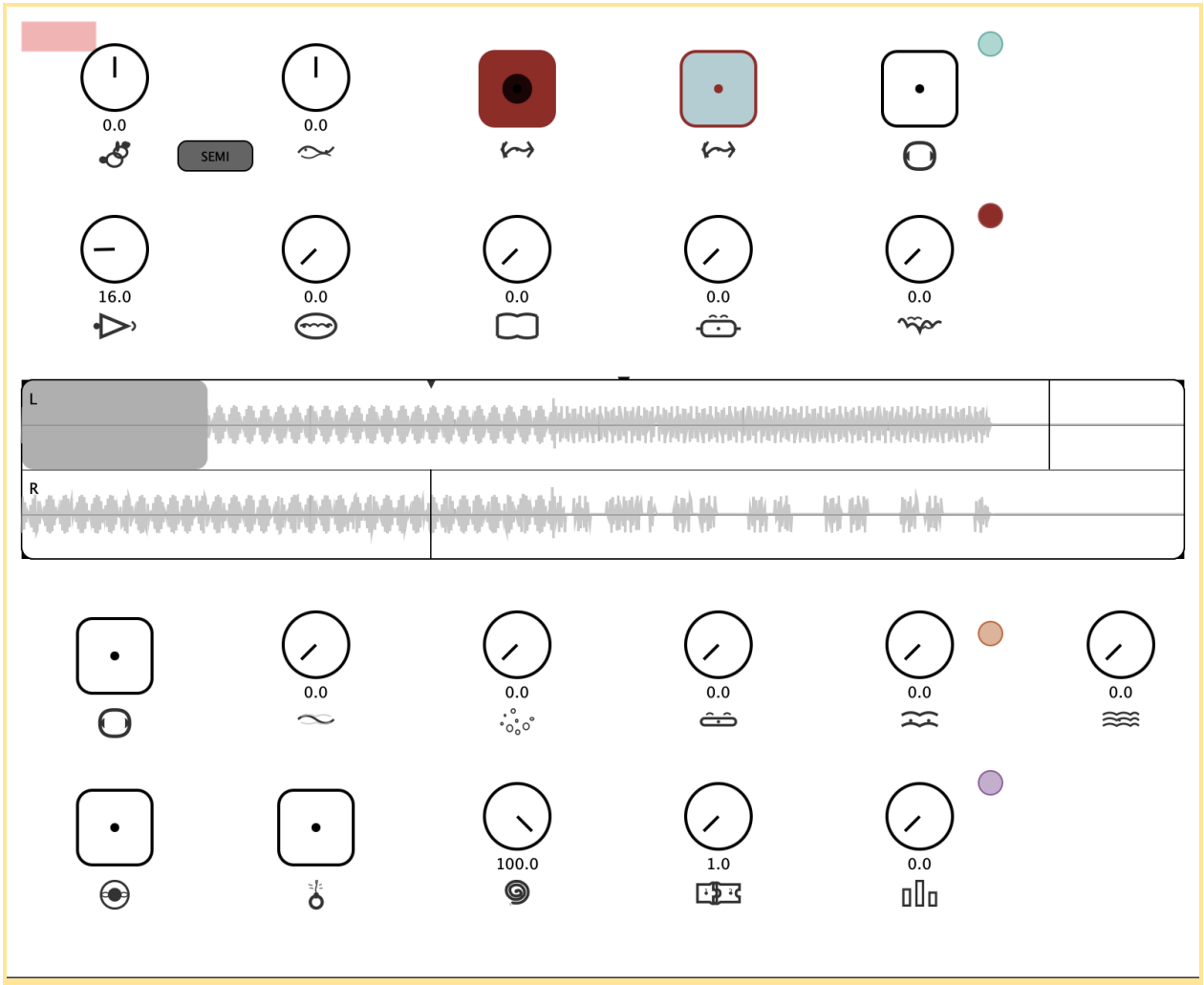
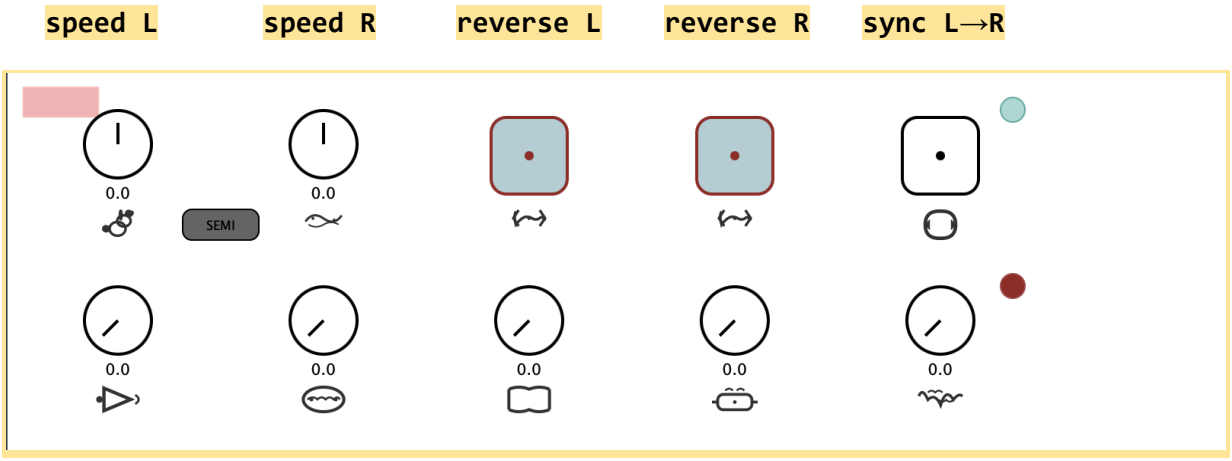
fase

A stereo phase looper/delay



fase is a stereo looper that can act as different kinds of delay. It can be a texture builder and a way to find inspiration in old ideas.

Controls



speed L/R changes the speed of the playheads for the left or right channel depending on the speed mode selected. To the left it slows down, to the right it speeds up. The toggle button creates a phase inversion to make the buffer wider in the stereo field.

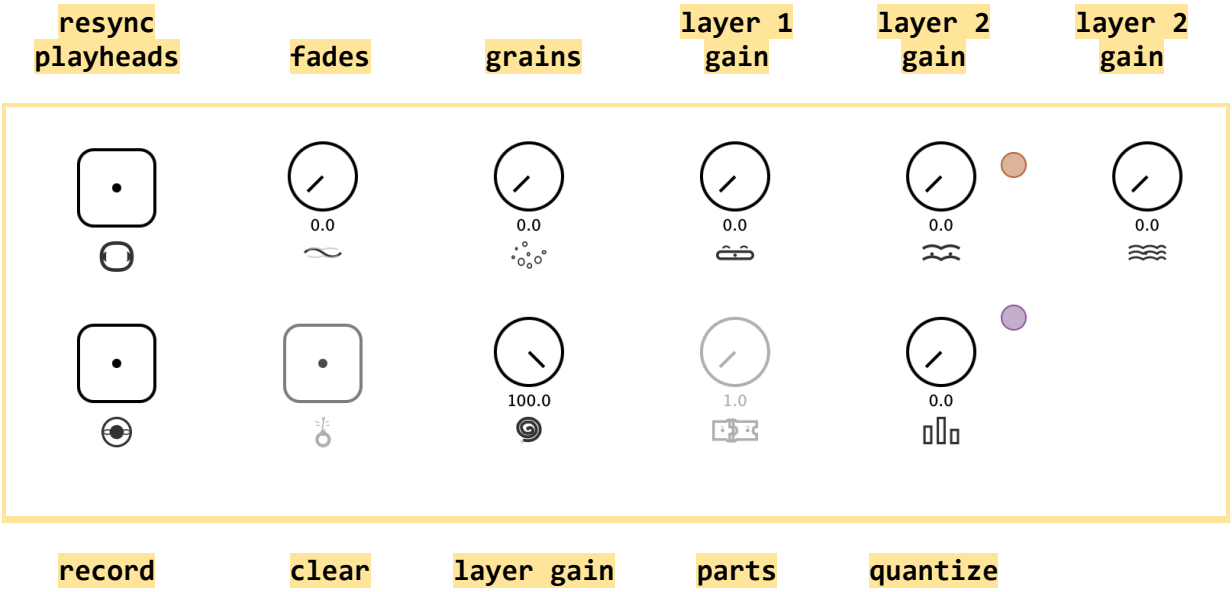
speed mode defines the steps for the speed dials. SEMI: semitones. OCT: octaves. 5THS: fifths. CONT: continuous.

reverse L/R toggles whether the playheads go forward or backwards.

sync L→R synchronizes the L parameters to the R. Any changes in the R dials/buttons will be ignored and the values from the L will take effect.

start L/R and end L/R define the percentage to remove from the start or the end of the recorded buffer.

fray is a subtle effect that progressively frays the audio in different ways as the value increases. The toggle button defines whether input audio will go through the effect or not.



resync playheads moves both playheads to the beginning of the buffer.

fades, when recording, it decreases the volume of the previously recorded audio in that amount. A value of 0 will leave the audio untouched and sounds will stack forever. A value of 100 will remove the previous recording entirely as the dub of the layer is recorded.

grains randomly plays grains of the buffer an octave or fifth higher. The higher the amount, the greater the amount of grains that will play.

layer 1/2/3 gain sets the gain for each of the 3 overlay layers. Layer 1 plays an octave below, layer 2 plays an octave above. And layer 3 plays a fifth above. These dials control the volume of these layers. The toggle button denotes whether the playhead for the layers goes in the same direction as the other playheads, or in the opposite direction.

record records or dubs a layer. If the button is red, it's recording the first layer. The first layer defines the length of the loop buffer and any layers after that, until **clear** is pressed. If the button is yellow, it's in overdub mode. The record position goes always from 0 to the end of the buffer, no matter what reverse, speed, start, or end are defined as.

clear clears the recorded buffers and some of the parameters.

layer gain sets the layer gains. These layers are different than the 1, 2, and 3 above. These are the recorded layers. You can think of this as an

undo/redo buffer. The gain dial also controls the volume of the layer. With only 1 layer, 0 to 100 controls the volume of that layer. With 2 layers, 0 to 50 controls the volume of the first layer, 50 to 100 the volume of the second layer. Moving the dial below 50 acts as an undo, and above 50 as a redo. The more layers there are, the less granularity you have for volume, but going back and forth between layers is seamless. The notches in the dial denotes the area for each layer. Going back to another layer and hitting record will clear all layers above it, making the newly recorded layer the last one.

parts defines the slicing of a buffer. Once a buffer has been recorded, it's considered 1 part, or slice. You can break the buffer into parts of the same size. Every time you change the amount, the parts are shuffled randomly to play in a different order.

The **quantize** dial has a dual purpose, always with the goal of quantizing to a tempo. If it's above 0 before the first layer is recorded, it waits until the next bar to record the defined amount of bars. If it's above 0 after there's a layer recorded, it only plays your buffer for the amount of bars you define. This way, you can record unquantized, find an area you like, set for how long you want it to play, and it'll automatically adapt to that. If the toggle button is enabled, instead of bars, it'll quantize to beats.

MIDI

All buttons are midi assignable in your DAW. Alternatively, you can send MIDI to the VST directly if your DAW supports it.

CCs

1 : speed L	2 : speed R	7 : layer gain	10: start L
11: end L	12: start R	13: end L	14: fades
15: fray	16: layer 1	17: layer 2	18: layer 3
19: bars/beats	20: grains	28: parts	

Notes

60(C3): record	61(C#3): clear	62 (D3): resync	63(D#3): sync
64(E3): reverse L	65 (F3): reverse R	66(F#3): dry	67 (G3): invert layers