Noises

User Guide

v1.2.1

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Noises

Creative Texture Instrument

Noises is an experimental instrument with a playful and inspiring interface, designed to bring a vast world of noise into your music and audio production.

Noises is the fourth plugin we developed together with German composer and „that guy with the sweaters“ Hainbach. He crafted hundreds of recordings of rare vintage measurement and tape equipment, analog synths, strange field recordings, electro-acoustic and magnetic field experiments and more in his lab to create this creative noise instrument with us. It is designed to be fast and inspiring to use, with a big dial at its center inviting you to search for sounds and a sequencer to make them music. This results in a minimum of clicks for a maximum of sound.

Used subtly, it adds coherence to your tracks. Used creatively, this can be the basis for whole tracks. It is easy to create modern scores for film, games and podcasts with it and a quick tool for sound design. If you need a break, put it on and relax to carefully curated noise sequences.

Installation

macOS

• 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)

Linux

• Extract the tarball archive
• Run ./install.sh
• Follow the instructions to install the plug-in(s)

Registration

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

Online

- If you haven't created an account yet, you can sign up here
- Just input your credentials into the text fields and click on Log In.

Offline

- Download the license file from your account.
- 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

Performance

Level	Controls the volume of the instrument
Pitch	Controls the pitch of the instrument
Out Gain	Controls the gain of the instrument (post effects)
Trigger	Starts or stops the sound playback
Sync	Sets the Trigger mode, Free or Synced to the DAW transport
Attack	Controls the attack of the sound
Release	Controls the release of the sound

Trip

Speed	Controls the speed of the trip modulation
Fuzzy	Controls the randomness of the trip modulation
To Cutoff	Sends the trip modulation to the Filter Cutoff
To Resonance	Sends the trip modulation to the Filter Resonance
Mode	Changes the waveform of the trip modulation (pendulum, random)

Filter

Type	Selects between LowPass, HighPass, BandPass, and Notch
Cutoff	Controls the frequency cutoff of the filter
Resonance	Controls the amount of resonance of the filter

Crusher

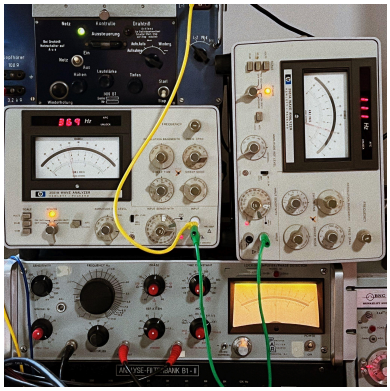
Bits	Reduces the bit-depth of the sound causing distortion
Downsample	Reduces the samplerate causing aliasing
Mix	Controls the amount of the crusher effect

Using Noises

Trigger

If Sync is set to *free* you can use the Trigger button to turn Noises on and off, or hit any midi note. You can record and automate these controls.
If Sync is set to *host*, it will start and stop with your DAW playback.

Origin



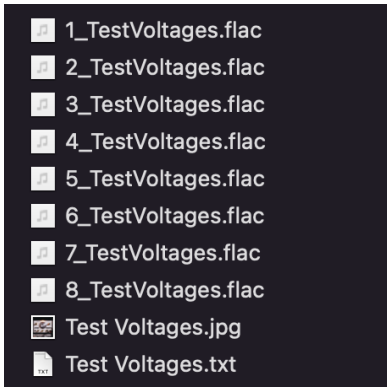
Noises came from the need to have a solid noise source always at hand for testing plugins. But as we got into talking with Hainbach, with whom we had just made Gong Amp, he grinned and turned on his wall of rare electronic laboratory equipment. His glowing noise generators hidden behind countless cables started howling, screaming and singing. Listening to the absurd tones of this obsolete yet treasured equipment, we knew we had to make this more than a simple noise source: Noises became an instrument.

Operation

Noises is all about playful and inspiring interaction for sonic exploration, designed to give you more sound with less clicks. At the heart of Noises is a big knob. It acts as a precision crossfader between the eight sounds of each bank, carefully selected and designed by Hainbach. Inspired by the motor controls of test equipment and vintage multiplexers, we added a sequencer to control the knob. You mute sounds, play sequences, randomize them and make it jitter like one coffee too many with the fuzzy control.

Creating your own Banks

You can easily create your own banks to use in Noises.



Simply open the Banks Folder by clicking on the ☰ icon (top-right corner of the UI), then choose Global Settings, Banks Path, Open Banks Folder.

The file structure is simple, just put your samples in the folder. The plugin will only scan the first 8 samples in each folder and place them alphabetically.

After you have added your own banks, just click on the reload button next to the bank list.

Noises can load several audio format types: WAV, AIFF, FLAC, OGG.

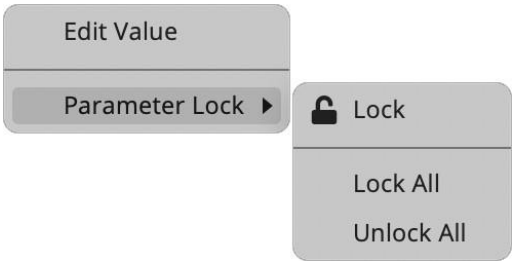
Additionally, you can put a description text file (.txt) and an image (.jpg). These will appear in the info box when clicking on the *i* button.

Note: on iOS, you can tap the cog icon to edit a bank, or use the +/- buttons to add a new bank or delete an existing one.

Features

Parameter Lock

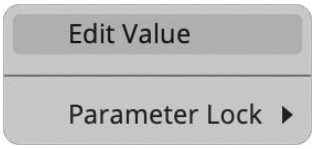
If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.
Right click on a parameter and choose *Parameter Lock*.



Lock / Unlock	If locked, the parameter won't be updated when changing presets
Lock All	Locks all parameters
Unlock All	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



Solo Samples

Hold SHIFT and click on the sample buttons to solo them, allowing you to isolate and focus on individual samples.

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

MIDI

You can enable the MIDI input and assign it to the Pitch and/or the Filter Cutoff.

MIDI to Cutoff	The MIDI note is converted to a Hz value for the Filter Cutoff
MIDI to Pitch	The MIDI note controls the Pitch parameter

Pitch Unit

You can choose two units for the Pitch control: semitones or speed.

Banks Path

You can change the path to the banks/samples if you want.

Set Custom Folder	Will let you browse to the path where you want the banks
Reset to Default	Resets the path to its default value (see Data below)
Open Banks Folder	Will open the bank folder

Restart Sample on Trigger

When enabled, this feature restarts the sample playback from the beginning with each new note or trigger.

Max Crossfade Time

You can change the maximum crossfade allowed on each sample or disable the crossfade entirely. If the loaded sample length is less than the crossfade time, the crossfade will automatically be set to half of the sample length.

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.

Copy to Clipboard	The status of all parameters will be saved to the Clipboard
Paste from Clipboard	Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you are using the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.
This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.
The current and default library is OpenGL.

Dark / Light Theme

You can choose a dark or light appearance for menus, popup values, and windows.
This option is global and it will affect all AudioThing plugins.

End

Where is everything?

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

macOS

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*
Idea	*Hainbach*
Design	*John Gordon*
QA	*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 support, please visit www.audiothing.net/support/
For further help or any question, please contact us here: www.audiothing.net/contact/

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