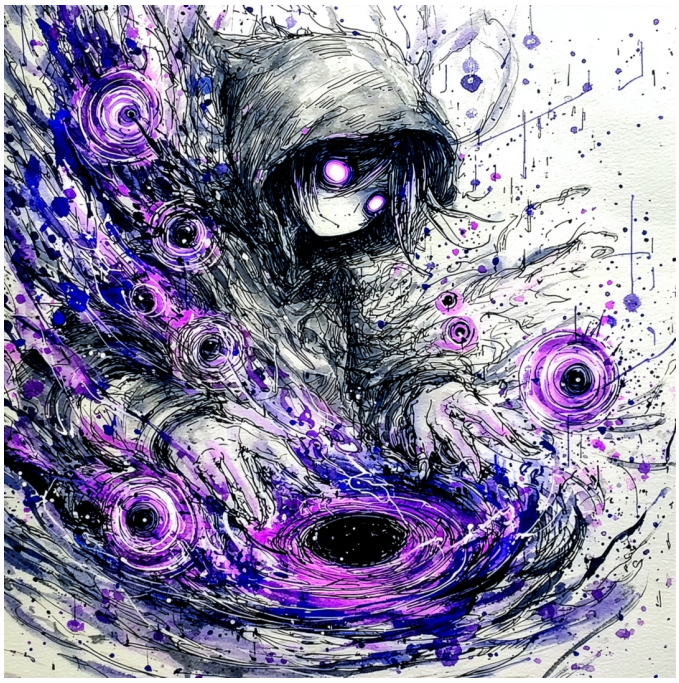

HumNyX VOID

VST3 Plugin — Reference Guide & Preset Documentation

Version 1.0

Overview

HumNyX VOID is a cinematic spatial effects engine designed for creating immersive, otherworldly soundscapes. It combines six processing modules — Echo, Abyss, Shimmer, Freeze, Blur, and Width — into a unified interface with real-time visual feedback and 10 handcrafted presets. The plugin transforms any audio source into vast, atmospheric spaces ranging from intimate chapels to infinite black holes.

Signal Flow

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

- **INPUT** — Audio signal enters the processing chain
- **DEPTH** (Pre-Delay) — Establishes spatial distance before effects
- **ECHO** — Tempo-synced delay with configurable feedback and filtering
- **ABYSS** (FDN Reverb) + **SHIMMER** (Pitch-Shifted Feedback) — Fills space with reverberant decay and cascading harmonics
- **FREEZE** (Spectral Hold) — Captures and sustains spectral snapshots
- **BLUR** (Allpass Diffusion) — Smears transients into soft clouds
- **WIDTH** (Stereo Expansion) — Expands the final result across the stereo field
- **MIX** (Dry/Wet) — Blends processed and original signals with equal-power crossfade
- **OUTPUT** — Final signal

The order matters: Depth establishes spatial distance, Echo creates rhythmic repeats, Abyss fills space with reverberant decay, Shimmer adds harmonic shimmer to the reverb tail, Freeze captures and sustains spectral snapshots, Blur smears transients into soft clouds, and Width expands the final result across the stereo field.

ECHO — Tempo-Synced Delay

Color: Cyan | Parameters: 4

Tempo-synced stereo delay with configurable feedback filtering. At each repeat, the feedback signal is processed through a tone filter, so echoes gradually change character as they decay. With Ping-Pong enabled, alternating L/R creates spatial movement.

How It Works

Echo Time

Delay time as beat division index (0–8). 0=1/32, 1=1/16T, 2=1/16, 3=1/8T, 4=1/8, 5=1/4T, 6=1/4 (default), 7=1/2, 8=1/1 (whole note). Syncs to host BPM for musical timing.

Echo Feedback

0–0.95 (default 0.3). Controls how many repeats are generated. At 0, single echo. At 0.95, echoes sustain for a very long time, approaching infinite repeat.

Echo Tone

-1 to +1 (default 0). Filters the echo repeats. Negative values darken each repeat (low-pass), creating dub-style fading echoes. Positive values brighten repeats (high-pass), creating metallic, shimmering trails.

Ping-Pong

0 or 1 (default 1). When enabled, echoes alternate between left and right channels, creating a stereo bouncing effect. When disabled, echoes stay centered.

Use Cases

- Time 6, Feedback 0.15, PP On: Classic quarter-note ping-pong delay. Clean, rhythmic, great for vocals and leads.
- Time 4, Feedback 0.4, Tone -0.3: Dark eighth-note dub delay. Each repeat gets warmer and darker, ideal for reggae and downtempo.
- Time 2, Feedback 0.7, Tone 0: Dense sixteenth-note repeats building into a wash. Works well feeding into the Abyss reverb.
- Time 7, Feedback 0.85, Tone -0.5: Very long, dark half-note echoes that almost sustain forever. Cinematic and atmospheric.

ABYSS — FDN Reverb

Color: Purple | Parameters: 4

Feedback Delay Network (FDN) reverb with multiple delay lines and a Householder mixing matrix. The FDN creates dense, complex reflections that simulate large acoustic spaces. Damping filters in the feedback path progressively roll off high frequencies, creating naturally darkening tails.

How It Works

Size

0–1 (default 0.5). Controls the perceived room size. Adjusts FDN delay line lengths. Low values = small intimate spaces. High values = massive cavernous environments.

Decay

0.1–30 seconds (default 2.0). Reverb tail length. At 30 seconds, the reverb effectively sustains infinitely — sound never fully decays.

Diffusion

0–1 (default 0.7). Controls the density and smoothness of the reverb tail. Low values create distinct echoes within the reverb. High values create a smooth, dense wash of sound.

Damping

0–1 (default 0.4). High-frequency absorption in the reverb tail. Higher values cause the reverb to darken over time. At 0, the reverb stays bright. At 1, the tail becomes very dark and warm.

Use Cases

- Size 0.3, Decay 0.8, Diff 0.8, Damp 0.2: Small room ambience. Tight, bright reflections. Good for adding space to dry recordings.
- Size 0.5, Decay 2.0, Diff 0.7, Damp 0.4: Medium hall. Balanced, musical reverb suitable for most sources.
- Size 0.7, Decay 6.0, Diff 0.8, Damp 0.3: Large cathedral. Long, diffuse tail with moderate darkening. Beautiful on pads and strings.
- Size 1.0, Decay 30.0, Diff 0.95, Damp 0.7: Infinite void. The reverb never decays, creating a sustained, dark ambient wash. Use for drone textures and dark ambient.

SHIMMER — Pitch-Shifted Reverb Feedback

Color: Pink | Parameters: 3

A granular pitch-shifter taps the Abyss reverb output, pitch-shifts it by the Shift interval, and feeds it back into the reverb input. Each cycle through the reverb adds another layer of pitch-shifted harmonics. At +12 semitones with moderate Bloom, the reverb tail cascades upward in octaves, creating the classic "shimmer reverb" effect heard in ambient and post-rock music.

How It Works

Shift

-12 to +12 semitones (default +12). Pitch interval for the shimmer effect. +12 = one octave up (classic shimmer). -12 = one octave down (dark, subterranean shimmer). Other intervals like +7 (perfect fifth) create unique harmonic colors.

Bloom

0–1 (default 0.0). Controls how much of the pitch-shifted signal feeds back into the Abyss reverb. At 0, no shimmer. As Bloom increases, each reverb cycle is pitch-shifted and fed back, creating cascading harmonic overtones.

Shimmer Tone

0–1 (default 0.6). Brightness of the pitch-shifted signal. Low values create a darker shimmer. High values create a brighter, more crystalline shimmer that cuts through the reverb.

Use Cases

- Shift +12, Bloom 0.1, Tone 0.6: Subtle octave shimmer. Adds a delicate sparkle to the reverb tail without being obvious.
- Shift +12, Bloom 0.5, Tone 0.7: Classic shimmer reverb. Pronounced cascading octaves. Iconic ambient/post-rock sound.
- Shift +7, Bloom 0.3, Tone 0.5: Fifth-interval shimmer. Creates a more complex, choir-like harmonic tail.
- Shift -12, Bloom 0.4, Tone 0.4: Subterranean shimmer. Each cycle drops an octave, creating a deep, descending, otherworldly resonance.
- Shift +12, Bloom 1.0, Tone 0.8: Maximum bloom. The shimmer self-oscillates into an ever-ascending cascade of harmonics. Use for extreme sound design.

FREEZE — Spectral Hold

Color: Cyan | Parameters: 3

FFT-based spectral freeze. When activated, performs an FFT on the current audio, captures the magnitude spectrum, and continuously resynthesizes it via overlap-add IFFT. The phase is continuously advanced to prevent artifacts. Drift modulates the spectral magnitudes with slow random noise, creating subtle timbral evolution in the sustained sound.

How It Works

Freeze Active

0 or 1 (default 0). Toggle. When activated, captures and holds the current spectral content of the audio as a sustained, infinite pad. The frozen sound plays indefinitely until released.

Smooth

0–1 (default 0.6). Controls the transition smoothness when engaging/disengaging Freeze. Low values = instant capture (abrupt). High values = gradual fade-in of the frozen spectrum (smooth, crossfaded).

Drift

0–1 (default 0.2). Adds slow random spectral movement to the frozen sound. At 0, the freeze is perfectly static. At higher values, the frozen spectrum slowly evolves and shifts, preventing the sustained sound from becoming lifeless.

Use Cases

- Quick tap: Capture a moment of a chord or texture and hold it as an infinite pad while performing live.
- Smooth 0.8, Drift 0.2: Gentle freeze that fades in slowly and subtly evolves — sounds like a living, breathing pad.
- Smooth 0.1, Drift 0.0: Instant, static freeze — captures the exact spectral moment and holds it perfectly still. Good for glitch effects.
- Smooth 0.6, Drift 0.7: Evolving freeze — the captured spectrum slowly morphs, creating an ever-changing ambient texture.

BLUR — Allpass Diffusion

Color: Purple | Parameters: 1

A cascade of allpass filters with varying delay times. Allpass filters pass all frequencies at equal amplitude but alter the phase relationships, effectively smearing the time-domain signal. Multiple cascaded allpass stages with different delay times create a dense, diffuse cloud effect that softens transients without traditional filtering.

How It Works

Blur Amount

0–1 (default 0.0). Controls the intensity of the diffusion effect. At 0, no blurring — audio passes through clean. As the value increases, transients are smeared and the sound becomes increasingly soft and cloud-like.

Use Cases

- 0–0.2: Subtle softening. Takes the edge off sharp transients without obviously processing the sound. Good for smoothing drums or plucks.
- 0.3–0.5: Moderate diffusion. Transients are noticeably softer. Creates a dreamy, hazy quality. Good on vocals and synths.
- 0.6–0.8: Heavy diffusion. Sound becomes cloud-like and ethereal. Transients nearly disappear. Excellent for ambient textures.
- 0.9–1.0: Maximum blur. Audio is transformed into a soft, shimmering wash. Individual notes merge into a continuous texture. Use for extreme sound design.

WIDTH — Stereo Expansion

Color: Cyan | Parameters: 1

Mid/Side processing. The stereo signal is decoded into Mid (L+R) and Side (L–R) components. The Side signal is scaled by the Width parameter. At Width=0, only Mid remains (mono). At Width=1, normal stereo. At Width=2, the Side signal is doubled, creating an exaggerated stereo image.

How It Works

Width

0–2 (default 1.0). Stereo width control. 0 = full mono (L and R summed). 1.0 = normal stereo (no change). 2.0 = extra-wide stereo (side signal amplified). Values above 1.0 enhance stereo separation; values below 1.0 narrow the image.

WIDTH — Use Cases

- 0.0: Full mono. Useful for checking mono compatibility or intentionally collapsing stereo to center.
- 0.5: Narrowed stereo. Reduces stereo spread for a more focused, centered sound.
- 1.0: Unity — no change to the stereo image.
- 1.5: Enhanced stereo. Widens the image for a more immersive feel. Good on reverb returns and pads.
- 2.0: Maximum width. Very wide stereo image. Use carefully — may cause phase issues on mono playback systems.

Master Controls

Three global controls shape the overall character and intensity of the plugin:

VOID Macro

0–100 (default 0). The hero macro control. When increased, it scales multiple parameters simultaneously, pushing the entire plugin deeper into the void: Abyss Size +60%, Abyss Decay +15s at full, Abyss Diffusion +40%, Shimmer Bloom +50%, Blur Amount +50%, Depth +30%, Width +60%. At 0%, no effect. At 100%, maximum intensity across all modules. Adds ON TOP of individual knob values.

Depth

0–1 (default 0.5). Pre-delay before the reverb chain. Controls the time gap between the dry signal and the onset of spatial effects. Higher values create a sense of greater distance. Range: 0–250 ms.

Mix

0–1 (default 0.3). Dry/wet blend with equal-power crossfade. At 0, fully dry. At 1, fully wet. The equal-power crossfade ensures consistent perceived volume across the range.

Factory Presets

HumNyX VOID ships with 10 handcrafted presets designed to showcase the range of the plugin. Each preset is accessible via the buttons along the top of the interface.

#	NAME	CHARACTER	BEST FOR
0	Clean	Bypass — minimal processing, default starting point	Reference point, custom dialing
1	Chapel	Small, warm reverb with subtle shimmer. Intimate and clear	Vocals, acoustic guitar, piano
2	Cathedral	Large, diffuse hall with moderate shimmer and ping-pong echo	Orchestral, strings, choral
3	Stardust	Bright, sparkling reverb with prominent shimmer and wide stereo	Synth pads, ambient, electronic
4	Supernova	Massive, near-infinite reverb with maximum shimmer bloom	Extreme ambient, drone, post-rock
5	Cryogen	Freeze-focused preset with spectral hold and drift	Sound design, ambient pads, live
6	Blackhole	Dark, infinite reverb with sub-octave shimmer. Extremely deep	Dark ambient, horror scoring, bass
7	Singularity	Everything maxed — infinite decay, full shimmer, freeze, max blur	Extreme sound design, experimental
8	Ghost	Mid-range echo with freeze and moderate blur. Eerie, spectral	Cinematic tension, ghostly atmospheres
9	Horizon	Balanced large reverb with moderate shimmer and width	General-purpose cinematic reverb

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 VOID on your system:

- **Step 1:** Download the HumNyX VOID package and extract. You will find a folder named "HumNyX VOID.vst3".
- **Step 2:** Copy the entire .vst3 folder to: **C:\Program Files\Common Files\VST3**
- **Step 3:** Open your DAW and rescan plugin directories. VOID should appear in your VST3 effects list.

Tips & Techniques

Creative techniques to get the most out of HumNyX VOID:

- Start with the Clean preset and adjust one module at a time to understand each effect.
- The VOID macro is the fastest way to go from subtle ambience to infinite space — try automating it for build-ups and drops.
- Echo feeding into Abyss creates rhythmic reverb patterns — set Echo Feedback moderate and Abyss Decay long for cascading spatial echoes.
- Shimmer at +7 semitones (perfect fifth) creates a more musical, choir-like shimmer compared to the standard octave (+12).
- Use Freeze to capture a chord, then adjust Drift and Blur to create evolving ambient pads from any source material.
- Width above 1.5 combined with high Shimmer Bloom creates an immersive, larger-than-life stereo field. Check mono compatibility.
- For cinematic transitions, automate Freeze on/off with high Smooth values for seamless spectral captures.
- Chain with HumNyX SIGIL (before VOID) for signature character, or HumNyX MOTION (before VOID) for rhythmic spatial effects.

System Requirements

Specification	Details
Format	VST3
Platform	Windows 10+ (64-bit)
DAW Support	FL Studio, Ableton Live, Reaper, Cubase, Studio One, Bitwig, and any VST3-compatible host
CPU	Low — lightweight real-time processing (higher with Freeze active due to FFT)
Latency	Zero added latency
RAM	Minimum 4 GB recommended

HumNyX VOID

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