

# TRANSFORMIZER®

## PRO

Stereo software instrument plug-in

## Reference manual

v. 1.3



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

The software TRANSFORMIZER® PRO, 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,

Pro Tools 12.6 and up,

iLok key required for authorisation

AAX/AU/VST

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# 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](http://transformizer.com)

## Download and Installation

Go visit [transformizer.com](http://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 Pro requires an active license. You can trial by activating a [trial license](#). Alternatively, a new full license can be purchased from [transformizer.com](http://transformizer.com).

## 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 sounds' - thus providing users with unique sounding creative options in seconds instead of hours.

Say you want to create the sound of a new vehicle using your favourite revs from a Pantera sport car, but giving it the heaviness of a Mac truck with the shimmer of silver electricity.

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

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

## Why is TRZ an Instrument Plug-In?

One of the basic reasons why we decided to make TRZ an Instrument plugin, is first and foremost that TRZ produce audio, also we wanted TRZ to be able to output onto 4 separate tracks for full control of mixing, having the opportunity to drop into record as you're tweaking the knobs and control via midi. 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 hopefully will enable you to creative completely unheard of sounds very quickly. The plugin output routing defaults to 'stereo out'. A mix of the Master sound and the 3 Children sounds. By creating 4 audio tracks and setting the INDIVIDUAL inputs of these to Master and Child A, B and C respectively, you now have absolute controls over the 4 separate outputs of TRZ and can either listen or record these.

**Transformizer PRO is a stereo instrument and should be inserted on a stereo instrument track.**

# Opening TRZ in the d.a.w.:

## PRO TOOLS:

Create an instrument track and insert TRZ.

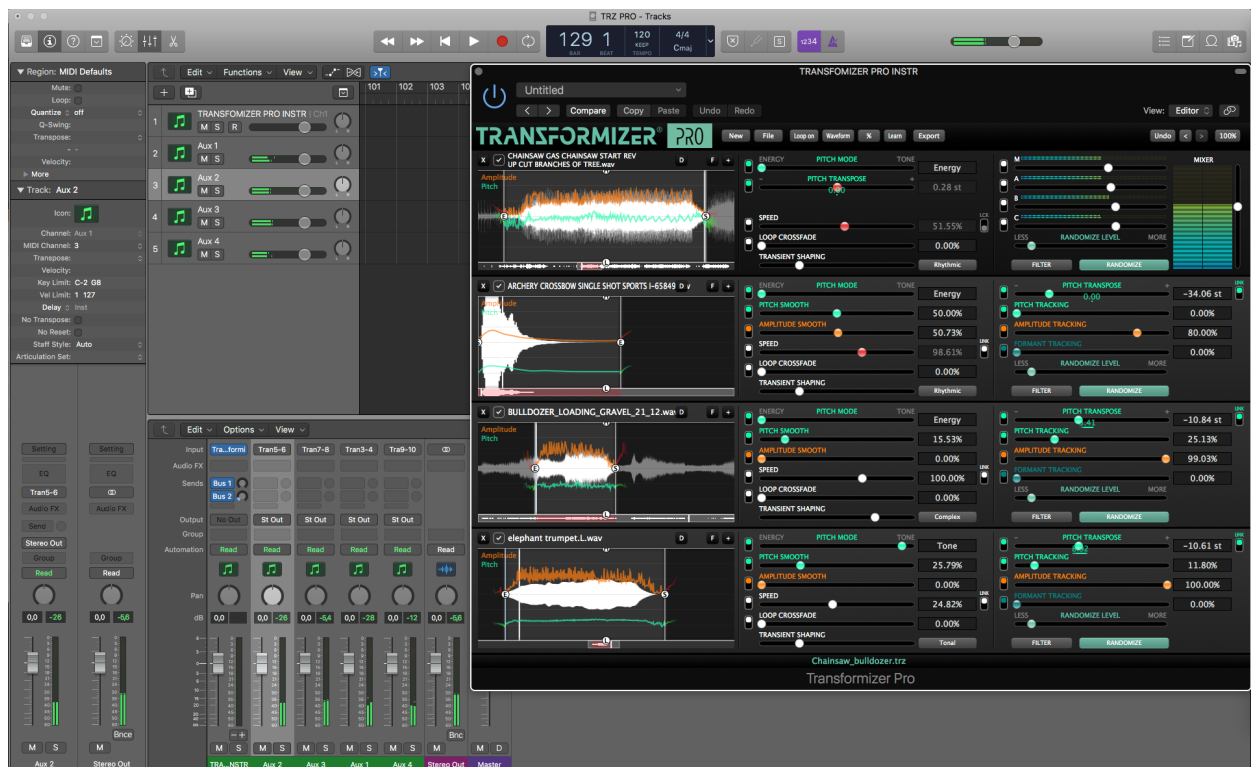
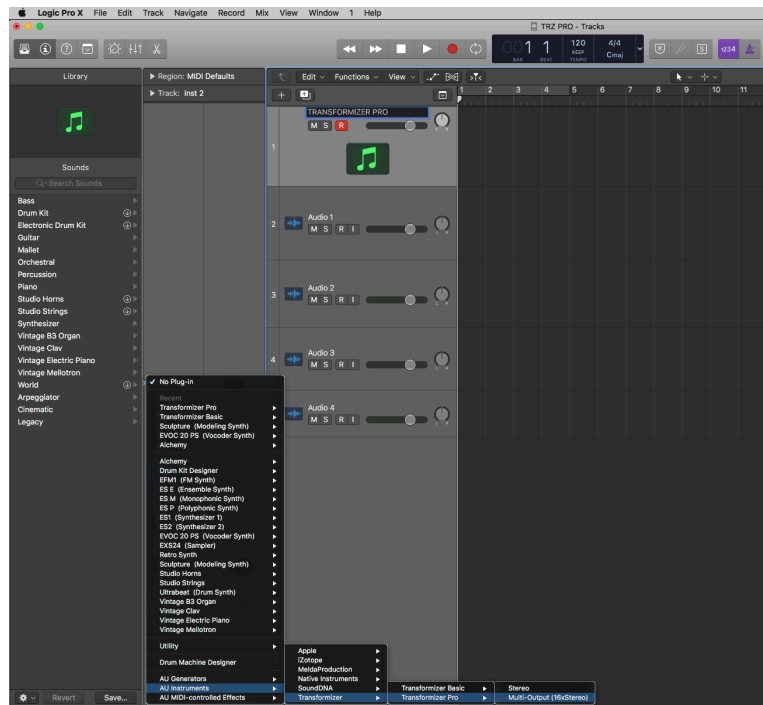
When play (space bar) is activated, TRZ will play along and in sync with the cursor in Pro Tools. If you want to control playback within TRZ only, press [p].



## Logic :

Create an 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]. (Please refer to the Logic manual for creating multiple outs for plug ins)



## Basic operation

A good way of operating TRZ is:

Import the files you want to use into your TRZ project. In Pro Tools drag files from the audio files folder of the project directly into Transformizer Pro, 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 recreated 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 TRZ can find the audio files for the set ups created in that particular daw project.

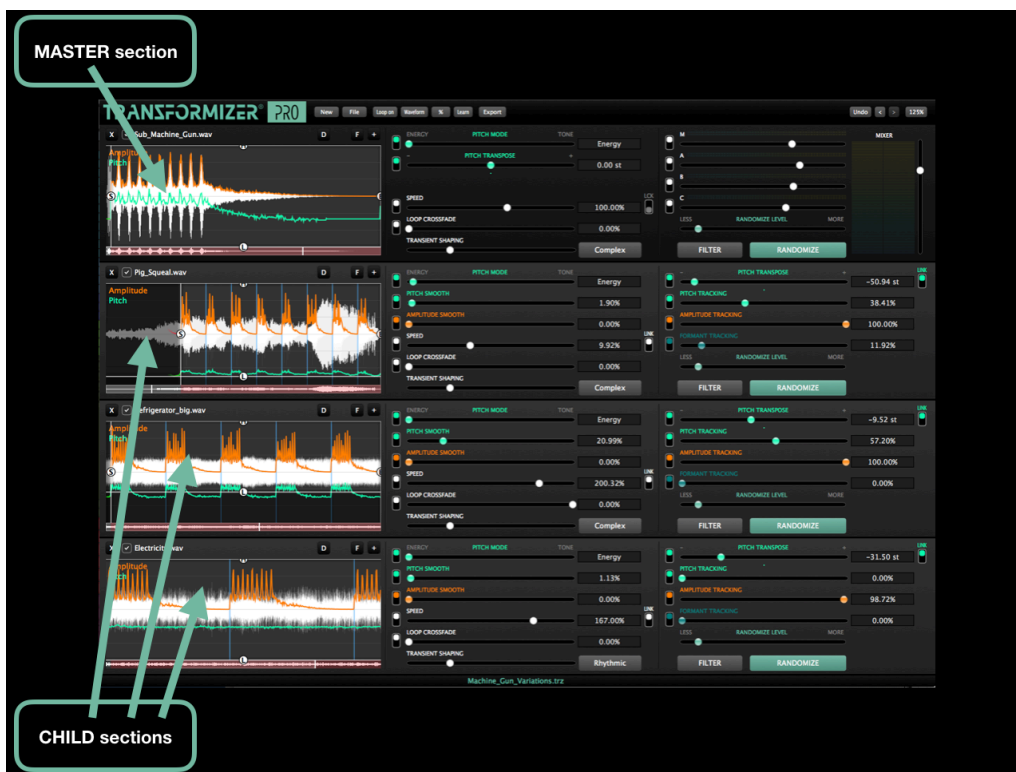
## WARNING

**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](https://transformizer.com)**

## Quickstart:

1. Load **TRZ PRO** in your DAW as a **stereo instrument** and open the GUI
2. Drag this sample, that is used to shape the other sounds, to the section „Master“. Use link to access file. [Link for sound to use as Master](#)
3. Drag the sample you want to „transform“ in section Child A, B or C. Use link to access files. [Link for sounds to use as Child](#).
4. **Turn the Master channel volume down** and increase the Child channel volume
5. Deactivate all parameters for Master and Child with the little on/off buttons
6. Activate single functions separately while playing the sounds (press Enter with cursor located on the TRZ pro GUI)
7. By pressing the letter P, Trz will play on it's own. By pressing the space bar, Trz. will play in sync with your host from where the cursor is in the HOST.
8. Try out the Child section parameters for exciting sound colorisation: Formant & Amplitude Tracking, Pitch Transpose & Tracking, Pitch & Amplitude Smooth & SPEEEEEED! To shape sounds with a sound with clear transients like a machine gun, drive the amplitude tracking hard, with high percentage, while driving Amplitude Smooth with little percentage.

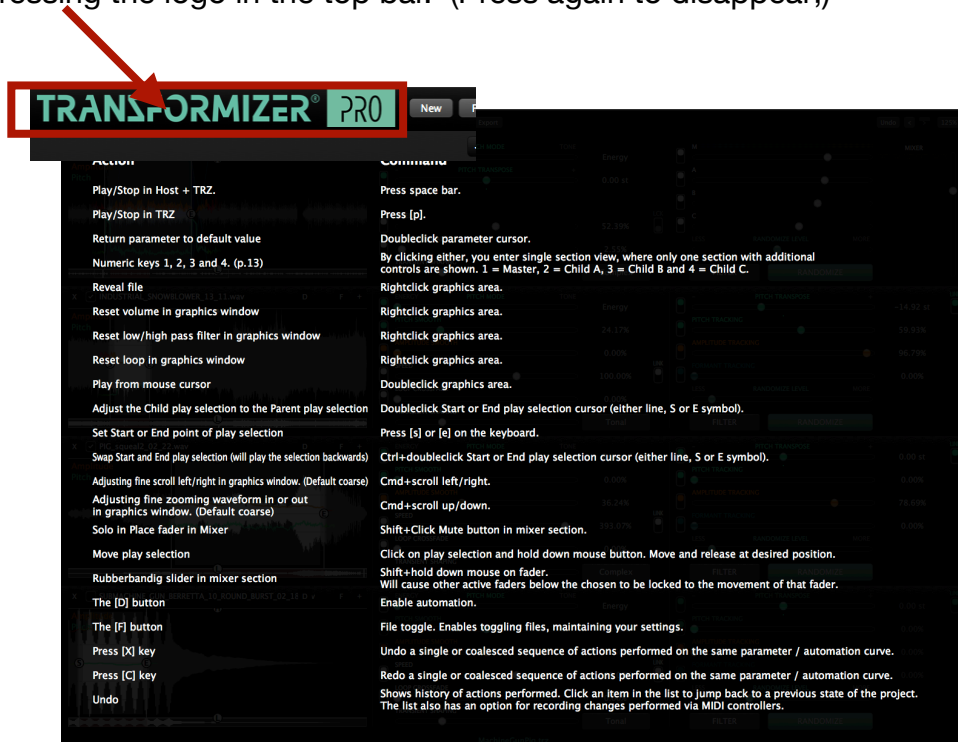


[With this link you can download example session for PRO.](#)

Open the .trz project files in the folders, via the File menu

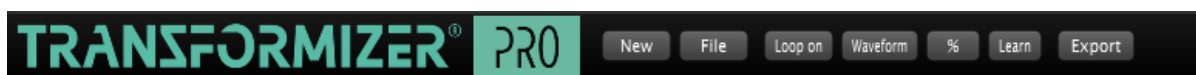
## Overview.

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 left 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), **% / BPM** and **[EXPORT]**.



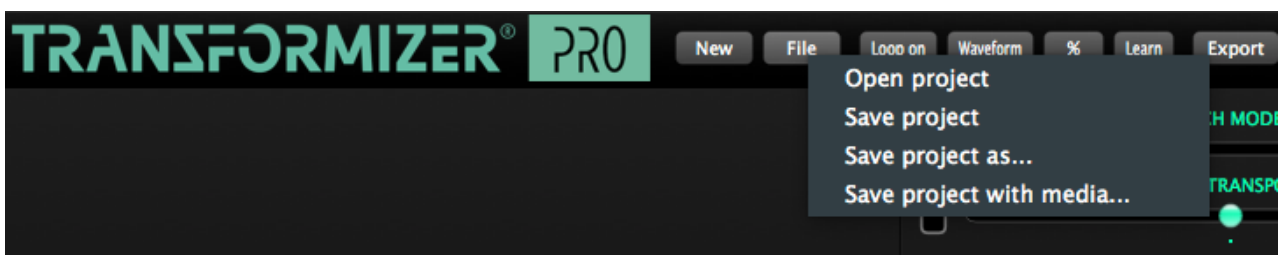
### **[New]:**

Resets all controls to default values and empty any previously loaded sections.

**[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 .trz projects.

**Save Project As:**

Opens a dialogue box for selecting location and saving of .trz projects. Most often used when saving a new version of an already saved project.

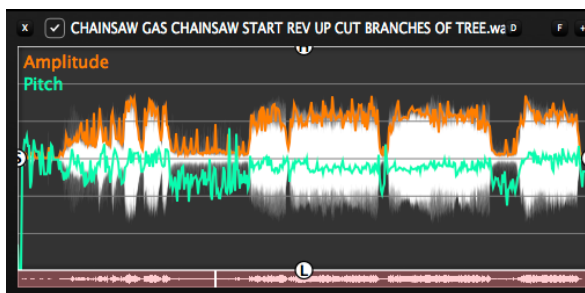
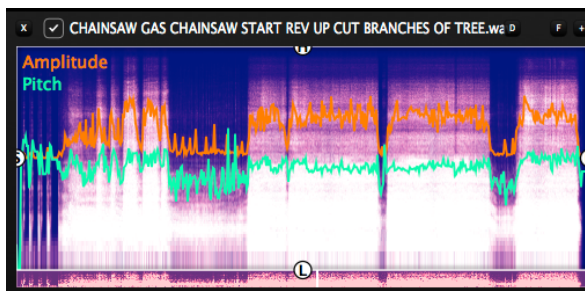
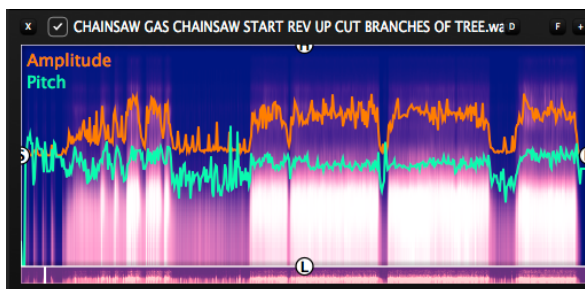
**Save Project with media:**

Opens a dialogue box for selecting location and saving of .trz 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 vice versa.

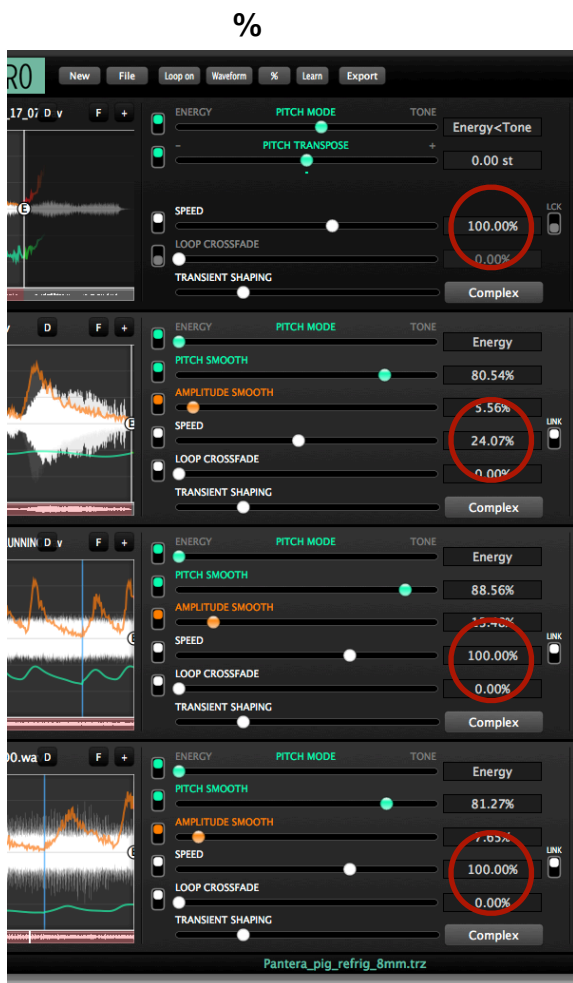
**Waveform:**

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. Whereas 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. Whatever you hear is what you get. meaning the changes/tweaks you do while bouncing is included in the export.

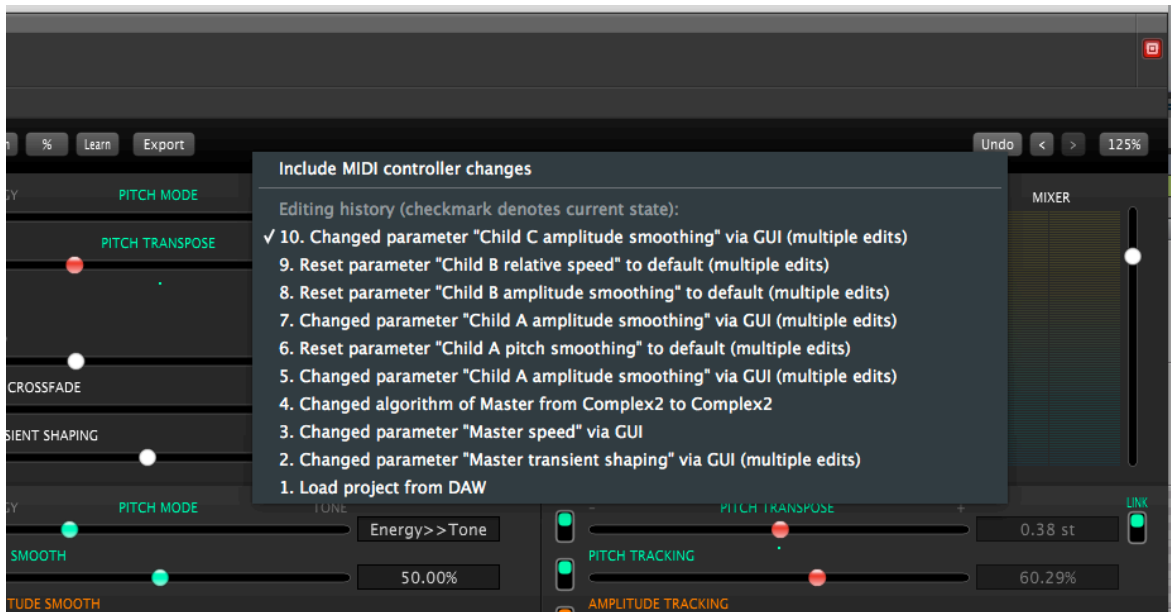
## Top bar right

In the top bar right side you'll find the following options: **[Undo]**, **[<]** and **[>]** for undoing and **[125%]** which is the TRZ u.i. size.



## Undo < >:

Pressing this will show a list of the history of your edits, which you can undo. MIDI controller changes can be included if needed.



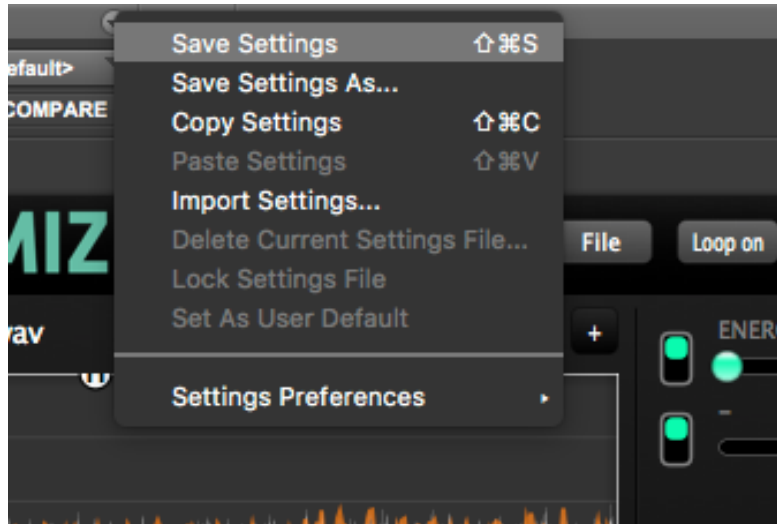
You can either choose an edit directly in the history list or use the backwards **[<]** or forward **[>]** symbol keys to move forth and back between edits for easy A/B comparison. (keyboard short cut [x] for < and [c] for >)

## U.I. size:

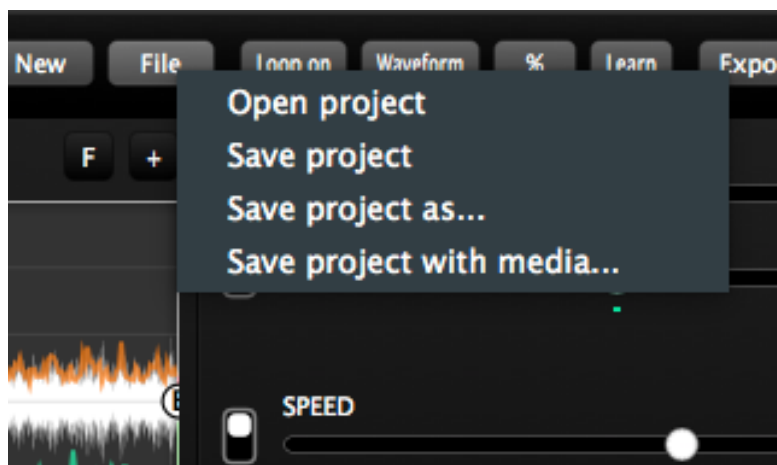
Top bar to the far left, is the view size selection. The selectable options are adjusted and depends on monitor capabilities.

## Saving files in TRZ

You can either save set ups internally in the daw. f.ex. 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 Pro folder within, in this case, the Pro Tools plug in settings folder. This approach requires that the actual audio files are available when opening the project.



You also have the option to save the project via the Transformizer file menu as .trz files. Use this approach for ensuring that all is there when you need it. Within the Pro Tools project, you create a folder in which you save .trz files and media if needed.



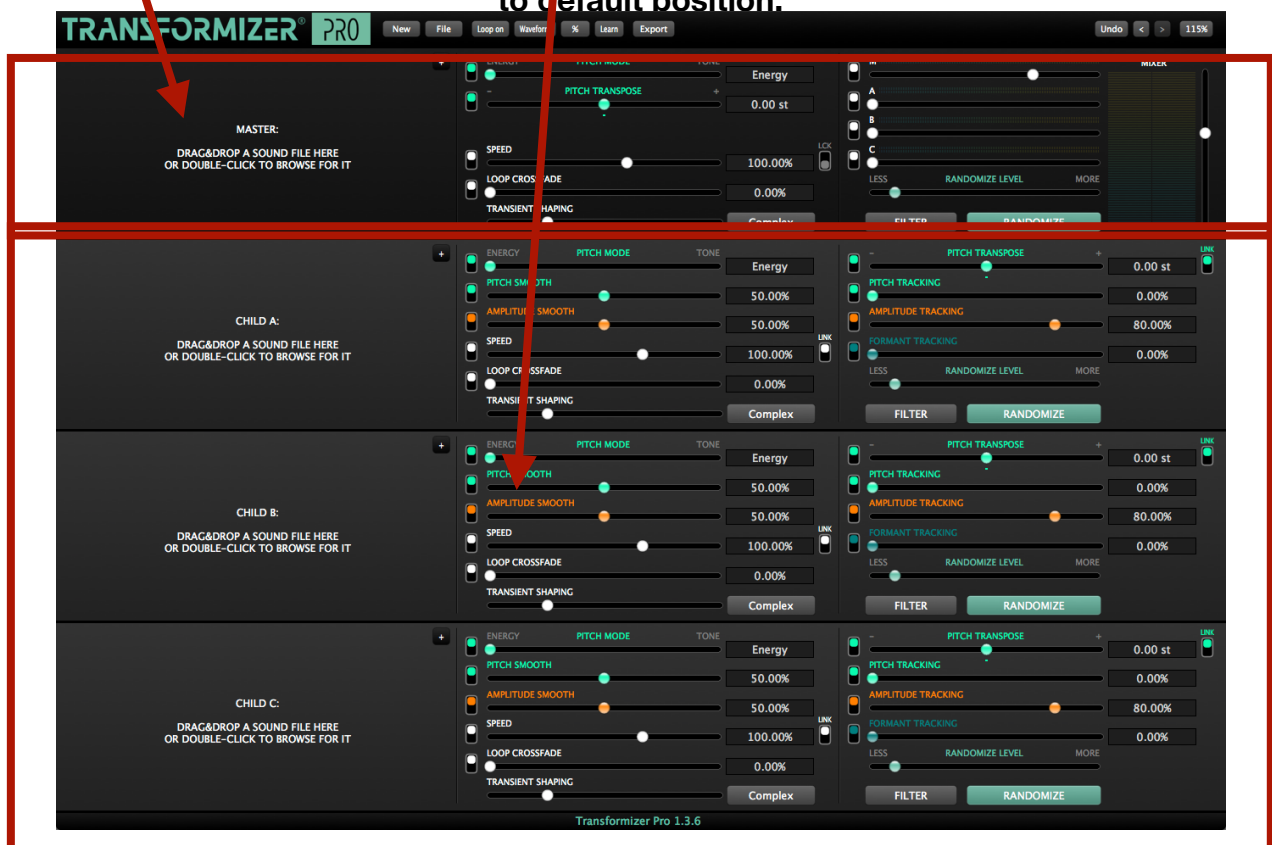
If you want to save changes to the .trz project file use Save project. If the project haven't been saved previously, a window for choosing location will appear. Start by creating your own folder named f.ex. TRZ in the root folder of the project you are working on Now if the same files are used in with 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.

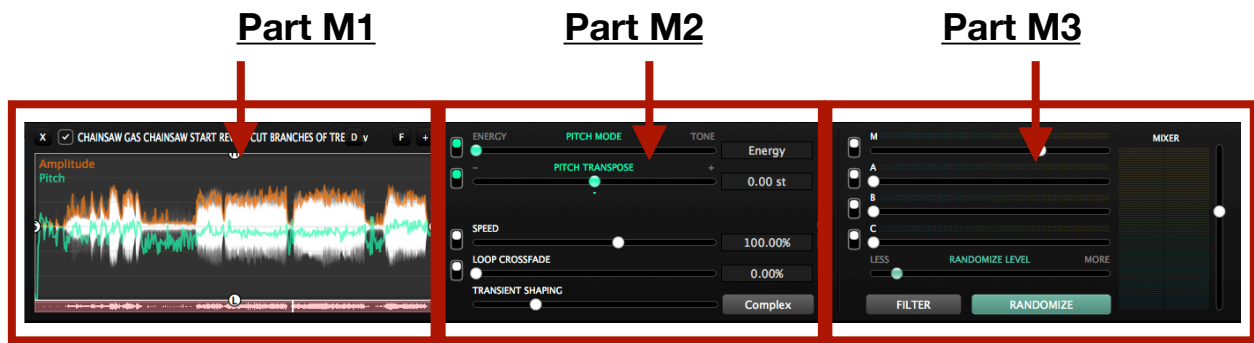
## Sections.

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

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



## The Master Section.

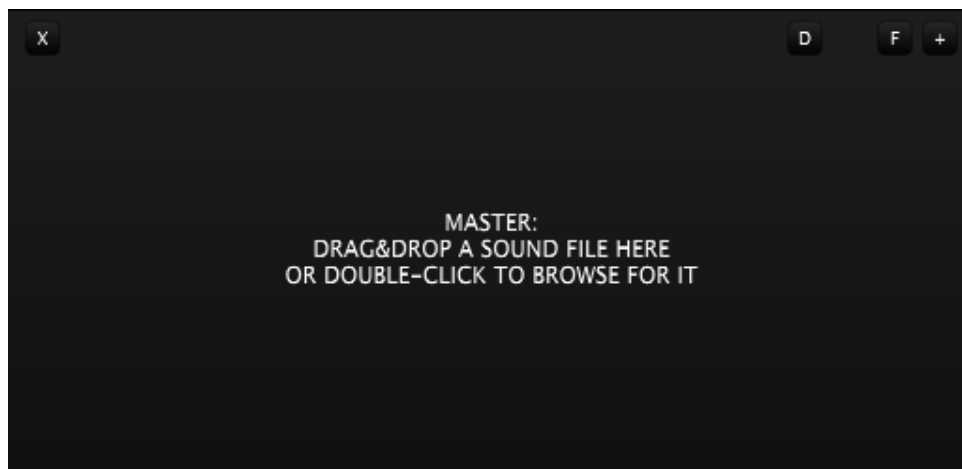


This is the Master Section with a sound loaded. Sounds are loaded by drag dropping them into the M1 part of the section and TRZ always remembers the absolute path of the sound file.

### Basic operation

A good way of operating TRZ is:

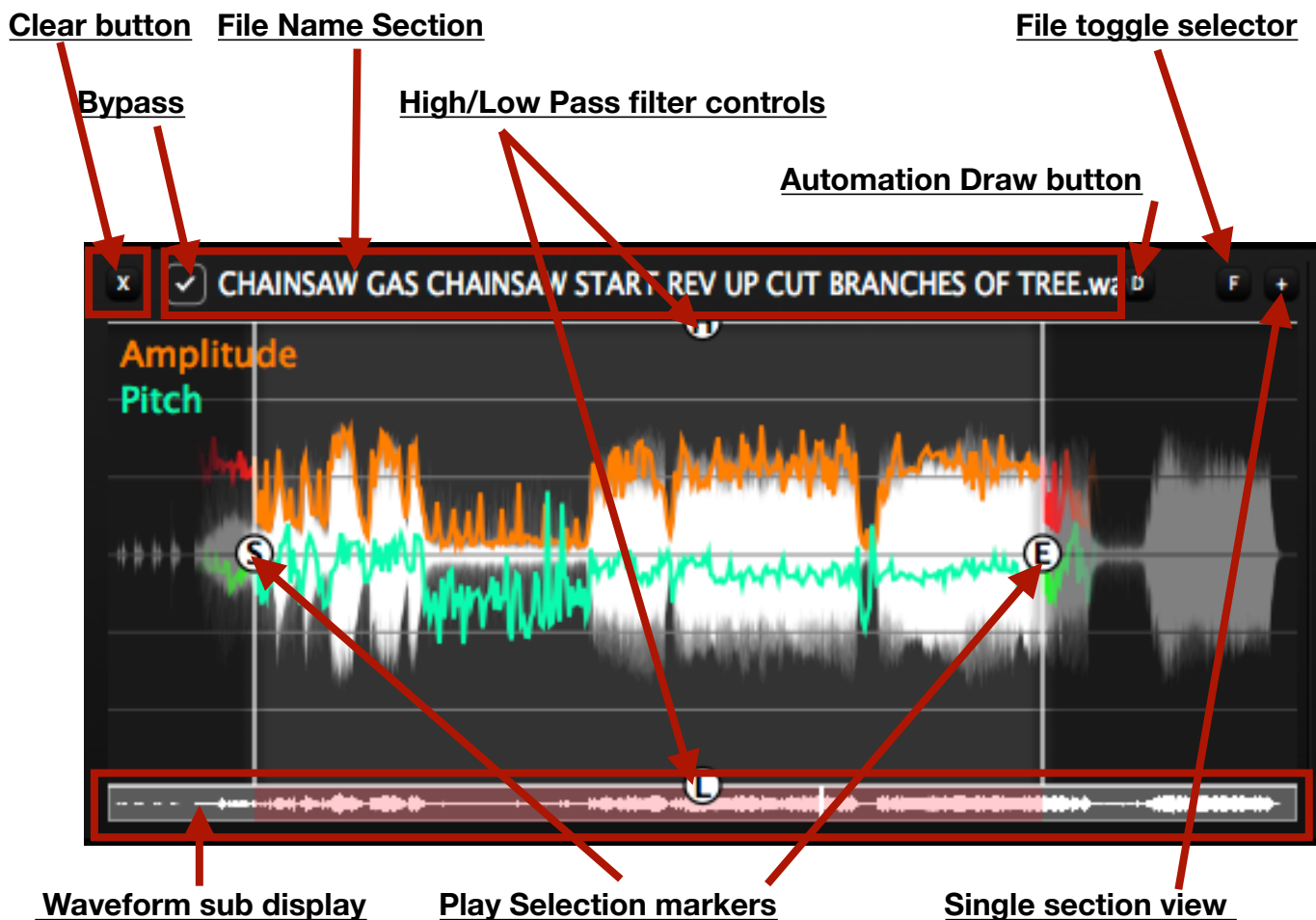
Import the files you want by double clicking in the empty M1 window or drag files directly into Transformizer Pro. Recommended is to save TRZ set up files by creating a named folder (eg. TRZ) in the project folder of your DAW. It's an easy way to manage TRZ files for a particular project.



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 p. 20) This goes for both Master and Child Sections. The sound loaded in the Master window will be the basic factor for sound manipulation of the sounds in the Child sections **and mandatory for Trz to play.**

## Part M1 of the Master section, controls:

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



### Clear button:

Clears the section.

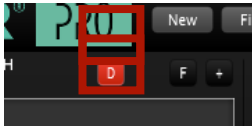
### File Name Section:

Here the name of the file is displayed. And by pressing it or the check mark bypass, controls are bypassed.

### Bypass:

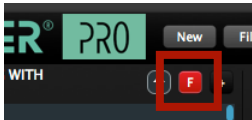
Either by pressing this or the name, TRZ is bypass on that section. Audio is still being processed by the chosen algorithm, so the signal will never be as the original.

## Automation Draw button:



Pressing this **[D]** in the ui or D on the keyboard enters automation curve drawing mode. After clicking this button, click on the slider corresponding to the parameter whose automation curve should be edited. Points are added by clicking or dragging and removed by simultaneously holding down the shift key. Clicking on a marker. will move the marker within the bounds defined by its neighbour markers. NOTE: LOOP CROSS FADE, ALGORITHM and RANDOMIZER controls can not be automated. (Reset automation data by right clicking in audio window and choose reset)

## Toggle File selector:



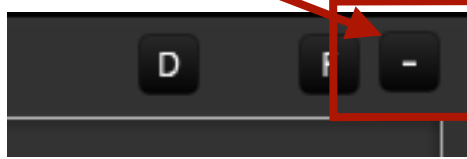
Enable the user to reselect sounds in the current folder of the current sound. When active, an arrow for folder selection is also enabled to move to parent folder. When selecting a new sound, settings are not affected except for speed.

## Single section view

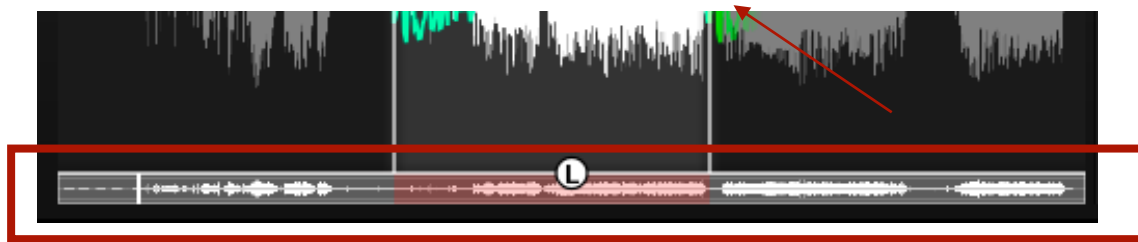


By pressing either [1] for Master section or [2], [3] or [4] for Child section A, B or C respectively or the **[+]** key, next to the File Toggle selector, you enter single section view for the section chosen. It gives a better over view over the separate section and its controls. You get back to full view b

### Single section view button



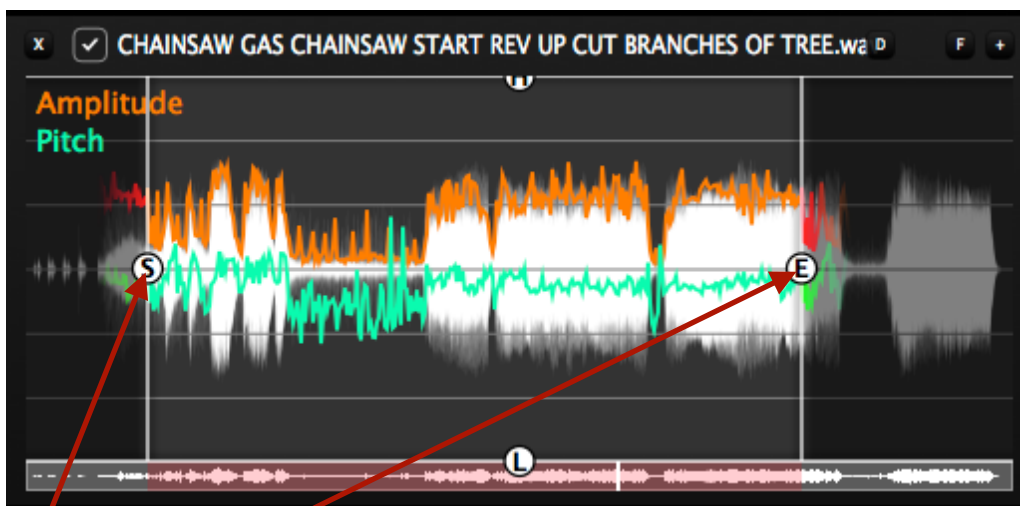
### Waveform sub display



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 typing the letter [S] for start or [E] for end or by grabbing the line connected to the **Ⓢ**/**ⓔ** symbol.

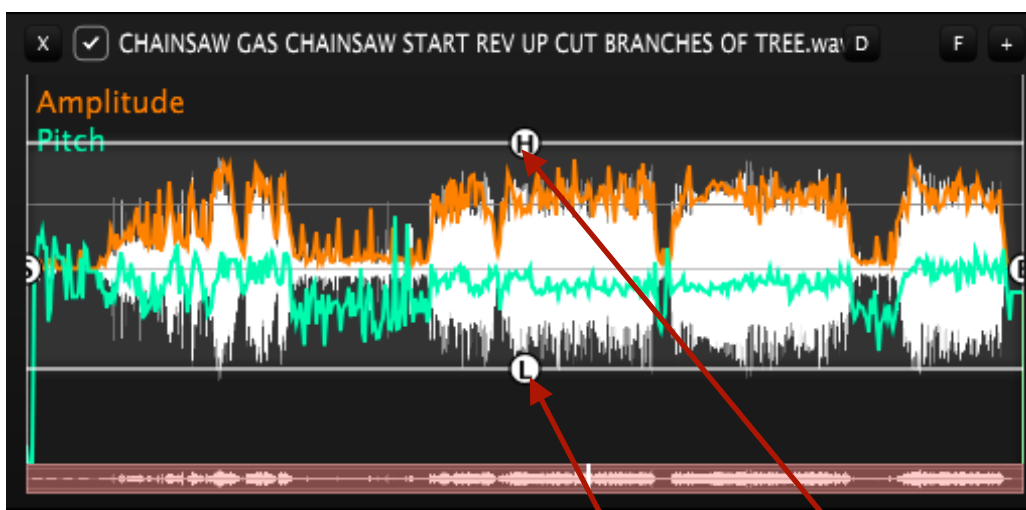
By shift/double clicking either the letter **(S)** or **(E)** or the line connected to the **(S)/(E)**, Start and end position of the Play Selection, markers will swap. TRZ will always play from **(S)** to **(E)**, meaning that if **(E)** is before **(S)** the file will be played in reverse.

Double clicking either the letter **(S)** or **(E)** or the line connected to the **(S)/(E)**, 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.

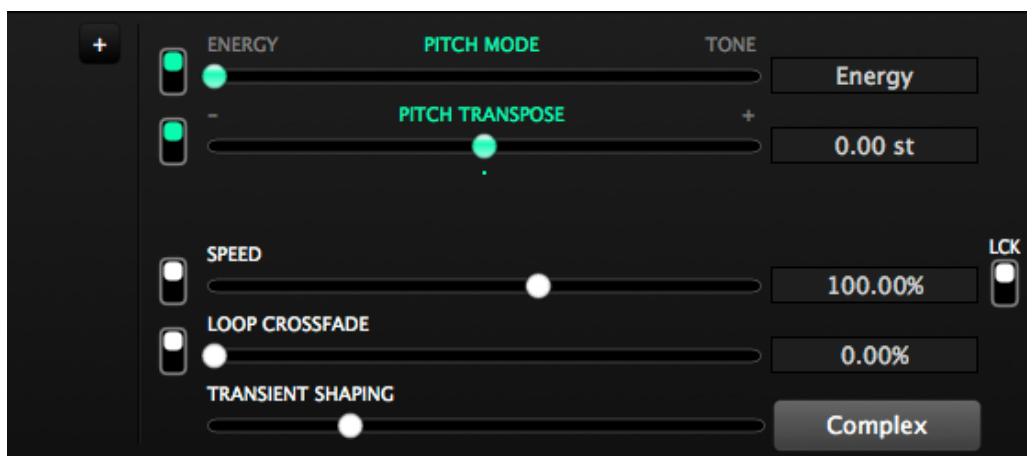
Move the entire play selection range, by simply grabbing in between the play selection markers and drag left or right.

## High/Low Cut filters



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

## Master section Part M2.

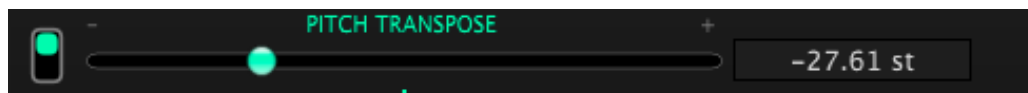


## PITCH MODE:



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.

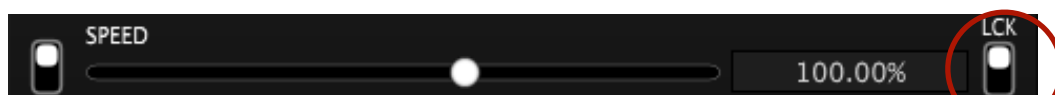
## PITCH TRANSPOSE:



Enables transposing the sound loaded in the section. Transposes – to + 60 semitones in cent steps. When playing TRZ, a small indicator 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.

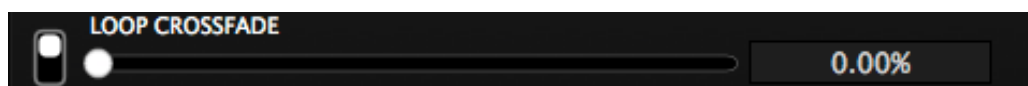
The link button on the right side toggles whether this parameter is influenced by the settings of the corresponding parameter on the Master.

## SPEED:

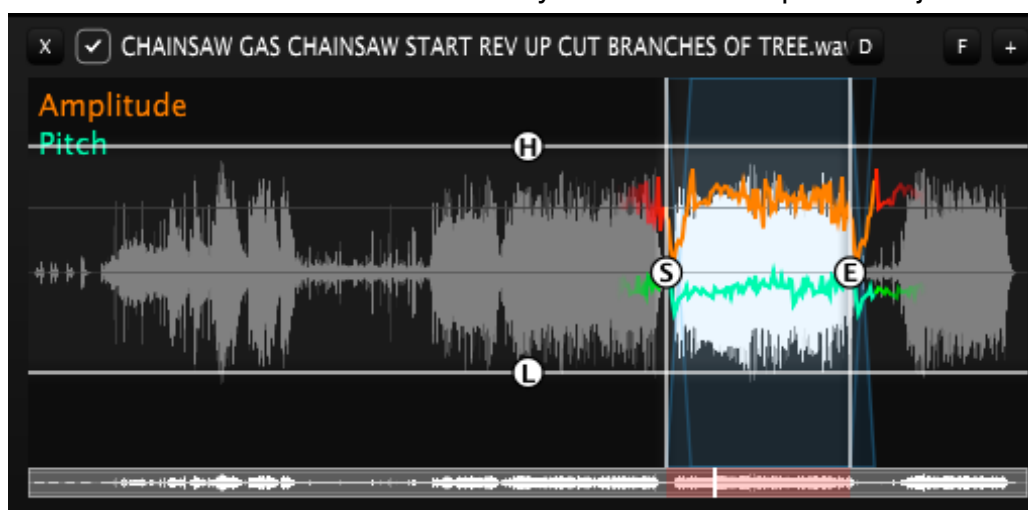


This parameter controls the global speed of the setup. Can be controlled from -500% – 500% in 1 pct. steps. This is the base speed applied to all sounds. The **[LCK]** button to the right of the speed slider, toggles whether master loop is sync'd to a 4/4 bar in the host. Thus when changing the BPM in the host, the playback is automatically matched.

## LOOP CROSSFADE:

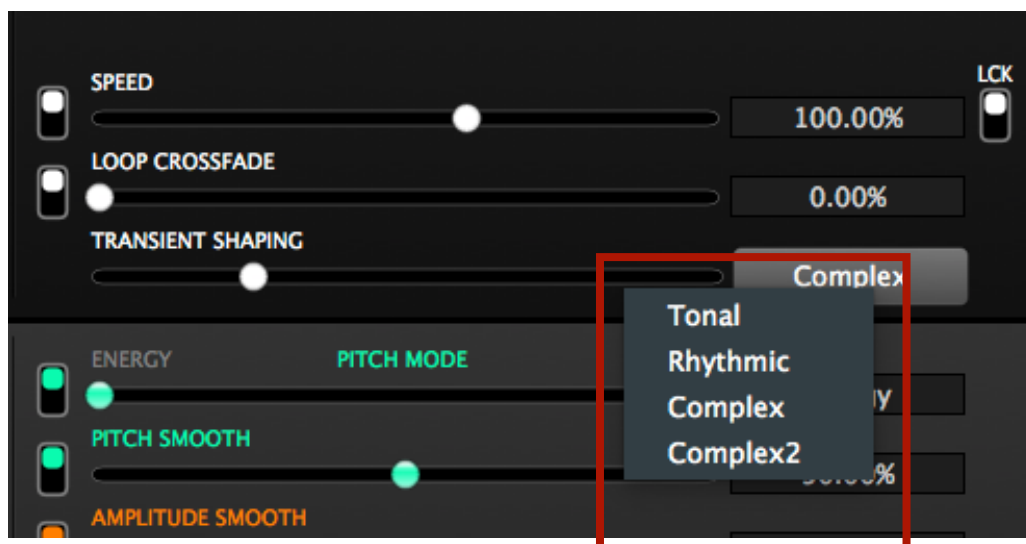


In the case where parts of a sound is used loop style, we've implemented LOOP XFADE (in blue) The value is a percentage of the sounds length used for cross fading audio material and analysed pitch and amplitude curves to smooth discontinuities. If you want the snaps/clicks just leave it out.



*(Play selection with loop crossfade engaged)*

**ALGORITHM choice:** (these controls are similar 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

***These parameters are the core of TRZ and have a great impact on the results you can create with. So please experiment thoroughly with this section, preferably in conjunction with the PITCH MODE parameter.***

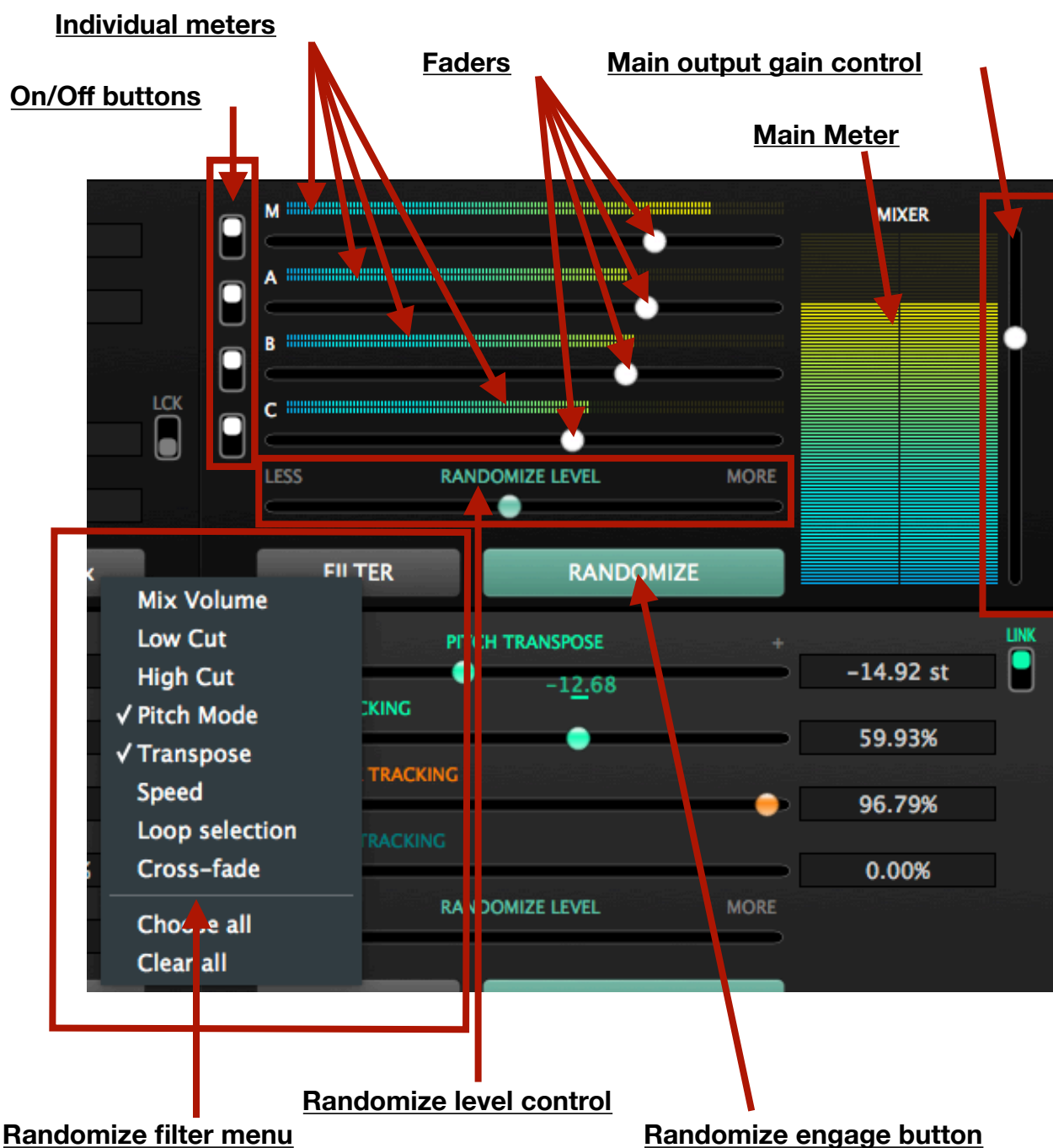
#### **TRANSIENT SHAPING:**



Affects the sound of transients. This parameter is useful in shaping transients and maintaining contour. Small changes have a big impact depending on the sounds used.

## Part M3 of the Master section, controls.

**Overview** (explained separately below).



### **On/Off buttons:**

Turns the volume for the individual sections Master, Child A, B and C 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 A, B and C sections. By shift clicking any of them, the faders below will be rubber banded to the chosen fader.

### **Individual meters:**

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

### **Main output gain control:**

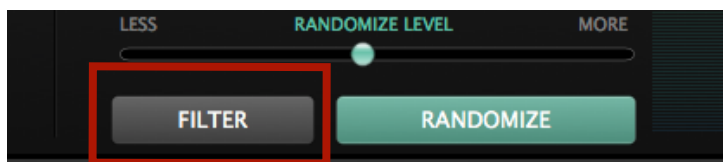
Controls the over all output level of TRZ

### **Main Meter:**

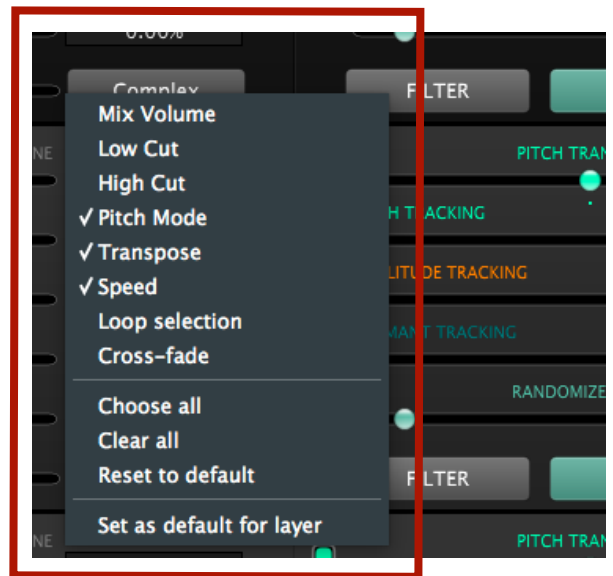
Displays the summed output level of the Master section and Child A, B and C sections.  
(metering range from -120 to 20 dB)

## **RANDOMIZER:**

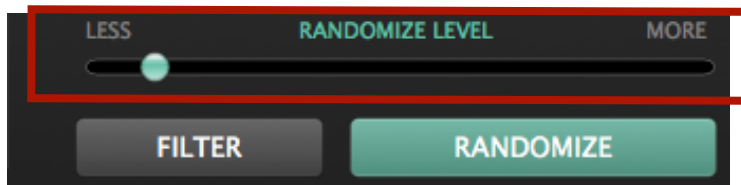
### **FILTER**



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.

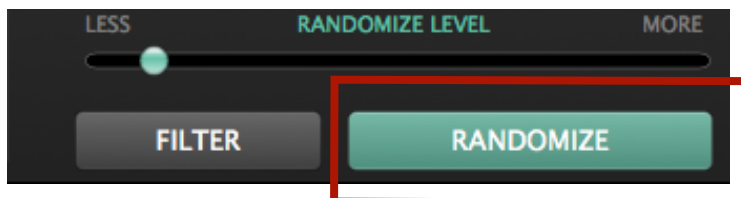


### **RANDOMIZE LEVEL**

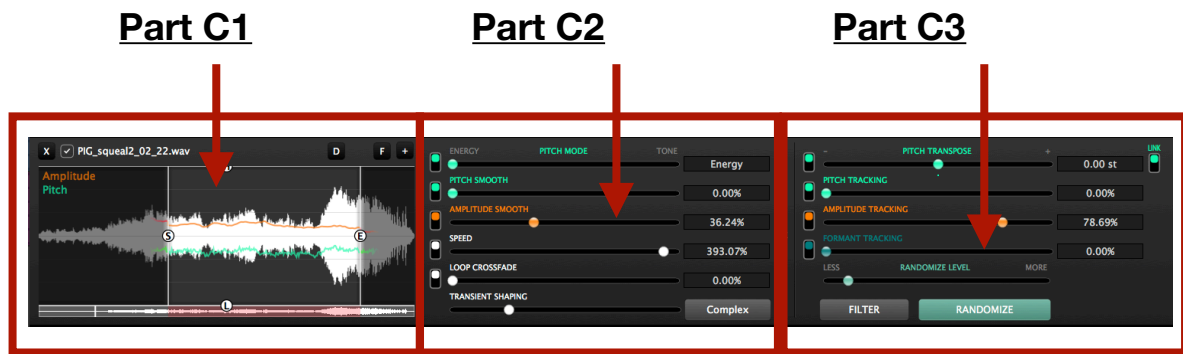


### **RANDOMIZE**

By pressing the RANDOMIZE button, randomisation is engaged.



## The Child Sections.

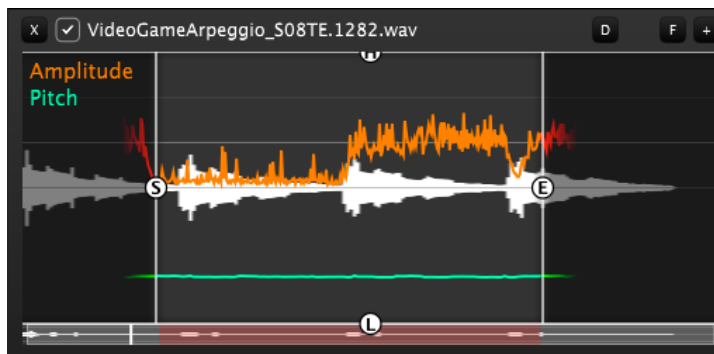


Picture of one of the 3 Child Sections, A, B and C, with a sound loaded. Sounds are loaded by either double clicking the empty waveform window or drag-dropping them in the S1 part of the Child section. This goes for both MASTER and CHILD Sections.

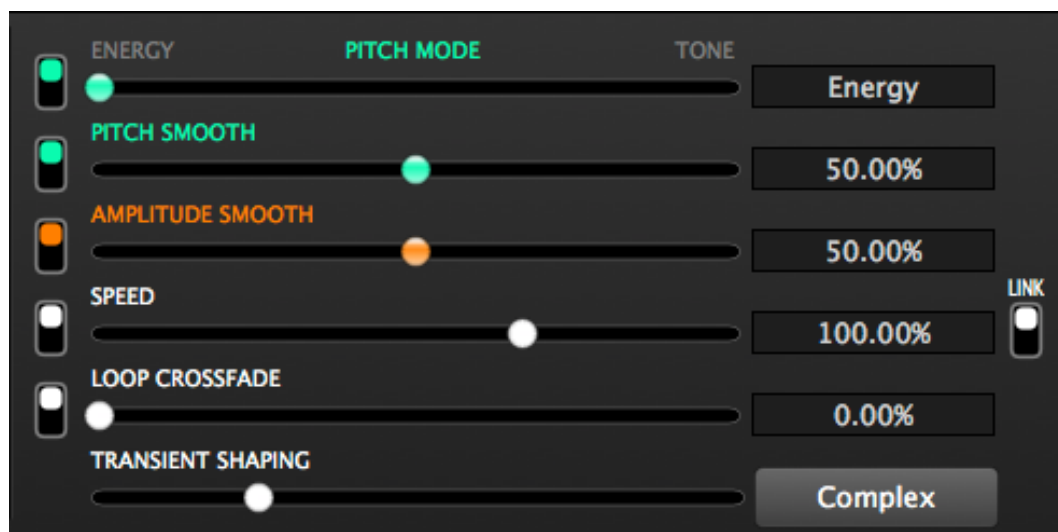
### The Child section Part C1 controls:

#### Play Selection markers in the Child Sections

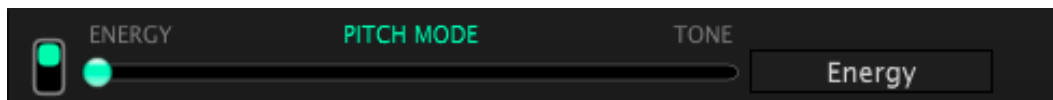
*(C1 with a sound loaded and a play selection chosen. Please refer to page 18 for details)*



### Part C2 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 SMOOTH:



When using the parameter PITCH FOLLOW in Part S3, this parameter will smooth the pitch values that the Child section uses. You will be able to detect changes to this parameter on the green pitch graph line on loaded sounds in the Child display window. Has great impact on the sound of the Child. Can be controlled from 1 – 100% in 1 pct. steps. Default 50%.

### AMPLITUDE SMOOTH:



When using the parameter AMPLITUDE FOLLOW in Part S3, this parameter will smooth the AMPLITUDE values that the Child section uses. You will be able to detect changes to this parameter on the orange amplitude graph line, on loaded sounds in the Child display window. Has great impact on the sound of the Child. Can be controlled from 1 – 100% in 1 pct. steps. Default 50%.

### SPEED:



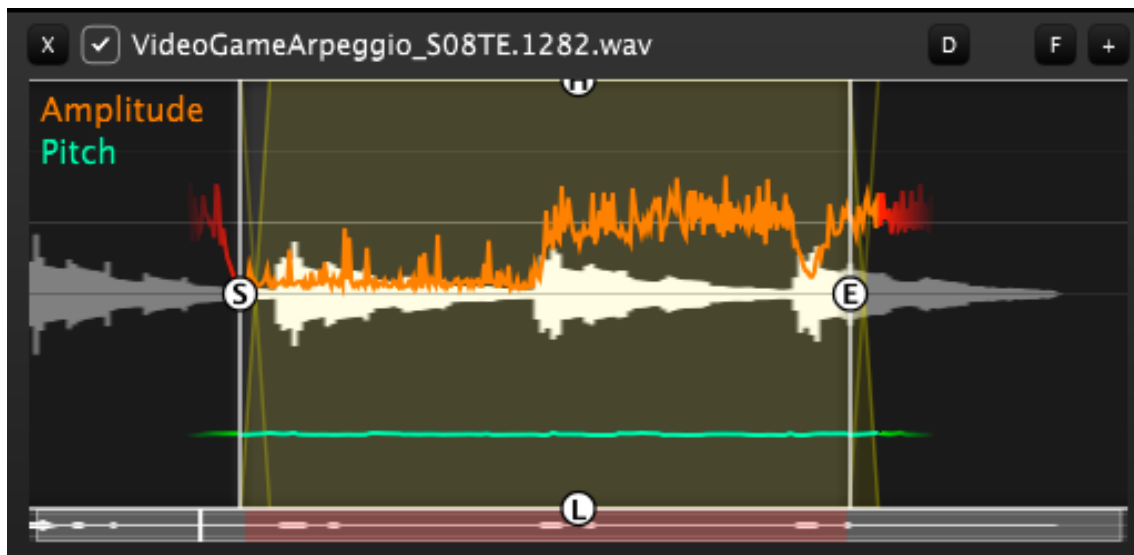
This parameter controls the speed of the sound in the particular section. Can be controlled from 0,1% – 500%, where 100% is normal speed. Default 100%/original speed. This is the relative speed of a child to the master.

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:

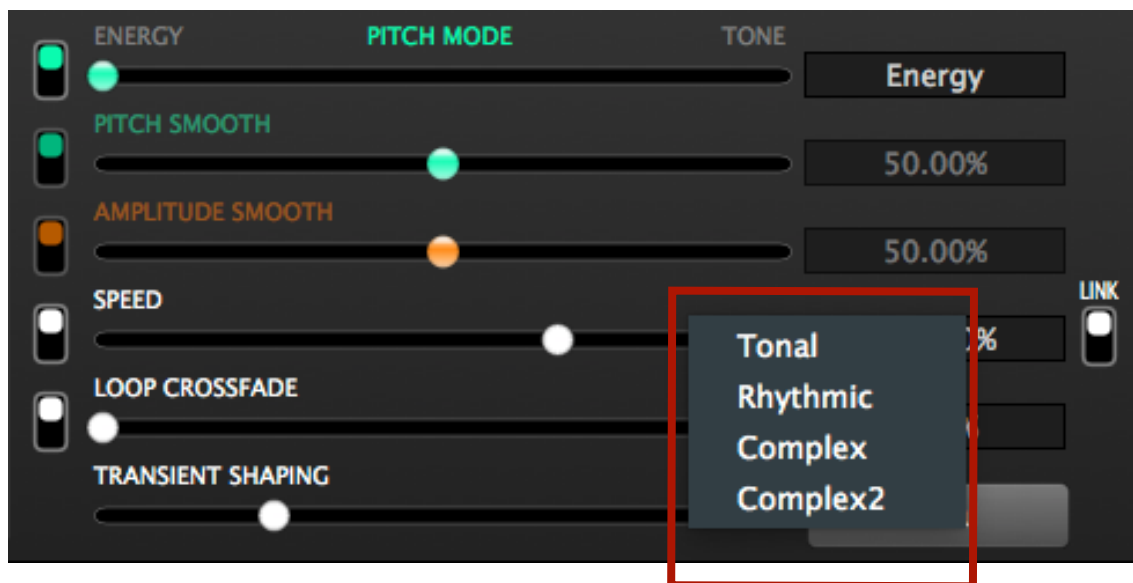


In the case where parts of a sound is used loop style, we've implemented LOOP CROSS FADE (in yellow) The value is a percentage of the sounds TOTAL length used for cross fading audio material and analysed pitch and amplitude curves to smooth discontinuities. If you want the snaps/clicks just leave it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



(Play selection with loop crossfade engaged)

**ALGORITHM:** (these controls are similar in Master and Child sections)



Here the overall algorithm for processing for the layer is chosen. 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.

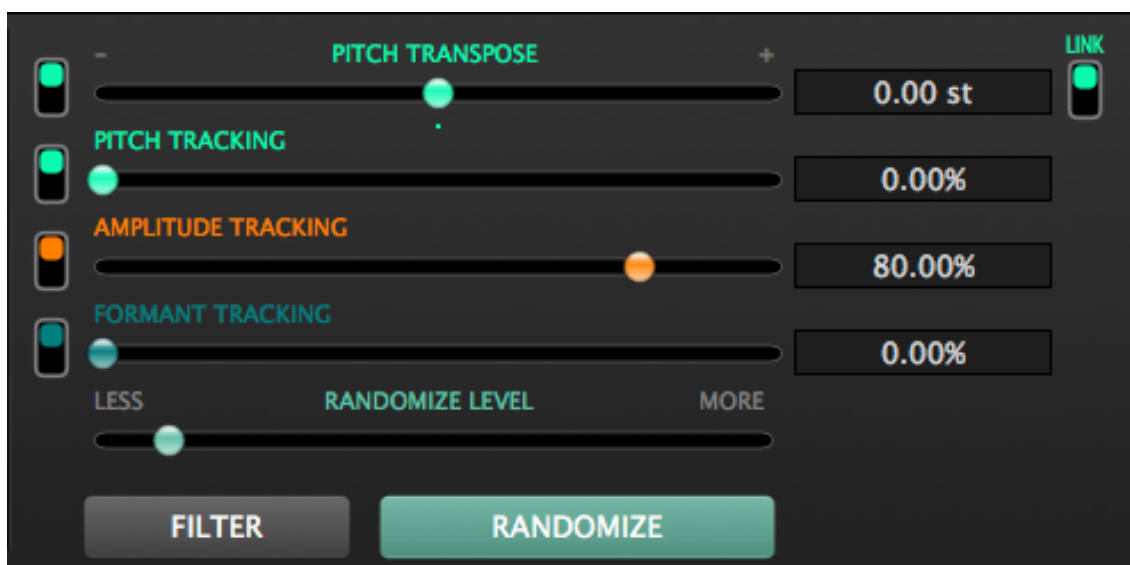
***These parameters are the core of TRZ and have a great impact on the results you can create with. So please experiment thoroughly with this section, preferably in conjunction with the PITCH MODE parameter.***

## TRANSIENT SHAPING:

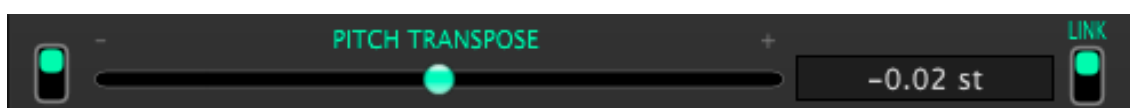


Affects the sound of transients. This parameter is useful in shaping transients and maintaining contour. Small changes have a big impact depending on the sounds used.

## **Part C3 of the Child section, controls:**



## PITCH TRANSPOSE:



Enables transposing the sound loaded in the section. Transposes – to + 60 semitones in cent steps. When playing TRZ, a small indicator 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

## PITCH TRACKING:



Controls the amount of pitch transfer from Master to Child controlled from 0 – 100%. In other words to what extent the pitch of the Child tracks that of the Master play selection. Default is 0%.

## AMPLITUDE TRACKING:



Controls the degree of amplitude change applied to the Child, relative to the amplitude of the Master from 0 – 100%. In other words, to what extent the amplitude of the Child follows that of the Master audio clip. Default is 80%. With this controller a general level can be set.

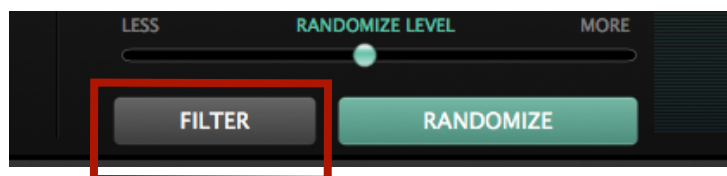
## FORMANT TRACKING:



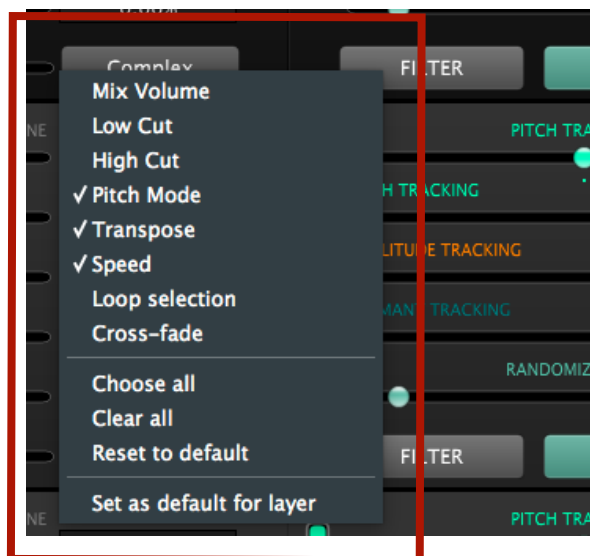
Controls the degree of formant change applied to the Child, relative to the formant of the Master from 0 – 100%. In other words, to what extent the formant of the Child follows that of the Master audio clip. Default is 0%. With this controller a general level can be set. This parameter can be automated in the graphical.

## RANDOMIZER:

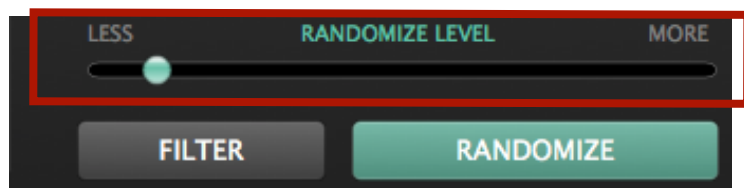
### FILTER



Press FILTER to choose 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.

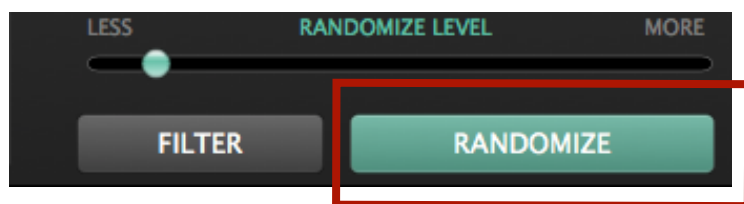


### RANDOMIZE LEVEL



### RANDOMIZE

By pressing the RANDOMIZE button, randomisation is engaged.



# TRANSFORMIZER® PRO

## Keyboard shortcuts.

<i>Shortcut</i>	<i>Command</i>
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 sequence of actions performed on the same parameter/automation curve.
REDO	Press [c] Will undo a single or coalesced sequence of actions performed on the same parameter/automation curve.
Return parameter to default value	Double click parameter cursor
SINGLE SECTION VIEW	By clicking either of the number keys 1,2,3 or 4, you enter single section view, where only 1 section with additional controls are showed. [1] = Master, [2] = Child A, [3] = Child B and [4]= Child C. Press one of the numbers keys twice to return to full view or press the [+] / [-] button to the upper right in the waveform display
Enable automation	Press the <b>D</b> button, in the waveform window top right and then the parameter you want to automate.
Write automation	Hold down left mouse key and draw
Delete automation	Shift+hold down left mouse key and draw or click.
Reset automation	Right click in waveform display
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
Adjust the Child play selection length to that of 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)
Move play selection	Click on play selection and hold down mouse button. Move and release at desired position.

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## Keyboard shortcuts.

<b>Shortcut</b>	<b>Command</b>
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 (Mixer section)	Shift+Click Mute button in mixer section.
Rubberbandig slider in mixer section	Shift+hold down mouse on fader in mix section. 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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