

Field Modulation Processor — Quick Start

ADAPTIVE MOTION SHAPER • VST3 • AU • AAX • MACOS & WINDOWS

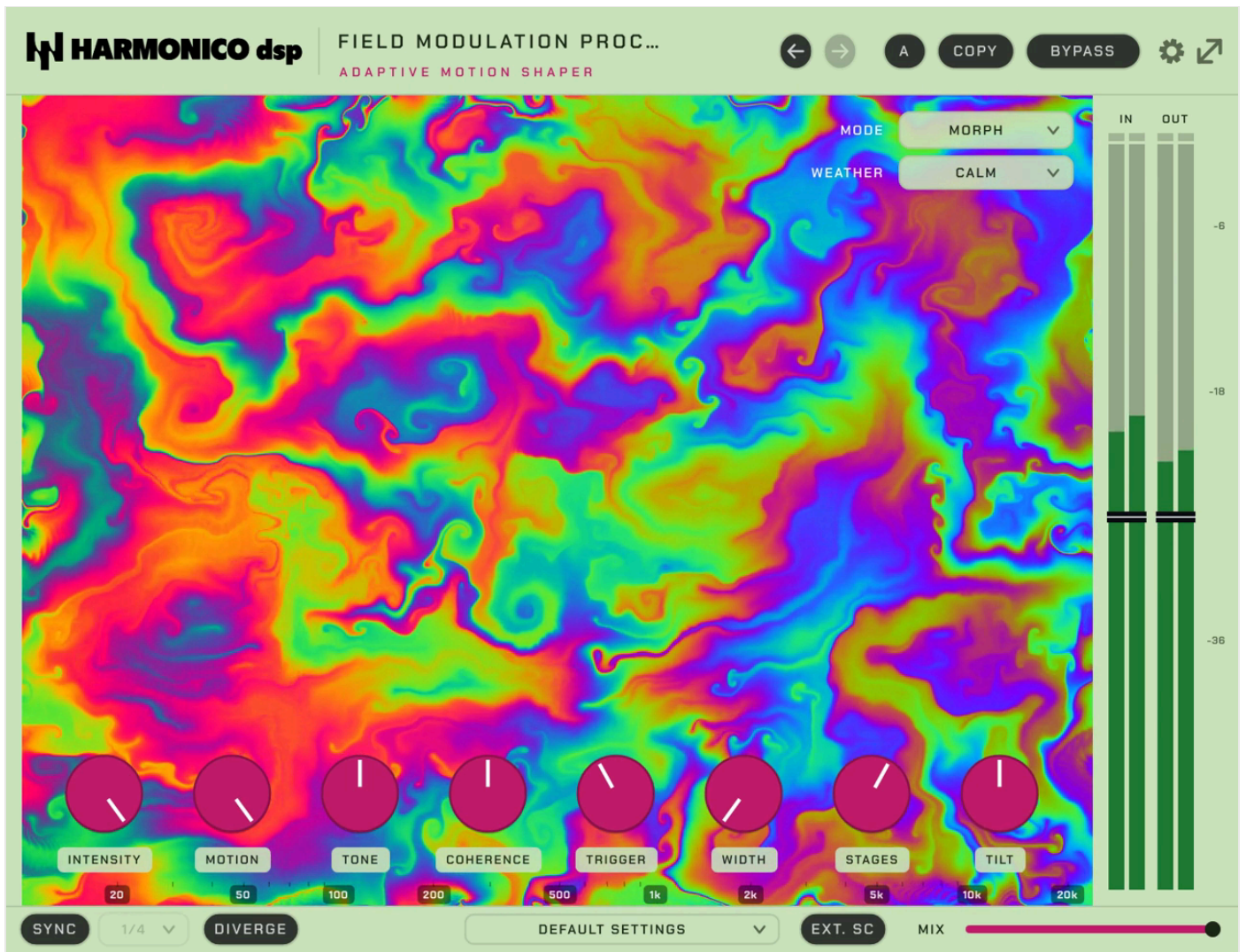
The idea

Most modulation runs on an LFO — a fixed shape at a fixed rate. Field Modulation Processor doesn't. It **analyses the incoming signal** in real time (energy per band, spectral centroid, coherence) and builds a **modulation field** that positions a network of all-pass filters. The movement is therefore **born from the music itself**: smooth and flowing on sustained material, jolting on transients. Ten modes take that field from classic phasing to barberpole and Doppler.

Install & activate

1. Run the installer (macOS `.pkg` / Windows). It installs VST3, AU (mac) and AAX. 2. Open the plug-in in your DAW — it's **fully featured for 14 days**. 3. To activate: click the **gear icon** → **Import License...** → select the `.license` file from your purchase email. Unlocks instantly, offline.

The interface



- **Mode selector** — the type of motion (10 modes, see below).
- **Main knobs** — Intensity, Motion, Coherence, Tone, plus Tilt and Trigger.
- **Field view** — the central visual. Its **X axis is frequency** (a kick lights the left, hats the right), so you can see what's moving. With **Diverge** on, two draggable **probes (L/R)** appear — the points where each channel reads the field.
- **Utility** — Weather presets, Tempo Sync, external sidechain, Width, Mix, Input/Output.

Controls

CONTROL	WHAT IT DOES
Mode	The motion type — 10 modes (see below).
Intensity	Depth / amount of the effect (auto level-matched — pushing it won't cost you level).

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Motion	Speed / reactivity of the field (how fast it responds and sweeps), not the amount.
Coherence	How unified vs. scattered the movement is across the spectrum (tight ↔ diffuse). <i>Repurposed in some modes — see below.</i>
Trigger	Keys movement to transients — turn up to make hits drive the motion (default 0).
Tilt	Weights <i>where</i> the perturbations land along the spectrum (low ↔ high); centre is neutral. Also drives the Field view.
Tone	Spectral bias of the whole field (± tilt), plus feedback damping.
Stages	All-pass stages, 2–12 (default 8) — more = denser phasing. <i>Repurposed: VOICES in Chorus/Resonator, BANDS in Formant; inactive in some modes.</i>
Weather	Macro presets for the field's character: Calm · Breeze · Storm · Vortex.
Sync / Sync Div	Lock motion to tempo and choose the division (1/1 ... 1/16, incl. dotted & triplet).
Diverge	Enables divergent readout : L/R read the <i>same</i> field at two independent points (the probes). The field stays mono-compatible; only the readout diverges.
Stereo probes (L/R)	Draggable points (shown when Diverge is on) that position each channel in the field; they become the listener "heads" in Doppler.
Ext SC	Drive the field from an external sidechain. (With Ext SC on and nothing patched, the field goes static.)
Width	Detunes the left/right notch frequencies for moving stereo spread (subtle by design; inactive in Vibrato, TZ Flange and Doppler). Default 0.
Input / Output	Gain trim in/out (±24 dB).
Mix	Dry/wet (default fully wet).

Tracking vs mixing: the **Latency** setting (gear menu) offers **Low latency (0)** for tracking and **Aligned (256 samples, reported to your DAW)** for phase-tight mixing. *TZ Flange always uses 256 samples.*

The 10 modes

- **Morph** — the signature adaptive blend.
- **Phaser · Flanger · Chorus** — the classics, driven by the field.
- **Vibrato** — the exception: a dedicated audible LFO (3–9 Hz), full-wet pitch wobble (not signal-driven).
- **Resonator · Formant** — pitched / vowel-like colouration.
- **TZ Flange** — through-zero flanging (jet sweeps); here the *Coherence* slot becomes **Depth**.
- **Barberpole** — endless-rising/falling shift.
- **Doppler** — pitch/space movement as if the source flies past (probes = listener heads; Coherence inactive).

Quick recipes

- **Living pad** — Mode *Morph*, Motion mid, Coherence high, Weather *Breeze*, Mix ~50 %.
- **Rhythmic phaser on keys/gtr** — Mode *Phaser*, Sync on (1/8), Trigger up so hits push the sweep.
- **Sound-design chaos** — Mode *TZ Flange* with **Depth high**, Weather *Vortex*, **Diverge on** and the probes dragged apart. (Or *Doppler* with Diverge on — skip Coherence, it's inactive there.)

Tips

- **Weather** is the fastest way in — pick a vibe, then fine-tune with Motion/Intensity.
- Turn **Trigger** up on drums/percussion to make the movement *play* with the groove.
- Turn **Diverge** on and drag the probes apart for width that *moves*, not a static widener.

Specs & support

VST3 · AU · AAX — macOS & Windows. 14-day full trial. Questions? See the **contact page** on [harmonicodsp.com](https://www.harmonicodsp.com).