

MEGAMORPH

USER MANUAL
v1.0

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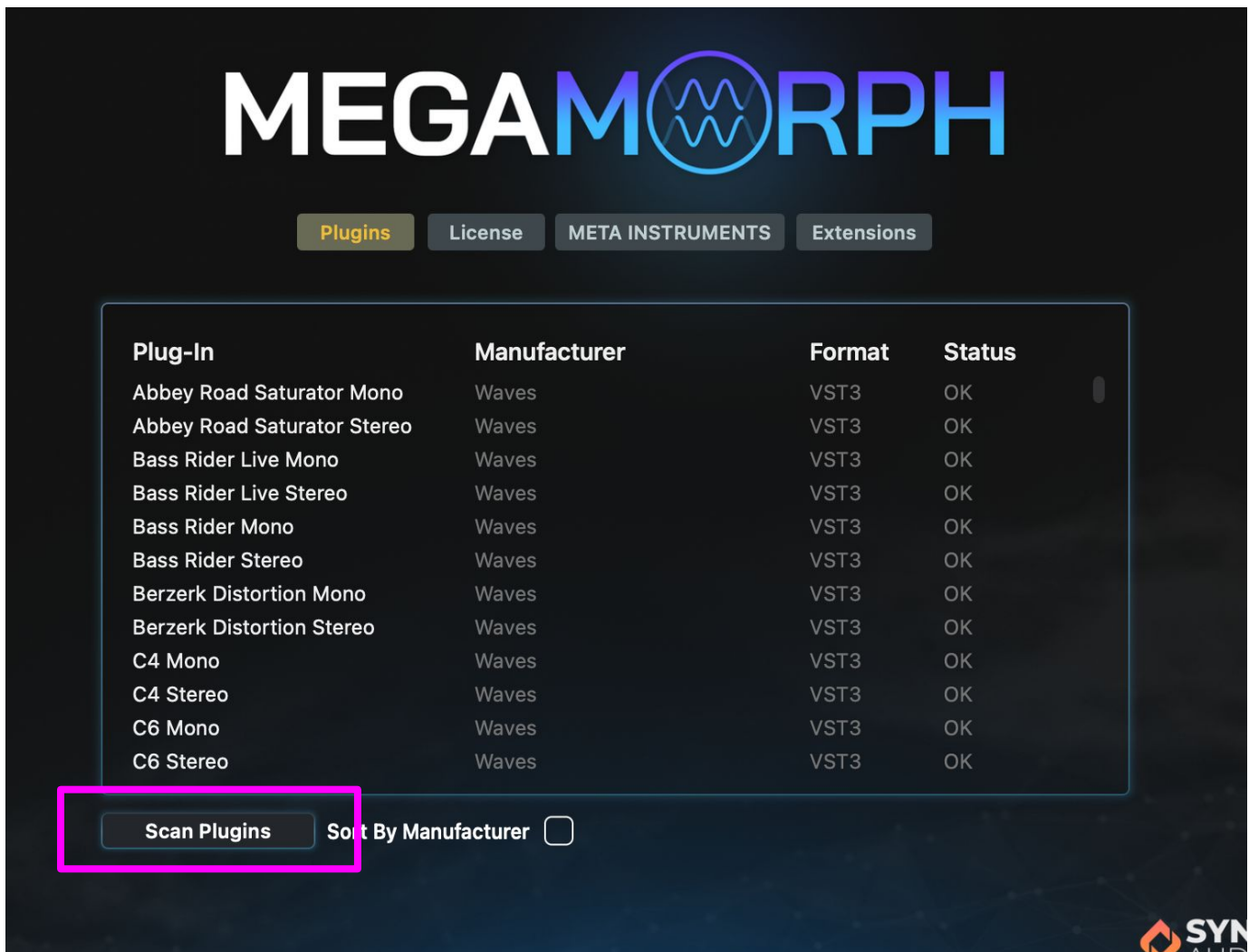
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Getting Started

When you first open MegaMorph, a **Get Started** window will appear. Before loading instruments or effects, you'll need to scan your system for installed plug-ins.

1. Click **Scan Plugins**.
2. Choose whether to scan for **VST**, **AU**, or **both** formats.
3. MegaMorph will scan your system for instruments and effects in the selected formats.



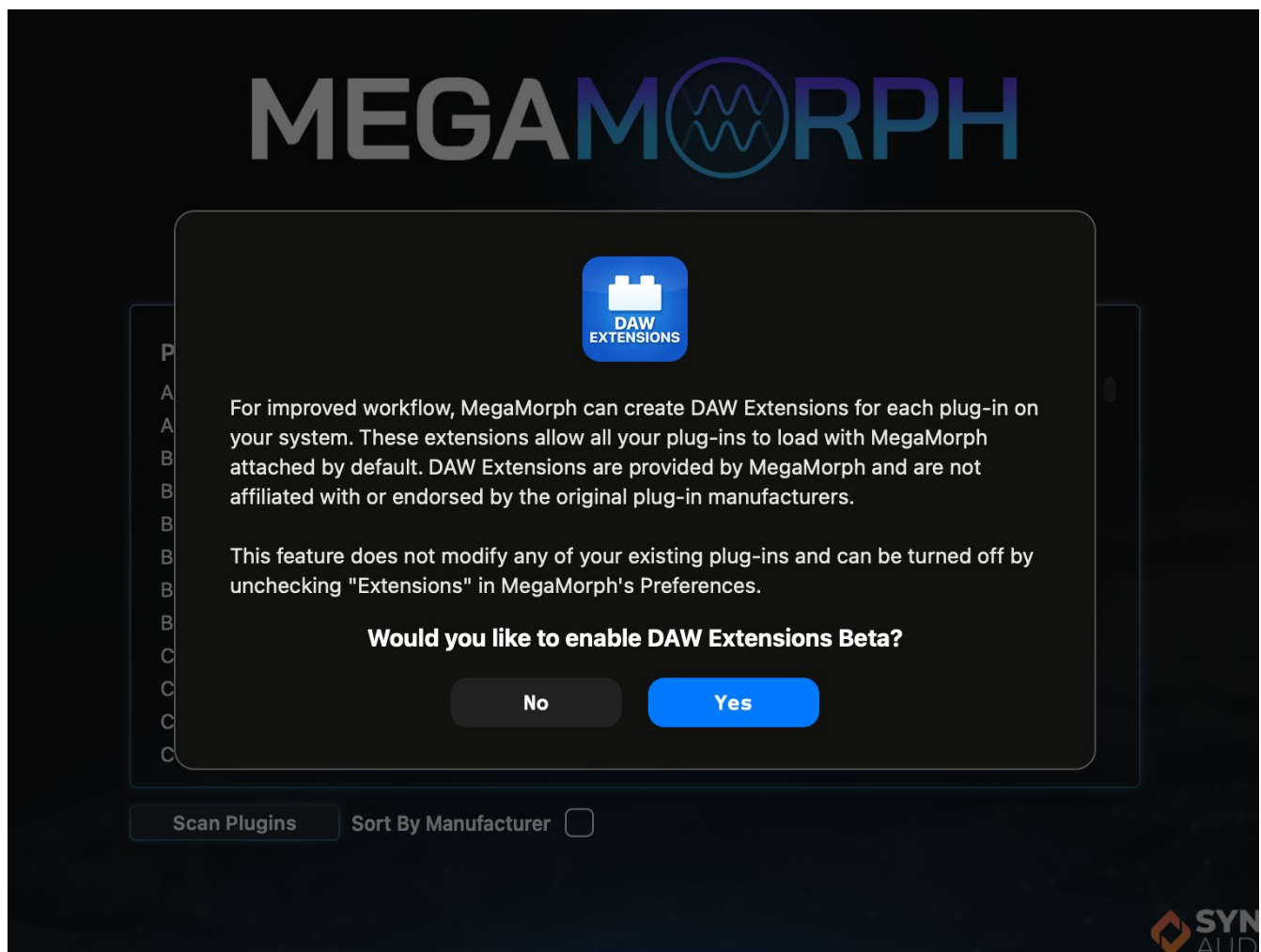
DAW Extensions

Next, you'll be prompted to enable **DAW Extensions**. This optional feature adds presets to your DAW's plug-in list that open your plug-ins inside MegaMorph, with an envelope ready to use.

Your original plug-ins will remain unchanged, alongside versions labelled **[+MEGAMORPH]**. For example, you'll see both **ProQ** and **ProQ [+MEGAMORPH]** in your DAW. Choosing the original loads the plug-in as usual; choosing the **[+MEGAMORPH]** version loads it inside MegaMorph with the MSEG Envelope already attached.

These additional entries take up more space in your plug-in list, but they can significantly speed up your workflow by allowing you to start modulating plug-ins immediately, without first loading MegaMorph and adding the plug-in manually.

DAW Extensions act as presets and do not modify your existing plug-ins. To remove extensions, repeat the plug-in scanning steps and select **No** when prompted to enable DAW Extensions.



Meta-Instruments

With the press of a button, MegaMorph can randomly combine multiple instruments into a single “meta-instrument,” helping you discover new sounds and find inspiration. The following settings determine which instruments the randomizer uses and how they are loaded. Instructions for creating meta-instruments are found later in this guide.

MegaMorph supports **all synths and plug-ins** for normal use. However, random meta-instrument generation uses a smaller, growing selection of instruments that have been tested with the randomizer. In Settings, you can choose which instruments the randomizer uses by toggling them on or off.

- **Supports Randomness:** Lists the synths tested and supported for use with the randomizer.
- **Installed:** Shows whether each instrument is installed on your system.
- **Format:** Shows which plug-in formats are installed.
- **Active:** Choose whether to include the instrument when generating random meta-instruments. Turn this off to exclude instruments you don’t want the randomizer to use.
- **Preload:** Load the instrument in the background so it is ready when the randomizer selects it. This helps generate new meta-instruments faster and can be especially useful for large sample-based instruments such as Omnisphere.

MEGAMORPH

[Plugins](#)[License](#)[META INSTRUMENTS](#)[Extensions](#)

Supports Randomness	Installed	Format	Active	Preload
Diva	Yes	VST Only	No	No
Omnisphere	No	-	No	No
Pigments	Yes	VST Only	No	No
Serum	Yes	VST Only	No	No
Serum 2	Yes	VST Only	No	No
Vital	Yes	VST Only	No	No
Zebra2	Yes	VST Only	No	No
Zebra3	Yes	VST Only	Yes	No
ZebraHZ	Yes	VST Only	No	No
Zebralette	Yes	VST Only	No	No

A meta-instrument is a group of randomly selected instruments and patches combined into one.

Plug-in Versions

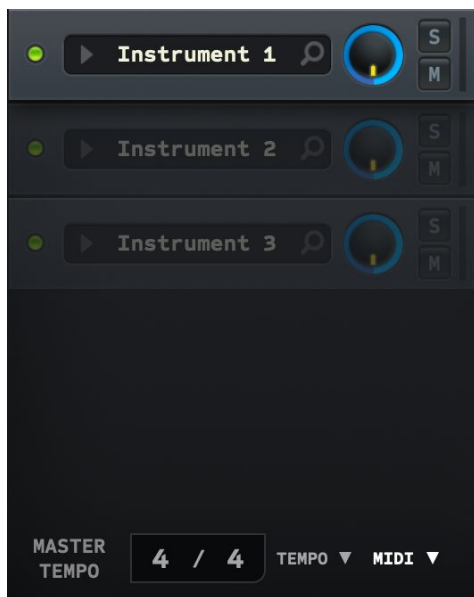
MegaMorph comes in three plug-in versions, each built for a different way of shaping sound with envelopes.

MegaMorph Inst is the instrument version. It hosts multiple instruments, each with its own effects chain, and lets you modulate instrument and effect parameters.

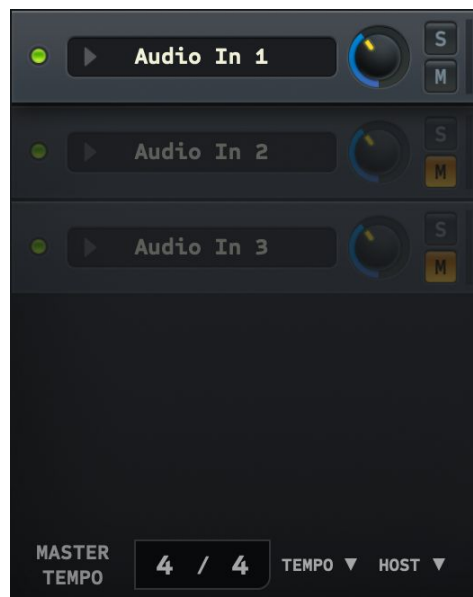
MegaMorph FX is the real-time effects version. It uses live audio from your track as the source for three parallel inputs, each feeding its own effects chain.

MegaMorph Warp is the pitch and time warping version. It processes audio clips with built-in varispeed, time expansion/compression, pitch shift, and volume effects.

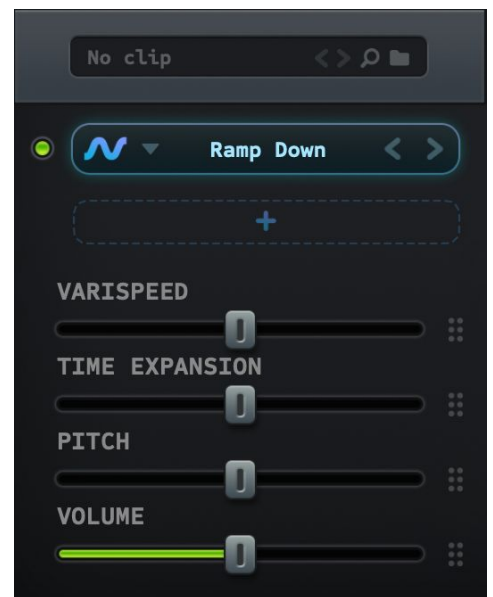
Choose Inst to combine instruments, FX to process live audio, or Warp to reshape a sound clip and drag the rendered result back to your timeline.



Instrument



FX

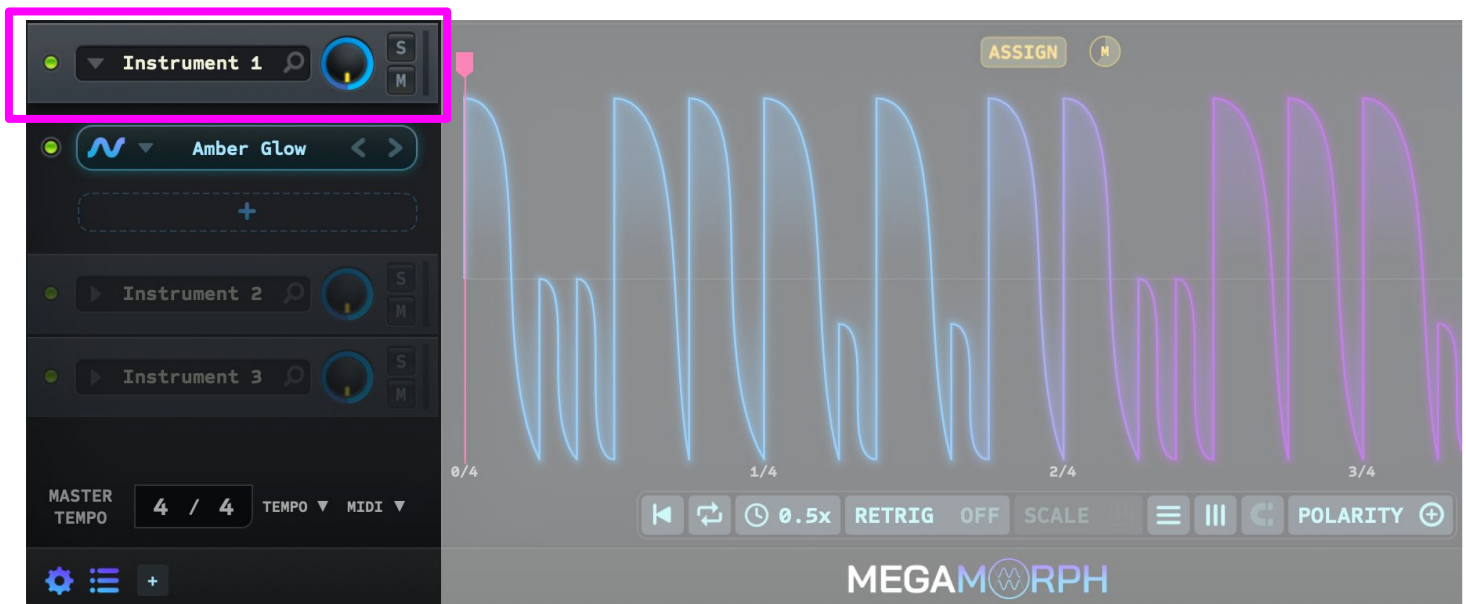


Warp

MEGAMORPH INST

MegaMorph Inst is the instrument version of MegaMorph. It hosts multiple instruments and effects in one interface, combining them into a meta-instrument.

The track section on the left holds your instruments and their envelopes. Use it to load an instrument, adjust its volume, and add or edit modulation envelopes. The envelope editor lets you shape each envelope and adjust its timing. On the right, the effects racks let you assign effects to each instrument and control their parameters with envelopes.



Track Controls

Each track contains a plug-in, volume and solo/mute controls, and MSEG envelopes.

Instrument 1: The name of the currently loaded plug-in. It displays “Instrument 1” by default.

Dropdown arrow: Show or hide the track’s envelopes. Each track can contain unlimited envelopes.

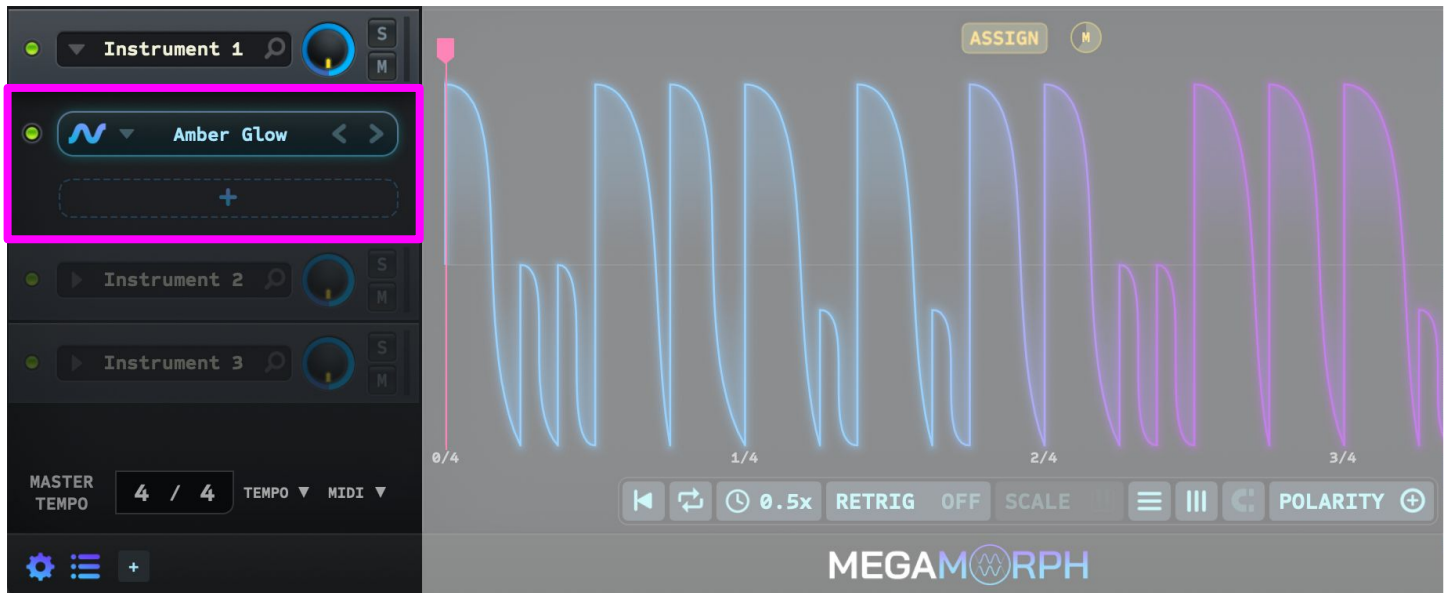
Magnifying glass: Open the plug-in selector to choose a plug-in to load on the track.

Volume knob: Adjust the track’s output level.

Solo: Listen to the track on its own.

Mute: Silence the track.

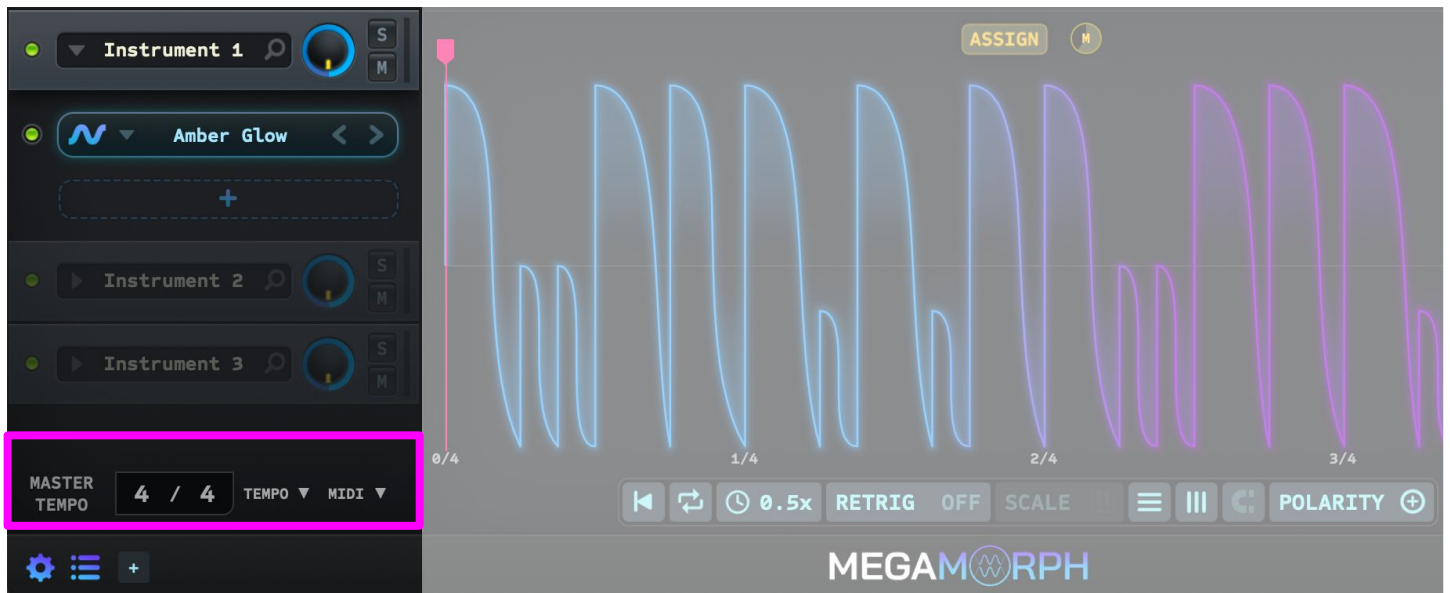
Power: Enable or disable the track.



Envelope Controls

Use the envelope controls to browse, save, and manage the track's modulation envelopes.

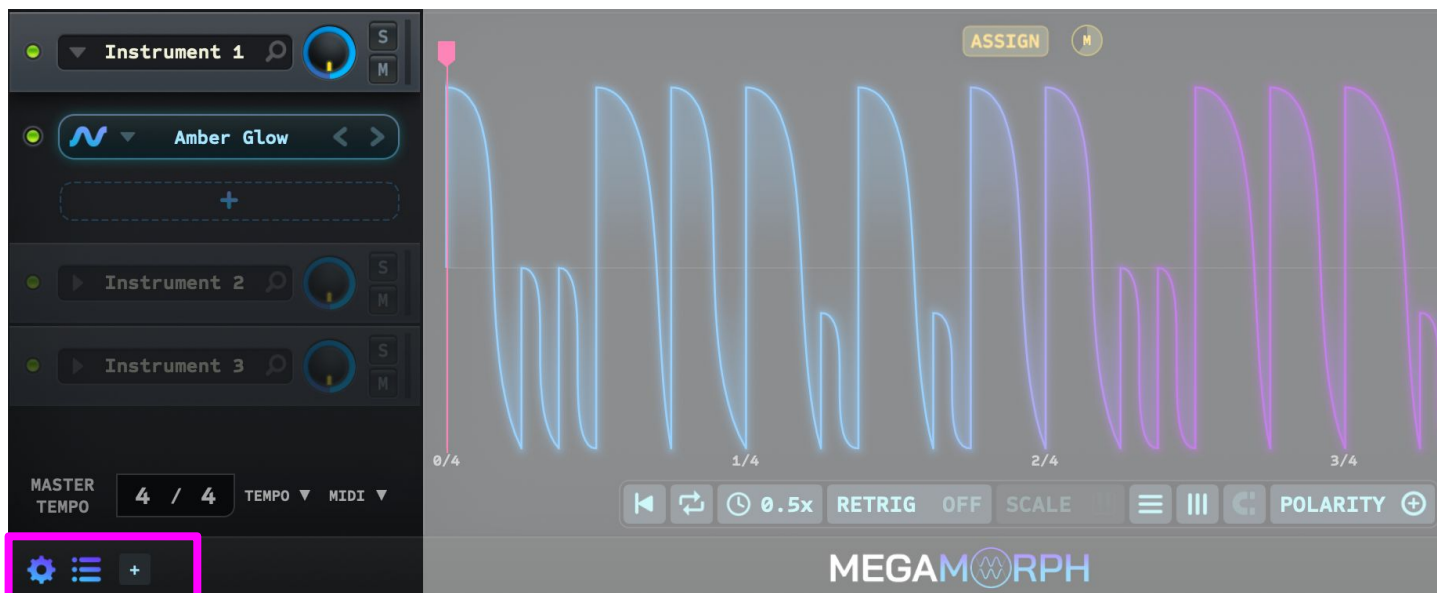
- **Dropdown and icon:** Open the envelope menu to save an envelope or browse factory envelopes.
- **Left/right buttons:** Cycle through envelopes.
- **Plus (+):** Add a new envelope.
- **Power:** Turn the envelope on or off.



Master Tempo

Use the Master Tempo controls to set the timing and playback trigger for the plug-in.

- **Bars/Beats scrollbox:** Adjust bars and beats independently to set the tempo of the plug-in.
- **Tempo:** Choose whether playback speed uses a tempo or a specified frequency.
- **MIDI:** Determines if playback starts in sync with your DAW or responds to your MIDI keyboard.



Menu Bar

- **Settings:** Open the plug-in's settings to configure MegaMorph and manage your plug-ins.
- **Presets: Browse** and load presets containing pre-made meta-instruments.
- **Create Meta-Instrument: Generate** a random meta-instrument. For each track, MegaMorph randomly loads a plug-in, randomly chooses one of that plug-in's factory presets, and randomly assigns an MSEG envelope to shape its modulation.

Combining instruments, sounds, and envelopes at random can reveal unexpected results and provide inspiration for new ideas.



MSEG Envelope

Use the MSEG envelope editor to shape how a parameter changes over time. The line between two nodes has three adjustable sections: near the left node, in the middle, and near the right node. Hover over different parts of the line to adjust each section and customize the envelope's shape.

- **Double-click:** Add a node on the line or remove an existing node.
- **Right-click a node:** Open its properties to enter precise values.
- **Click and drag a node:** Move it to a new position.



Envelope Toolbar

Use the toolbar to control the envelope's playback, timing, and editing behavior.

- **Start marker:** Show or hide the start marker, which offsets the position where playback begins. Use it to experiment with syncopated rhythms or fine-tune the starting point.
- **Loop:** Choose whether the envelope repeats indefinitely or stops after one playback cycle.
- **Multiplier (clock icon):** Adjust the envelope's speed independently of the Master Tempo control. The multiplier stays synchronized to the tempo, allowing playback at rates such as half speed or double speed.
- **Retrig:** Make each node in the envelope re-trigger the currently held MIDI note. This is useful for one-shot sounds, such as mallets or keys, that need repeated triggering to keep playing.
- **Scale:** Enable note transposition editing when Retrig is on. Hover over a node to reveal its transposition, and click to select a node and move the vertical slider to adjust it. Each node can transpose the currently held MIDI note independently when it re-triggers, letting you build arpeggiated melodies.
- **Grid controls:** Adjust the grid density for amplitude, shown as horizontal lines, and time, shown as vertical lines. The time grid uses multiples of the master tempo.
- **Snap (magnet icon):** Snap nodes to the current grid as you move them.

Polarity

Polarity determines how modulation moves a parameter relative to its current value, or root position.

- **Positive (+):** Modulate upward from the root position.
- **Negative (-):** Modulate downward from the root position.
- **Bipolar (solid circle):** Modulate above and below the root position, placing it at the center of the envelope's modulation range.

Polarity can have a major impact on the sound. If an envelope does not respond as expected, try changing its polarity.



Assigning envelopes to parameters

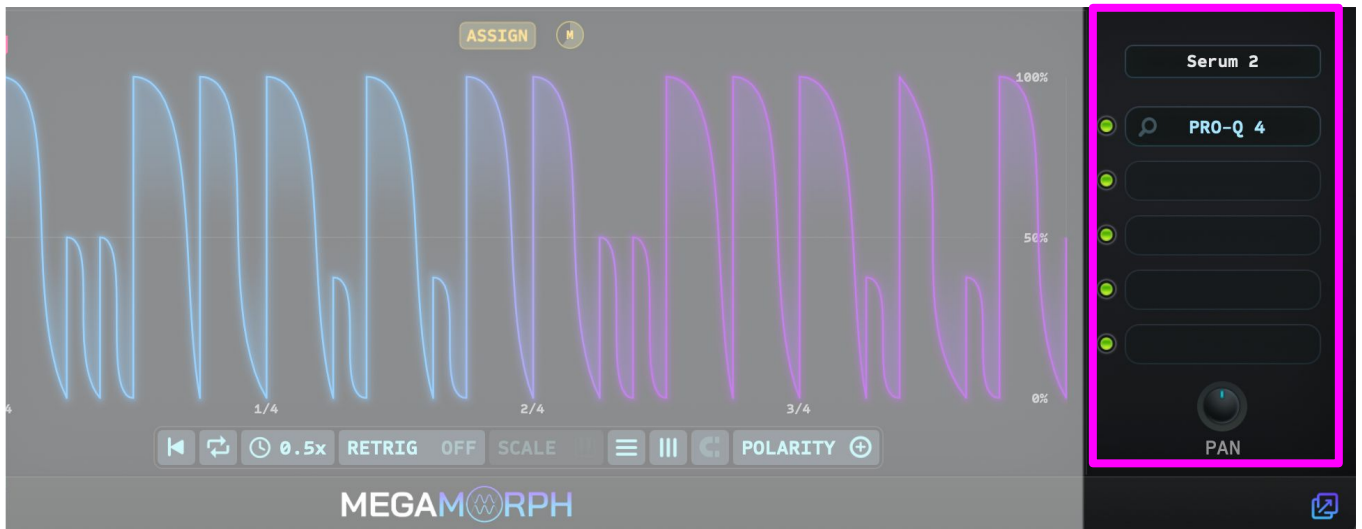
Use the **Assign** button to connect the current envelope to a parameter for modulation. You can assign an envelope to internal MegaMorph controls, such as a track's volume or pan, or you can assign it to parameters within hosted plug-ins.

Click **Assign** to activate assign mode, then click the parameter you want to modulate in order to make the connection.

Each assigned destination appears as a circle to the right of the Assign button.

- **Click and drag inside a circle:** Adjust the modulation amount, controlling how strongly the envelope affects that parameter.
- **Double-click a circle:** Remove that modulation destination.

In MegaMorph Inst and FX, the first envelope is assigned to its parent track's volume by default.



FX Rack

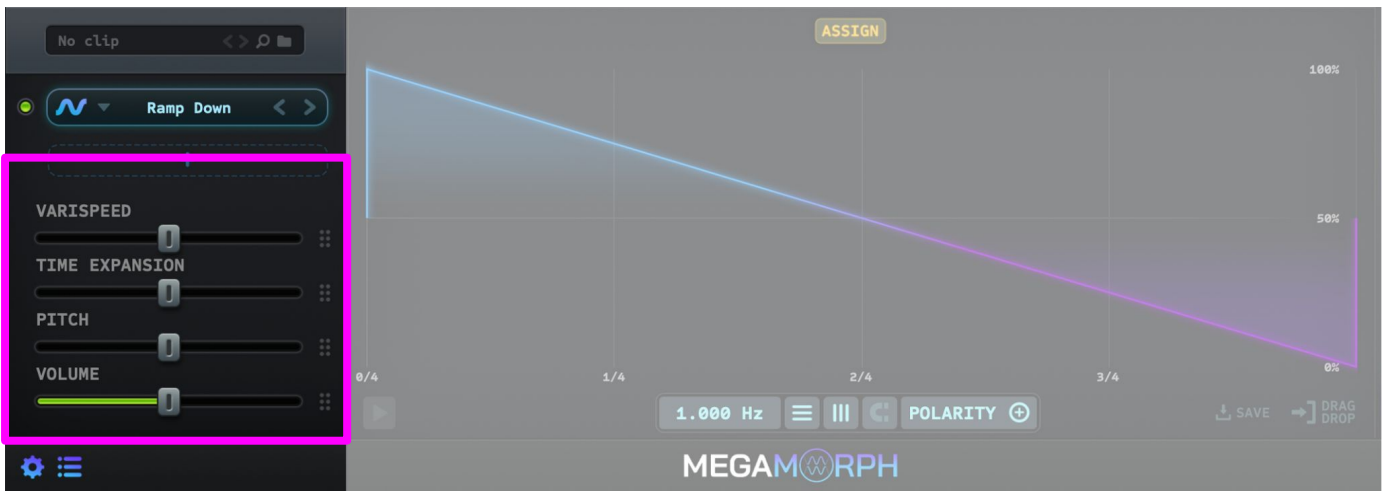
Each track has an FX rack with five slots for effect plug-ins. The label at the top identifies the track's source: the current synth in **MegaMorph Inst**, the input channel in **MegaMorph FX**, or the file or clip name in **MegaMorph Warp**.

- **Empty slot:** Click anywhere in the slot to add an effect plug-in.
- **Slot:** When a plug-in is loaded, clicking anywhere in the slot will open its interface.
- **Magnifying glass:** Open the plug-in selector.
- **Power:** Turn the effect on or off.
- **Click and drag an effect:** Rearrange the processing order.
- **Pan knob:** Adjust the track's stereo position.

The FX rack is fully modulatable. Assign envelopes from the track to parameters in any loaded effect to control how they change over time. For example, an envelope can rhythmically sweep an EQ's frequency or raise and lower the amount of distortion. Assign envelopes to several effect parameters at once to create more complex sounds with dynamic layers of movement.

MEGAMORPH WARP

MegaMorph Warp is a sound design tool for reshaping pitch and time. It works in a similar way to a sampler, with built-in effects for varispeed, time expansion/compression, pitch shift, and volume. Drag an audio clip from your timeline or sound file browser directly into the MegaMorph Warp window. Use envelopes to warp and bend pitch and time, and shape the clip's volume.



Built-in Effects

MegaMorph Warp includes four built-in effects for reshaping your sound:

- **Varispeed:** Change playback speed, like speeding up or slowing down a record or tape. Slowing playback lowers the pitch and makes the sound longer. Speeding it up raises the pitch and makes the sound shorter.
- **Time Expansion:** Stretch or compress the sound's duration without changing its pitch.
- **Pitch:** Raise or lower the pitch without changing the sound's duration.
- **Volume:** Adjust the sound's level.

Assign envelopes to these effects to change their settings over time. Combine changes in speed, pitch, duration, and volume to create complex transformations and explore new sound design possibilities.

Processing Order

Click and drag the six dots to the right of each slider to rearrange the effects. Their order determines how each effect processes the sound before passing it to the next.

For example, you can modulate pitch before compressing time, or increase varispeed before applying a pitch shift. Changing the processing order can dramatically change the result, so experiment with different arrangements to discover new sounds.

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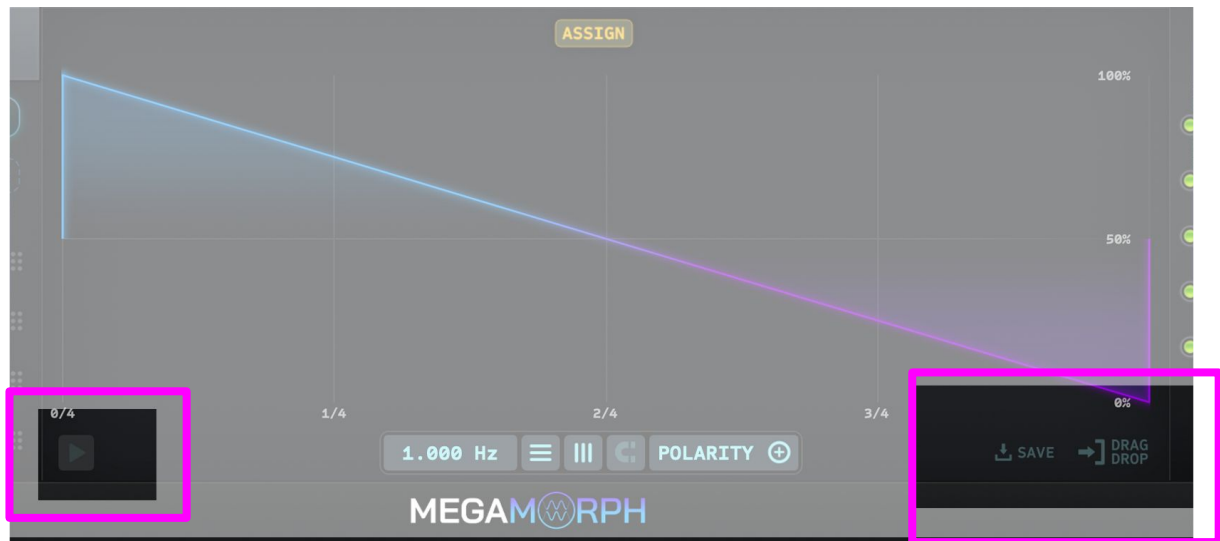
Warp Envelope Toolbar

The Warp envelope toolbar works similarly to the toolbar in other versions, with a simpler set of controls.

- **Frequency:** Set how often the envelope repeats.
- **Grid controls:** Adjust the grid density for time and amplitude.
- **Snap (magnet icon):** Snap nodes to the grid as you move them.
- **Polarity:** Choose whether modulation moves above, below, or in both directions from a parameter's current value.

Important Note on Varispeed and Time Expansion

When an envelope is assigned to Varispeed or Time Expansion, it inherits its playback speed from those same effects. The relationship works both ways: the envelope controls the effect, and the effect determines how quickly the envelope plays. This means that you cannot set an independent playback frequency for an envelope assigned to either effect.



- **Play Button** Starts playback of the sound that is currently loaded in Warp
- **Save Button** Opens a window to choose a location to save the processed sound.
- **Drag & Drop Button** Click and drag this button to drag the processed sound back to your timeline.