

COLLAGE

signal processing
operation
guide

COLLAGE

2.0

Collage stands out in the world of audio production as a playful multi-effects plug-in that redefines the creative process for music producers, sound designers, and audio engineers. At its core, Collage offers an extensive suite of high-quality effects, ranging from classic reverbs and delays to innovative modulations and distortions. Each effect is meticulously crafted to provide both depth and versatility, ensuring that users can achieve the exact sound they envision.

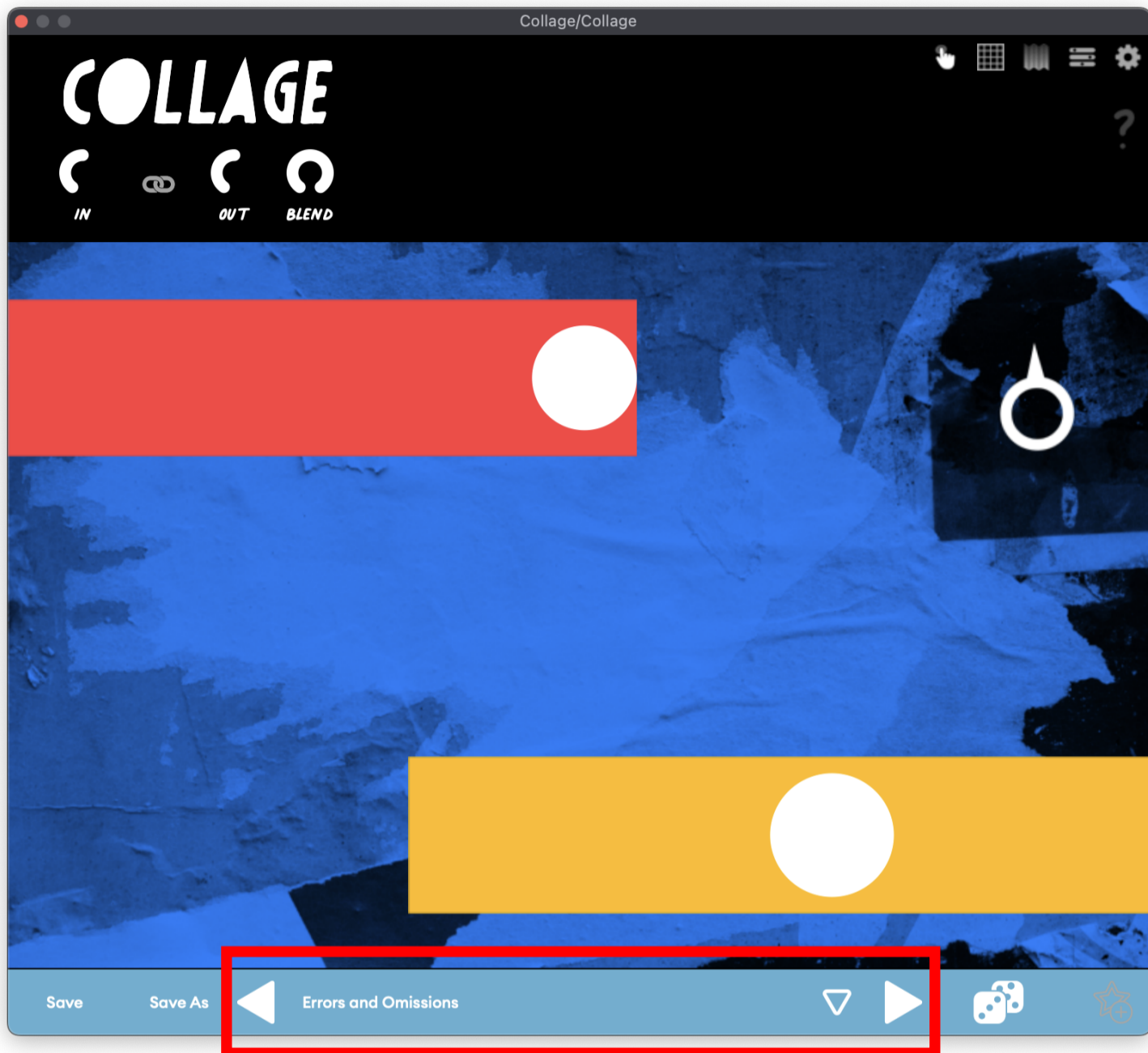
What truly sets Collage apart is its approach to user interaction. Recognizing that creativity is not one-size-fits-all, Collage allows users to design their own user interfaces (UIs). This level of customization is unprecedented in audio plug-ins, offering a user experience that is as unique as the soundscapes it helps create.

The UI design feature in Collage is intuitive and user-friendly, making it accessible to both beginners and seasoned professionals. Users can drag and drop components, adjust layouts, and select color schemes to create a workspace that reflects their personal style and workflow preferences. This flexibility not only enhances the creative process but also streamlines workflow, allowing users to focus more on their art and less on navigating complex software.

In addition to its customizable UI, Collage boasts a robust preset library, designed to inspire and facilitate creativity. These presets serve as starting points for users to explore, modify, and even blend together, creating entirely new effects.

Collage is not just a plug-in; it's a canvas for audio creativity,

quickstart



Getting started with Collage is as easy as selecting one of over a thousand factory presets. Exploring the included library will give you a sense of Collage's sonic capabilities and inspire you to make your own presets.

global

BYPASS

Clicking the Collage logo will bypass all processing.

IN

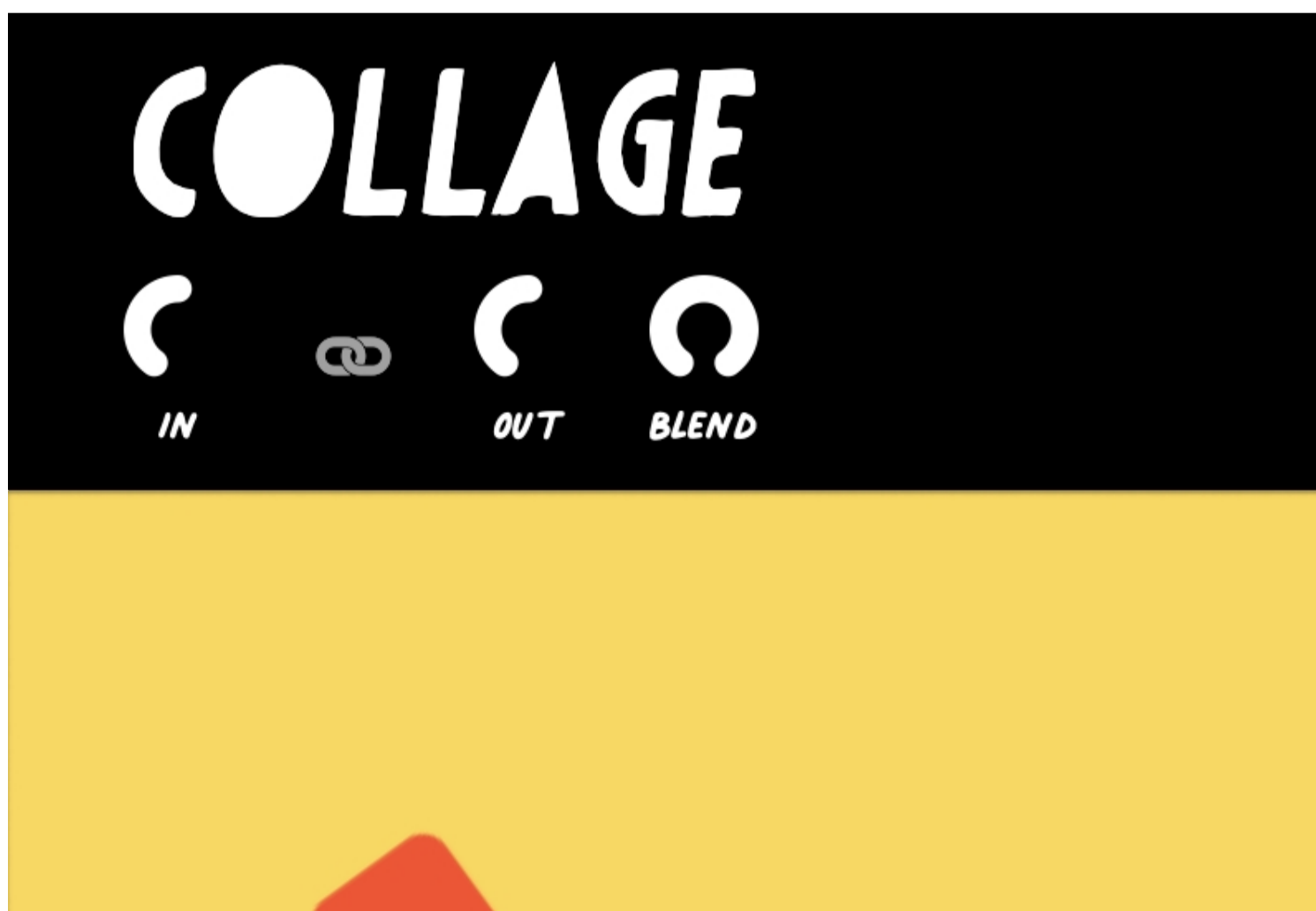
Some of Collage's processors are volume dependent so setting the amount of input the plugin receives with the IN slider can be crucial to shaping your sound and dialing back unwanted saturation.

OUT

Compensate for changes in level created by processors within Collage with the OUT slider.

BLEND

Control the balance of processed and unprocessed signal with the BLEND control.



global

Save

Save As



Goo Goo



SAVE and SAVE AS

These are used to overwrite or create your own presets in the User Presets category. Pressing SAVE on a factory preset will create a copy inside User Presets that you can further modify.

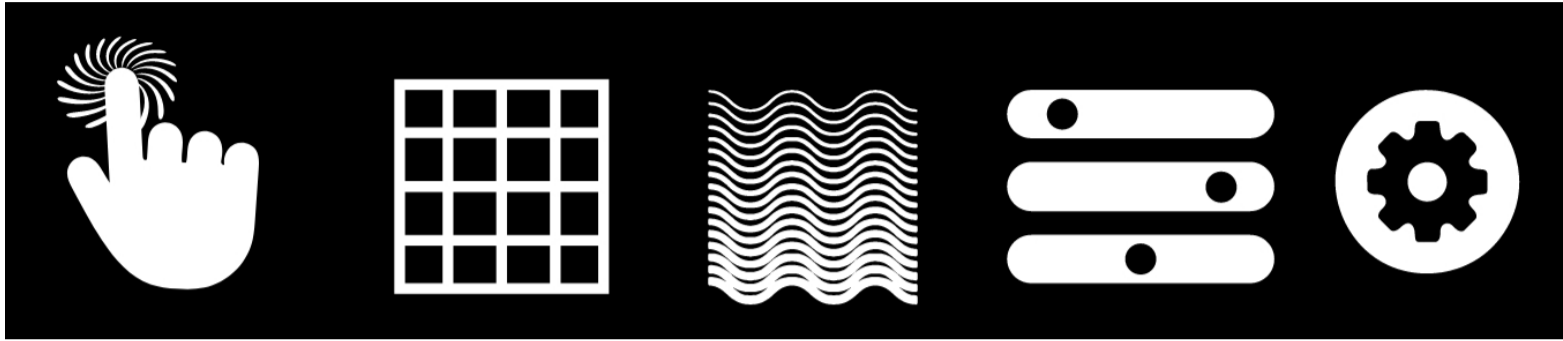
RANDOMIZE

Press the dice icon to load a random preset within the currently selected category.

FAVORITES

Click the star icon to add a preset to your FAVORITES category. This gives you quick access to your most used presets. Pressing the star icon again will remove it from your FAVORITES category.

navigation



INTERACTION

The INTERACTION panel is the most accessible way to explore Collage. Each preset will give you control over salient parameters or combinations of parameters allowing you to quickly and radically transform your sound without diving deeper into the EDITOR panel.

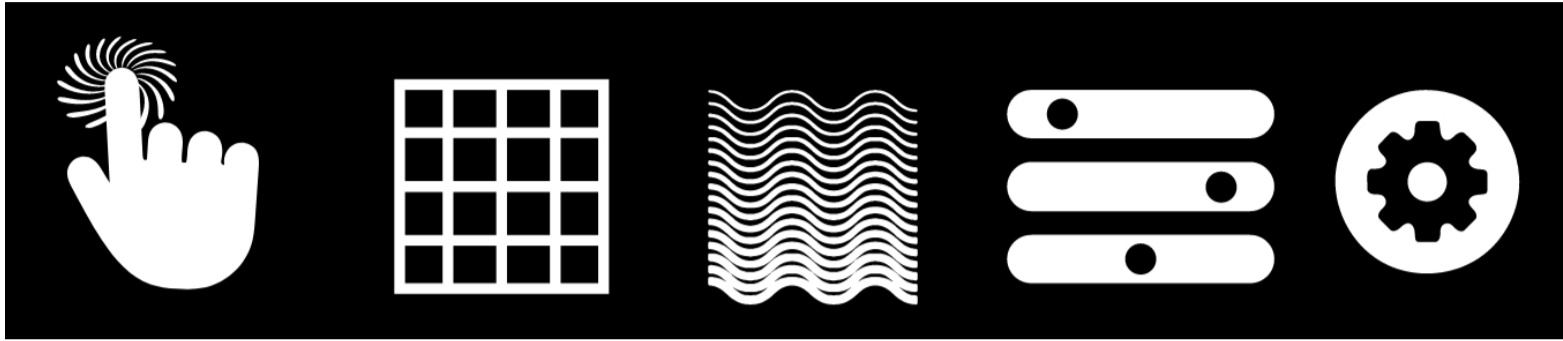
DESIGN

The DESIGN panel is where you shape the visual appearance of your preset.

ASSIGN

The ASSIGN panel is where you can bind up to 3 parameters to sliders you've created in the DESIGN panel as well as connect Low Frequency Oscillators (LFOs) to them to create movement and variation.

navigation



EDITOR

The EDITOR panel is where you'll find all of Collage's 43 individual effect processors. Fine tune your preset by modifying their individual parameters. When building a new preset it can be useful to begin here and then shape the look and behavior in the DESIGN and ASSIGN panels respectively.

SETTINGS

The SETTINGS panel gives you access to the size of the GUI, color contrast and quick reference to this manual.

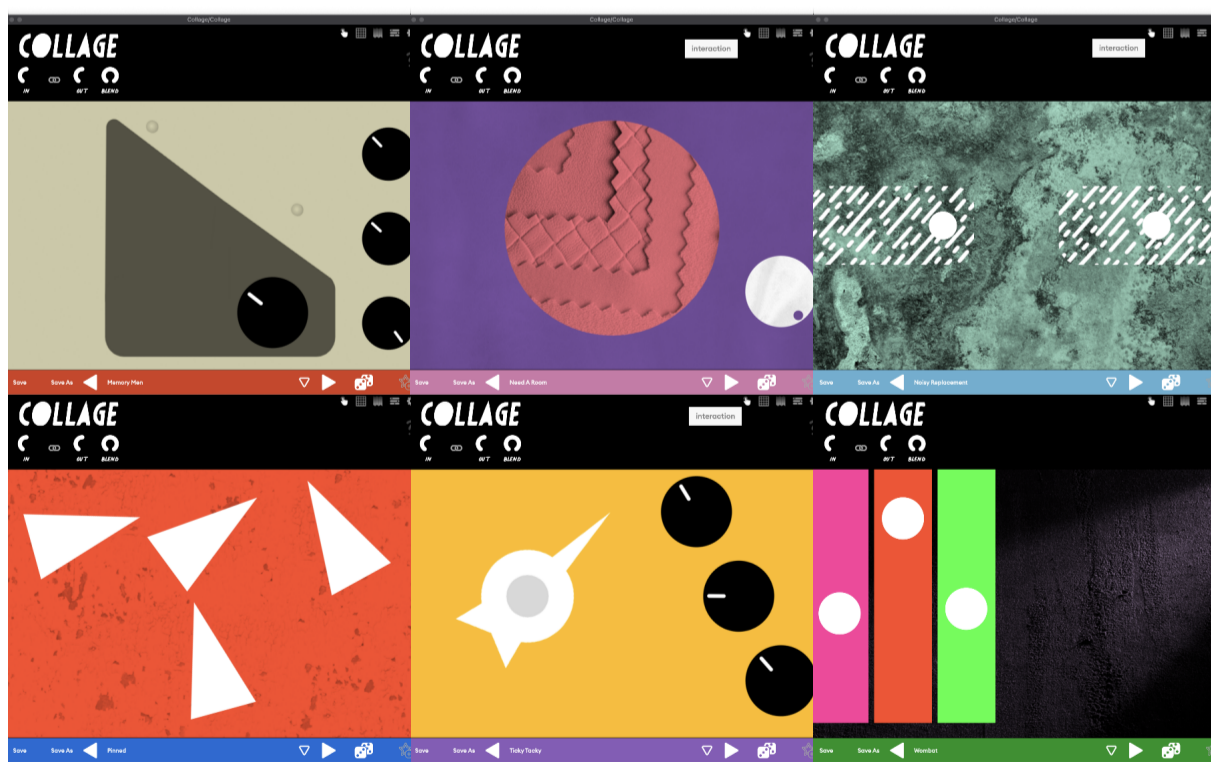
interaction



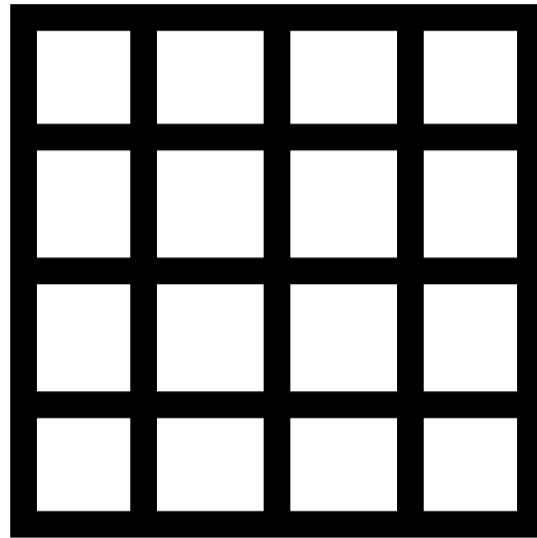
The INTERACTION panel changes depending on which preset you've selected.

Hover your cursor over a slider to see its label.

Right click on a slider to return it to its default value.



design



The DESIGN panel is where you will build or modify the visual look of your preset.

Select a BACKDROP from either BACKDROP 1 or 2 options to change the background texture of your preset.

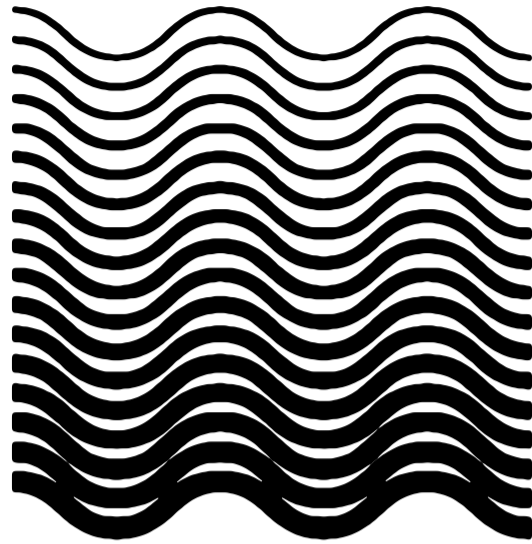
Add sliders by dragging and dropping any of the assets found under the SLIDER option. Here you'll find rotary, vertical and horizontal sliders that can be bound to parameters and LFOs in the ASSIGN panel.

To change the size of a slider, drag the square in the bottom right corner of the slider's overlay grid.

To remove a slider from your layout, right click on any of the sliders you've created.

To change the color of the backdrop or sliders in your layout, double click on either and a color picker will appear.

assign



The ASSIGN panel is where you'll connect your sliders to parameters from any of Collage's individual processors as well connect LFOs to them.

BINDINGS

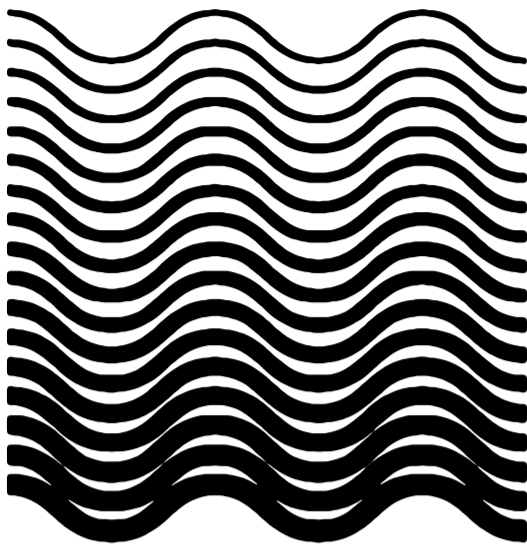
Use the BINDINGS option to connect a parameter or multiple parameters to your slider.

Select a slider by clicking on it.

Give it a name you want to display on mouse rollover when on the INTERACTION panel.

Below that you'll find a list of enabled parameters that you can bind to the selected slider. Only parameters from enabled processors will appear in this dropdown menu.

assign



Limit the range that your slider can control by adjusting min and max values. The skew value can be used to determine whether the slider will increase or decrease in a linear or exponential way.

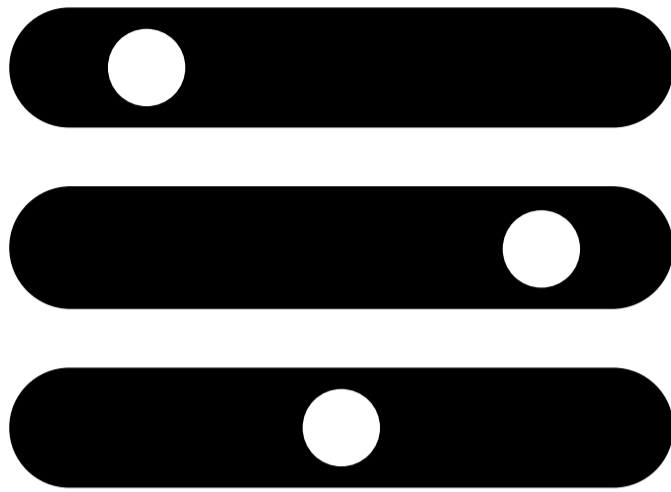
To add more parameters to the same slider, click on the 1, 2 or 3 buttons on the left and repeat the same steps above.

LFOs

Use the LFO option to set the behavior of any of Collage's 4 LFOs. Here you can select the shape, sync and rate for each one by clicking on the 1, 2, 3 or 4 buttons on the left side.

To assign an LFO to one of your sliders click the LFO ASSIGN option and choose which of the four LFOs you'd like to control the currently selected slider. The DEPTH value sets the range of the slider the LFO will modify.

editor



The EDITOR panel is where you can directly modify any of Collage's 43 processors as well as change their order in the signal flow.

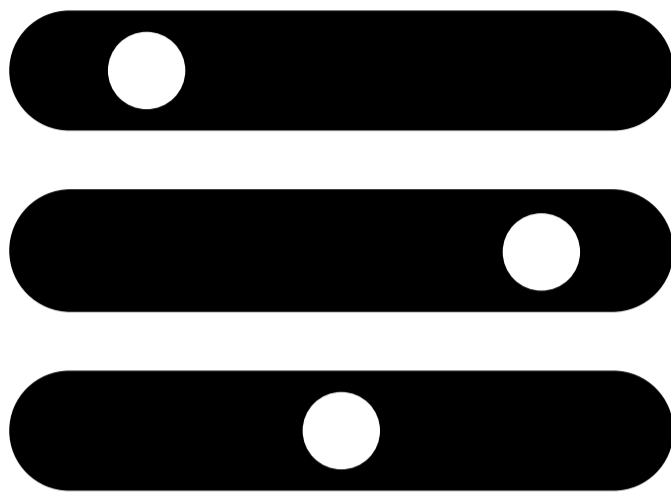
To select an effect to reveal its parameters click on the name in the left hand stack.

To bypass it click on its icon to the right of its label.

To change its position in the signal flow, drag the handle on the left side of the tab.

Most of these tabs contain multiple variations. For example, after clicking the VERBAL tab you can select from any of the available reverb designs by pressing the variation name beneath the category name at the top of the EDITOR page. In this case, when new reverbs are added in future updates they will appear under this dropdown.

editor



EFFECT CATEGORIES

CREST = Gates and expanders

EQUATOR = Equalizers

QUELL = Compressors and dynamics processors

COLOSSUS = Saturation

STARBOARD = Modulation

CALICO = Echoes and delays

CLOAK = Convolution reverbs

KILTER = Filter designs

QUIVER = Rhythmic gating

VERBAL = Algorithmic reverbs

PANOPLY = Stereo field processors