SOUND PARTICLES

inShaper

Reference Manual

Feb 2026

v. 1.0

Welcome Note

When we created SkyDust, our first synthesizer, I really liked our waveform modifiers, which help us to shape the oscillators waveforms in very interesting ways. With inShaper, we are extracting those wave shapers from our virtual instruments and allowing them to process any type of audio. We know that distortion comes in many forms and shapes, and the goal of inShaper is to allow users to obtain creative distortion results. For instance, why not use an LFO, in sync with music, to change the type or amount of distortion of a track? Regardless of your use of inShaper, either in a very subtle way or with aggressive destruction, I hope you enjoy it. As always, don't hesitate to send us your thoughts – we love user feedback.

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Table of Contents

Welcome Note 2

Overview 4

Top Bar 5

Modes and Controls 7
- Single 7
- Dual 8
- Shaper Selector Panel 9

LFO 11
- LFO selector panel 12

Output Section 13

Bottom Bar 14

Plugin and Presets Location 15

Tips 16

Additional Notes 17

Credits 18

EULA 19

Overview

Figure 1. Image 1

Upon opening the plugin, you'll notice that — like other Sound Particles products — it includes a **Top Bar (1)**. Below it are the **Mode selection buttons (2)**, which display the controls for each mode (**Single** or **Dual**).

Both modes share two common sections: the **LFO (3)** at the bottom of the interface and the **Output section (4)** on the right side of the window.

Each mode has its own features and parameters, which are explained later in this manual. In general, the differences are:

- **Single**: Uses **one** shaper waveform to process the input signal
- **Dual**: Uses a combination of **two** shaper waveforms to process the input signal

Top Bar

The inShaper top bar includes a set of features to assist you while using the plugin. These features include window scaling, parameter randomization, and preset management, all designed to enhance your experience with the plugin.

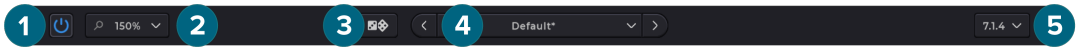

Figure 2. Top Bar

In the top bar you will see the following options:

1. **On/Off** - Activate or deactivate the plugin.
2. **GUI Zoom** - The inShaper GUI can be resized. The pop-up available at the top left of the interface allows users to choose a scale value, from 25% to 400%. This action only affects the currently selected inShaper instance. New instances of the plugin will be opened with the default size factor (100%), but you have to choose another size factor as a default (Set as default).
3. **Randomize** - This dice button will generate random presets, allowing you to have endless possibilities. If you are looking for happy accidents, this feature is for you. Sometimes you may have mad presets, other times you may have a diamond in the rough.
4. **Preset Navigator** - This feature enables users to effortlessly navigate through the saved presets using arrows located on either side of the preset pop-up menu. By clicking these arrows, users can quickly move between previous and next presets. Clicking on the Preset Navigator opens the Presets list, providing access to the full preset list for further exploration.
5. **Format** - Choose the right input format for your track from the following options:

    a) This button only appears when there's more than one format to choose from. For example, if a track has two channels, the only available option is **Stereo**, so the button is hidden.

    - Mono
    - Stereo
    - LRC
    - LRCS

- 4.0
- Quad
- 5.0
- 5.1
- 6.1
- 7.0
- 7.1
- 9.0
- 9.1
- 5.0.2
- 5.0.4
- 5.1.2
- 5.1.4
- 7.0.2
- 7.0.4
- 7.0.6
- 7.1.2
- 7.1.4
- 7.1.6
- 9.0.4
- 9.0.6
- 9.0.8
- 9.1.2
- 9.1.4
- 9.1.6
- 9.1.8
- 11.1.8
- IMAX 12.0
- Auro 11.1
- Auro 13.1
- NHK 22.2
- Sony 360

Modes and Controls

At the top of the plugin window, just below the top bar, you can switch between the two modes. This option is visible on both pages and allows the user to quickly switch between them.

Single

We'll start by explaining the Single mode.

Figure 3. Single

On this mode you will have access to the following:

1. **Shaper** - By changing the shaping curve, the Shaper alters the signal's harmonics and character, ranging from subtle saturation to aggressive distortion

    a) Clicking on the waveform will open the **shaper selector panel**

2. **UI Freeze** - A display/performance option that pauses real-time interface updates (meters, graphs, animations) to reduce CPU/GPU usage. Audio processing continues normally while the UI remains static

3. **Drive** - Controls how hard the input signal is pushed into the distortion stage. Higher Drive increases saturation/distortion, harmonic content
4. **Gain** - Controls the output level after processing
5. **Modifier** - Controls how strongly the selected shape affects the neutral waveform
6. **Bias** - Adds a constant offset to the waveform before shaping. This makes distortion asymmetric, changing the harmonic balance and often adding stronger even-order harmonics
7. **Link** - Couples the **Drive** and **Gain** parameters. This allows you to adjust **Drive** while keeping the output level more consistent.
8. **Oversampling** - Processes the distortion stage at a higher internal sample rate to reduce aliasing (unwanted high-frequency artifacts). Higher oversampling can improve sound quality but increases CPU usage

Dual

Now, the Dual mode.

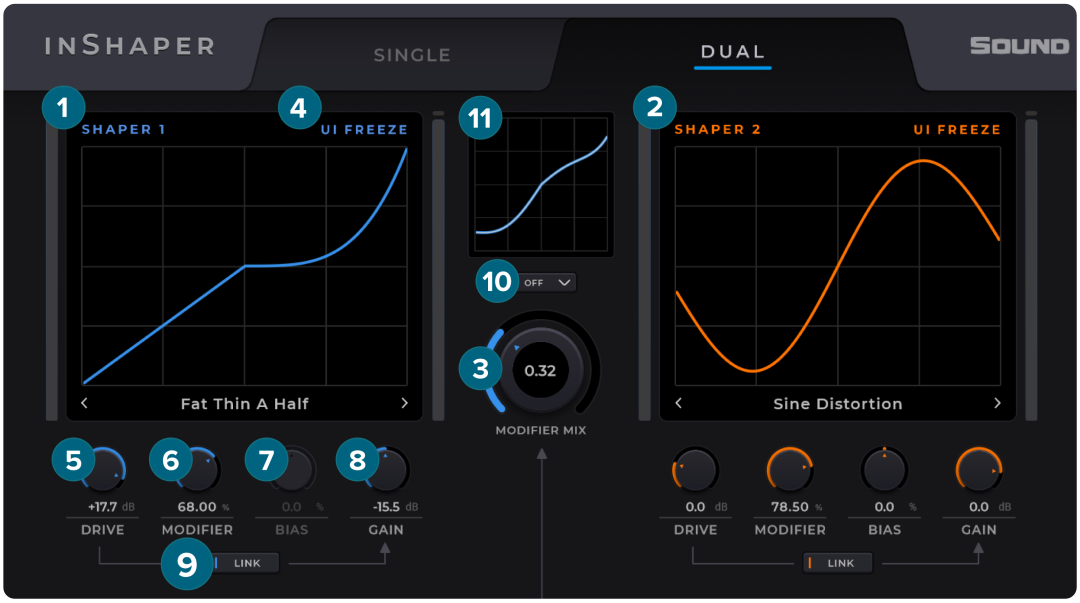

Figure 4. Dual

On this mode you will have access to the following:

1. **Shaper 1** - By changing the shaping curve, the Shaper 1 alters the signal's harmonics and character, ranging from subtle saturation to aggressive distortion

    a) Clicking on the waveform will open the **shaper selector panel**

2. **Shaper 2** - By changing the shaping curve, the Shaper 2 alters the signal's harmonics and character, ranging from subtle saturation to aggressive distortion

   a) Clicking on the waveform will open the **shaper selector panel**

3. **Modifier Mix** - Controls how the combined effect of **Shaper 1** and **Shaper 2** shapes the signal, adjusting its harmonics and character from subtle saturation to aggressive distortion

4. **UI Freeze** - A display/performance option that pauses real-time interface updates (meters, graphs, animations) to reduce CPU/GPU usage. Audio processing continues normally while the UI remains static
5. **Drive** - Controls how hard the input signal is pushed into the distortion stage. Higher Drive increases saturation/distortion, harmonic content
6. **Modifier** - Controls how strongly the selected shape affects the neutral waveform

7. **Bias** - Adds a constant offset to the waveform before shaping. This makes distortion asymmetric, changing the harmonic balance and often adding stronger even-order harmonics

   a) If a waveform is already asymmetric, the bias becomes greyed out

8. **Gain** - Controls the output level after processing

9. **Link** - Couples the **Drive** and **Gain** parameters. This allows you to adjust **Drive** while keeping the output level more consistent.
10. **Oversampling** - Processes the distortion stage at a higher internal sample rate to reduce aliasing (unwanted high-frequency artifacts). Higher oversampling can improve sound quality but increases CPU usage
11. **Waveshape Display** – A visual representation of the combined result of two waveshapes. It shows how the sum of both shapes interacts to form the final shaping curve applied to the signal, helping you understand the resulting harmonic character

Shaper Selector Panel

1. **Shaper** - By changing the shaping curve, the Shaper alters the signal's harmonics and character, ranging from subtle saturation to aggressive distortion
2. **Modifier** - Controls how strongly the selected shape affects the neutral waveform
3. **Bias** - Adds a constant offset to the waveform before shaping. This makes distortion asymmetric, changing the harmonic balance and often adding stronger even-order harmonics
4. **Drive** - Controls how hard the input signal is pushed into the distortion stage. Higher Drive increases saturation/distortion, harmonic content
5. **Gain** - Controls the output level after processing
6. **Apply** - Apply changes

7. **Cancel** - Cancel changes

LFO

In the LFO section you'll find the controls for the LFO. The LFO acts as a source of modulation for the desired parameter.

Figure 5. LFO

1. **On/Off** - Enables or disables the LFO
2. **Rate** - Sets the speed of the LFO cycle. Higher values produce faster modulation
3. **Depth** - Controls the amount (intensity) of modulation applied to the target parameter. Higher Depth results in a wider modulation range
4. **Offset** - Shifts the LFO phase
5. **Channel** - Creates a phase offset on the control of each channel by the LFO
6. **Sync** - Syncs the LFO Rate to the host tempo. When enabled, Rate is set in musical values (e.g., 1/4, 1/8, dotted, triplets) instead of Hz
7. **Mode** – Defines how the modulation signal is applied to the target parameter
    a) Bipolar: Modulates above and below the original value
    b) Positive: Modulates only upward from the original value
    c) Negative: Modulates only downward from the original value
8. **Waveform** - Selects the shape of the LFO cycle (such as sine, triangle, square, or random), defining how the modulation value changes over time
    a) Clicking on the waveform will open the **LFO selector panel**
9. **Modifier** - Adjusts how the LFO waveform is transformed before being applied to the target parameter, allowing for variations in the modulation's shape and behavior
    a) If a waveform cannot be affected by any modifier, this becomes greyed out

LFO selector panel

1. **Waveform** - Selects the shape of the LFO cycle (such as sine, triangle, square, or random), defining how the modulation value changes over time
2. **Modifier** - Adjusts how the LFO waveform is transformed before being applied to the target parameter, allowing for variations in the modulation's shape and behavior
    a) If a waveform cannot be affected by any modifier, this becomes greyed out
3. **Depth** - Controls the amount (intensity) of modulation applied to the target parameter. Higher Depth results in a wider modulation range
4. **Offset** - Shifts the LFO phase
5. **Channel** - Creates a phase offset on the control of each channel by the LFO
6. **Apply** - Apply changes
7. **Cancel** - Cancel changes

Output Section

inShaper has an output section dedicated to the parameters that modify the already processed audio. These are the parameters:

1. **Dry/Wet** - Controls the balance between the unprocessed (**Dry**) signal and the processed (**Wet**) signal.
2. **Master** - Controls the output level of the plugin.

The current signal levels are visible in the VU meters located on the right side of the interface.

Figure 6.
Output Section

Bottom Bar

On the bottom of the window you also have access to a bottom bar with useful features:

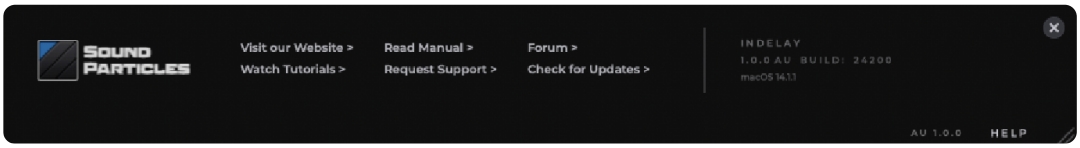

Figure 7. Bottom Bar

1. **Tooltips' section** - Every time you move the mouse cursor over a knob or any control, you will see a short description of that parameter.
2. **Update** - If the plugin is running on a computer with Internet access, it can detect if a newer update is available, informing the user, by showing a blinking phrase on the bottom of the display.

3. **Help button** - Open the Help Panel, which shows additional information and useful links.

    a) **Visit our Website** – Link to soundparticles.com

    b) **Watch Tutorials** – Link to inShaper tutorials

    c) **Read Manual** – Web version of this Manual.

    d) **Request Support** – Redirect users to the requested support page. This will automatically retrieve some data about your setup (OS, CPU, RAM, plugin version and host).

    e) **Forum** – Link to our user Facebook group, Sound Particles Forum.

    f) **Check for Updates** - Access soundparticles.com to check if there are available updates. Normally, usually a new update comes out, the plugin automatically shows it but you can use this to be sure your version is up to date.

    g) **Resize button** - Users are allowed to use a custom scaling factor by dragging the cursor in the bottom-right of the plugin's interface. Performing this makes the zoom pop-up display the custom value of the scaling. **Please note that hosts may deal differently with plugin resizes.*

Plugin and Presets Location

Installing inShaper copies the plugin into appropriate plugin folders, and the hosts will automatically recognize them. It also allows inShaper users to choose a custom folder for the installation, in both operating systems — MacOS and Windows.

On MacOS, the default paths for inShaper plugin architectures are the following:

- VST3: /Library/Audio/Plug-Ins/VST3
- AU: /Library/Audio/Plug-Ins/Components
- AAX: /Library/Application Support/Avid/Audio/Plug-Ins

On Windows, the default paths for inShaper plugin architectures are the following:

- VST3: C:\Program Files\Common Files\VST3
- AAX: C:\Program Files\Common Files\Avid\Audio\Plug-Ins

PRESETS LOCATIONS

User presets will be stored in a .spp file in the following locations:

On MacOS, the path for inShaper User presets is the following:

- /Users/*USERNAME*/Library/Application Support/Sound Particles/inShaper/Presets

On Windows, the path for inShaper User presets is the following:

- C:\Users*USERNAME*\AppData\Roaming\Sound Particles\inShaper\Presets

*USERNAME is your login name. Your user Library folder may be hidden, in which case you can select the “Go To Folder” option in the Go menu of the Finder, enter “~/Library”, and click OK.

**USERNAME is your login name. AppData may be hidden; use the explorer view options to show system files.

Tips

- Clicking on a VU meter resets the clipping alert.
- Option(Mac)/Control(Windows) + click on a parameter resets its value to default.

Additional Notes

CHECK FOR UPDATES

If the plugin is running on a computer with internet access, it is able to detect if a newer update is available, informing the user of the existence of a new update, by showing a blinking phrase on the bottom bar of the plugin.

To achieve that, Sound Particles inShaper plugin tries to access a simple XML file located at https://www.soundparticles.com.

SOUND PARTICLES INSHAPER DOES NOT SEND ANY INFORMATION FROM THE USER OVER THE INTERNET.

SUPPORT

If you detect a bug, if you have a crash, if you believe something is not perfect, or even if you have ideas for future versions, don't hesitate, and email us at support@soundparticles.com. We REALLY want to hear from you. Sometimes a bug lives on for too much time, simply because we haven't detected ourselves and we didn't receive any feedback from the affected users. Besides that, your feedback is very important to us.

Help us help you

Credits

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