

motion: harmonic

User Manual

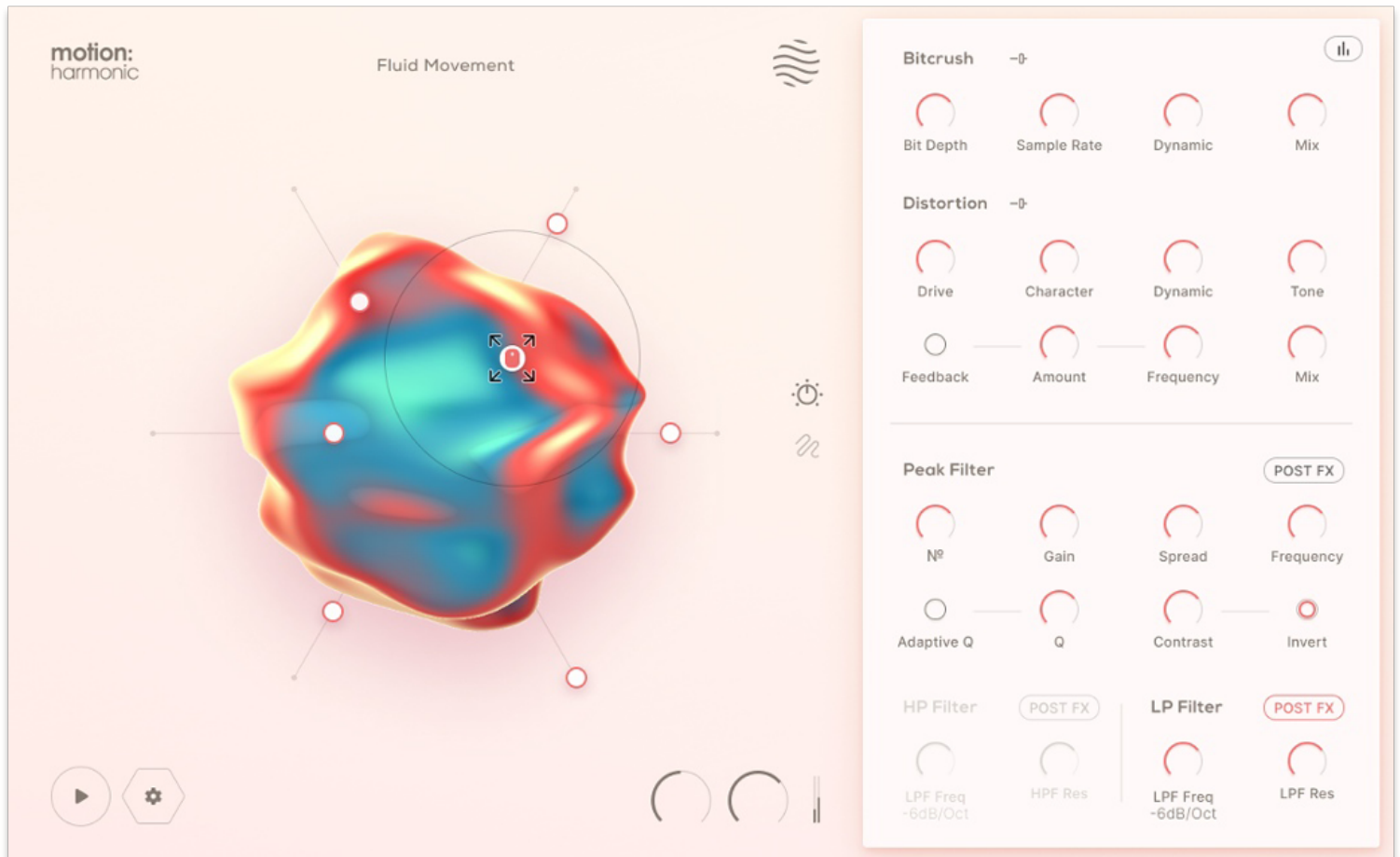


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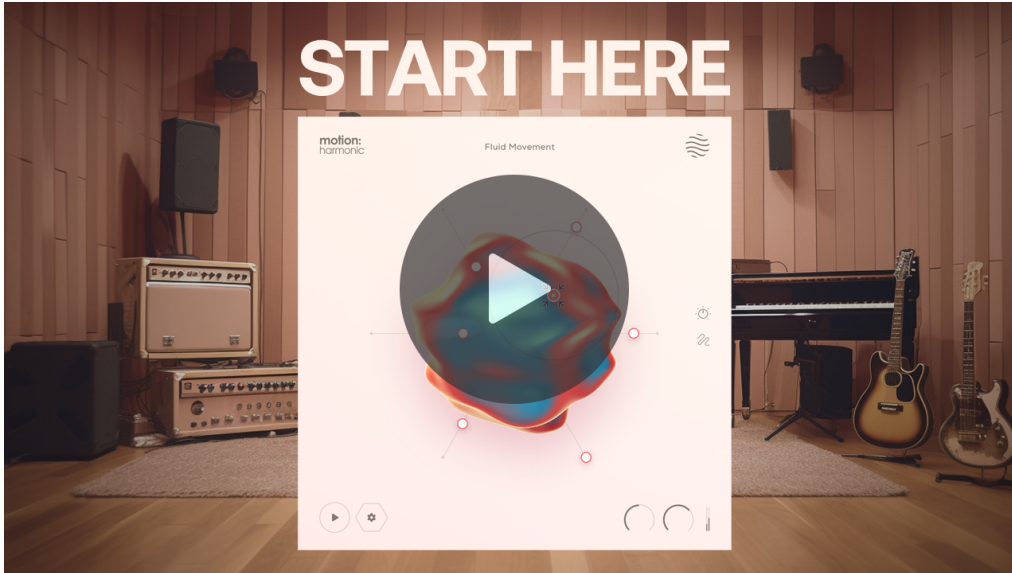
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Getting Started

Welcome to Motion Harmonic! Follow the steps below to get started and ignite your creative flow.

1. Open the plugin and navigate to the Audio FX panel on the right-hand side. Dial in any bitcrushing, distortion and filtering effects.
2. Choose any parameter you want to add motion to. Click and drag the parameter onto one of the six Hexagon sliders.
3. Set the desired range for each parameter in the Assignment List for each slider.
4. Use your Cursor to move the magnet around the Hexagon. Navigate to the Motion side of the advanced panel and adjust the Cursor settings to either attract or repel the nodes on the sliders, change the active state of the Cursor, and change the strength and range of the magnet.
5. Go to the Path page to create a path on the Hexagon for your Cursor to follow. Use the Draw mode to plot individual path points, or use the Record mode to freely record your cursor movements and mouse states.
6. Use the Timeline section to edit and adjust the playback of your path.

Quick Start Guide Video



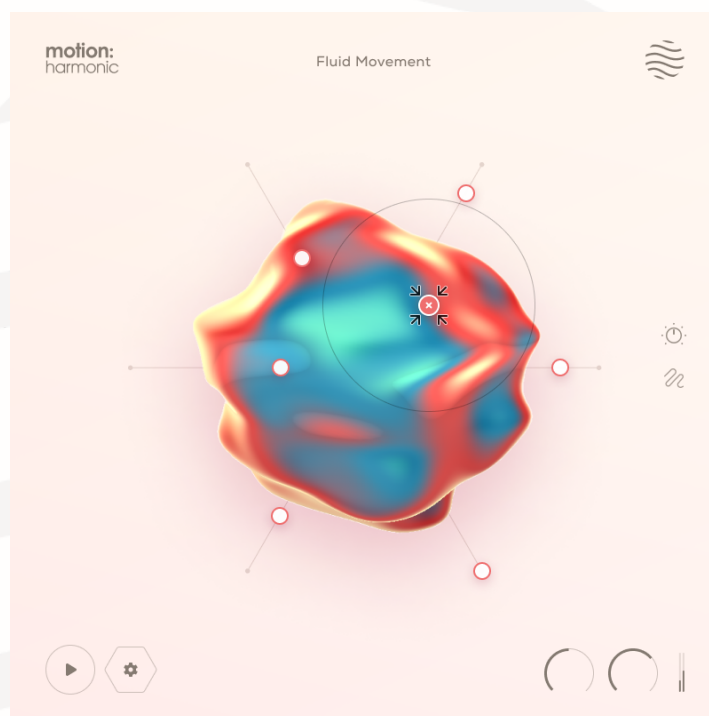
Complete Walkthrough Video



The Hexagon & Cursor

The Hexagon

The Hexagon area contains six macro sliders with nodes, each of which can have effects mapped to them. Your cursor controls a magnet that either attracts the nodes towards the centre of the Hexagon, or repels them away.



Motion: Harmonic logo: Click the logo to bypass the plugin.

The Play Icon: This starts / stops playback of the current path on the hexagon.

The Settings Icon: Reveals the Magnet states, where you can set the magnet to Attract or Repel, and to be active constantly / only when clicked / only when not clicked.

The Excite Audio Icon: Opens the product activation dialogue box.

Audio Effects / Motion Icons: Click this to reveal the respective advanced panels for Effects & Mapping or the Path & Cursor.

Global Controls: IN controls the input level. OUT controls the Output level. The Meter displays the output level of the signal.

Safety Limiter: Hover over the global controls area to reveal the safety limiter. When turned on, the output signal is protected from clipping.

The Cursor

Open the Path panel to access the cursor settings. In this section, you can set how your cursor & magnet behave when interacting with the Hexagon.



Select Mode: This disables the magnet and allows you to set the starting position for each node on the Hexagon sliders.

Attract Mode: Attracts the nodes on the Hexagon towards your cursor.

Repel Mode: Repels the nodes on the Hexagon away from your cursor.

Constant Mode: Sets the cursor & magnet to be active constantly when interacting with the Hexagon.

Click On Mode: Sets the magnet to be active when your mouse is clicked.

Click Off Mode: Sets the magnet to be inactive when your mouse is clicked.

Range: Controls the size of the magnetic field.

Strength: Controls the strength of the magnetic field.

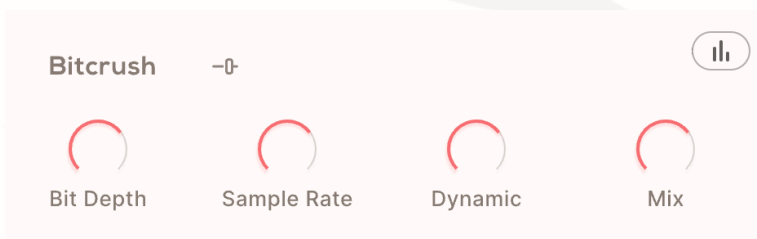
Hold: Sets the amount of time the macro sliders stay in place before returning to their start position.

Release: Sets the amount of time the macro sliders take to return to the start position.

The Effects

Bitcrush

The Bitcrush section of Motion: Harmonic allows you to bring your signal's fidelity down. At low settings, it emulates the grit and feeling of early digital systems, and at extreme settings it introduces more aggressive digital distortion. Click the word Bitcrush to turn this section on or off.



Bit Depth: Reduces the bit depth of the incoming audio to generate digital distortion.

Sample Rate: Reduces the sample rate of the incoming audio to generate digital distortion.

Dynamic: Focuses the processing on the transients, leaving the body of the signal unaffected.

Mix: Controls the dry/wet balance of the outgoing signal.

Slider Icon: Hove over this to reveal the Lo-Hi Freq Slider.

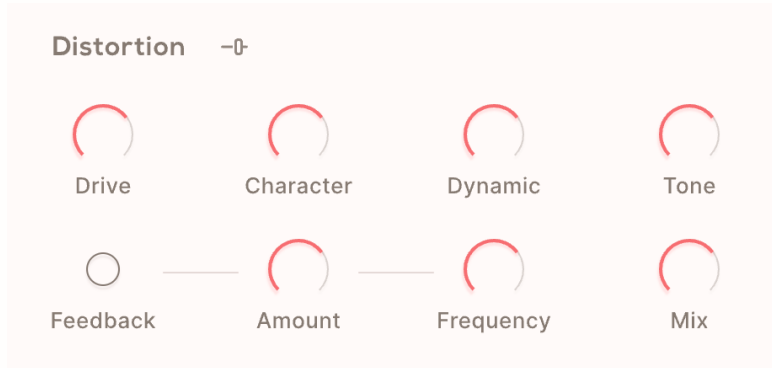
Lo-Hi Freq Slider: Set the frequency range that the Distortion will process.

Lo: Sets the lowest frequency the Distortion will process.

Hi: Sets the highest frequency the Distortion will process.

Distortion

The Distortion section of Motion: Harmonic dials in three different types of distortion - tape, tube or fuzz. Blending seamlessly between the three different types, you can introduce anything from smooth and subtle saturation to full-on fuzz. Click the word Distortion to turn this section on or off.



Drive: Controls the amount and intensity of the distortion.

Character: Blends smoothly between saturation, distortion and fuzz algorithms.

Dynamic: Focuses the processing on the transients.

Tone: Controls the tonal balance of the wet signal.

Feedback: Turns the feedback on/off.

Amount: Controls the amount of feedback.

Frequency: Controls the frequency of the feedback signal.

Mix: Controls the dry/wet balance of the outgoing signal.

Slider Icon: Hove over this to reveal the Lo-Hi Freq Slider.

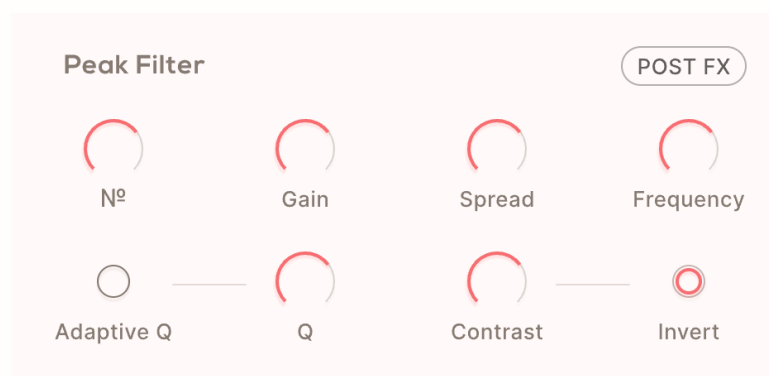
Lo-Hi Freq Slider: Set the frequency range that the Distortion will process.

Lo: Sets the lowest frequency the Distortion will process.

Hi: Sets the highest frequency the Distortion will process.

Peak Filter

The Peak Filter introduces a symmetrical bank of peaks or notches to replicate complex audio effects like spectral resonance or a shifting phaser sound.



Post/Pre FX Toggle: Place the Peak Filter before or after the Bitcrusher and Distortion.

Number: Controls the number of peaks.

Gain: Controls the gain of the peaks.

Spread: Controls the distance of the peaks from the centre frequency.

Frequency: Controls the centre frequency of the peaks.

Adaptive Q: Turns Adaptive Q on/off. When Adaptive Q is on, Q will increase as the Gain increases.

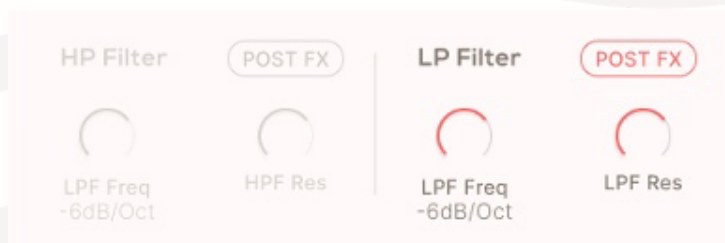
Q: Controls the steepness of peaks.

Contrast: Controls the difference in gain between the centre peak and the side peaks.

Invert: Inverts the contrast to make the gain of the side peaks greater than the centre.

High Pass & Low Pass Filters

The High Pass Filter cuts out frequencies *below* the designated cut-off frequency and the Low Pass Filter rolls off frequencies *above* the designated cut-off frequency.



Post/Pre FX Toggles: Places each Filter before or after the Bitcrusher and Distortion.

HPF Freq: Controls the cut-off frequency of the high-pass filter.

HPF Slope: Controls the steepness of the high-pass filter cut-off.

HPF Resonance: Adds a resonance peak at the cut-off frequency of the high-pass filter.

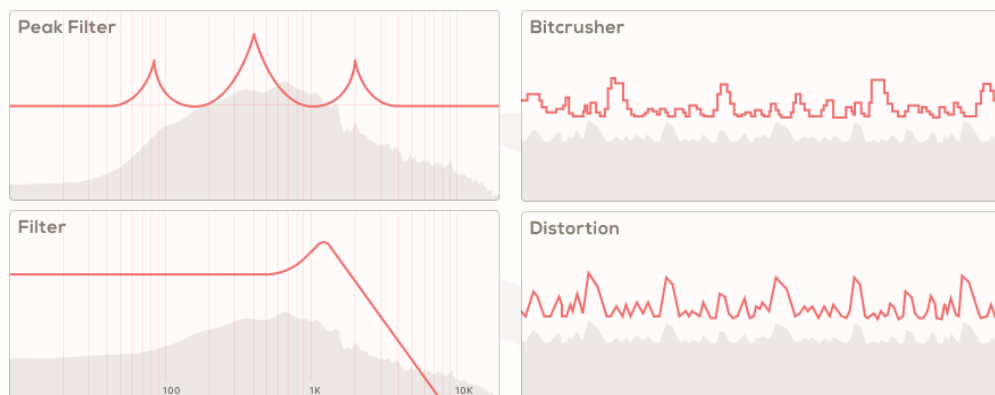
LPF Freq: Controls the cut-off frequency of the low-pass filter.

LPF Slope: Controls the steepness of the low-pass filter cut-off.

LPF Resonance: Adds a resonance peak at the cut-off frequency of the low-pass filter.

The Displays

Click the icon in the top-right corner of the Bitcrush section to activate the visual displays for each effect section.



The Peak Filter Display is a visual representation of the peaks you are adding to or removing from the audio. Here you can visualise each individual peak and see them sweep up and down the frequency spectrum.

The Filter Display indicates the cutoff frequency, steepness and resonance of the High Pass and Low Pass Filters.

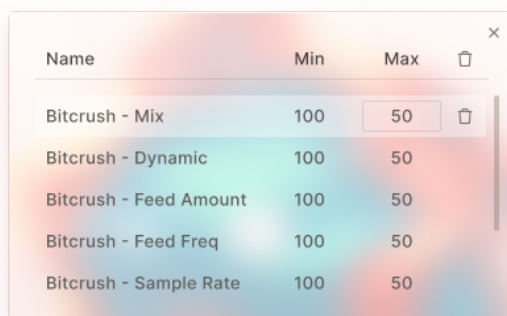
The Bitcrush and Distortion Displays are a visual representation of digital degradation and distortion being added to the signal. The grey areas indicate the dry signal and the red lines indicate the output level and effect being added to the signal.

Effects Mapping

To map an effect to a slider on the Hexagon, hover over a parameter to reveal the drag icon.



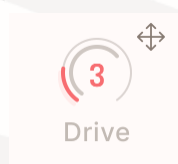
Click and drag the icon onto the end of any slider. Once assigned, the assignment list will appear.



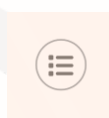
Name	Min	Max	
Bitcrush - Mix	100	50	🗑️
Bitcrush - Dynamic	100	50	
Bitcrush - Feed Amount	100	50	
Bitcrush - Feed Freq	100	50	
Bitcrush - Sample Rate	100	50	

Here, you can set the ranges for each parameter on the slider, delete single parameters from the list, or reset the entire effects mapping window.

Once you've mapped an effect to a hexagon slider, the number of the slider appears in the effect parameter. Click the number to open the effects mapping window, and click the number again to close the window.

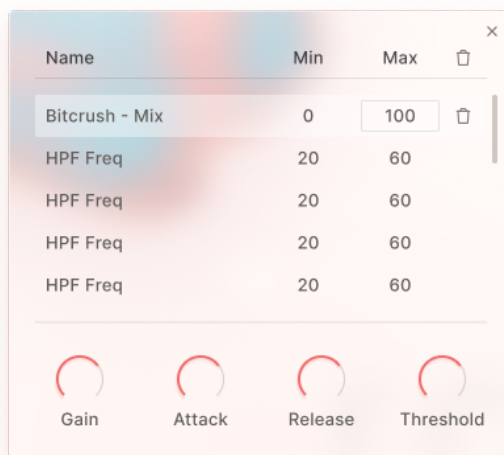


You can also open the effects mapping window for any slider by going to Select mode to reveal the assignment list icon.



Audio-Reactive Effects Mapping

If you drag and drop a parameter onto the centre of the Hexagon, the effect will react dynamically to the input signal. This separate dialogue box will appear where you can fine-tune how your effect reacts to the input signal.



Gain: Determines how much of the input signal triggers the effect to react dynamically.

Attack: Sets how quickly the effect reacts to the input signal after the input signal level goes above the Threshold.

Release: Sets how quickly the effect returns to its starting position after the input signal level moves below the threshold.

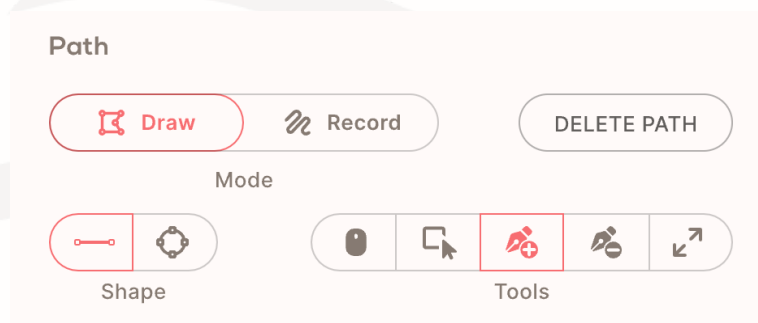
Threshold: Sets the dB level the input signal needs to reach in order for the effect to start reacting to the input signal.

The Path

This section allows you to either draw or record a path onto the hexagon, in real-time, for the cursor to follow. You can also delete the entire path by clicking the DELETE PATH button.

Draw Mode

This mode allows you to create paths on the Hexagon by plotting individual points for the cursor to move between.



Line Icon: Draw a path by adding points with lines between them.

Circle Icon: Draw a circular path with points around the radius of the circle

Mouse Active Tool: Sets whether the mouse is considered 'clicked' along a section of the path.

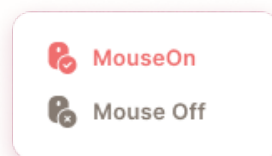
Select Tool: Select and move points of the path and curve the lines of the path.

Add Point Tool: Add points to the path.

Remove Point Tool: Remove points from the path.

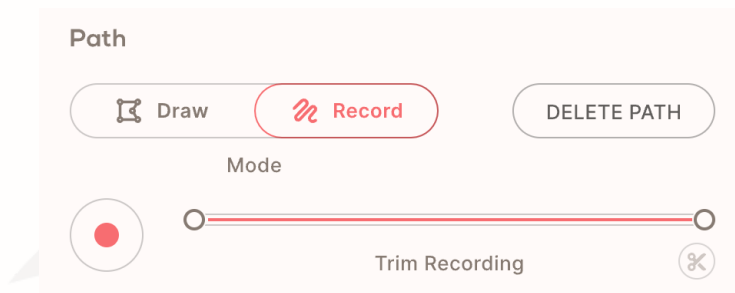
Scale Tool: Scales the size of the path so it can be resized.

Once you have drawn a path on the hexagon, right-click any line to set the state of an individual line to Mouse On or Mouse Off. By setting this, you can make the curse active or inactive for specific parts of the Path.



Record Mode

This mode allows you to create a path on the Hexagon by freely recording your cursor movements and cursor states in real-time.



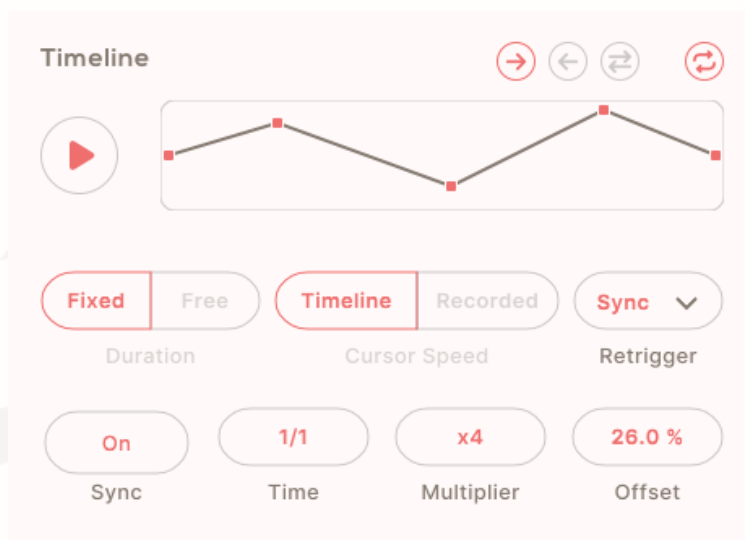
Record Icon: Starts recording the position and speed of the cursor. (When in Record Mode you can also start the recording by clicking in the hexagon area then pressing “R”)

Start & End Sliders: Adjusts the start and end points of the recording.

Trim Recording: Trims the start and end time of the recording to the length set by the Start & End sliders.

The Timeline

This section allows you to edit the duration of the path and the speed of the cursor. The timeline visualisation displays time on the X-axis and speed on the Y-axis.



Play / Stop Button: Starts and stops playback of the path.

Fixed: Sets the duration of the timeline to the length specified by the Time and Multiplier.

Free: Sets the duration of the timeline to the length of the recording.

Timeline: Uses the speed of the timeline as the speed of the cursor movement.

Recorded: Uses the speed of the recording as the speed of the cursor movement.

Retrigger: Set how the path is retriggered.

Sync On/Off: Set the Timeline to display in beats/bars or ms.

Time: Choose the duration of the Path and Timeline.

Multiplier: Multiplies the Time by a chosen amount.

Offset: Shifts the start position of the path a certain % into the Timeline.



Forward Icon: Sets the cursor to move forwards along the path.

Backwards Icon: Sets the cursor to move backwards along the path.

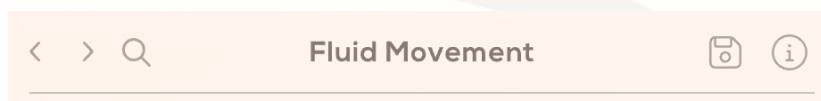
Pendulum Icon: Sets the cursor to move forwards and then backwards along the path.

Loop Icon: Sets the path to loop continuously when playing.

Presets

The Preset Browser

Within the browser, you can see the settings contained within each preset. The browser also contains a filtering section to filter and load presets depending on which settings are contained within it.



Arrows: Navigate between presets.

Magnifying Glass Icon: Click this to open the preset browser.

Save Icon: Click to open the Save Preset dialogue box.

Info Icon: Click this to enable help text for every parameter within the plugin.



NAME	PATH & CURSOR	FX & MAPPING	FAVOURITE
✓ EVO Evolving Drive			

Name: Preset Name

Path & Cursor: This indicates that this preset contains settings for the Path & Cursor.

FX & Mapping: This indicates that this preset contains settings for Effects & Mapping.

Favourite: Click this to add the preset to your favourites.

Loading & Filtering Presets

When loading presets, you can either load just the Path & Cursor settings, just the Effects & Mapping settings, or both.



- 1** - Selecting this option displays your favourited presets.
- 2** - Selecting both of these will only display and load presets that contain both Path & Cursor and FX & Mapping settings.
- 3** - Selecting this will display all presets that contain Path & Cursor settings, but will only load the Path & Cursor settings.
- 4** - Selecting this will display all presets that contain FX & Mapping settings, but will only load the FX & Mapping settings.
- 5** - Leaving the filters unselected will display all presets and load all settings contained within each preset.

Saving Presets

When saving presets, you can choose to save just the Path & Cursor settings, just the Effects & Mapping settings, or both.

After clicking the Save Icon, enter your preset name and select which settings you wish to save.

Save Preset

Preset Name

Path & Cursor
 Effect Mapping

Support

Thank you for using Motion: Harmonic! If you have any queries, technical issues or feature suggestions, please get in touch at support@pluginboutique.com

