

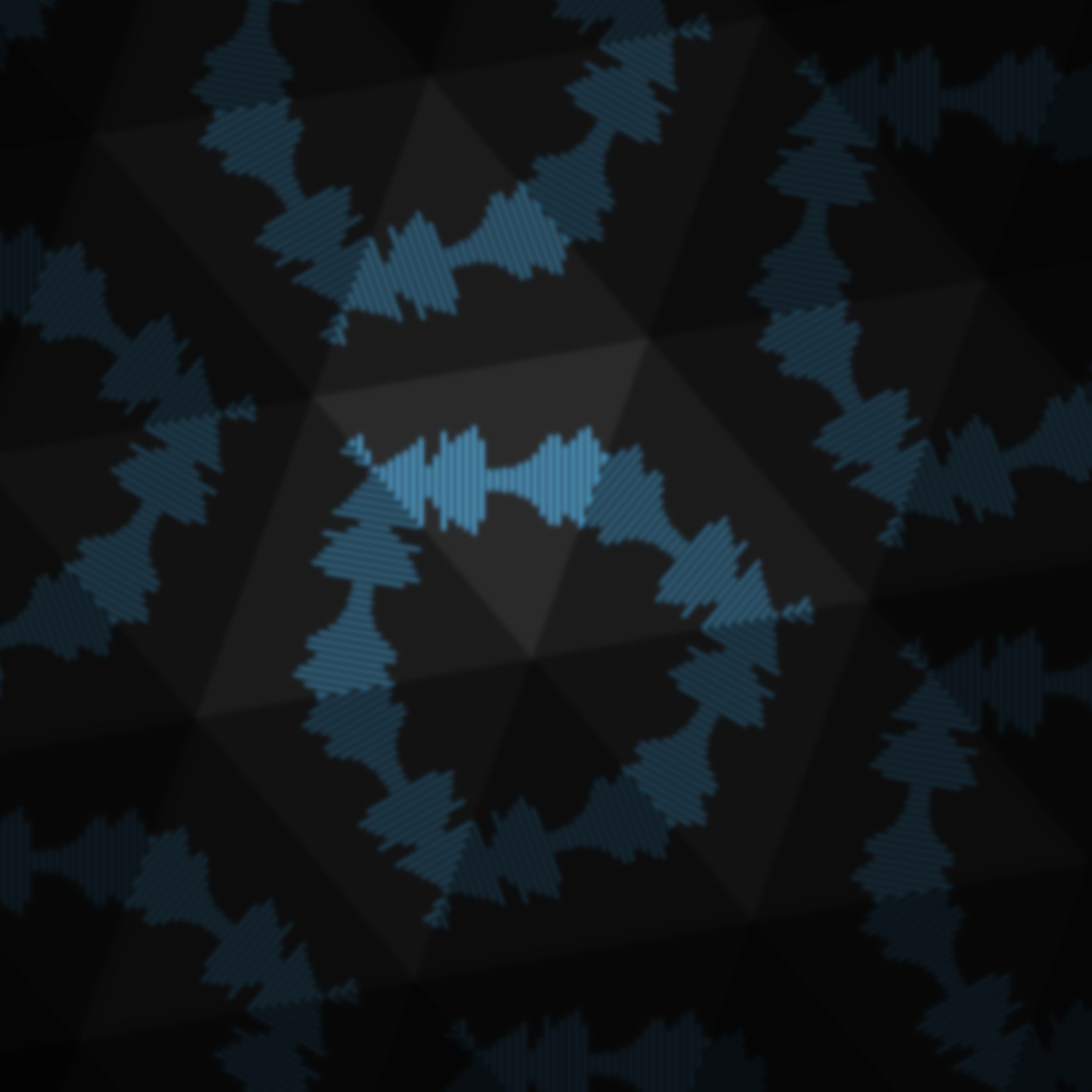


# Skew

Non-linear audio reverser

**AAX + AU + VST** effect plugin for Mac and Windows

Designed and developed by **Sinevibes** ©2021-2022



# INTRODUCTION

**Skew** is a non-linear audio reverser. Perfectly synchronized to the host transport, it is constantly recording the incoming audio into a buffer – and playing it back in reversed chunks. The big trick in this algorithm is that it's able to warp its playback speed via a selection of non-linear curves, thus bending the pitch in various ways. With each parameter having an extremely wide range of adjustment, **Skew** can be used to create multiple rhythmically-precise effects such as reversing, tape rewind, pitch slides, detune, glitching, and scratching. Thanks to its fine calibration, responsiveness, and DJ-style crossfade control, **Skew** can easily be automated or manipulated in real-time to add exciting musical complexity and create cool build-ups, breaks, and transitions.

## SOUND ENGINE

- Audio reverser with precise transport synchronization
- Six non-linear curves for warping the audio playback speed
- Fractional chunk size adjustment with 256 possible values (from 1/16 note to 16 bars)
- Meticulously tuned smoothing envelopes with optional overlapping
- DJ-style crossfade control
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

## GRAPHIC INTERFACE

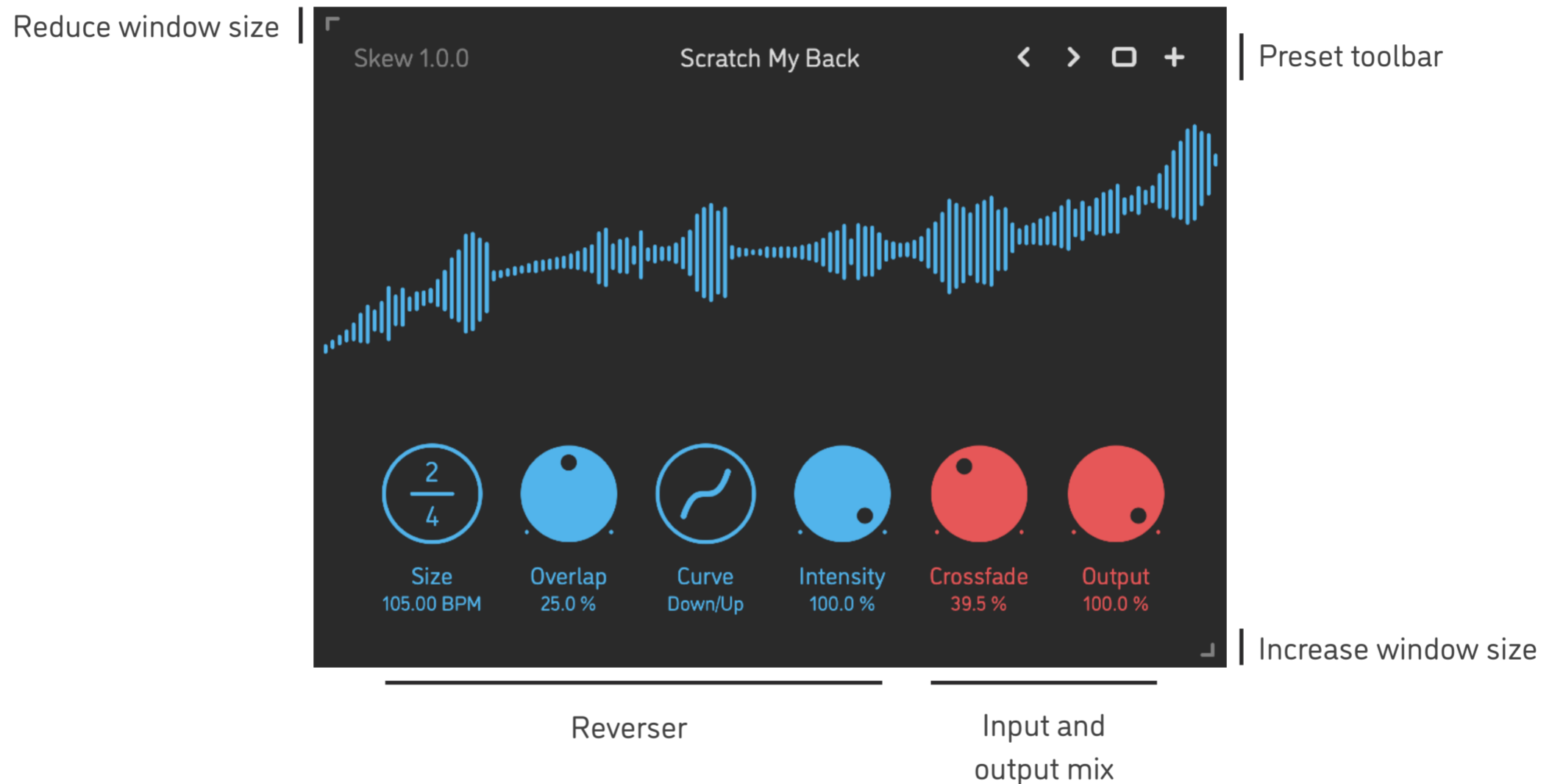
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

## 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

**Skew** features a fully vector-based interface, with color-coded elements for effective visual grouping. The interface 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 **Skew** is loaded.



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

# PARAMETERS

Size	1/16 .. 16/1	<p>Duration of the audio chunk to be reversed, as a fractional ratio of the current host tempo (size numerator and denominator are adjusted independently); the maximum chunk size is 16 bars at 60 BPM (64 seconds)</p> <p><b>Important note:</b> to be able to reverse audio, the algorithm needs to first record it into its buffer – thus, the reversed signal will be heard after the time equal to one chunk size has been played back by the host (or half the chunk size if the Overlap parameter is set to 50%)</p>
Overlap	0 .. 50 %	<p>Gate duration of the previously reversed audio chunk blended in with the currently reversing audio chunk (allows to achieve smoother looping)</p>
Curve	-	<p>Select a curve to be applied onto the reverser playback timeline: Up, Down, Exponential Up, Exponential Down, Up/Down, Down/Up</p>
Intensity	0 .. 100 %	<p>Amount of the selected curve being applied onto the reverser playback timeline</p>
Crossfade	0 .. 100 %	<p>DJ-style crossfade between dry sound and reversed sound:</p> <ul style="list-style-type: none"><li>– From 0 to 50% the dry sound level remains at max, while the reversed sound is gradually faded in</li><li>– At 50% the dry sound is summed with the reversed sound 1:1</li><li>– From 50 to 100% the reversed sound level remains at max, while the dry sound is gradually faded out</li></ul>
Output	0 .. 100 %	<p>Overall output level of the plugin (useful for trimming the output if the mix of all the signals becomes overly loud)</p>

# PRESETS

**Skew** 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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