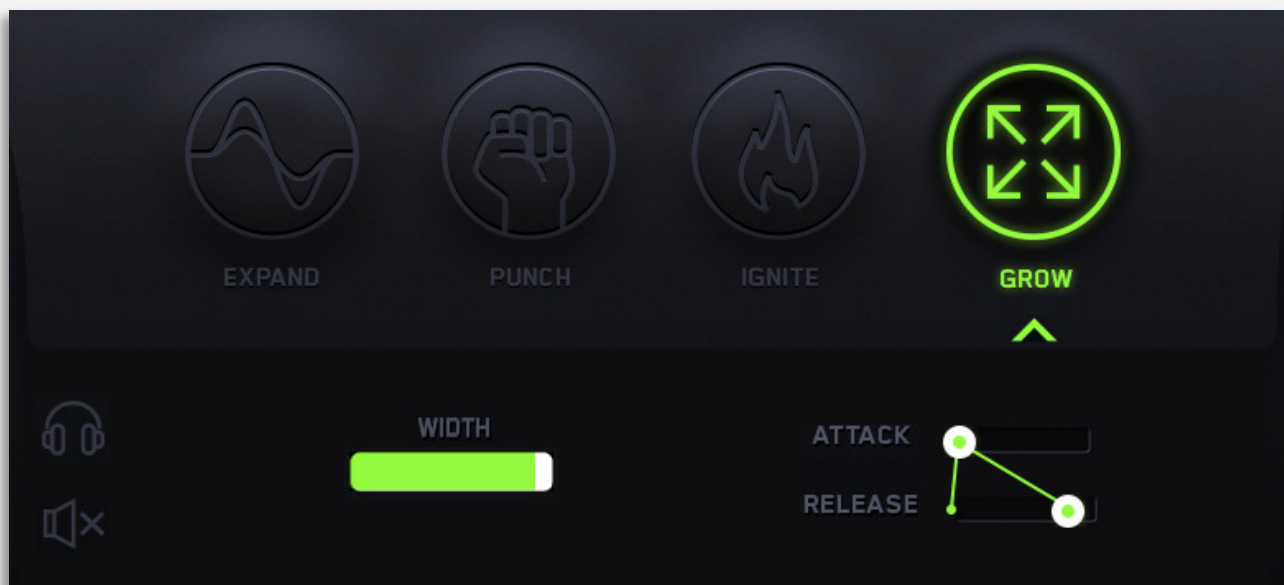


Grow mode lets you set the amount of stereo widening based on the dynamics of the input signal. Increase the amount slider to widen the audio signal that surpasses the threshold.



Grow Controls

Click the triangle below the Grow icon to reveal or hide the controls for Grow. You can also click the black empty space behind the controls or the control panel cover to reveal or hide the controls. For finer resolution of the controls 'Ctrl + Click'.



Headphones: Click to solo the processed audio of the Grow section.

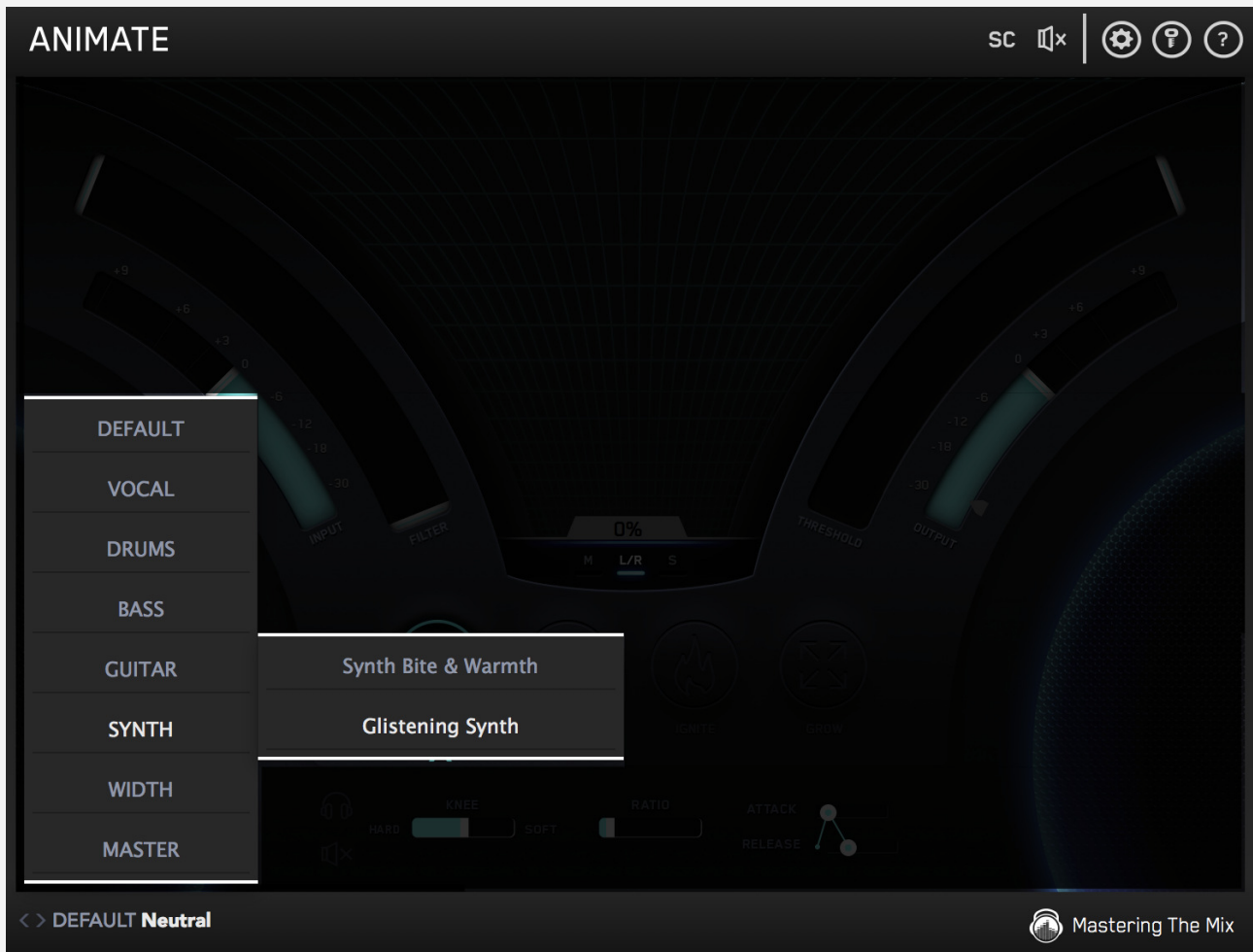
Speaker X: Bypass Grow section.

Attack: The amount of time it takes Grow to react to the incoming signal. If the attack is immediate or super fast, Grow will catch the transients of your audio material. A slower attack will leave your transients untouched and Grow's effect will be applied to the body of the audio.

Release: The amount of time it takes for Grow to return to a non-widening state. A fast release will mean Grow will stop widening quickly after the audio is no longer breaching the threshold. A slow release will mean it takes longer for the widening to stop working once the audio is no longer surpassing the threshold.

Presets

The presets can be found in the bottom left corner of ANIMATE. Click on the preset text to open the preset drawer and choose from the options.



These presets are starting points. You will need to adjust the threshold to work with your audio. We also advise you to adjust the other parameters to get the best possible result. Use the plugin wrapper within DAW to save your own presets.