FROSTBITE 2

USER GUIDE

v2.0

FROSTBITE 2

Frostbite is a **spectral freezing plugin** combined with a Ring Modulator and a Feedback module. With the three freezing modes (spectral, reverb, convolution), you can transform any sound into ambient textures, soundscapes, or just *frozen* reverbs.

Frostibte can also be used for **extreme sonic experiments** by entirely mangling any source with extreme modulations.

The Signal Flow is flexible, you can rearrange the modules with a simple drag-and-drop, and selects between the two modes: serial and parallel.

With the internal LFO you can modulate most of the parameters on each module, creating evolving eerie soundscapes.

INSTALLATION

MAC OS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

WINDOWS

- Extract the ZIP archive
- Double click on the setup file (*.exe*)
- Follow the instructions to install the plug-in(s)

REGISTRATION

In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

You can open the registration window by clicking on the ☰ icon next to the bypass button, in the top-right corner.

You can choose *Online* or *Offline* authorization.

ONLINE

- If you haven't created an account yet, you can signup here using the same email address used at check out.

- Just input your credentials into the text fields and click on Log In
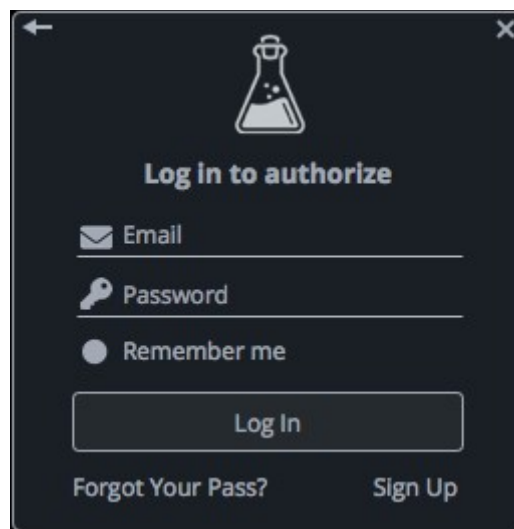
OFFLINE

- Download the license file from your account.

- Copy the file to your offline computer.

- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.
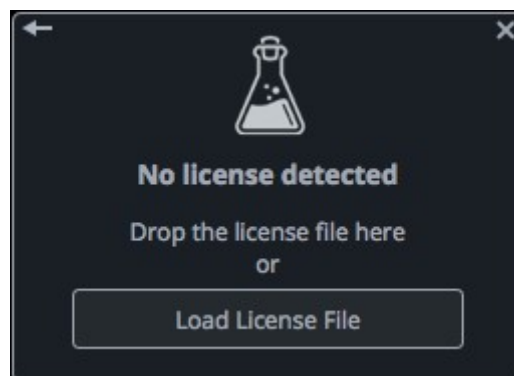
PARAMETERS

LIST

Ring Mod

Wave	Chooses the carrier wave
Freq	Controls the frequency of the carrier wave
Stereo	Activates a stereo mode (right modulation phase offset to 180°)
Sync	Syncs the carrier wave to the host/DAW time
Filter Mode	Chooses between LowPass, HighPass, BandPass, and Notch
Cutoff	Controls the frequency cutof of the filter
Resonance	Controls the amount of resonance of the filter
Balance	Controls the balance/pan of the wet signal
Mix	Controls the mix between dry and wet signal
Output	Control the amount of output gain

Freeze

Mode	Chooses between Spectral, Reverb, and Convolution
Fade	Controls the amount of freeze tail
Width	Controls the stereo width of the freeze
EQ	Graphic EQ with three bands (inc. Mid Q)
Freeze	Enables the freezing effect
Clear	Clears the freeze buffer
Balance	Controls the balance/pan of the wet signal
Mix	Controls the mix between dry and wet signal
Output	Control the amount of output gain

Feedback

Delay	Controls the delay time of the feedback loop
Ping Pong	Activates the ping pong mode (repetitions bounce from L to R)
Sync	Syncs the delay time to the host/DAW time
Amount	Controls the amount of feedback
Filter Mode	Chooses between LowPass, HighPass, BandPass, and Notch

Cutoff	Controls the frequency cutof of the filter
Resonance	Controls the amount of resonance of the filter
Balance	Controls the balance/pan of the wet signal
Mix	Controls the mix between dry and wet signal
Output	Control the amount of output gain

LFO

Wave	Chooses the LFO wave
Rate	Controls the rate of the LFO
Sync	Syncs the LFO to the host/DAW time
Destination	Chooses the LFO destination
Amount	Controls the amount of LFO modulation

Master

Mode	Chooses between Serial and Parallel mode for the modules
Dry	Controls the amount of dry signal
Wet	Controls the amount of wet signal
Soft Clip	Applies a soft clip to the wet signal

THREE FREEZE MODES

The **Freeze module** has three freeze modes that you can choose:

- **Spectral**, uses FFT to store several *analysis windows* in memory and replay them randomizing their phases.
- **Reverb**, a classic reverb algorithm with multiple *comb and all-pass filters* that can have an infinite decay.
- **Convolution**, multiplies the input signal with a *randomly generated noise impulse*, up to 60 seconds.

FEATURES

PARAMETER LOCK

If you want to keep the value of one or more parameters while changing presets, you can use the Parameter Lock feature.
Right click on a parameter and choose Parameter / Lock.

Parameter ▶	🔒 Lock
Randomizer ▶	Lock All
	Unlock All
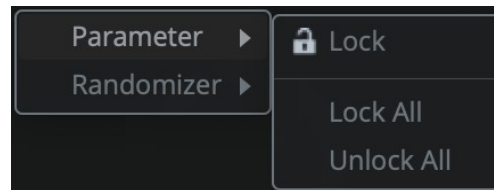
Lock/Unlock   If locked, the parameter won't be updated when changing presets
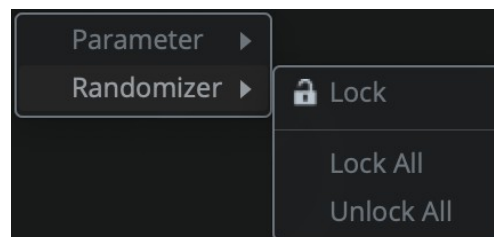
Lock All   No parameters will be updated

Unlock All   All parameters will be updated

RANDOMIZER

It is possible to randomize the parameters in the interface by clicking on the Random (dice) button in the top bar.
You can also exclude some of the parameters from the randomization. Right click on a parameter and choose Randomizer:

Parameter ▶	
Randomizer ▶	🔒 Lock
	Lock All
	Unlock All

Lock/Unlock   If locked, the parameter won't be randomized

Lock All   No parameters will be randomized

Unlock All   All parameters will be randomized

By clicking on the ☰ icon you can access additional features.

ALLOW MODULES TO MOVE

When you disable this option you won't be able to move the modules with drag-and-drop or when browsing presets.

CLEAR FREEZE BUFFER ON FREEZE

You can clear the buffer of the freeze effect by clicking on the Clear button. However, if you prefer, you can enable this option to clear the buffer every time the Freeze button is engaged.

CLEAR ALL BUFFERS ON HOST RESET

This option lets you clear the internal buffers of all modules everytime the host/DAW sends a reset call. Each host/DAW/format is different so this behavior might not be consistent.

SET SPECTRAL FREEZE MODE LATENCY

When enabled, the plugin will report a latency to the host/DAW if using the Spectral Freeze mode.

WINDOW SIZE

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the *standard* size.

PRESET COPY/PASTE

You can easily share presets by using this Copy/Paste feature instead of sharing the actual preset file.

By clicking on *Copy to Clipboard*, the status of all parameters will be saved to the Clipboard.

By clicking on *Paste from Clipboard* instead, you can load a preset shared using the previous function.

END

WHERE IS EVERYTHING?

The installer will place the plugins, presets and other data in these folders.

MAC OS

AU: */Library/Audio/Plug-ins/Components/*

VST: */Library/Audio/Plug-ins/VST/*

VST3:   */Library/Audio/Plug-ins/VST3/*

AAX: */Library/Application Support/Avid/Audio/Plug-Ins/*

Data: */Users/Shared/AudioThing/*

WINDOWS

VST: *custom path from installer*

VST3:   *\Program Files\Common Files\VST3*

AAX: *\Program Files\Common Files\Avid\Audio\Plug-Ins*

Data: *\Users\Public\Public Documents\AudioThing*

CREDITS

DSP & Code: Carlo Castellano
DSP: Michael Norris
Design: John Gordon (vstyler)
QA Engineer: Giuseppe Marrazzo
Presets: RM (Ry Manning), GM (Giuseppe Marrazzo)

EULA

Please visit www.audiothing.net/eula/ to review this product EULA.

THANK YOU

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For help or any question, feel free to contact us here: www.audiothing.net/contact/