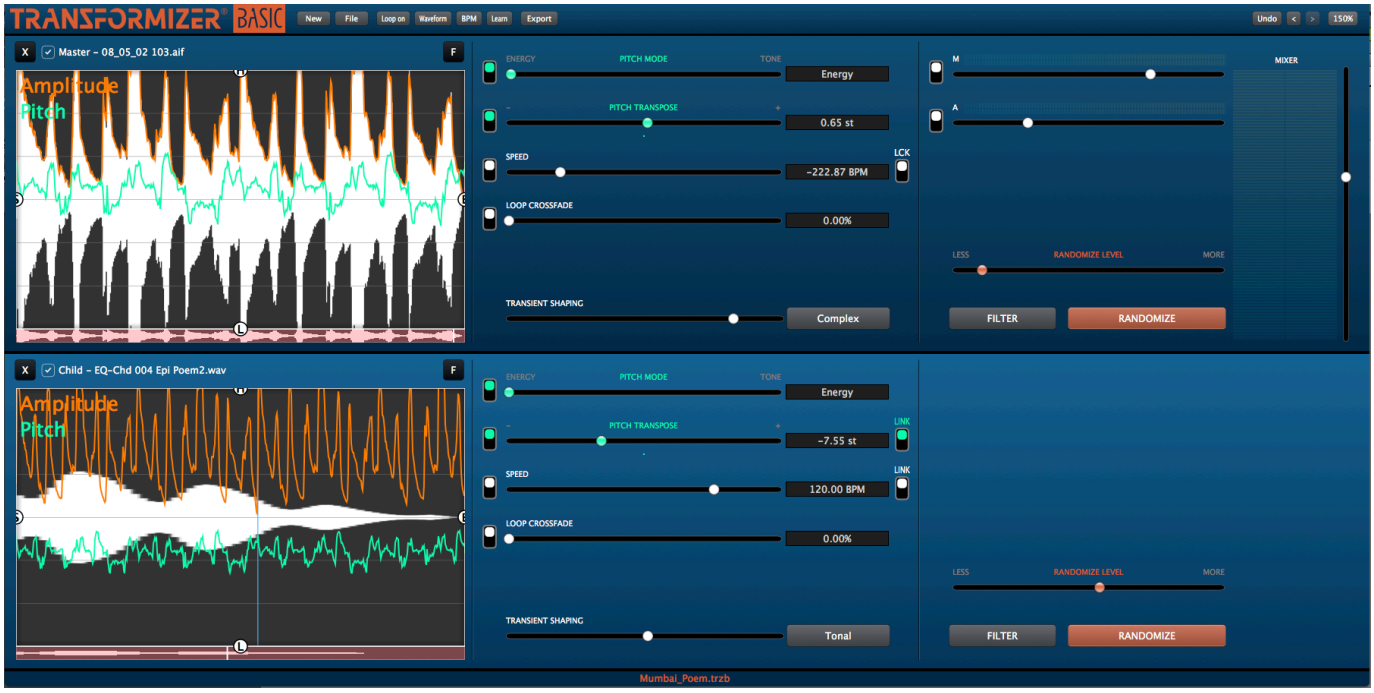
TRANSFORMIZER®

BASIC

Stereo software instrument plug-in

Reference manual

v. 1.1



(Quick start incl. sound examples see p. 8)

The software TRANSFORMIZER® BASIC, will be referred to as, TRZ in this manual.

System Requirements
Minimum system requirements for TRANSFORMIZER®.
Mac OSX 10.10.5, min. 16 Gb. RAM.
Windows 10,
Logic Pro X, Pro Tools 12.6 and up,
iLok account required for authorisation. Key or host.

AAX/AU/VST

Table of Content

Introduction

Thank you for your interest in patented technology by TRANSFORMIZER®.

TRZ is for anybody working with sound, be it in sync with picture, in sync with the beat, off beat or with no sync at all.

Keeping tech to a minimum, in order to boost your creativity to the max.

If you require any assistance beyond what's in this manual, including frequently asked questions, troubleshooting, tutorials etc., please visit transformizer.com

Download and Installation

Go visit transformizer.com and download the latest version of the TRZ plugin installer. Double-click on the .dmg file and run the 'package'. Follow the on-screen installation instructions.

Note: TRZ requires an active license. You can trial by activating a trial license. Alternatively, a new full license can be purchased from transformizer.com.

The license can be stored either on an iLok key or on the host computer.

What TRZ does

Transformizer is a tool capable of transforming a sound into something completely new and inspiring by analysing the behavioural characteristics of a 'Master sound' and applying these characteristics onto 'Child sound' - thus providing users with unique sounding creative options in seconds instead of hours.

Say you need a new signature sound for the intro of your new hit? Throw in a version that plays the melody in the 'Master' section and drop something relating to the lyrics e.g. …the sound of electricity and work with the controls.

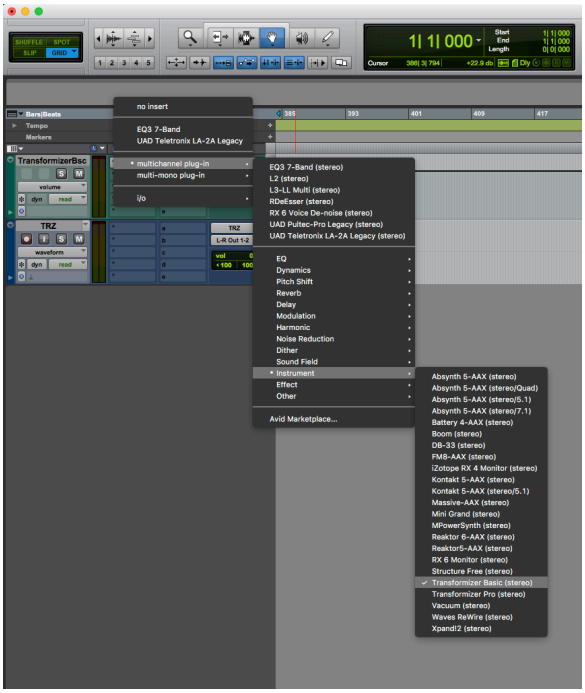
We believe that there is no right or wrong way to design sound. We embrace artefacts. We are crazy about noise. We respect and love the gift of the unintended.

TRZ is an Instrument Plug-In.

Because of the fact, that TRZ produces sound, we consider it an Instrument plugin. We've never intended to make a new D.A.W. in the D.A.W, so to speak. But instead an innovative tool that will enable you to create completely unheard of sounds very quickly.

Opening TRZ in the d.a.w.:

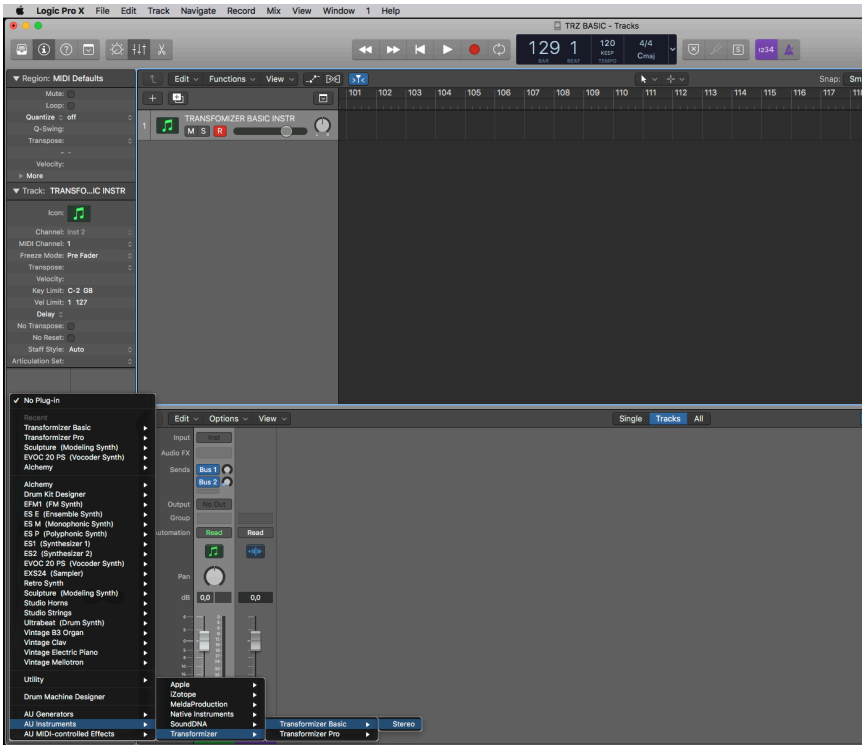
PRO TOOLS:
Create a stereo instrument track and insert TRZ.
When play (space bar) is activated, TRZ will play along and in sync with the cursor in Pro Tools. If you want to control playback within TRZ only, press [p].

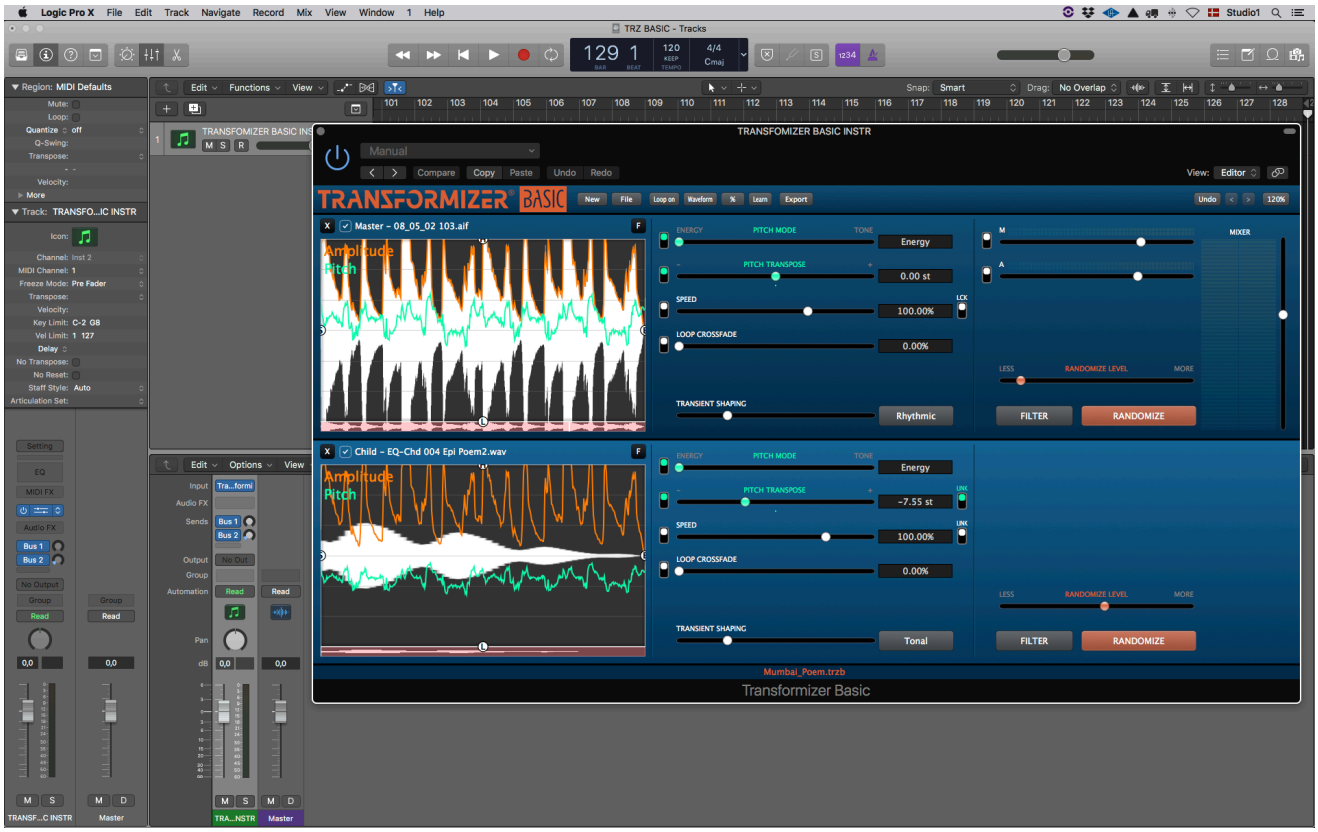


Logic:

Create a stereo instrument track and insert TRZ. (Please refer to the Logic manual for creating multiple outs for plug ins)

When play (space bar) is activated, TRZ will play along and in sync with the cursor in Logic. If you want to control playback within TRZ only, press the [p] key.





Basic operation

A good way of operating TRZ is:

Import the files you want to use into your TRZ project. In Pro Tools drag/open files from the audio files folder of the project directly into TRZ, as Pro Tools doesn't support drag/dropping directly from the time line.

In Logic, Ableton LIVE or other like Fruity Loops, Cubase, Reaper, Studio1 etc. the way of working depends on what's supported. In our opinion the more direct the approach on importing sounds the better for the workflow. This has been of paramount importance when developing TRZ.

Recommended is to save TRZ set up files by creating a named folder (eg. TRZ) in the project folder of your preferred tool. It's an easy way to make sure that you can find the files for the set ups created in that particular daw project.

WARNING

Due to large differences in amplitude and/or pitch values, which may be produced in any combinations of sounds chosen by the user, loud results may occur. Hence we urge users to always start listening at low volume.

For additional info please visit transformizer.com

Quick start

How to start working with TRANSFORMIZER BASIC

1. Load **TRZ Basic** in your DAW as a **stereo instrument** and open the GUI.
2. Drag the sample you want to use as the shaping sound, to the section „Master“. Use link to access files. Link for Use as Master (Important!! this sample should be a sustained sound if you don't want the Child to have a stutter effect.)
3. Drag the sample you want to „transform“ in section „Child A“ Link for Child audio. Use this link to access files. Link for Use as Child
4. **Turn the Master channel volume down** and increase the Child channel volume
5. By pressing the letter P, Trz will play on it's own. By pressing the space bar, Trz. will play with your host from where the cursor in the HOST is.
6. While in play, set the RANDOMIZE LEVEL slider app. 50% and press RANDOMIZE.
7. Change the selection of functions to randomize by pressing the FILTER button.
8. Try out the RANDOMIZER for exciting sound colorisation: Amplitude Tracking, Pitch Transpose & Tracking, Pitch & Amplitude Smooth & SPEEEEEED! :-)

With this link you can download example session for BASIC

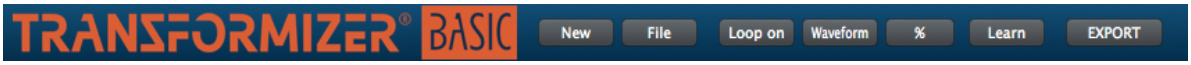
Just open the .trzb project files in the folders, via the File menu in the top of the Transformizer gui.

Overview.

For ease of operation and your convenience, we've added the list of keyboard shot cuts, which opens when pressing the logo in the top bar. (Press again to disappear;)

The top bar

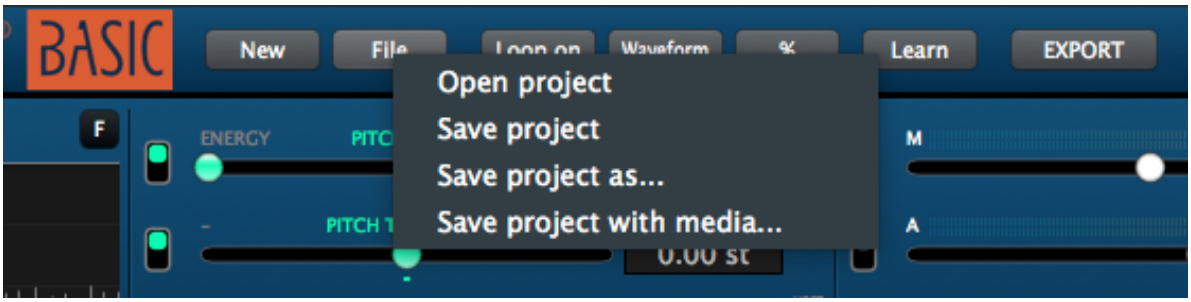
In the top bar right side you'll find the following options: **[New]**, **[File]** which is a dropdown menu, **[Loop On/Off]**, **[Waveform]** Waveform, Spectrum//Formant view), **[Learn]** (for midi device learn) and **[EXPORT]**.



[New]:
Resets all controls to default values and empty any previously loaded sections. **CAUTION: This can't be undone**

[File] is a drop down menu with the following options:

Open project:
Opens a dialogue box for selecting location and restoring of previously saved .trz projects.



Save Project:
Opens a dialogue box for selecting location and saving of .trzb projects.

Save Project As:
Opens a dialogue box for selecting location and saving of .trzb projects. Most often used when saving a new version of an already saved project.

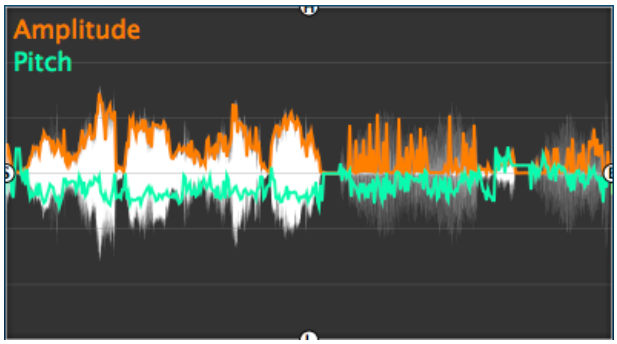
Save Project with media:
Opens a dialogue box for selecting location and saving of .trzb projects including the media files used. When saving in this mode a folder with the name chosen is saved at the location chosen.

[**Loop on]**: T2 state button switches from **Loop on** to **Loop off** and vise versa.

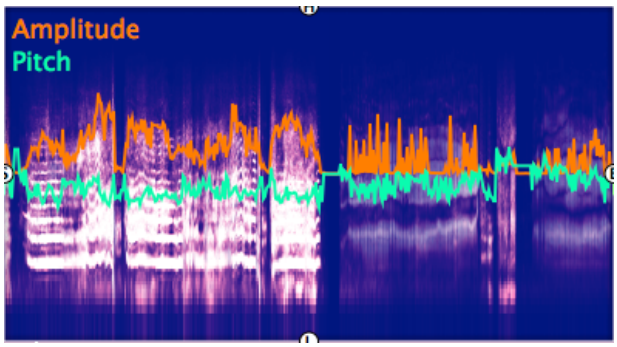
[Waveform]:

Works as a 3 state button. By pressing the 3 state button in the top bar, you have the choice of **waveform**, **spectrum** or **formant** view.

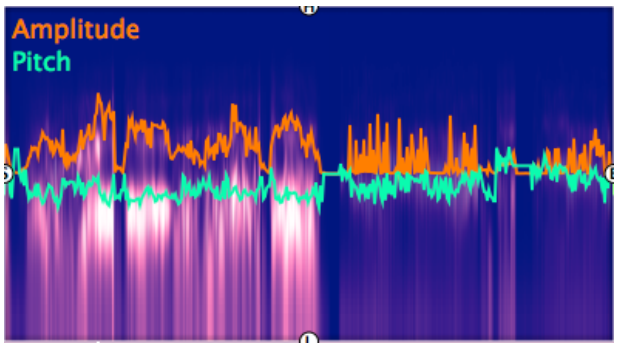
Waveform view



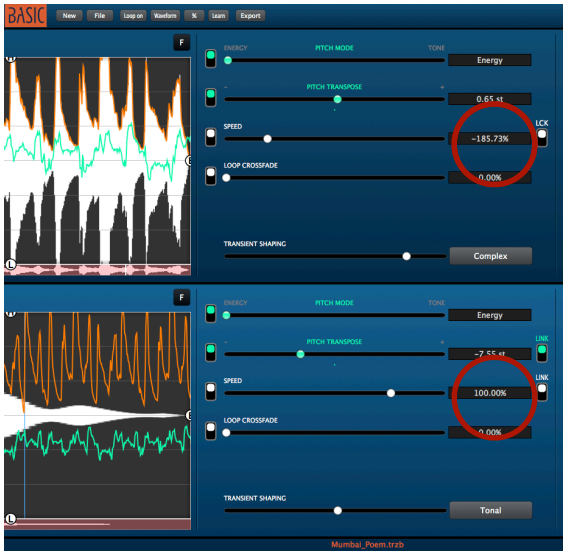
Spectrum view

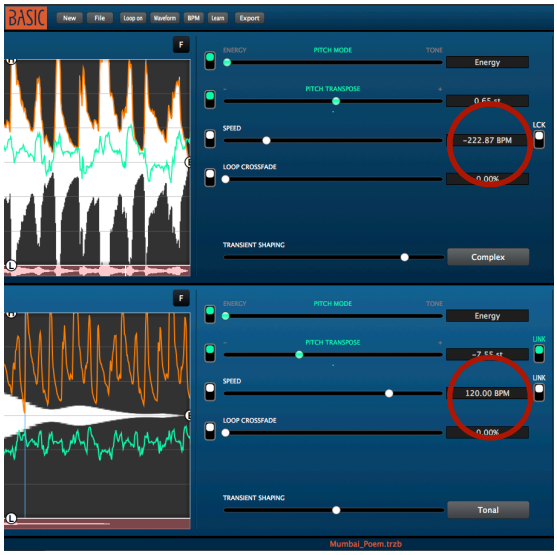


Formant view



%/BPM:
2 state button enabling switching between displaying % or BPM in the speed indication window.





Depending on how you are using TRZ it's handy to be able to switch between the 2. Say you're locking TRZ to host in a beat or tempo musical oriented set up, it's useful to see your speed indicated in BPM. Where as you're working in a more sound design oriented set up, a % indication might be more appropriate.

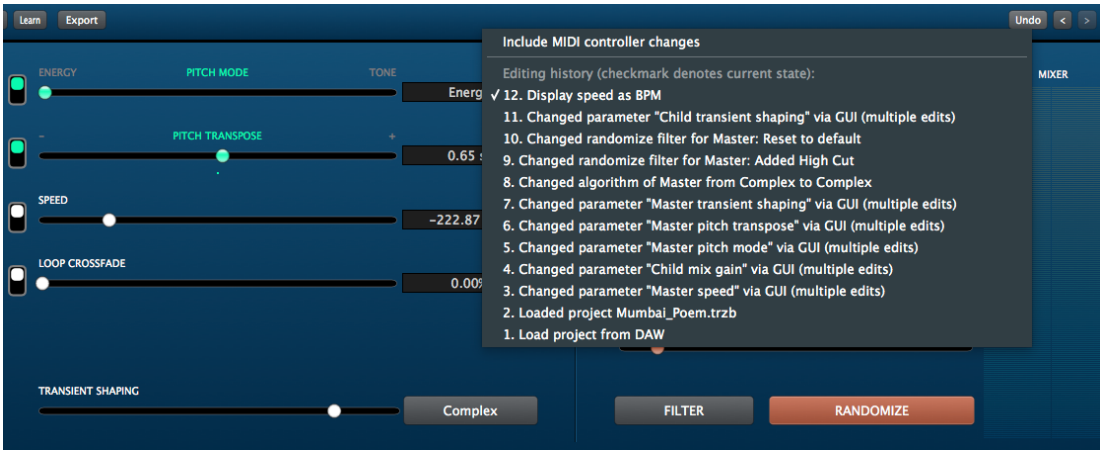
[Learn]:

MIDI learn. Press learn, then the parameter you want to control and lastly the controller you want to use. Connection made. Press again if you want to 'forget'.

Export: Will export a bounced stereo file of 1 shot of the master play selection. If in loop mode, bounce will continue until you press stop. What you hear is what you get. So tweaking the knobs as you bounce will get "recorded".

In the top bar right side you'll find the following options: **[Undo], [<]** and **[>]** for undoing and **[xxx%]** which is the TRZ u.i. size.

Undo < >:
Pressing the Undo button will show a list of the history of your edits, which can be undone. Here you can go back to specific edits for A/B comparison. MIDI controller changes can be included if needed.

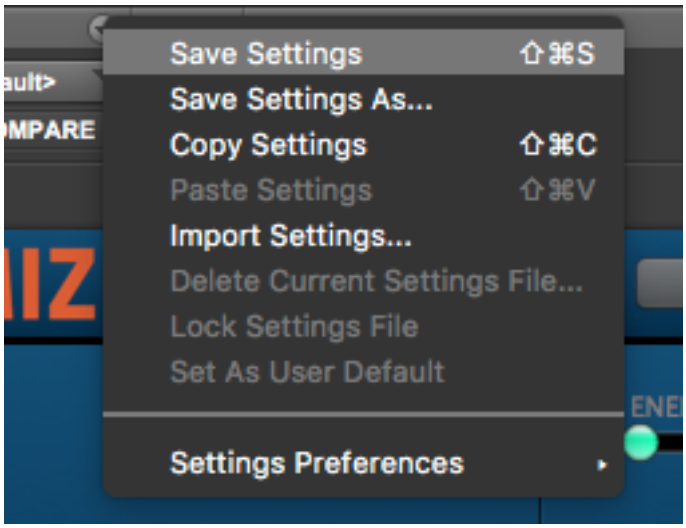


You can either choose an edit directly in the history list or use the backwards [**<**] or forward **[>]** symbol keys to move forth and back between edits for easy A/B comparison. (keyboard short cut [x] for < and [c] for >)

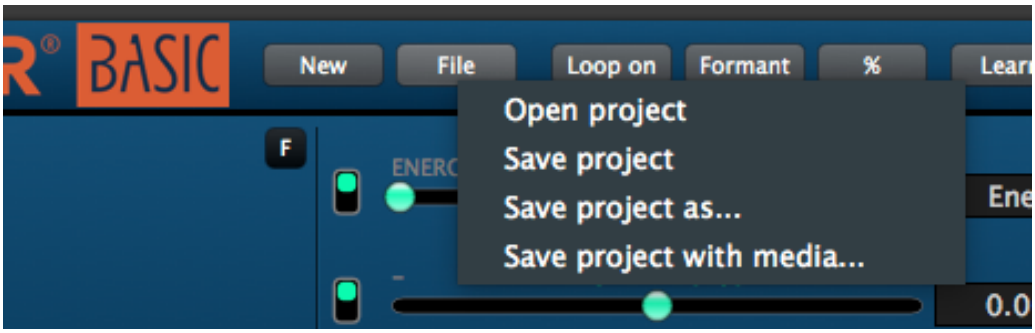
U.I. size:
Top bar to the far left, is the view size selection. The selectable options are adjusted and depends on monitor capabilities.

Saving files.

You can either save set ups internally in Pro Tools as .tfx. This means that the TRZ settings and path to audio files will be saved as a ‘general setting’ in the Transformizer Basic folder within the Pro Tools plug in settings folder. This approach requires that the actual audio files are available on the machine when opening the project.



You also have the option to save the set-up via the Transformizer file menu as .trzb files. Within the Pro Tools project, you create a folder in which you save .trzb files and media if needed. This way you make sure that your .trzb files + media is always at hand in your DAW



If you want to save changes to the .trz project file use Save project. If the project haven’t been saved previously, a window for choosing location will appear. Start by creating your own folder named f.ex. TRZ in the root folder of the project you are working on Now if the same files are used in with a new setting you want to save, use Save project as and only a new.trz file will be created. When saving a project with media, a window will appear for closing location and name for the project. When entering, a folder with the name chosen will be created at the chosen location with the audio files in the project and the .trz project file which will be named the same as the project.

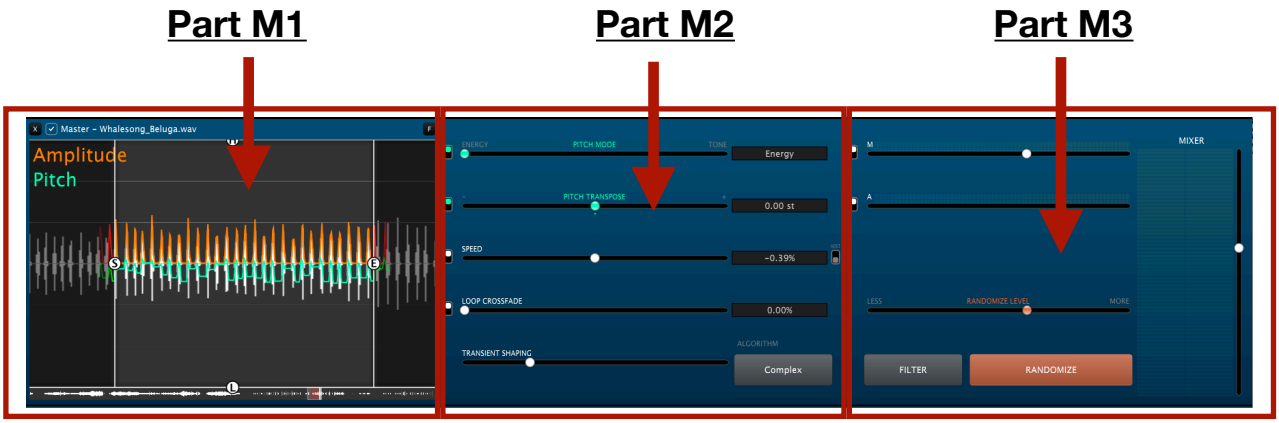
TRZ user interface.

Sections.

The U.I. consists of a scalable window with 4 equally sized rectangular windows. A **Master SECTION** in the top and **Child SECTION A**, below.

All faders can be controlled using the scroll wheel. Double clicking a control slider, returns it to default position.

The Master Section.

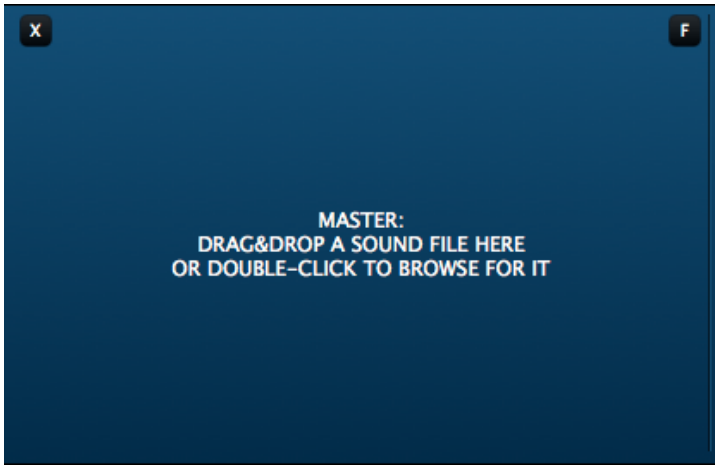


This is the Master Section with a sound loaded. Sounds are loaded by drag dropping/opening them into the M1 part of the section and TRZ always remembers the absolute path of the sound file.

Basic operation

A good way of operating TRZ in your DAW is:

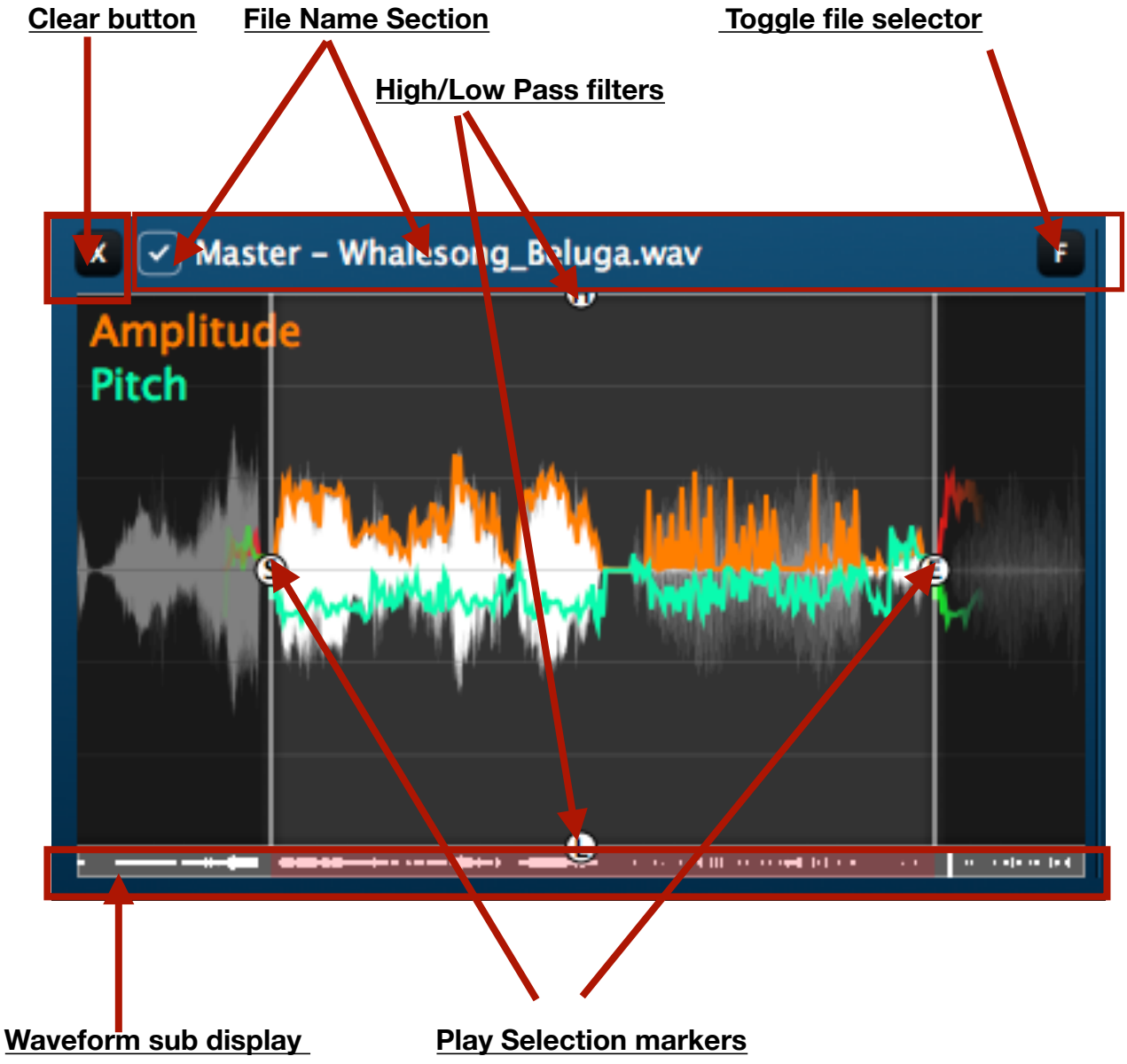
Import the files you want by double clicking in the empty M1 window or drag files directly into TRZ. Recommended is to save TRZ set up files by creating a named folder (eg. TRZ) in the project folder of your DAW. It's an easy way to manage TRZ files for a particular project.



Use the ‘reveal file option’ by right clicking in the waveform window when a sound is loaded, to locate the file path if needed. (see keyboard short cuts) This goes for both Master and Child Section. The sound loaded in the Master window will be the basic factor for sound manipulation of the sounds in the Child section **and mandatory for Trz to play.**

Part M1 the waveform display and controls:

M1 with a sound loaded (these controls are the same in Master and Child sections)



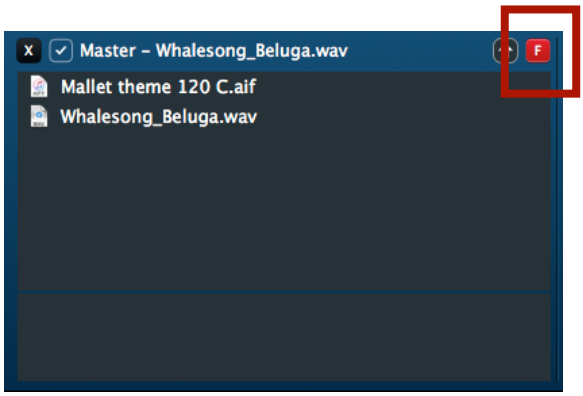
Clear button:

Clears the section.

File Name Section:

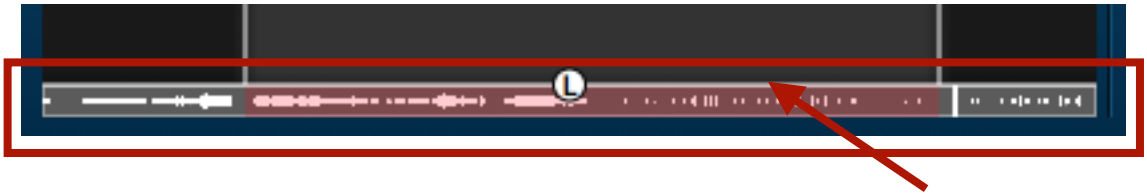
Here the name of the file is displayed. And by pressing it or the check mark, all parameters of the the section will by-pass

Toggle File selector:



Enable the user to reselect sounds in the current folder of the current sound. When active, an arrow for folder selection is also enabled to move to parent folder.

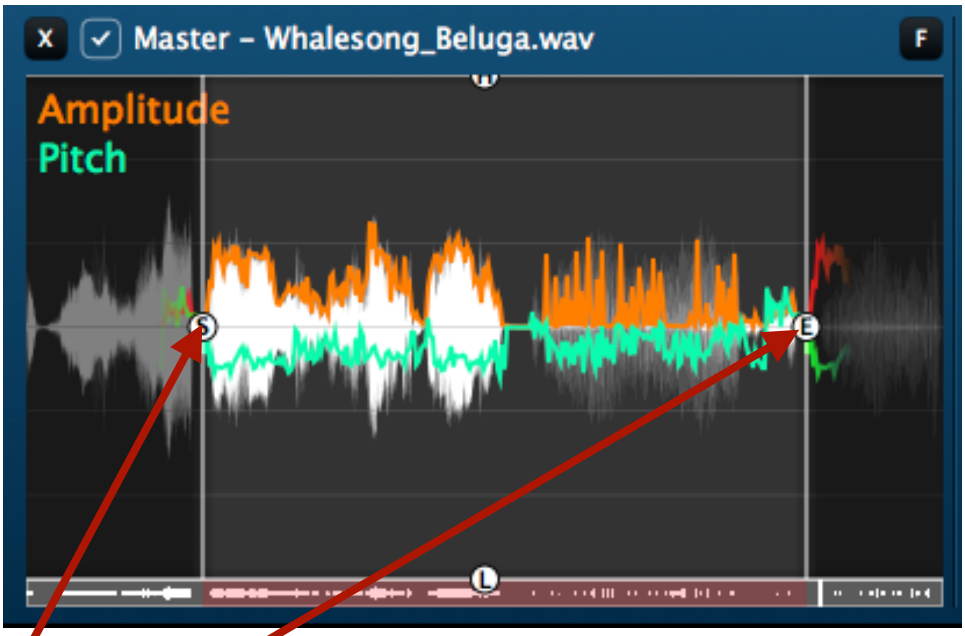
Waveform sub display



In the bottom of the waveform display window is a waveform sub display where the whole waveform is displayed statically at all times. Play selections are shown in 'red' and in this window, you can navigate inside the waveform regardless of the zoom of the main window.

Play Selection markers

The range defined by the play selection markers is referred to as the play selection. This can be looped or not in the top bar. Default play selection is the full with of the M1 audio waveform display. When double clicking in the window the file will play from where you click.



The markers Ⓢ and Ⓔ are set by either grabbing the letter [S] for start or [E] for end or by grabbing the line connected to the S / E .

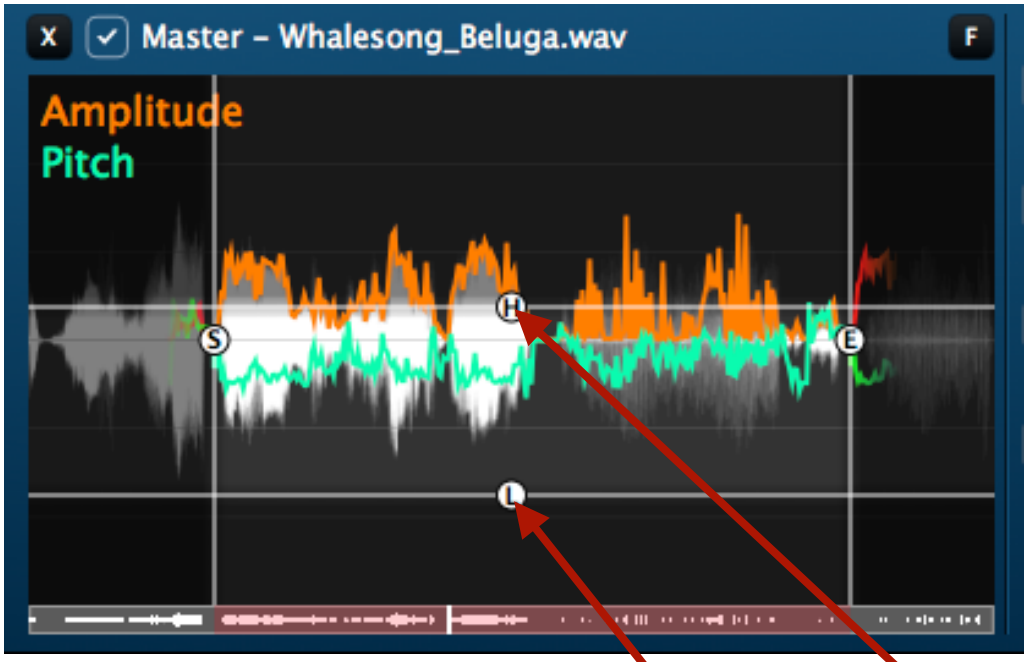
By shift/double clicking either the letter Ⓢ or Ⓔ or the line connected to the Ⓢ/Ⓔ, Start and end position of the Play Selection, the markers will swap. TRZ will always play from Ⓢ to Ⓔ , meaning that if Ⓔ is before Ⓢ looking left to right, the file will be played in reverse.
Double clicking either the letter Ⓢ or Ⓔ or the line connected to the Ⓢ / Ⓔ, Start and End position of the Play Selection markers, will return Start and End to the beginning or the ending of the Master audio file respectively.

Double clicking within the range in the Master section will make TRZ playback from where you click.

Pressing [S] or [E], will place the Start or the End of a play selection at the playback curser respectively.

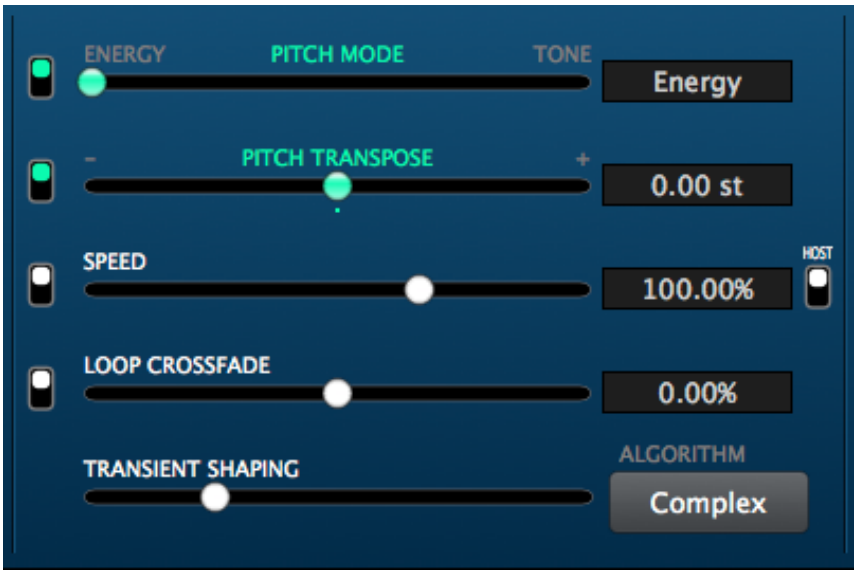
You can move the entire play selection/range by simply grabbing in between the play selection markers and dragging left or right.

High/Low Pass filters



The Low/ High Cut filters are set by either grabbing the letter Ⓛ for High Cut or Ⓗ for Low Cut or by grabbing the line connected to the H/L. The filters are set at -48dB/oct.

Master section Part M2.



PITCH MODE:

Control for biasing the way the sound is perceived for further processing. Determines whether the emphasis on pitch analysis is mainly in the energy content (noisy sounds, texture) or overtone structures (vocals, instruments) Result is also depended on algorithm choice. **ENERGY** favours timing **TONE** favours tonal content.

PITCH TRANSPOSE:

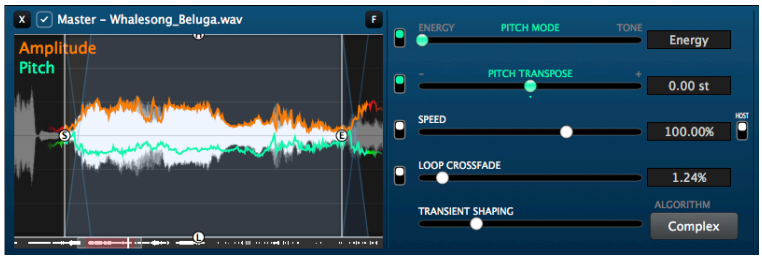
Enables transposing the sound loaded in the section. Transposes – to + 24 semitones in cent steps.

SPEED:

This parameter controls the global speed of the setup. Can be controlled from -300% – 300% in 1 pct. steps. This is the base speed applied to all sounds.The HOST button to the right of the slider will lock to the host tempo. Indicate a bar with the play selectors in the original tempo of the file and then engage the HOST button. Speed will be adjusted to that of the host. If the speed LINK button of the slave is on, what ever selection made in the slave selection will loop in perfect sync with the master and whatever's playing in your DAW.

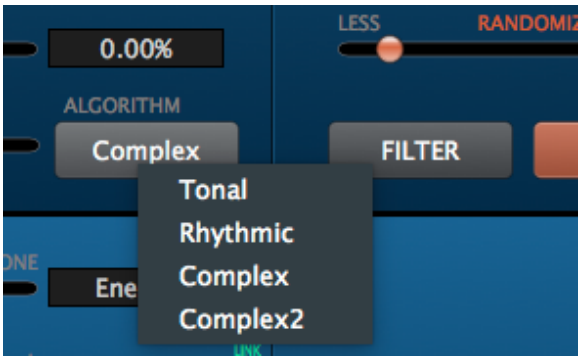
LOOP CROSSFADE:

In the case where parts of a sound is used loop style, we've implemented LOOP CROSSFADE (in blue) The value is a percentage of the sounds length used for cross fading audio material and analysed pitch and amplitude curves to smooth discontinuities. If you want the snaps/clicks just leave it out.



ALGORITHM:

(these controls are the same in Master and Child section)



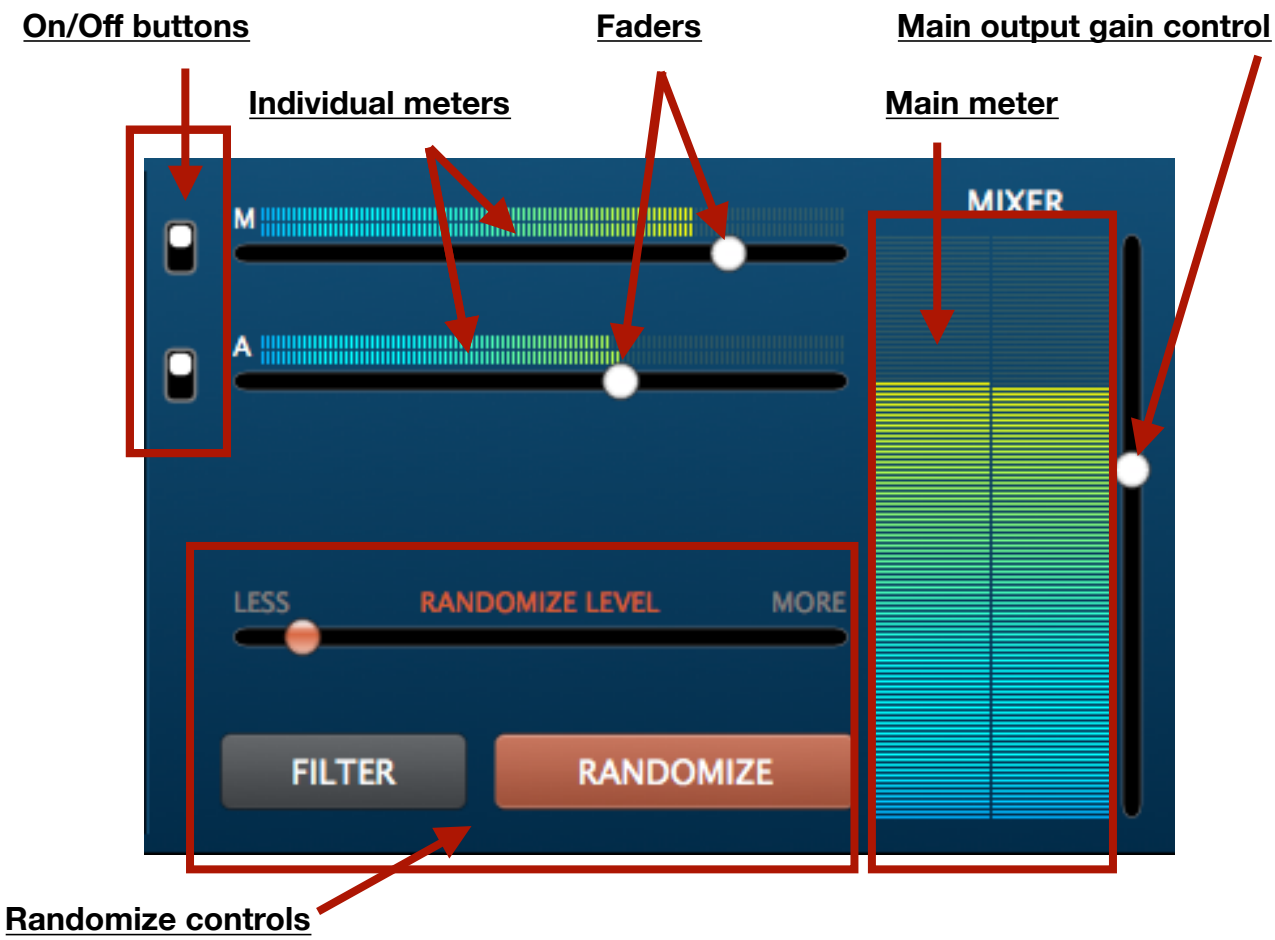
The 4 different algorithm choices are modes, biased to improve the result of analysis on various kinds of sounds. **Tonal** is specifically for content with a tonal main content (sustained tones), **Rhythmic** towards transient sounds, **Complex** is based on a granular algorithm. Good with transient rich sounds and **Complex2** is an alternative version of **Complex**. Also good with transient rich sounds.

TRANSIENT SHAPING:

Affects the sound of transients. This parameter is useful in shaping transients.Small changes have a big impact

These parameters have a great impact on how the results you create with TRZ, so please experiment thoroughly with this section, preferably in conjunction with the PITCH MODE parameter.

Part M3 of the Master section, controls:



On/Off buttons:

Turns the individual sections Master and Child on or off respectively. By shift-clicking the button, the output is solo'ed. By shift-clicking again you will return to the state you derived from.

Faders:

Control the output level of the Master section and Child section.

Individual meters:

Display the individual output level of the Master and Child sections. (metering range from -120 to 20 dB)

Main output gain control:

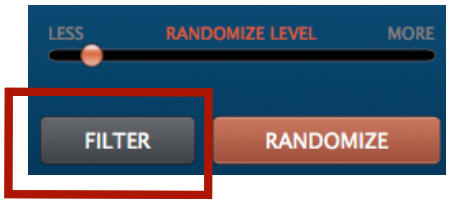
Controls the over all output level of TRZ

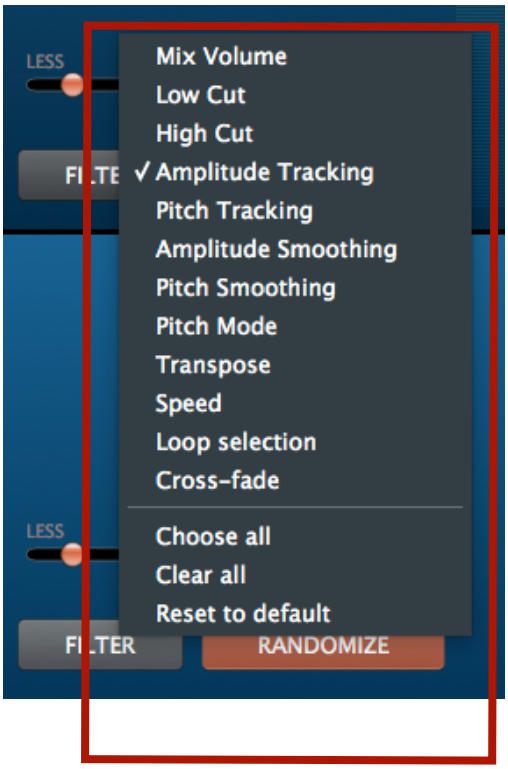
Main Meter:

Displays the summed output level of the Master and Child section. (metering range from -120 to 20 dB)

Randomize controls :

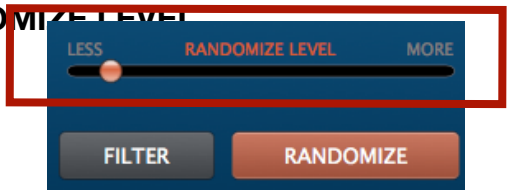
FILTER



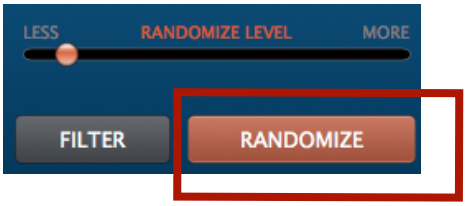


Press FILTER to chose which parameters to randomize. You will have a pop up menu where you can select or deselect parameters. Once chosen the parameter gets a little check mark to the left. You can also set your own default set up for each section.

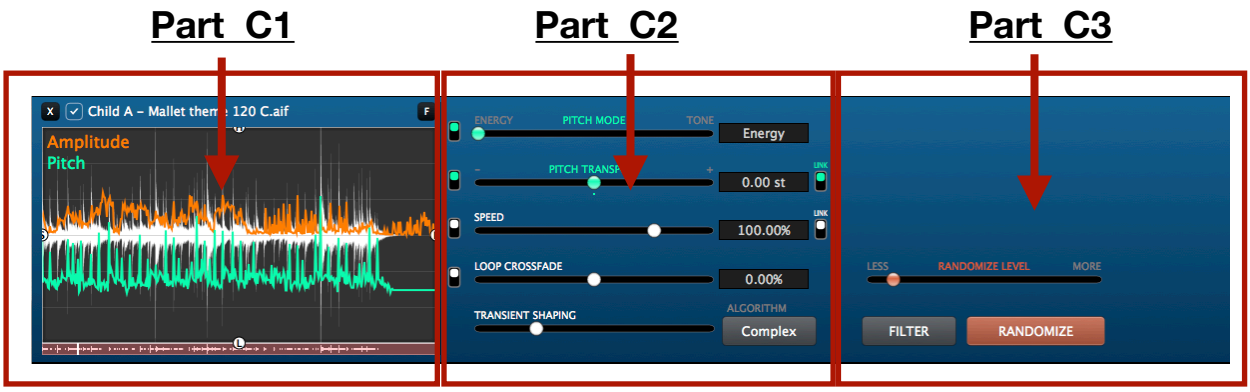
RANDOMIZE LEVEL



RANDOMIZE Press to activate the randomisation.



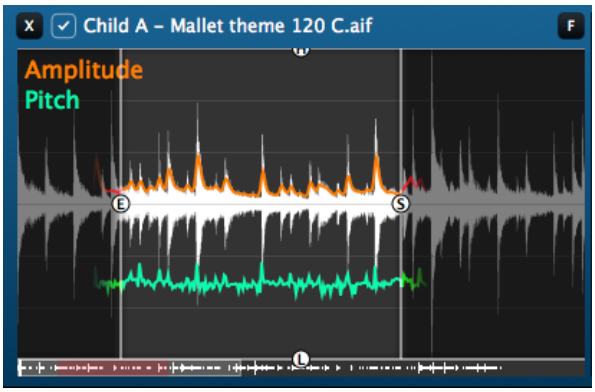
The Child Section.



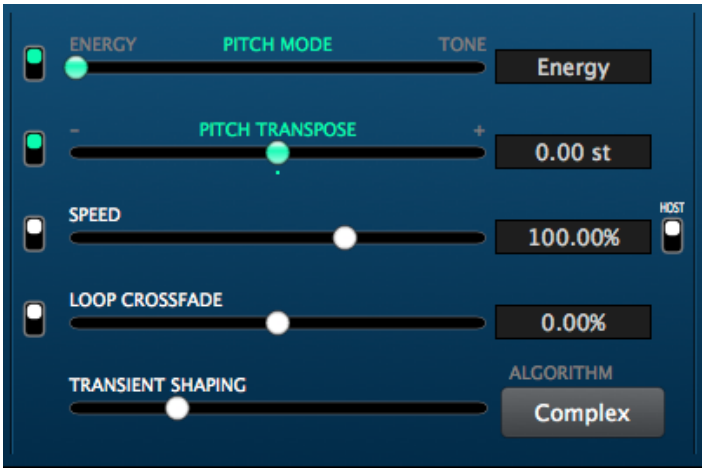
Sounds are loaded by either double clicking the empty waveform window or drag-dropping them in the S1 part of the Child section. This goes for both MASTER and CHILD Section.

The Child section Part C 1 controls:

Play Selection markers in the Child Section (refer to p.17/18 for detailed explanation)



Part C 2 of the Child section, controls:



PITCH MODE:

Control for biasing the way the sound is perceived for further processing. Determines whether the emphasis on pitch analysis is mainly in the energy content (noisy sounds, texture) or overtone structures (vocals, instruments) Result is also depended on algorithm choice. **ENERGY** favours timing **TONE** favours tonal content.

PITCH TRANSPOSE:

Enables transposing the sound loaded in the section. Transposes – to + 24 semitones in cent steps. When playing TRZ, a small indicator with a digit below the controller, will indicate the approximate value of the Master for easy matching of pitch. This is the relative transpose amount applied on top of the Master transpose.
The link button on the right side toggles whether this parameter is influenced by the settings of the corresponding parameter on the Master.

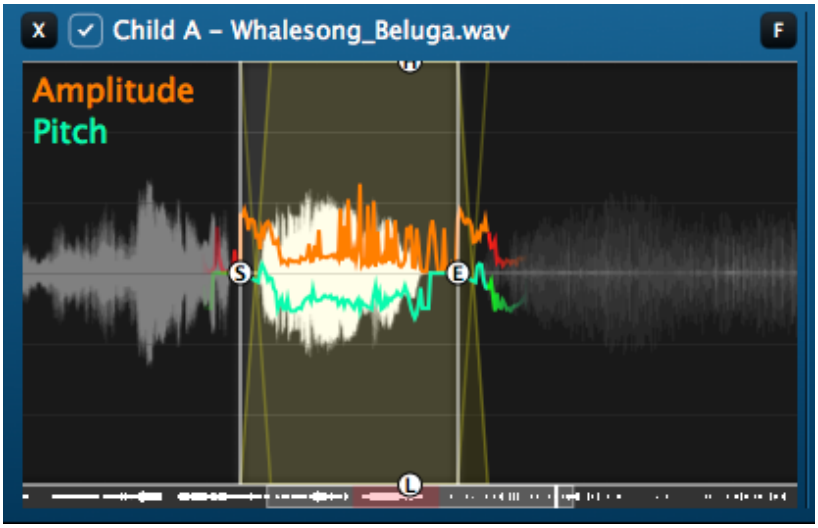
SPEED:

This parameter controls the speed of the sound in the particular section. Can be controlled from 0,1% – 300%, where 100% is normal speed. Default is 100%/original speed. This is the relative speed of a child to the master.

The link button on the right side toggles whether the speed parameter is influenced by the settings of the corresponding speed parameter on the Master.

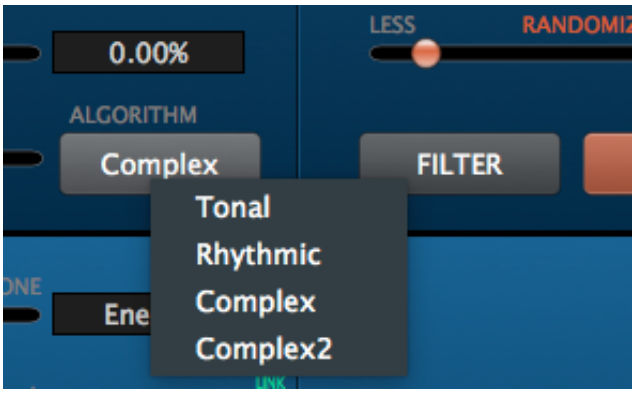
LOOP CROSSFADE:

In the case where parts of a sound is used loop style, we've implemented LOOP CROSSFADE (in yellow) The value is a percentage of the sounds TOTAL length used for cross fading audio material and analysed pitch and amplitude curves to smooth discontinuities. If you want the snaps/clicks just leave it out.



ALGORITHM:

(these controls are the same in Master and Child sections)



The 4 different algorithm choices are modes, biased to improve the result of analysis on various kinds of sounds. **Tonal** is specifically for content with a tonal main content (sustained tones), **Rhythmic** towards transient sounds, **Complex** is based on a granular algorithm. Good with transient rich sounds and **Complex2** is an alternative version of **Complex**. Also good with transient rich sounds.

TRANSIENT SHAPING:

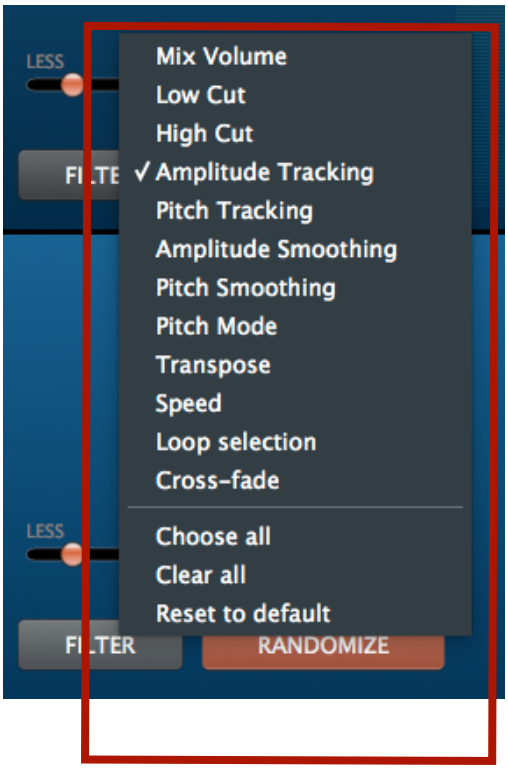
Affects the sound of transients. This parameter is useful in shaping transients.Small changes have a big impact

These parameters have a great impact on how the results you can create with TRZ, so please experiment thoroughly with this section, preferably in conjunction with the PITCH MODE parameter in the.

Part C 3 of the Child section, control:

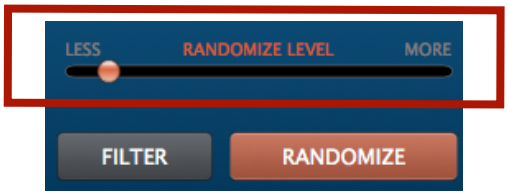
RANDOMIZER:

FILTER

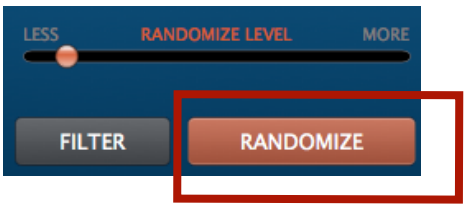


Press FILTER to chose which parameters to randomize. You will have a pop up menu where you can select or deselect parameters. Once chosen the parameter gets a little check mark to the left. You can also set your own default set up for each section.

RANDOMIZE LEVEL



RANDOMIZE Press to activate the randomisation.



HAVE FUN!!

In case you are looking for a version of Transformizer with extensive control over all parameters we recommend the PRO version. By buying the upgrade package, you can upgrade BASIC to PRO, online.

Meet us at transformizer.com

TRANSFORMIZER® BASIC

KEYBOARD SHORT CUTS

Shortcut	***Command***
Play/Stop in Host + TRZ.	Press space bar
Play/Stop in TRZ	Press [p]
Play from mouse cursor	Dbl. click graphics area
UNDO	Press **[x]** Will undo a single or coalesced sequense of actions performed on the same parameter/automation curve.
REDO	Press **[c]** Will undo a single or coalesced sequense of actions performed on the same parameter/automation curve.
Return parameter to default value	Double click parameter curser
Reveal file	Right click graphics area
Reset volume in graphics window	Right click graphics area
Reset low/high pass filter in graphics window	Right click graphics area
Reset loop in graphics window	Right click graphics area
Play from mouse cursor	Dbl. click graphics area
Adjust the Child play selection to the Parent play selection	Dbl. click Start or End play selection cursor (either line, S or E symbol)
Set Start or End point of play selection	Press [s] or [e] on the keyboard
Swap Start and End play selection (will play the selection backwards)	Ctrl+dbl click Start or End play selection cursor (either line, S or E symbol)
Adjusting fine scroll left/right in graphics window. (Default coarse)	Cmd+scroll left/right
Adjusting fine zooming waveform in or out in graphics window. (Default coarse)	Cmd+scroll up/down
Solo in Place fader in Mixer	Shift+Click Mute button in mixer section.
Move play selection	Click on play selection and hold down mouse button. Move and release at desired position.
Rubberbandig slider in mixer section	Shift+hold down mouse on fader, will course other active faders below the chosen, to be locked to the movement of that fader.
File toggle.	Press the **F** button, in the waveform display window top right. Enables toggling files, maintaining your settings.

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