

ParticlePie

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Particle Pie is a dual FX plugin with 2 completely different ways to manipulate and mangle your sound. On the left side you have a spectral glitcher that transforms the pitch and timbre of your sounds in interesting ways. The right side is a granular processor that allows you to create particle style delays to get interesting repeating glitch sounds. Used together Particle Pie is the ultimate tool to create glitched out madness quickly and easily.

Glitch(Left Side)

Input : Controls the input volume

Glitch(Pie) : A Dry/Wet control that controls how much of the glitch side is processed.

Glitching XY Pad – This controls the overall sound of the effect. At the left bottom there is almost no effect. Other areas will change the sound of the audio. Move it around and set to taste.

Character : Controls the timbre of the sound. Weak generally sounds smoother and strong usually sounds grittier, but experiment and set to taste.

Stretch : Controls the amount of audio stretching.

Length : Set the length of time stretching.

Bypass : Bypasses the Glitch side of the plugin.

Particles(Right Side)

Output : Controls the output volume.

Particles(Pie) : A Dry/Wet control that controls how much of the gparticle side is processed.

Particles : Sets the number of delays.

Spread : Controls the stereo width of the particles.

Decay : Sets the decay time of the particle stream.

Entropy : Adds randomness to the time the particles are triggered.

Pitch : Controls the pitch of the particles.

Bypass : Bypasses the Particle side of the plugin.