schwa dyno User Manual
v1.1

1 Introduction

Dyno is a threshold-driven dynamic envelope editor. It's a transient shaper, a compressor, an expander, and more. *Dyno* gives you precise control over exactly which peaks to dynamically shape, and how to shape them. It's useful for anything from adding the tiniest bit of snap to a snare drum, to designing radically new sounds.

Dyno is easiest to use on single-instrument tracks, rather than buses or the master.

▶**TIP** You can bring up this manual at any time from the plugin by clicking the *Dyno* logo.

2 Quick Start

The blue loudness envelope in the edit window will be applied to any audio that passes through the detection process. In the detect window, set the threshold so that only the waveform peaks you want to edit are colored in. In the edit window, use the blue arrow to adjust the length of the loudness envelope to match the length of the sound you want to affect. Then change the shape of the loudness envelope to sharpen attack, lengthen decay, create pumping sounds, etc.

3 Detect
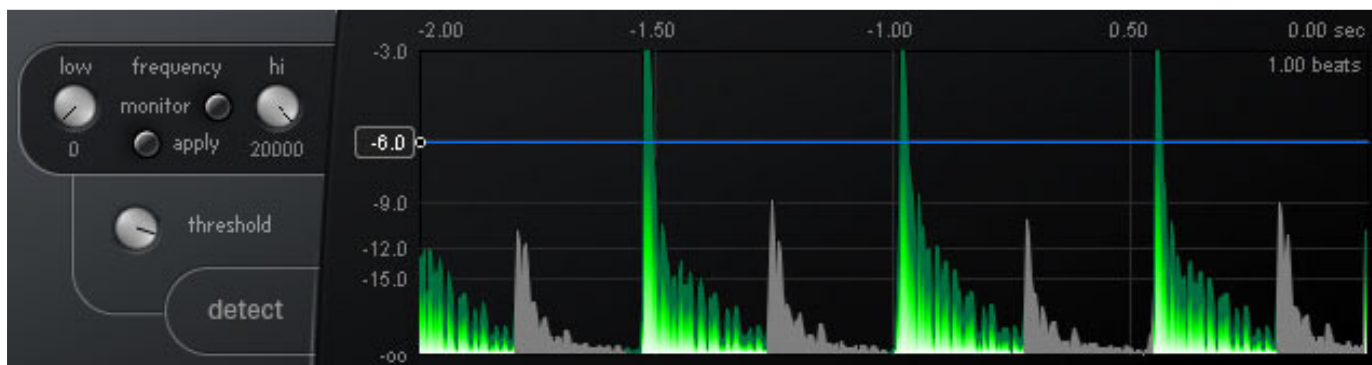
The detect window shows the loudness of the input audio. The threshold chosen here determines when *Dyno*'s dynamic processing is applied.

▪ **filters** : Adjust the **low** and **hi** knobs to confine the detection process to a reduced frequency range. Toggle the **monitor** button to hear just the detection circuit. Use the **apply** button for multi-band mode: your edit envelope is applied only to the frequencies that pass the detector circuit, and other frequencies are unaffected.

▪ **threshold** : Adjust with either the knob or by dragging the threshold line.

▪ **waveform display** : Drag the gain axis to zoom in on quieter waveform peaks, if necessary. Double-click the gain axis to automatically size the height of the window to the highest visible waveform peaks.

▶**TIP** The colored sections of the waveform display indicates the audio that will be affected. The width of each colored section is equal to the full width of the **Edit** window, as selected with the 'length' control (see below).
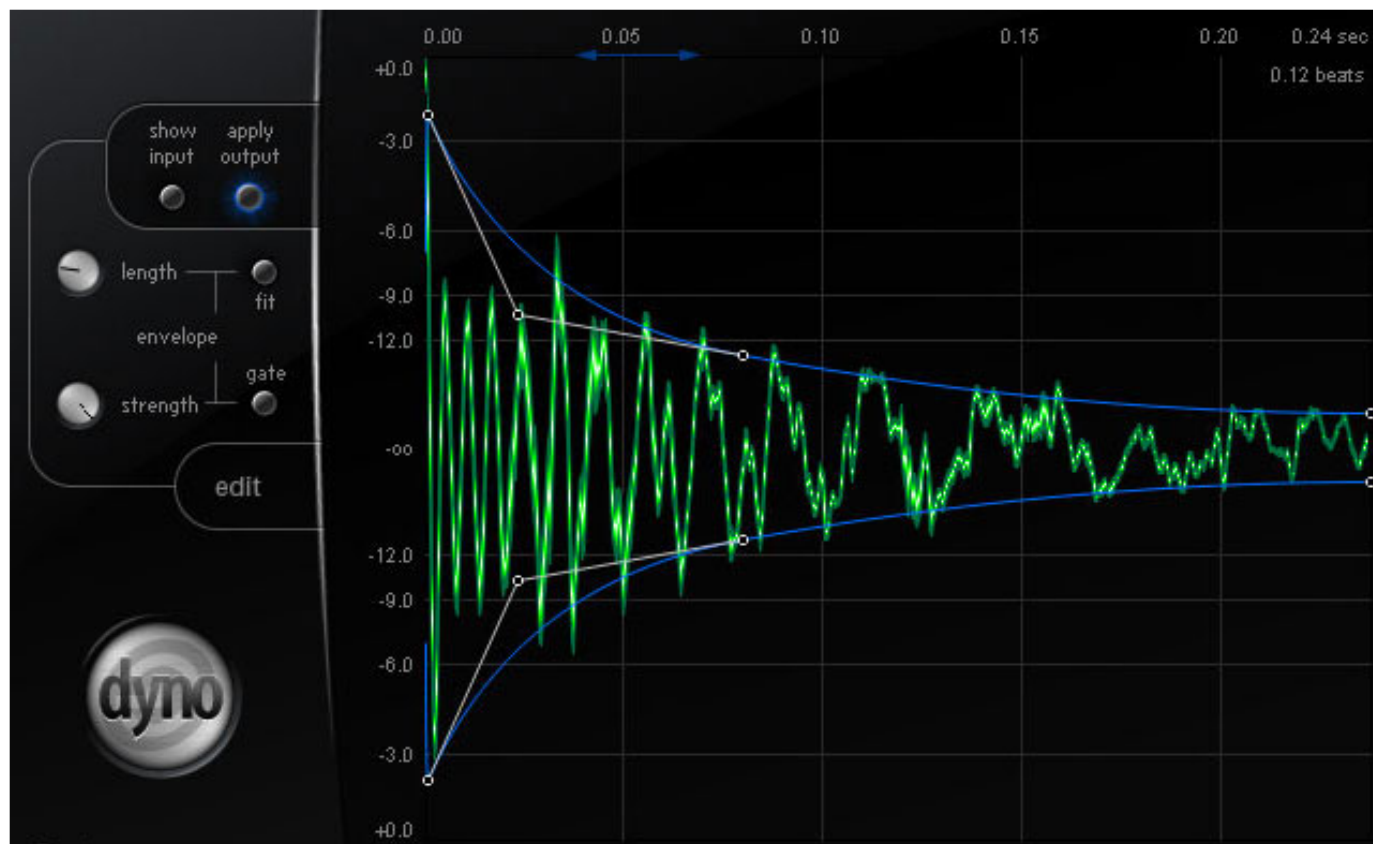
The edit window shows the detected waveform peaks only. All detected peaks will be pulled toward the blue edit envelope that you draw. Drag the gain axis to adjust the height of the edit envelope. Drag any of the edit envelope handles to change the envelope shape. Experiment with different shapes to see how the sound is altered.

■ **Show Input** : Superimposes the unaltered input envelope (in white) against your edited envelope.

■ **Apply Output** : When deselected, essentially a bypass. You will see the detected waveform peaks, but the blue edit envelope will not be applied.

■ **Length** : Turn the **length** knob, or drag the time axis, or drag the blue arrow, to adjust the length of the edit envelope. For subtle dynamic editing, it's useful to match the length of the edit envelope to the length of the transients you wish to edit. For less subtle effects, or for sound design, you can apply any length edit envelope to any length input transient.

■ **Fit** : Resets the blue edit envelope by fitting it to the unaltered input envelope. (You can reset any individual handle on the edit envelope by double-clicking it.)

■ **Strength** : Controls how forcefully the input audio is pulled toward your blue edit envelope. At zero strength, your edit envelope has no effect.

■ **Gate** : Mutes all undetected audio, so that the only output from *Dyno* is the detected waveform peaks that you are editing.

►**TIP** Use the mousewheel for finer control while hovering over any control in the edit window (the axes, the arrow, or the edit envelope handles).

■ Understanding the edit envelope **length** knob is the key to successful and predictable usage of *Dyno*. As you adjust the edit envelope length, you will see the length of the detected peaks (indicated by the colored sections) change in the detect window, because the length acts as a hold setting for the detector. Depending on the nature of the input audio, a long enough edit envelope length may be able to capture multiple waveform peaks at once.

■ When used with a send, the "gate" button makes it easy to further process your altered dynamic peaks, in parallel with the unaltered source audio. For example, you could shape and then add reverb to only the loudest snare drum hits, while leaving the rest of the track unaltered, by sending the snare track to Dyno in gate mode, selecting the highest peaks, applying your shape, and passing the output to a reverb effect.

■ When seeking to add impact to percussive audio, do not assume that detecting and then shaping the entire 'hit' will always be the most productive method. Try using a high threshold and a short length setting to detect just the initial transient, shape the envelope for maximum impact, and then blend to taste with the strength knob.

■ If you feel that your edit envelope is altering the sound more than you want, press "fit" to reset the envelope to the input signal.

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If you have any support needs, or questions on usage or anything else regarding this plugin, please visit the forums at www.stillwellaudio.com.