NinjaPlugs - v1.0

A suite of 6 VSTs for the Pluggo Runtime environment

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Installation

1. First, you must have the free Pluggo Runtime installed, available from Cycling '74 (www.cycling74.com)

2. Copy the NinjaPlugs folder in the disk image to the the VST folder in your Library (normally found under the path Macintosh HD://Library/Audio/Plug-Ins/VST).

3. Run the application 'AudioUnit Scan'.

4. Load your chosen DAW, Ninjaplugs should be installed and available under the NinjaPlugs heading.
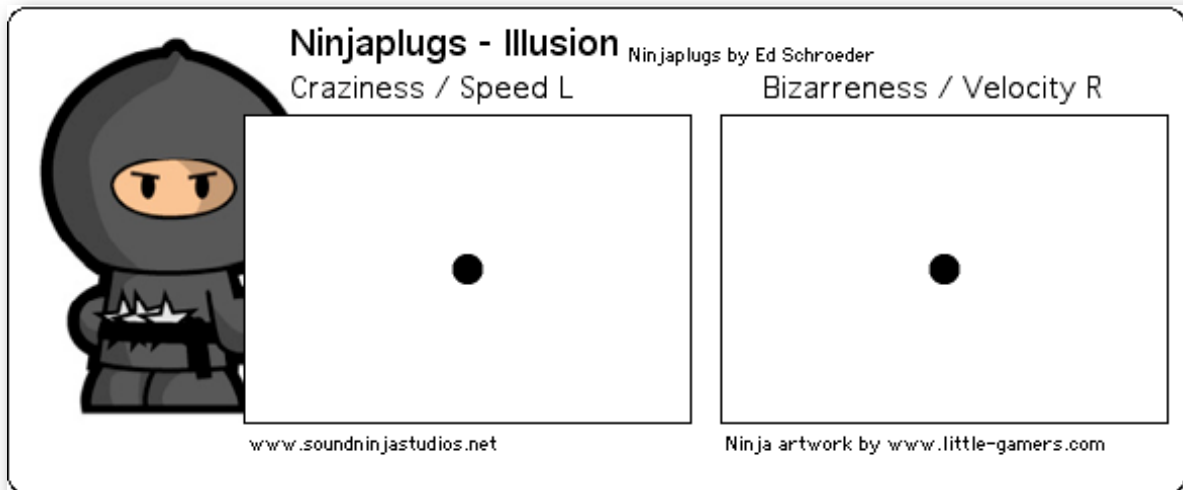
About

Ninjaplugs is a suite of 6 plug-ins inspired by a set of commercially available plug-ins called GRM-Tools. They were written and compiled in Max/MSP 4.6.2, a highly powerful graphic programming environment and run under the Pluggo Runtime environment, both created by Cycling '74

They're designed to produce slightly bizarre effects, not normally found in 'standard' plug-ins (such as compressors, EQs, reverb plugs etc.). The plug-ins are also designed to be slightly random, in that the exact effect that moving the parameters are having on the sound isn't always completely quantifiable. That said however, every single parameter is fully available for automation in your chosen DAW/host.

The suite also revolves around a common visual theme. They make use of dots and sliders for control, instead of more 'sterile' numbers and rotary dials. Once you've worked out how to control one therefore, the rest should be easy. And rest assured, although a conscious design decision was taken to hide the numbers from view, there's a lot of number crunching going on behind the scenes. The simple interface also means that the plug-ins are as processor efficient as possible, a desirable feature even in a world where processing power is relatively cheap.
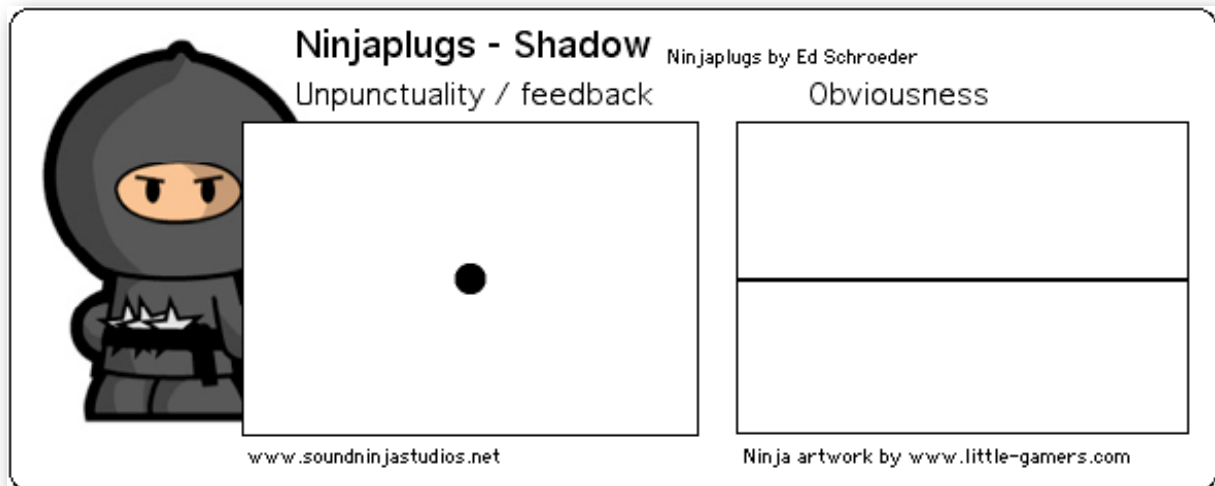
NPIllusion

Illusion cuts up the audio coming in, and plays out random clips at variable speeds.

It works by recording incoming audio into a stereo buffer, from which it chooses random start and finish points and plays the audio between those points. The speed at which it chooses new start and finish points to play from/to is controllable on the X axis, and the speed at which it plays the audio (anything from backwards through to normal speed forwards) is controllable on the Y axis of the control dots.
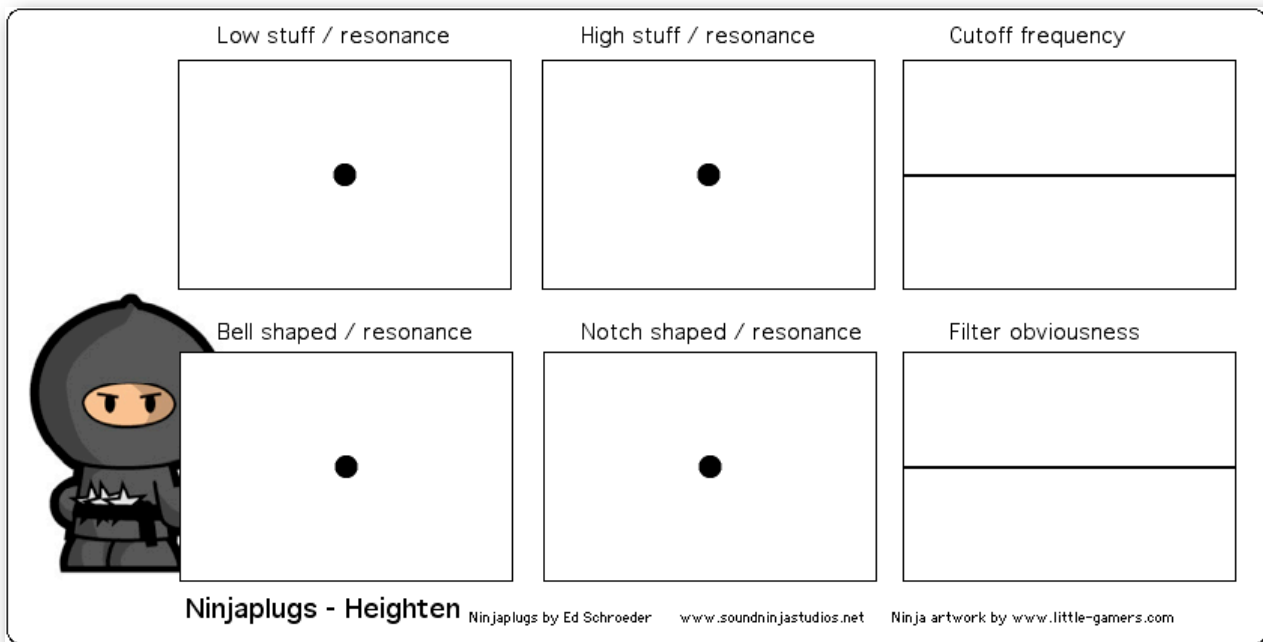
NPShadow

Shadow uses multiple stereo delay lines to hold back the audio up to 9 seconds.

It uses 8 stereo delay lines running in parallel to create its effect. The X axis of the control dot dictates how many delay lines are used at once (all the way to the left, 1 stereo line with a 2 second delay, all the way to the right uses all 8 delay lines with the longest delay possible), and the Y axis controls how much the delayed signal is fed back into the start of the signal chain (creating an almost ever-lasting cascade of audio). The multi-slider controls the individual amplitude of the stereo delay lines, allowing for greater control.
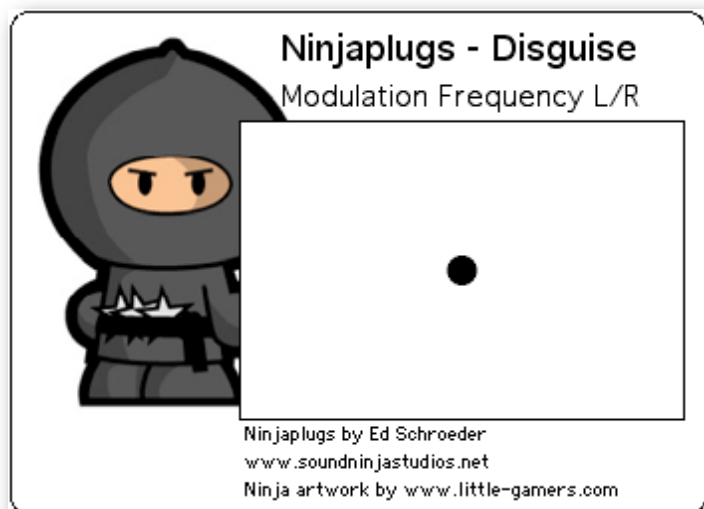
NPHeighten

Heighten uses 2 layers of 8 stereo state-variable filters (high pass, low pass, band pass and band reject) in parallel.

The X axis of each control dot adjusts how many stereo filters are running (the further right, the more filters), while the Y axis controls the resonance (how much they wobble about) of the filters. The cutoff frequency for each stereo filter is adjustable by using the top multislider, and the amplitude of each stereo filter is adjustable by using the bottom multislider.
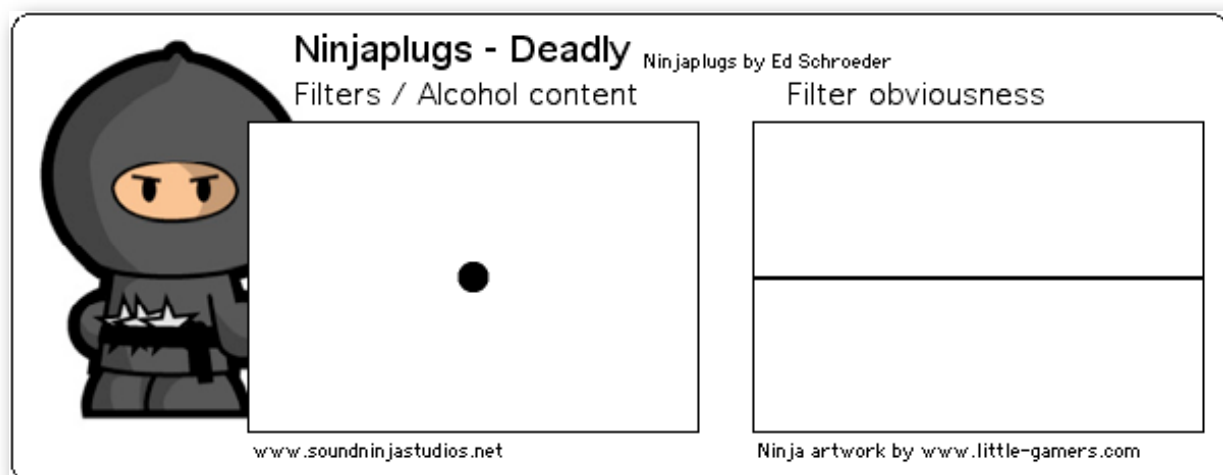
NPDisguise

Disguise uses ring modulation to adjust the timbre and pitch of the source material.

It uses 4 stereo modulators running in series, each of which is using sine waves of subtly different frequencies to create a more interesting modulation effect. Each stereo modulator itself is combining 4 sine waves in total to further effect the audio. The modulation frequency of the left channel is adjustable on the X axis of the control dot, and the modulation frequency of the right channel is adjustable on the Y axis of the control dot.
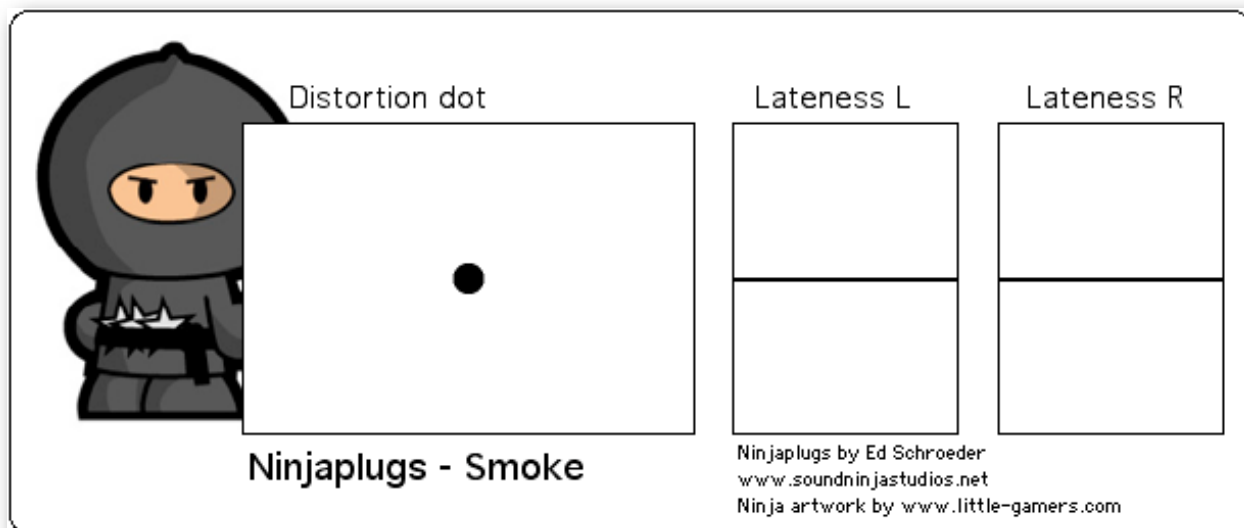
NPDeadly

Deadly uses 8 stereo comb filters in parallel to process audio and cause phase cancellations.

The X axis of the control dot adjusts how many of the stereo filters are active. As more are added to the signal, each filter delays the signal a little more to create more interesting and bizarre phase cancellation effects. Each filter also has several parameters, set by the plug-in itself. However, as the control dot is moved up the Y axis, these parameters start to wobble and act increasingly 'drunk' to further complicate the audio output. The multislider also allows individual amplitude control of the 8 stereo comb filters.

NPSmoke

Smoke uses waveshaping to produce non-linear distortion.

The signal is constantly recorded into a buffer, which is then used as a lookup table for waveshaping. The control dot adjusts the amount of the buffer used, and the sample offset, though the effects are much less quantifiable in this plug. The multisliders adjust the delay applied to the distorted signal.