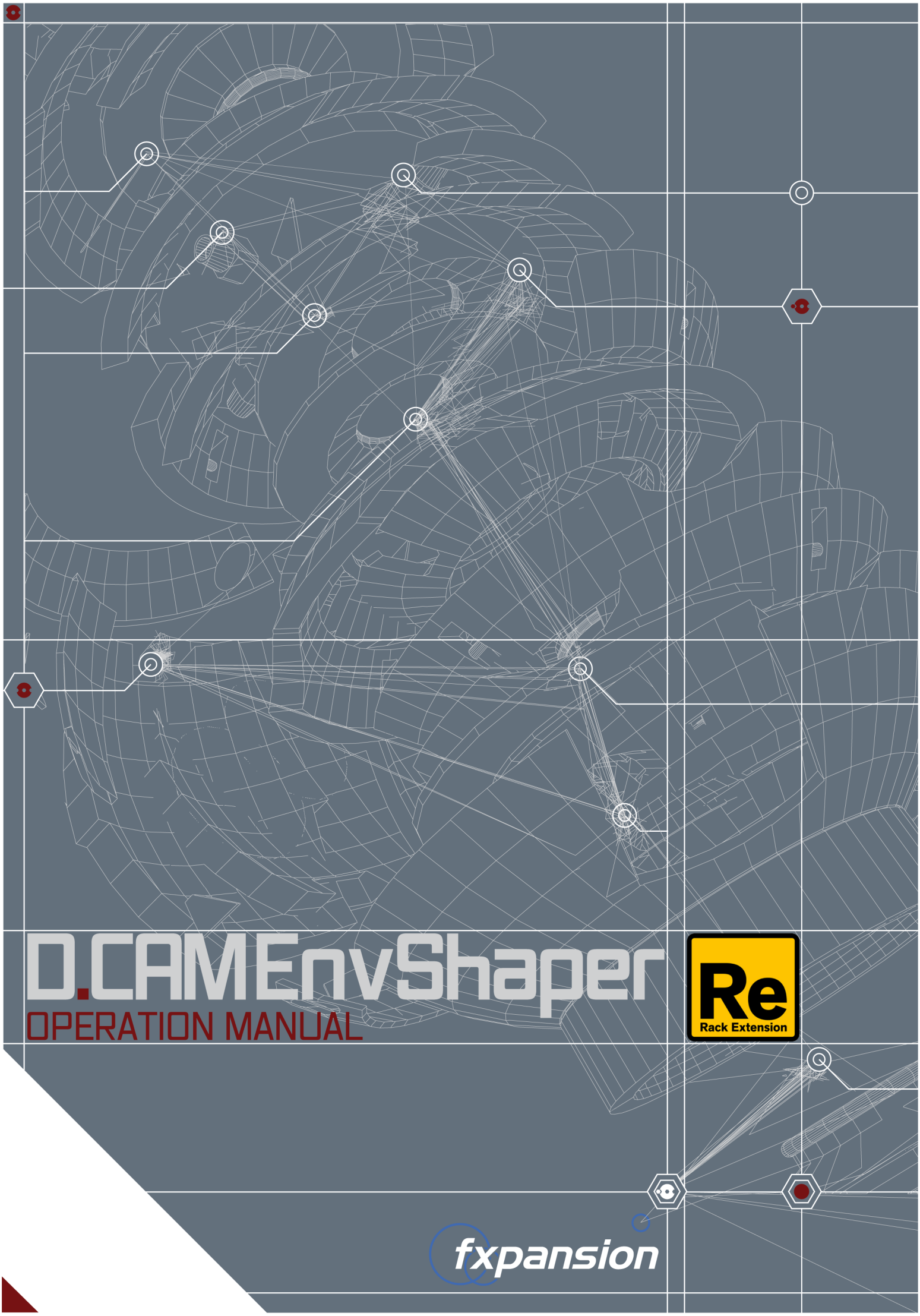

D.CAM EnvShaper

OPERATION MANUAL

Re
Rack Extension

fxpansion

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1 Introduction

DCAM EnvShaper is an audio processing tool for adjusting the dynamics of transients. It takes a different approach than a more conventional dynamics processor such as a compressor, by allowing you to increase or decrease the attack and sustain portions of transients.

Standard controls/indicators

Bypass/On/Off

This control exists on all Reason devices for managing the state of the entire device.

Input meter

This meter represents the amplitude of the audio input signal.

Patches

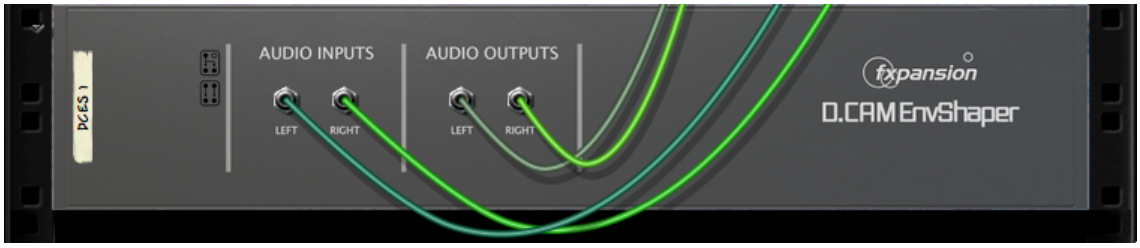
DCAM EnvShaper features programmable effect presets, called Patches. It includes a number of factory Patches which can be used as they are or provide you with a good starting point for further tweaking.

Patches use the '.repatch' file extension. Loading and saving Patches is done in the same way as for other instruments and effects in Reason, using the Patch Browse and Save controls at the top of the DCAM EnvShaper panel.

2 Using DCAM EnvShaper

DCAM EnvShaper is a Reason Rack Extension. In use, it is operated in a very similar way as any other device within Reason: the front panel houses DCAM EnvShaper's controls while the rear panel features its audio inputs and outputs.

Rear panel audio connections



DCAM EnvShaper features a very simple set of audio connections. The rear panel contains a stereo input and stereo output, each consisting of 2 connectors.

If you need to use EnvShaper on a mono signal, connect it to the Left audio input.

Front panel controls

Side Chain section

The Side Chain section relates to the amplitude detection circuit within DCAM EnvShaper.

Input

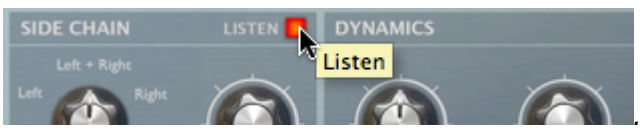
The **Input** control allows you to switch between the left channel, right channel and both channels of an incoming stereo signal to use as the input to the EnvShaper's amplitude detection circuit. Using only one channel in a complex stereo signal can achieve better results.

HP Freq

The **HP Freq** control allows you to apply a variable high pass filter on the key signal that is used for the amplitude detection circuit. This control is useful when there is too much low-end in the signal fed into the peak detection circuit, which can result in the transient shaping reacting too heavily.

Listen

Activating the **Listen** button allows you to monitor the signal used for the EnvShaper's detection circuit.



Dynamics section

The Dynamics section contains the main controls for shaping transients in the incoming audio.

Attack

The **Attack** control adjusts the intensity of the attack phase of detected peaks in the audio signal. Increase the control to intensify attack transients, and decrease it to soften transients.

Sustain

The **Sustain** control adjusts the intensity of release portions of detected peaks in the audio signal, which increases or decreases the apparent sustain of sounds in the signal. Increase the control for more sustain, and decrease it for less sustain. This control is useful for adjusting the perceived level of ambience in a channel. Negative settings can produce damping effects for drum sounds.

Signal Bias

The **Signal Bias** control adjusts the sensitivity and release characteristics of the EnvShaper. At low settings (towards the Fast setting) it is more sensitive to short transients while at higher settings (towards the Slow setting) it is more sensitive to longer transients (towards the Slow setting).

Saturation

Activating the **Saturation** button enables the EnvShaper's saturation circuit. The saturation behaviour is dependent on the level of the input signal.

Note that this function is not a peak clipper - the signal can still exceed 0dB depending on the input level and the Attack/Decay settings.

Master section

The Master section features level controls for the input and output signals, along with a wet/dry Mix control.

In Gain

The **In Gain** control adjusts the level of the input signal, from -inf dB to +18 dB.

Out Gain

The **Out Gain** control adjusts the level of the final output signal, from -inf dB to +6 dB.

Mix

The **Mix** control allows you to blend the final output mix between the input signal (0%) and output signal (100%).

This is useful for quickly introducing parallel dynamics processing without having to perform extra routing in your DAW/host, allowing you to achieve the ‘huge’ compressed sound while keeping the transients of the original signal intact.

3 Credits

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