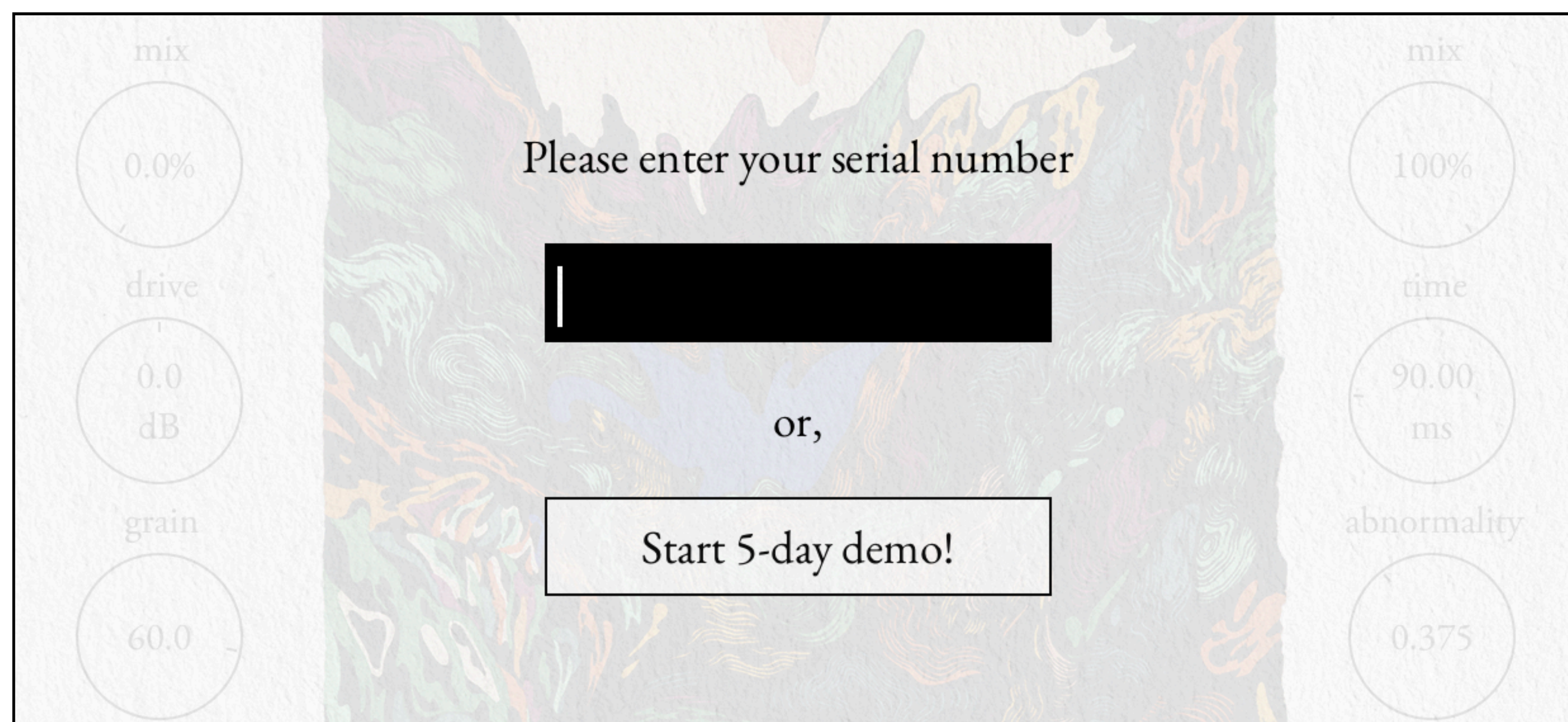


Nudistort User Manual

version 1.1

Getting Started

When you first download the plugin, you'll have the option to either activate it using a serial number, or start the 5-day demo.



If you choose to buy the plugin while the demo is still active, click the “activate” button under the Nudistort title to enter your serial number.



You can purchase the plugin at nudistaudio.com.



Delay



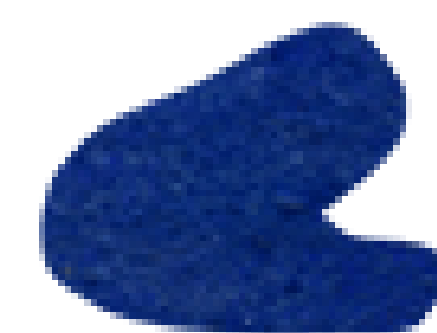
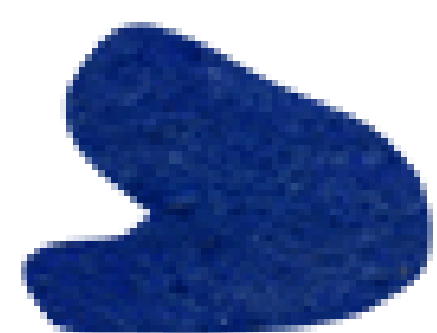
Nudistort's Delay works differently from most other delays. Rather than simply adding the past signal to the present signal, it harmonically recombines them to produce a sound indirectly related to both. It can be a simple tone-enhancer, a chordal composition tool, a star-like mass, or a wandering distortion.

mix

controls the wet/dry percentage of the delay. Unlike most delays, a mix of 100% sets the dry signal at equal volume with the delayed signal—a value of 50% on most delays. This is because of an inherent quirk in the way Nudistort works.

time

controls the delay time.



abnormality

is where things start to get interesting. A value of 0 is just a normal, good-sounding digital delay - nothing fancy. A value of 1, though, performs a harmonic recombination of the two signals, determined by the selected type. Intermediate values mix between these two extremes, so you can fade between a normal delay (0) and an abnormal delay (1).

Pro tip: Try turning the delay time down below 90 ms, to turn the Delay into a distorting tone-creature. Alternately, set the delay time to a half-note, and see how simple input melodies grow into chordal branches.

feedback

controls the feedback of the delay. Because of Nudistort's inherently nonlinear delay, this feedback can sometimes get out-of-control, especially with high abnormalities. **Be careful with the feedback knob!**

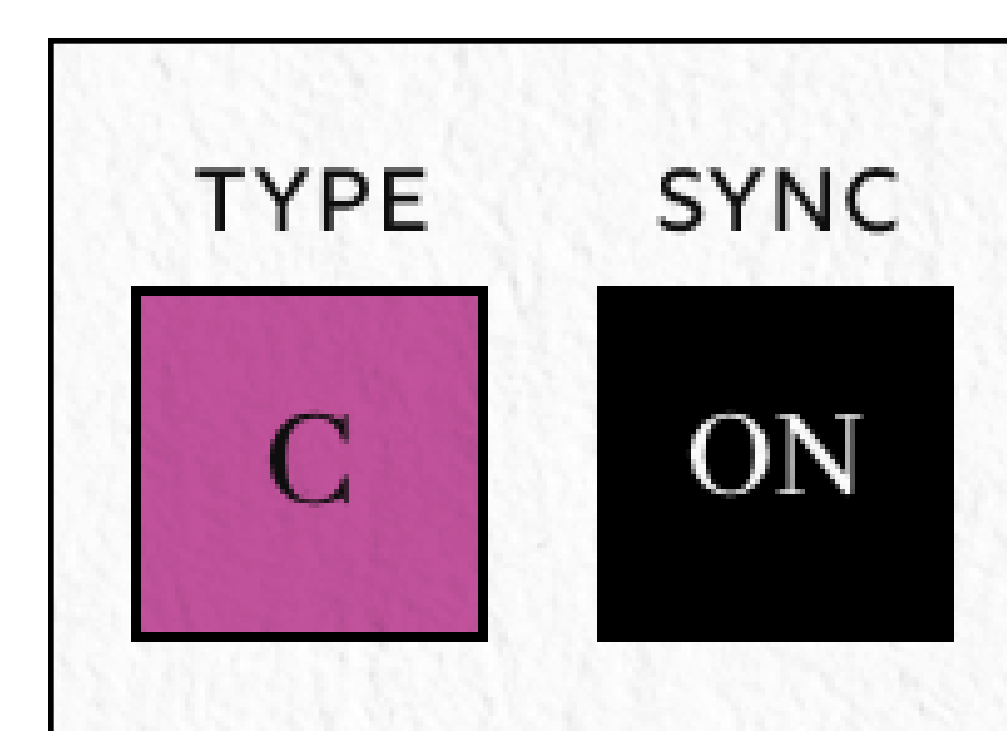
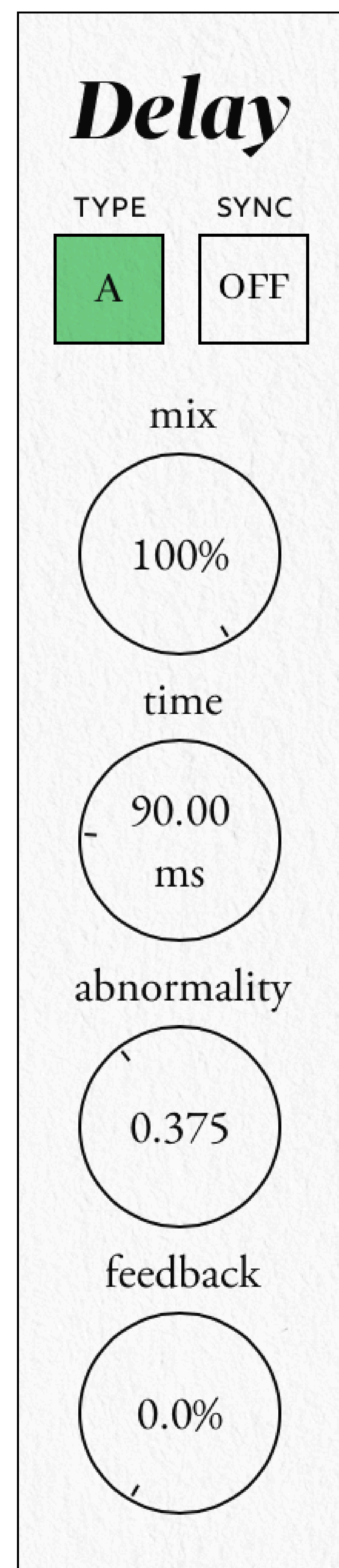
type

controls which type of abnormality algorithm is active. There are four types, each with its own atmosphere.



sync

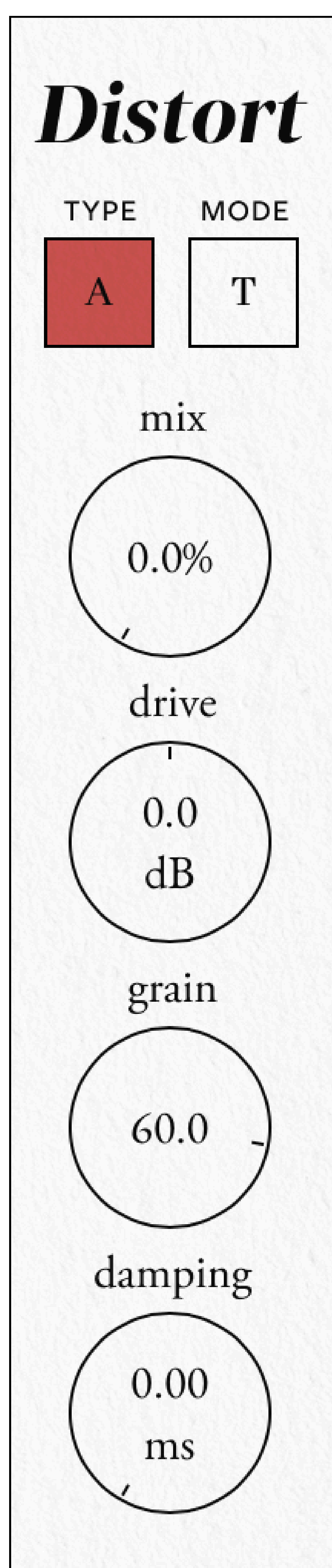
controls whether the delay time is synced with the DAW's bpm.



Distort



Nudistort's Distort section is a highly nontraditional distortion that can yield fuzzy warmth or furious rage, a fish-like monstrosity that sounds alien yet somehow familiar. Warning: distortion may wander onto unexpected ground if left unattended.



mix

controls the wet/dry mix of the distortion.

drive

controls the distortion's input gain, in decibels.

Pro tip: The sound doesn't necessarily get more distorted as you turn up the drive! Try a low drive to see what happens.

type

controls which type of distortion algorithm is active. There are four types, each with its own scent.

mode

for each type, there are two modes you can explore, T and P. As a general rule of thumb, mode T is a bit more standard and familiar to the ear, while mode P is more undomesticated.

grain

controls the size of each algorithm on a micro-scale. Each type setting has a different grain knob, so try cycling through the types to see how the grain knob's effect changes!

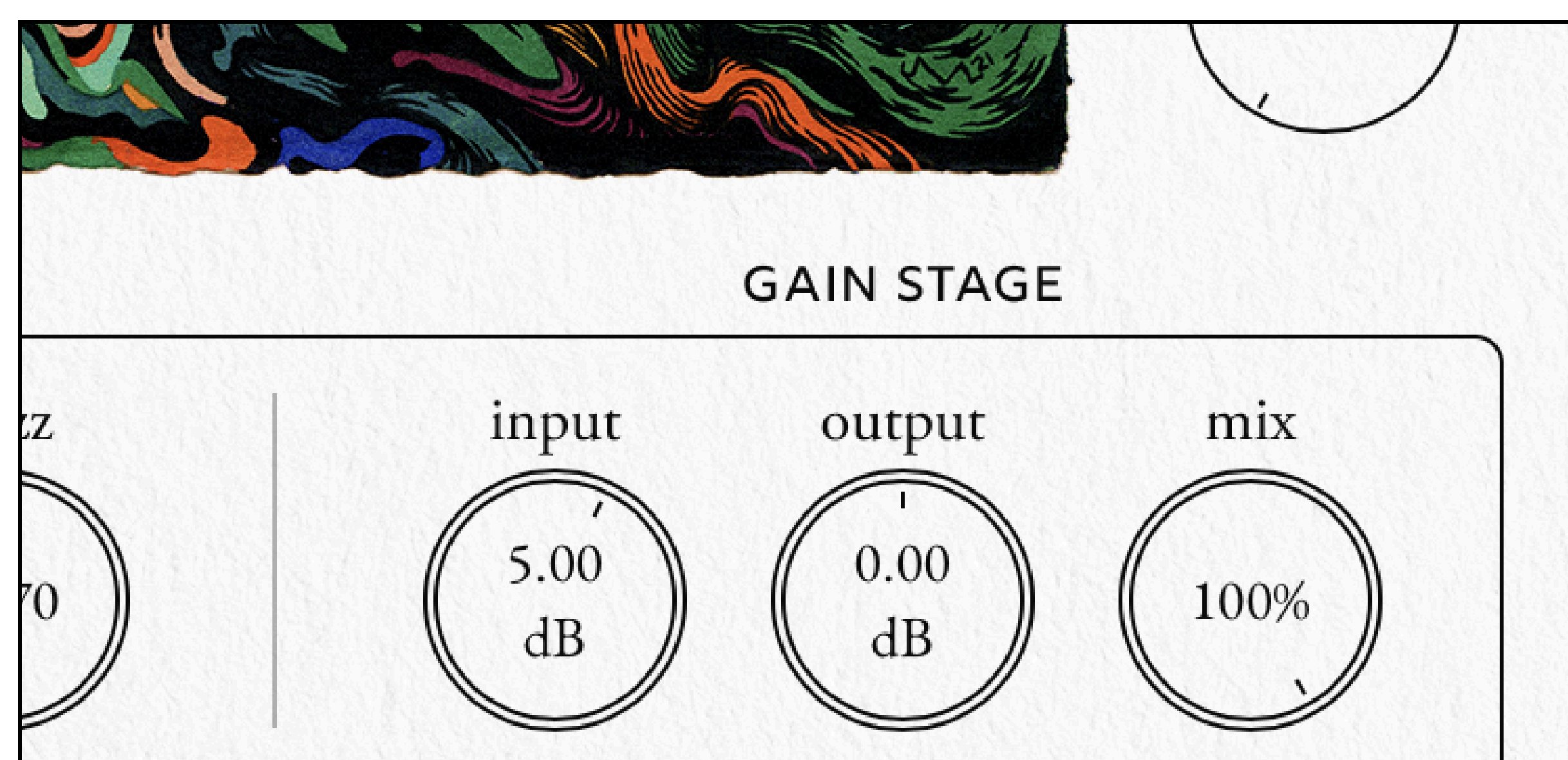
damping

smooths out the harsh transients of the distortion.

Pro tip: Explore all the different ranges of grain and damping for each type/mode combination. You might be surprised at what you find!



Gain Stage



input

controls the dry signal's input gain, in decibels.

output

controls the plugin's output gain, in decibels.

mix

controls the wet/dry percentage of Nudistort.

Global Parameters

tone

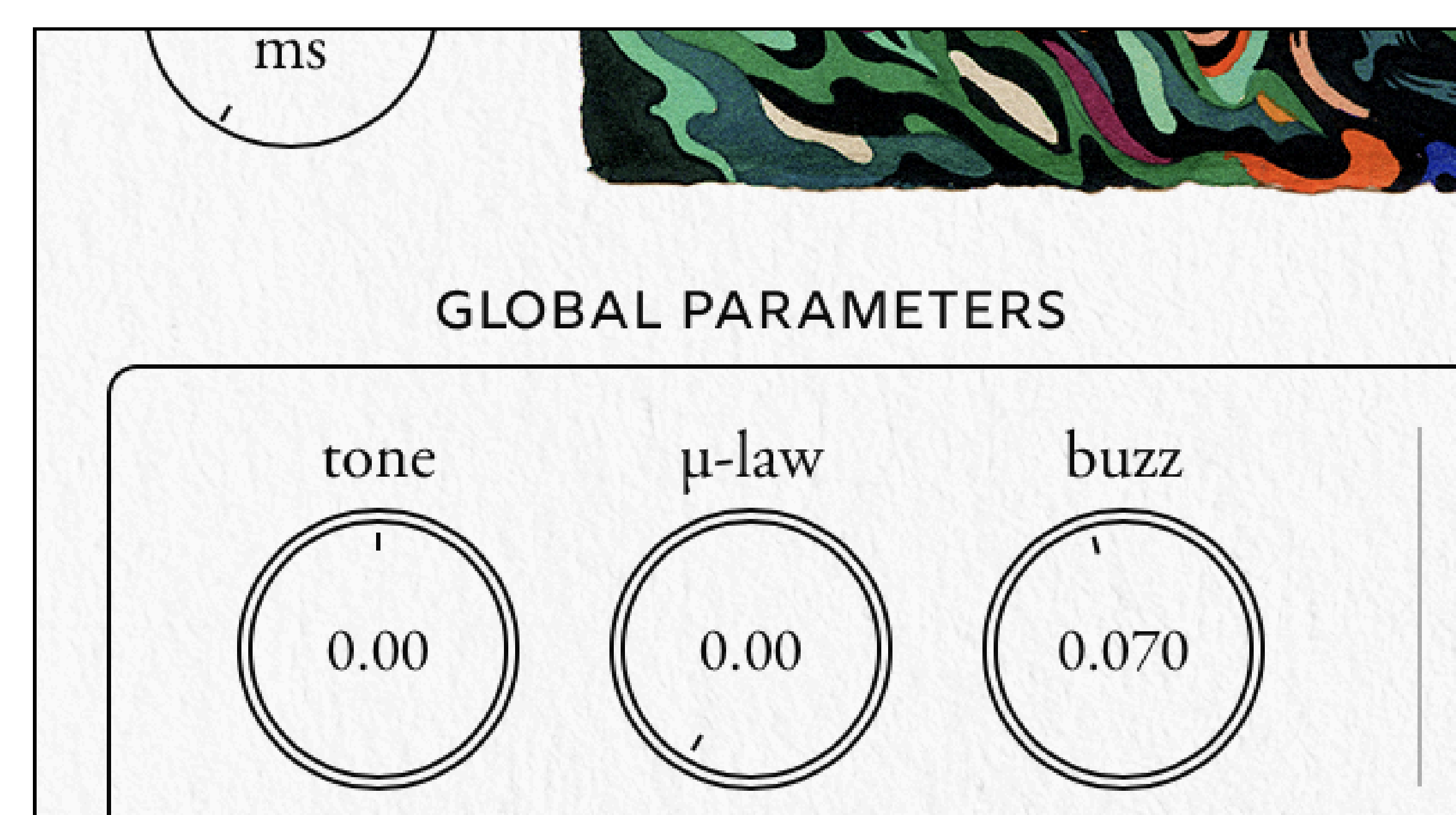
is a simple pre-distortion filter. Higher values boost the high end of the signal, while lower values boost the low end.

mu-law

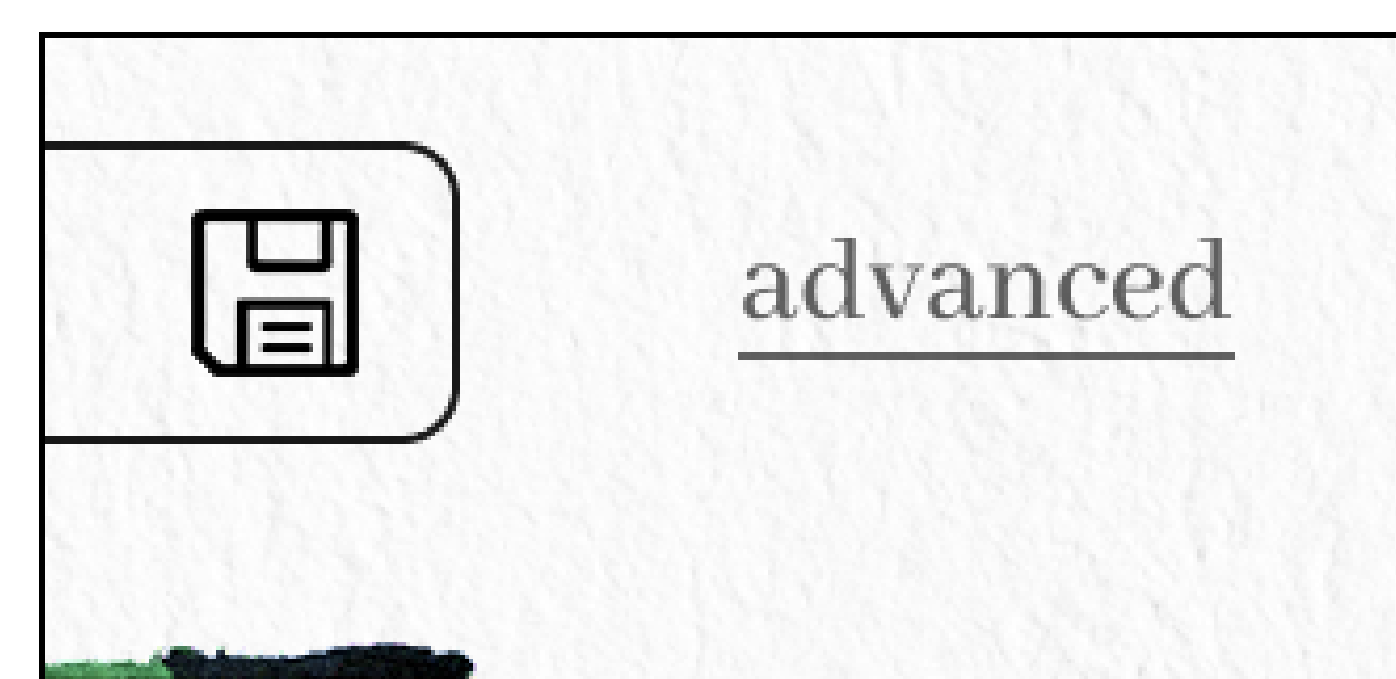
is a companding algorithm often used in telecommunications. I don't know why they made it sound so good.

buzz

controls the amount of amp noise added to the signal after it goes through the distortion and delay.



Advanced



Click the “advanced” button in the top-right of the plugin to open the advanced window, which allows you to tweak of a few parameters of Nudistort and add some extra effects.

Delay

This section contains stereo parameters for the delay.

L/R offset

controls the difference in delay time between the stereo channels. Positive values increase the delay time of the right channel with respect to the left, and vice versa.

wobble

subtly modulates the speed of each stereo channel of the delay, creating a detuned tape-like wobbling effect.

Mod

This section contains a simple amplitude modulator.

amount

controls the amount of modulation.

frequency

controls the speed of the modulation.

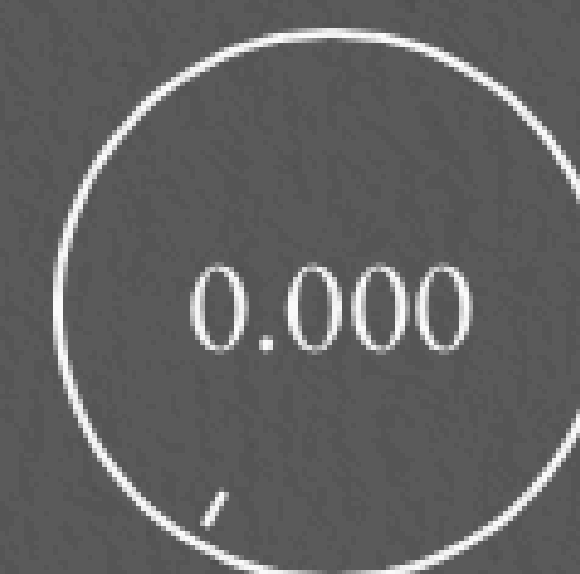


Delay

L/R offset



wobble



Mod

amount

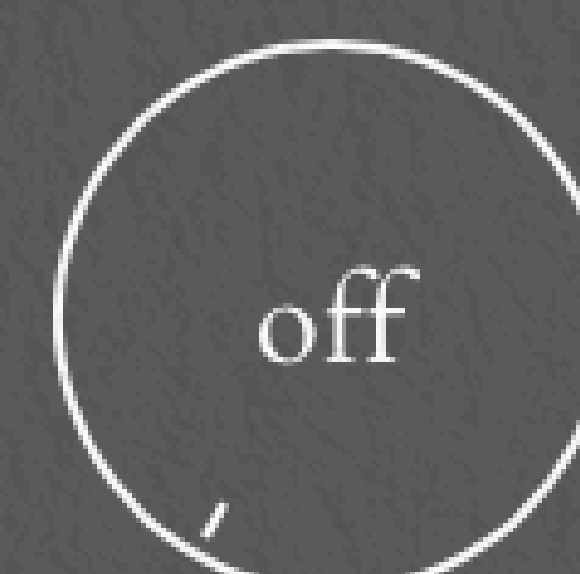


frequency

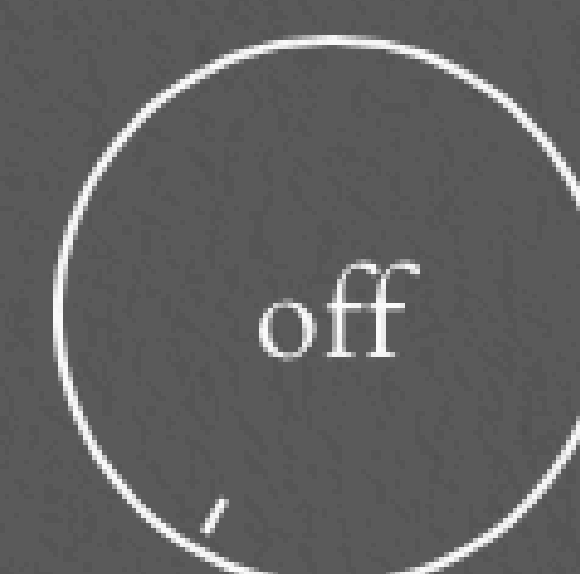


Weirdo Knobs

noodle



species



Advanced



Weirdo Knobs

This section contains two extra effects that are unrelated to the rest of the plugin.

noodle

adds a jumping, noodling sine wave to your signal. The noodle tries to match the pitch of your input. When your input is monophonic, this is easy, and it will succeed; when your input is polyphonic, this is hard, and it will fail. It'll still sound cool, though.

The noodle knob is split into three sections. The "const." section fades a constant-volume noodle into your signal. The "fade" section fades between a constant-volume noodle and a noodle whose volume matches your input volume envelope. Finally, the "env." section fades between this enveloped noodle and your original signal. For example, a value in the middle of the "fade" section is a 50-50 mix between a constant-volume noodle and an enveloped noodle. A value on the border between the "fade" section and the "env." section outputs a pure volume-enveloped noodle. These two examples are shown right.

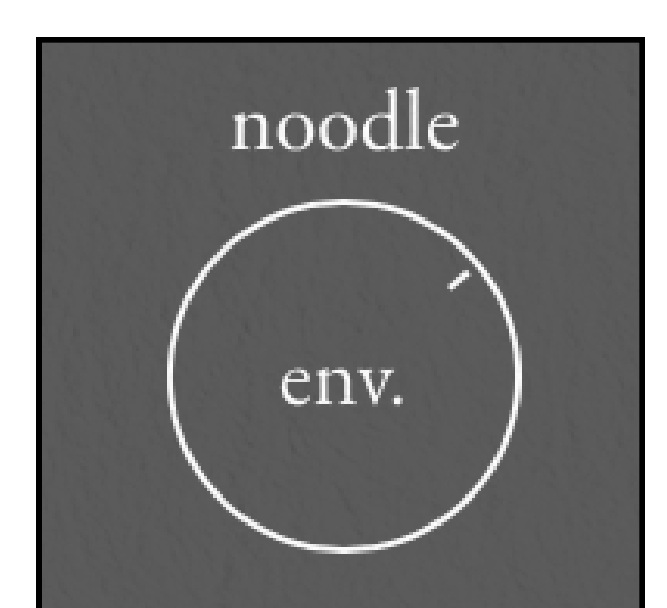
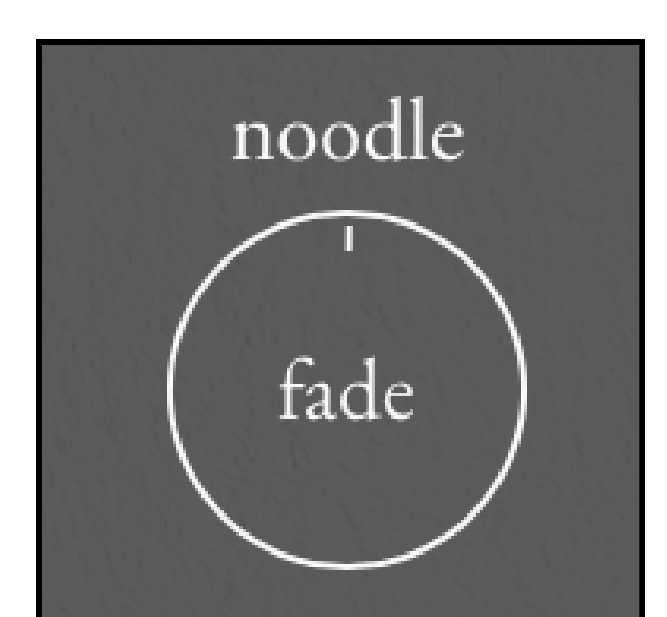
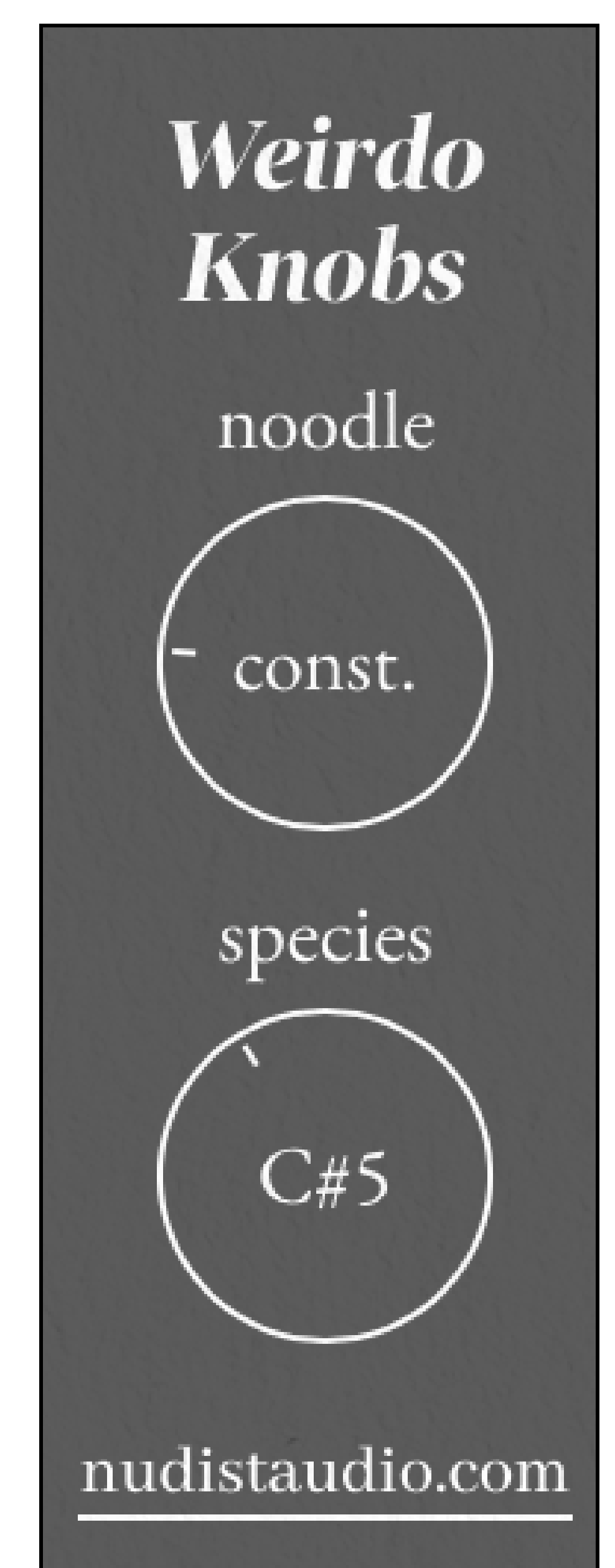
The noodle is added to your signal before the other parts of Nudistort, so you can shape and distort the noodle however you like after the fact.

Pro tip: If you want a friendlier sound, try turning the noodle knob almost all the way to the right, so that it just fades in a little bit of the volume-enveloped noodle, and mixes in with the tone of your input.

species

applies a resampling algorithm to the signal at a specified frequency. The frequency is determined by the selected note, and it interacts with the harmonics of your input signal.

Pro tip: Try setting the species note to the tonic of the key you're playing in, or the dominant.



If you have any questions, please contact nudistaudio@gmail.com.