



Corrosion v2

Multi-algorithm distortion

AAX + AU + VST effect plugin for Mac and Windows
Designed and developed by **Sinevibes** ©2017-2021



INTRODUCTION

Corrosion is a multi-algorithm distortion effect plugin. It is based on a DSP engine built with 4x oversampling, which uses analog-style anti-aliasing filters for an unusually smooth but robust sound character. **Corrosion** includes a wide selection of different distortion algorithms, from classic clippers and folders to very unique curves invented at Sinevibes. Distortion gain can go up to 24 dB and has a tilt control for natural stereo width effects, plus the plugin also features an exponential gate which can be used for both for noise reduction on analog recordings - as well as more creatively to “chop” audio. With its special ability to adjust the upsampling filter’s cutoff frequency and mix in the dry input signal processed via a steep high-pass filter, **Corrosion** delivers a huge variety of sophisticated distortion effects, from subtle boosting and drive all the way to dramatic waveform bending, warping and destruction - and it does so via extremely simple controls.

SOUND ENGINE

- Distortion engine with 15 different algorithms and 4x oversampling
- Flexible frequency crossover capabilities with simultaneous control of distortion upsampling filter and dry signal high-pass filter
- Gain tilt control for stereo width effects
- Built-in exponential noise gate with variable threshold, attack, and release
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

GRAPHIC INTERFACE

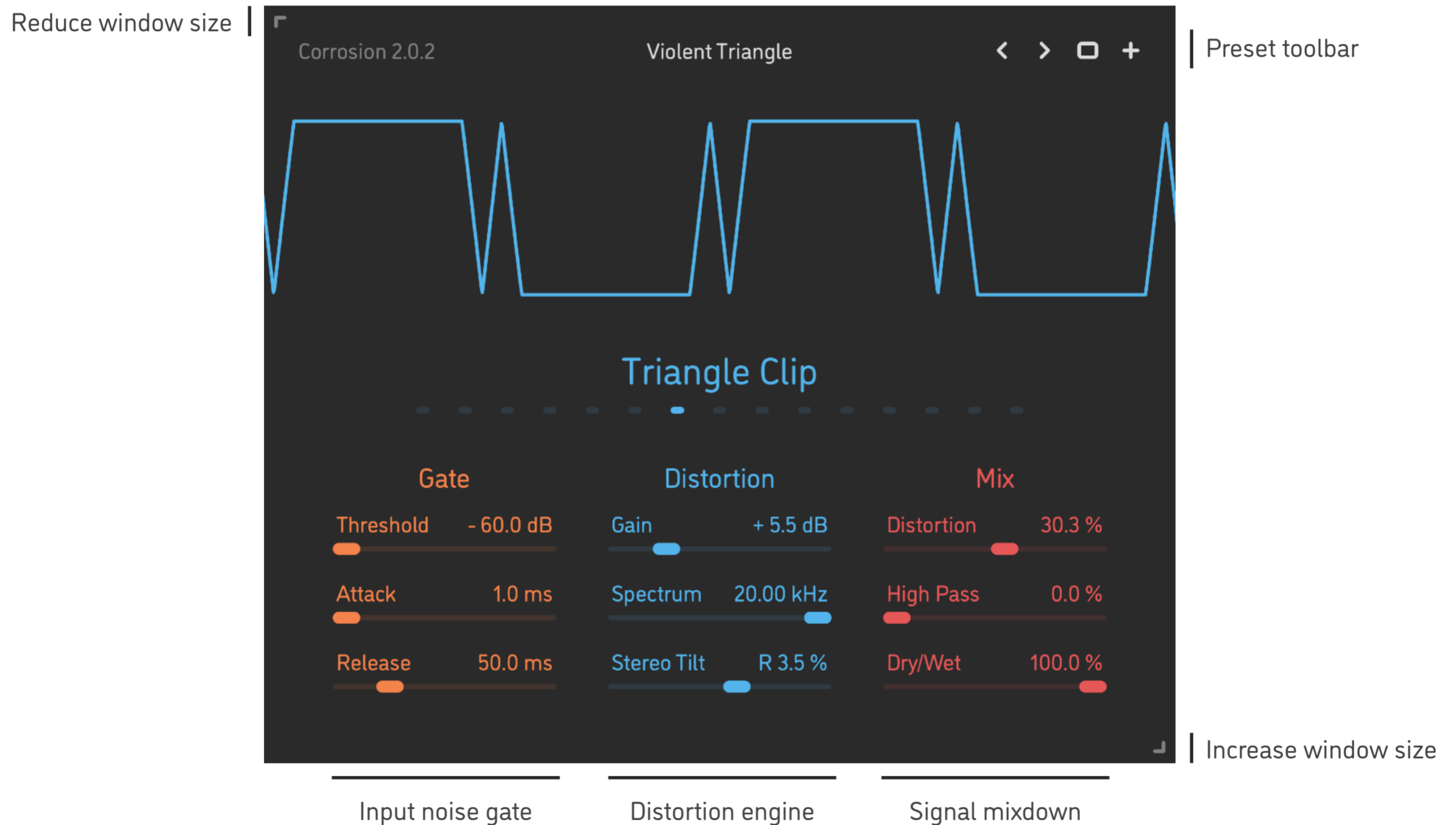
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

SYSTEM REQUIREMENTS

- 64-bit Mac computer with Intel or Apple processor, running **macOS 10.9** or later, plus a host application with support for **AU**, **AAX**, or **VST3** plugins
- 64-bit PC computer with x86 processor, running **Windows 8.1** or later, plus a host application with support for **AAX** or **VST3** plugins

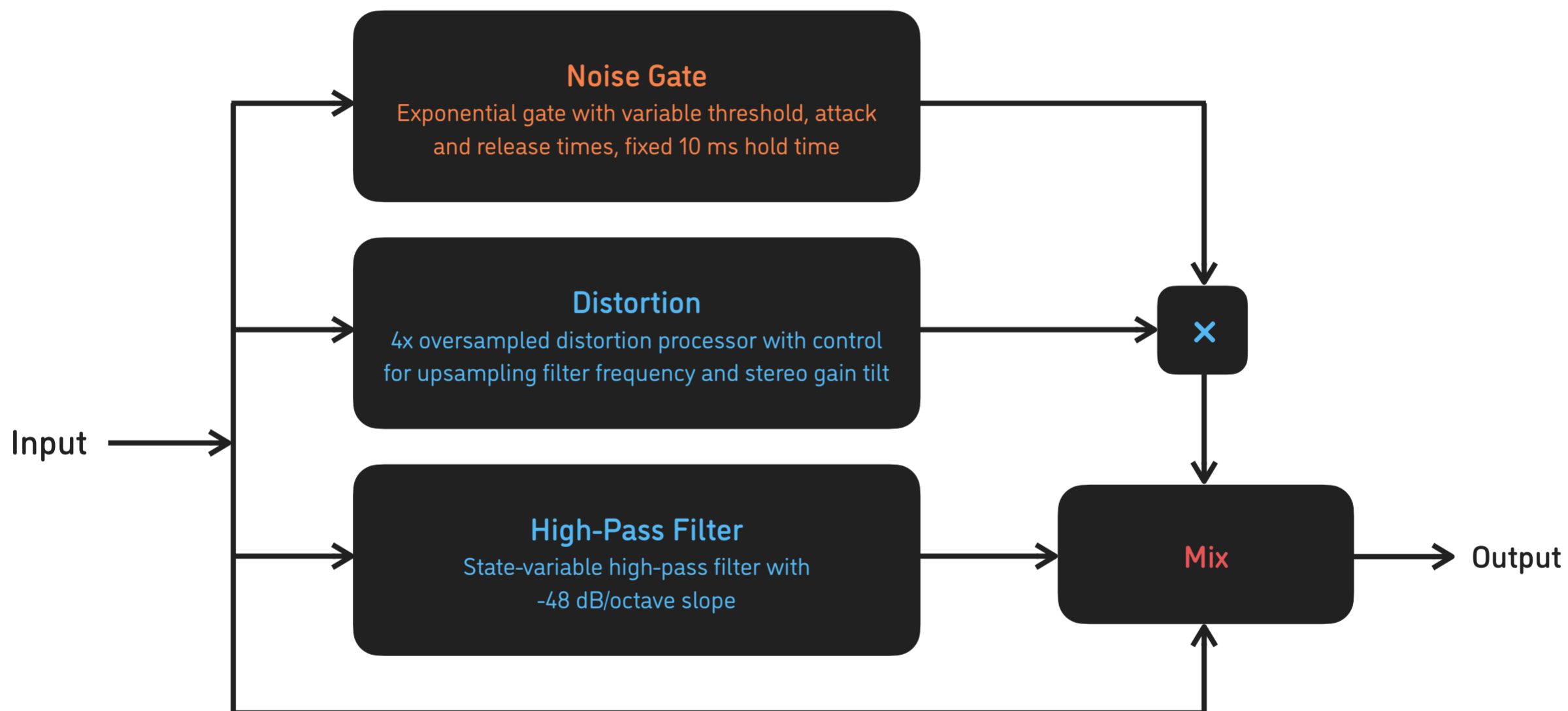
INTERFACE

Corrosion features a fully vector-based interface, with color-coded elements for effective visual grouping. The plugin allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Corrosion** is loaded.



- Hold *shift* and drag a slider to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows), or *double-click* any slider to recall its default parameter value.
- To fully initialize all plugin's parameters, load the preset named *Default* from either *Factory* or *User* bank.

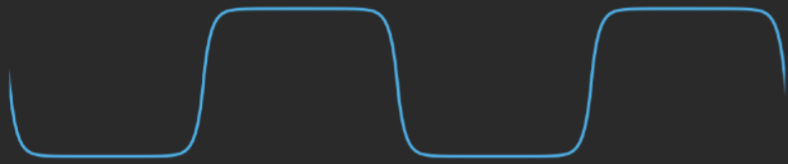
DSP DIAGRAM



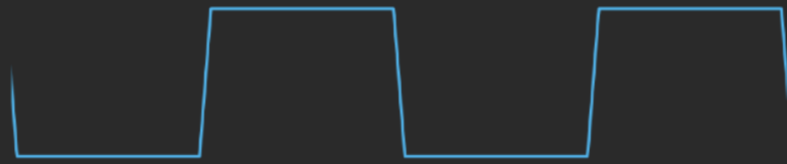
PARAMETERS

| | | |
|--------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Threshold | -60 .. 0 dB | Threshold level of the input noise gate |
| Attack | 1 .. 100 ms | Gate attack time |
| Release | 1 .. 1000 ms | Gate release time |
| Type | ... | Select the distortion algorithm type: Exponential, Parabolic, Sine Clip, S-Curve, Soft Clip, Hard Clip, Triangle Clip, Triangle Foldback, Single Foldback, Multi Foldback, Sine Bend, Sine Foldback, Sine Shred, Binary Shred, Symmetric Warp |
| Gain | 0 .. +24 dB | Distortion gain level |
| Spectrum | 20 .. 20000 Hz | Simultaneous adjustment of the cutoff frequency for low-pass upsampling filter in the distortion engine and the high-pass filter applied onto the dry input signal |
| Stereo Tilt | -20 .. +20 % | Gain difference between left and right channels |
| Distortion | 0 .. 100 % | Output level of the distortion engine |
| High Pass | 0 .. 200 % | Output level of the high-pass filter |
| Dry/Wet | 0 .. 100 % | Balance between dry input signal and the wet processed signal (the sum of the distortion engine output and the high-pass filter output) |

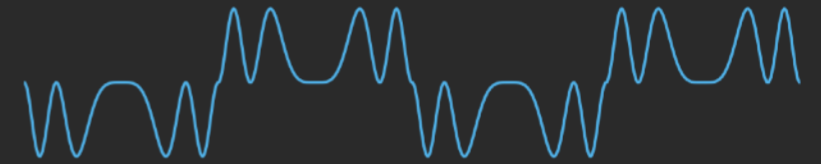
ALGORITHMS



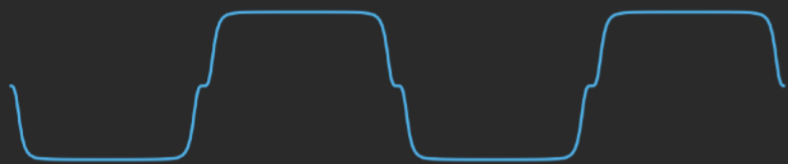
Exponential



Hard Clip



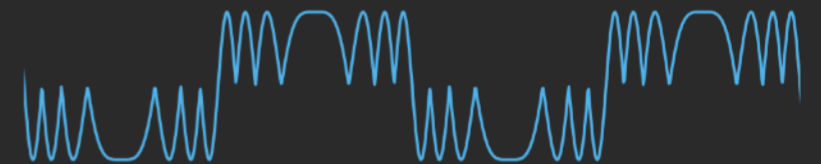
Sine Bend



Parabolic



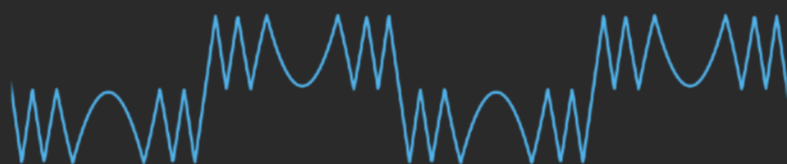
Triangle Clip



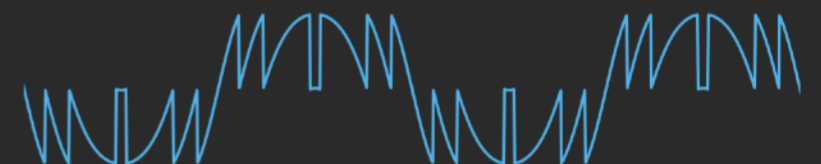
Sine Foldback



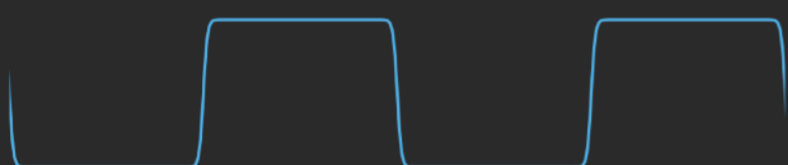
Sine Clip



Triangle Foldback



Sine Shred



S-Curve



Single Foldback



Binary Shred



Soft Clip



Multi Foldback



Symmetric Warp

PRESETS

Corrosion features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name

Click the preset name in the top center to show open file dialog with the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows) on the preset name to reveal the actual file.



Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.



Switch to the next preset in the current bank.



Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.



Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets



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