



HumNyX MOTION

VST3 Plugin — Reference Guide & Preset Documentation

Version 1.0

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Overview

HumNyX MOTION is an LFO-driven multi-effect engine designed to add synchronized rhythmic motion to your audio. Whether you want subtle movement or dramatic rhythmic transformations, MOTION delivers precise, tempo-synced modulation across five powerful effect modules — Pump, Gate, Pan, Filter, and Width — all synchronized to a shared LFO clock for cohesive rhythmic motion.

Key Features

- **Five Effect Modules:** Pump, Gate, Pan, Filter, and Width — all synchronized to a shared LFO clock.
- **Flux Parameter:** Adds organic randomness and unpredictability to the LFO, transforming mechanical modulation into living, breathing movement.
- **Motion Visualizer:** A real-time orbital display showing active modules as colored satellites orbiting a pulsing core.
- **11 Factory Presets:** From subtle ambient motion to aggressive EDM effects.
- **Format:** VST3 plugin for Windows.

Signal Flow

Audio enters the plugin and passes through each module in the following order:

Input → **Pump (volume ducking)** → **Gate (rhythmic gating)** → **Pan (auto-pan)** → **Filter (filter sweep)** → **Width (stereo modulation)** → **Mix (Dry/Wet)** → **Output**

All five modules share the same LFO clock, ensuring synchronized movement. Modules can be individually enabled or disabled — disabled modules use zero CPU.

Master Controls

Four global parameters control the overall behavior of all active modules:

Parameter	Description
Motion (0–100%)	Overall intensity/depth of all active effects. At 0%, no modulation is applied. At 100%, all modules operate at their full configured depth. Acts as a global depth control — use it to quickly scale the intensity of all effects without adjusting individual parameters. Default: 50%.
Rate (0–8 beats)	LFO speed in musical beats. 0 = free-running (not synced to tempo). 1 = 1/4 note. 2 = 1/2 note. 4 = whole note. 8 = 2 bars. Intermediate values are interpolated.
Mix (0–100%)	Dry/wet blend. At 0%, only the dry signal is heard. At 100%, only the processed signal.
Flux (0–100%)	Randomness/chaos applied to the LFO waveform. Adds organic variation and unpredictability. Low values = subtle drift. High values = chaotic, glitchy behavior.

PUMP — Rhythmic Volume Ducking

Color: Hot Pink (#FF2D78) | Parameters: 2

Simulates sidechain compression. Creates the classic pumping effect popular in EDM. The Pump module ducks the volume in sync with the LFO, creating rhythmic breathing and movement.

Parameters

Parameter	Description
Amount (0–100%)	Depth of the volume duck. Higher values create deeper, more dramatic volume dips.
Curve (0–100%)	Shape of the pump envelope. Lower values = sharp, aggressive duck. Higher values = smoother, more gradual pump.

Use Cases

- Amount 50%, Curve 30%: Classic EDM sidechain pump. Sharp, driving, rhythmic.
- Amount 30%, Curve 70%: Subtle breathing motion. Gentle, musical volume movement.
- Amount 80%, Curve 10%: Extreme pump. Aggressive ducking for hard-hitting electronic music.
- Amount 40%, Curve 50%: Balanced pump. Versatile starting point for most genres.

GATE — Rhythmic Volume Gating

Color: Cyan (#00E5FF) | Parameters: 3

Chops the audio signal at the LFO rate, creating stuttering, pulsing textures. The Gate module rhythmically silences portions of the signal for dramatic rhythmic effects.

Parameters

Parameter	Description
Depth (0–100%)	How deep the gate cuts. At 100%, fully silences audio during off phase.
Smooth (0–100%)	Smooths gate transitions to reduce clicks. Increase if you hear audible clicks at gate edges.
Pattern	Gate waveform shape. Sine = smooth tremolo. Square = hard chop. Saw = ramp. Triangle = soft pulse.

Use Cases

- Depth 100%, Smooth 10%, Square: Hard rhythmic chopping. Dramatic stuttering effect.
- Depth 60%, Smooth 50%, Sine: Smooth tremolo. Classic vintage amplitude modulation.
- Depth 80%, Smooth 20%, Saw: Ramp gate. Creates a growing/fading rhythmic pattern.
- Depth 40%, Smooth 70%, Triangle: Gentle pulsing. Subtle rhythmic movement for pads.

PAN — Auto-Panning

Color: Purple (#BB86FC) | Parameters: 2

Moves the audio signal across the stereo field in a rhythmic pattern. The Pan module creates dynamic stereo movement synchronized to the shared LFO clock.

Parameters

Parameter	Description
Width (0–100%)	Stereo spread of the pan sweep. At 0%, no panning. At 100%, full left-to-right sweep.
Shape	Pan movement curve. Sine = smooth sweeping. Triangle = linear back-and-forth. Square = hard L/R switching.

Use Cases

- Width 50%, Sine: Classic auto-pan. Smooth, musical stereo movement. Great for guitars and keys.
- Width 100%, Square: Hard stereo switching. Dramatic left/right alternation. Use sparingly.
- Width 30%, Triangle: Subtle linear panning. Gentle stereo motion for ambient textures.
- Width 70%, Sine: Wide sweep. Immersive stereo movement for leads and effects.

FILTER — Rhythmic Filter Sweep

Color: Orange (#FF9800) | Parameters: 4

Modulates filter cutoff frequency with the LFO for harmonic movement and tonal variation. The Filter module sweeps the frequency spectrum in sync with the rhythm, adding rich harmonic interest to any source material.

Parameters

Parameter	Description
Cutoff (20 Hz–20 kHz)	Base cutoff frequency. The center point around which the LFO sweeps.
Reso (0–100%)	Filter resonance (Q factor). Higher values create a more pronounced peak at the cutoff.
Depth (0–100%)	How far the LFO sweeps the cutoff. Higher = wider, more dramatic sweeps.
Mode	Filter type. Low Pass removes highs. High Pass removes lows. Band Pass isolates a frequency band.

Use Cases

- LP, Cutoff 2 kHz, Reso 40%, Depth 60%: Classic filter sweep. Musical, warm, rhythmic tone changes.
- HP, Cutoff 500 Hz, Reso 20%, Depth 40%: Rhythmic bass filtering. Creates pumping low-end movement.
- BP, Cutoff 1 kHz, Reso 70%, Depth 80%: Resonant wah-like sweep. Funky, expressive filter motion.
- LP, Cutoff 5 kHz, Reso 10%, Depth 30%: Subtle tonal movement. Gentle high-frequency modulation.

WIDTH — Stereo Width Modulation

Color: Green (#4CAF50) | Parameters: 2

Rhythmically expands and contracts the stereo image for a breathing, spatial effect. The Width module creates dynamic stereo dimension changes synchronized to the shared LFO.

Parameters

Parameter	Description
Amount (0–100%)	Depth of width modulation. Higher = more dramatic stereo changes.
Base (0–100%)	Base stereo width. 0 = Mono. 50 = Normal stereo. 100 = Extra wide. The LFO modulates around this base value.

Use Cases

- Amount 40%, Base 60%: Subtle breathing. Gentle stereo expansion/contraction for pads and ambient.
- Amount 70%, Base 50%: Dramatic width pulsing. Noticeable stereo movement.
- Amount 30%, Base 80%: Wide with gentle modulation. Immersive, spacious feel with subtle movement.
- Amount 100%, Base 50%: Extreme width pumping. From mono to wide and back. Use for special effects.

Motion Visualizer

The orbital display in the center of the interface provides real-time visual feedback of all active modules. A pulsing core represents the audio signal — it expands and contracts with the RMS level of the input.

Each active module appears as a colored satellite orbiting the core. Only active (enabled) modules are displayed. The orbital speed corresponds to the LFO Rate, and the orbit radius pulses with the module's current modulation depth.

Color Legend

Module	Color Name	Hex Value
Pump	Hot Pink	#FF2D78
Gate	Cyan	#00E5FF
Pan	Purple	#BB86FC
Filter	Orange	#FF9800
Width	Green	#4CAF50

Factory Presets

HumNyX MOTION ships with 11 factory presets designed to showcase the range of the plugin. Each preset is accessible via the preset browser in the interface.

#	NAME	CHARACTER	BEST FOR
1	Clean	All modules off, default settings	Starting point for custom patches
2	Pulse	Pump-focused rhythmic ducking	Classic sidechain-style pumping
3	Chop	Gate-based choppy tremolo	Rhythmic stuttering and slicing
4	Drift	Slow pan movement	Gentle stereo wandering for ambient textures
5	Sweep	Filter sweep motion	Rhythmic tonal movement
6	Widen	Stereo width modulation	Breathing spatial expansion
7	Bounce	Combined Pump + Gate energy	Aggressive, driving rhythmic motion
8	Cosmos	Dreamy Pan + Filter combo	Spacious, evolving soundscapes
9	Throb	Intense multi-module motion	Multiple effects working in concert
10	Glitch	Chaotic fast modulation	High Flux, rapid Rate for glitchy textures
11	Zen	Subtle ambient motion	Gentle, barely-there movement for pads

All preset values can be adjusted after loading. The presets are starting points — dial them in further to fit your specific material and creative vision.

Installation

Follow these steps to install HumNyX MOTION on your system:

- Download the HumNyX MOTION package and extract. You will find a folder named "HumNyX MOTION.vst3".
- Copy the entire .vst3 folder to: **C:\Program Files\Common Files\VST3**
- Open your DAW and rescan plugin directories. MOTION should appear in your VST3 effects list.

Tips & Techniques

Getting Started

- Start with the Clean preset and enable modules one at a time to understand each effect in isolation.
- Use the Mix knob to dial back intensity without changing individual module settings.
- Setting Rate = 0 gives a free-running LFO not synced to tempo — useful for ambient, non-rhythmic movement.

Flux Tips

- Low Flux values (10–20%) add subtle organic variation, making modulation feel less mechanical and more alive.
- Higher Flux values (60%+) create unpredictable, glitchy textures — great for experimental sound design.

Creative Combinations

- Pump + Gate together creates aggressive EDM-style sidechain effects with rhythmic gating.
- Pan + Width together creates immersive, enveloping stereo movement — perfect for pads and atmospheric sounds.
- Filter + any other module adds harmonic interest and tonal variation to any rhythmic effect.
- All five modules active with moderate settings creates rich, complex rhythmic textures. Use Motion to control overall intensity.

Advanced Techniques

- Automate the Rate parameter for tempo-synced speed changes during transitions and build-ups.
- Use Gate with Square pattern at fast Rate for classic trance-gate effects on pads and vocals.
- Combine slow Pan (Rate 4–8) with fast Filter (Rate 1) for complex, layered rhythmic movement.
- Chain with HumNyX SIGIL (before MOTION) for character + rhythm, or HumNyX VOID (after MOTION) for rhythmic spatial effects.

Troubleshooting

Common issues and their solutions:

ISSUE	SOLUTION
Plugin not showing	Verify .vst3 folder is in C:\Program Files\Common Files\VST3\. Rescan plugins in DAW. Ensure 64-bit DAW on Windows 10+.
No sound / no effect	Check Mix above 0%. Ensure at least one module enabled. Verify Motion knob above 0%.
Clicks or pops	Increase Gate's Smooth parameter. For Pump, increase Curve value.
High CPU	Disable unused modules — each disabled module uses zero CPU.
LFO not syncing	Set Rate above 0. Rate = 0 is free-running mode.

System Requirements

Specification	Details
Format	VST3
Platform	Windows 10+ (64-bit)
DAW Support	FL Studio, Ableton Live, Cubase, Reaper, Studio One, Bitwig, Cakewalk, LMMS, and any VST3-compatible host
CPU	Minimal — disabled modules use zero CPU
Latency	Zero added latency
RAM	Minimum 4 GB recommended

HumNyX MOTION

Designed and Developed by HumNyX

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