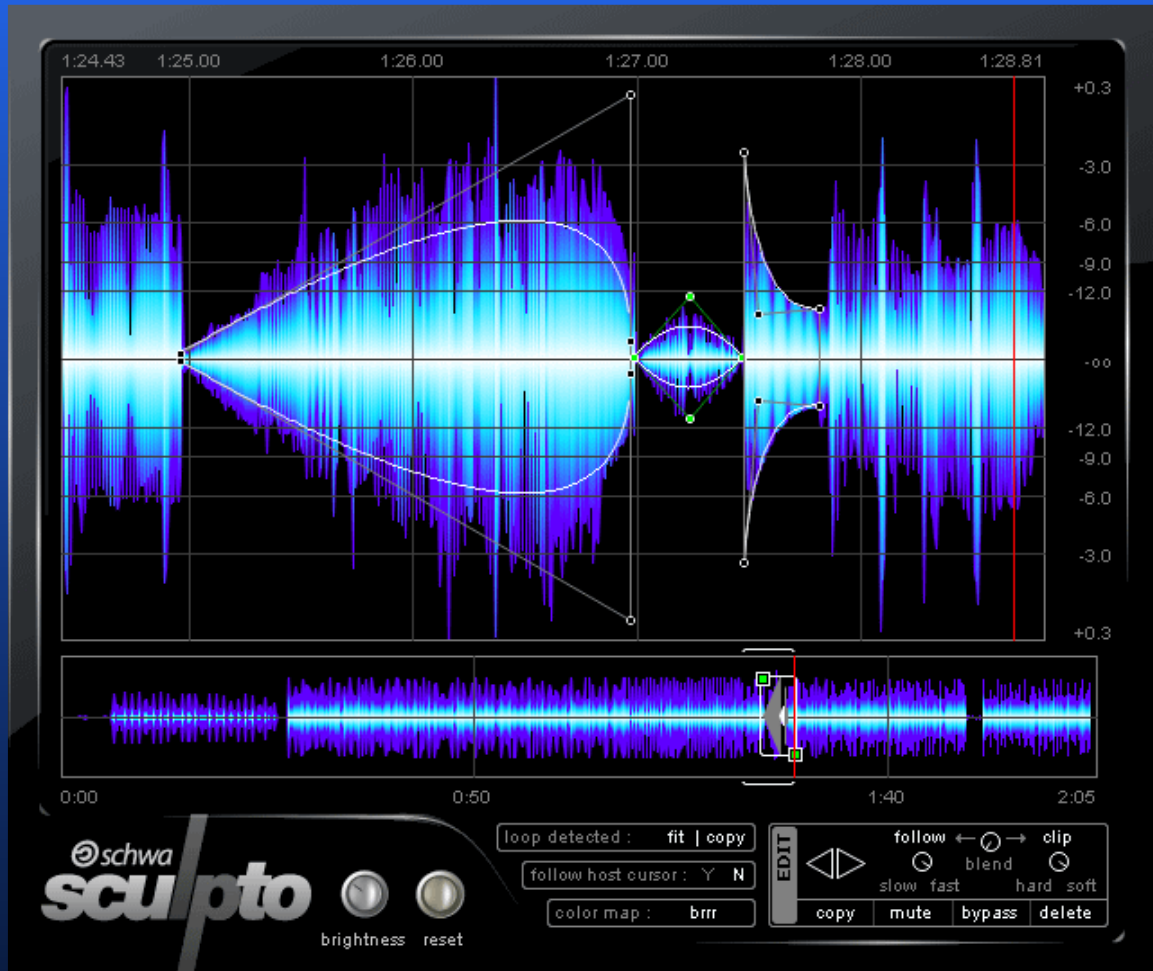




@schwa
sculpto

User Manual
v1.0

1 Introduction

Sculpto is a waveform shaping tool allowing powerful direct control over audio. **Sculpto** displays the waveform of the input audio and lets you draw curves across it to create envelopes that the audio then follows or clips to, or both, in real time, non-destructively.

Sculpto's uses include:

- **Clipped peak Restoration** : easy, smooth and repeatable reshaping of peaks.
- **Click Removal** : Clipping to an envelope allows to edit out unwanted peaks, such as clicks or room noise.
- **Transient Shaping** : Not getting the impact you need from traditional dynamic tools? Drawing an envelope in **Sculpto** allows you to visually design the dynamics of the sound. For example, if a snare drum hit isn't snappy enough, draw a new envelope around it with a sharper attack.
- **Special Effects** : Swells, rides and rhythmic re-imposition...

► **TIP** You can bring up this document from the plugin by clicking on the **Sculpto** logo.

2 Usage

■ Timeline Navigation



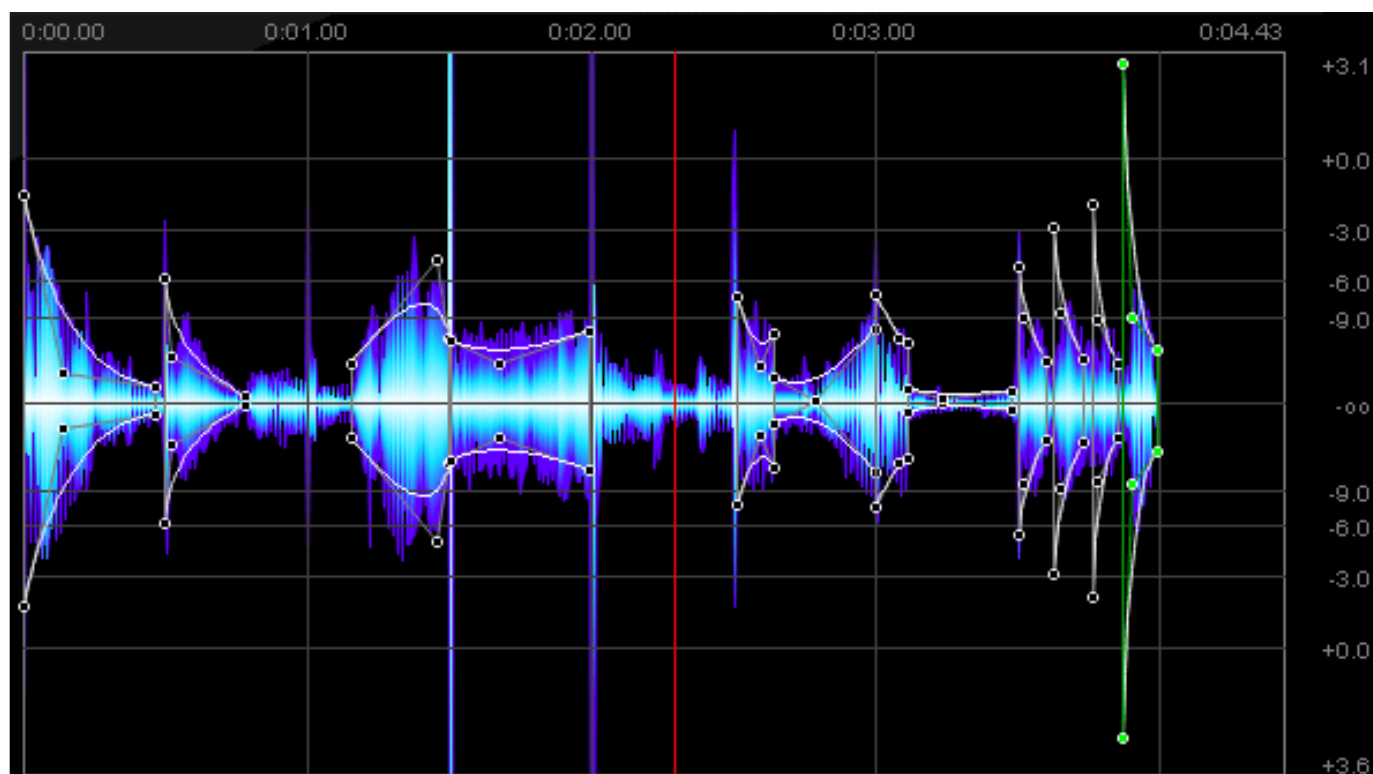
The timeline represents the entire project. Within the timeline, the box with green handles represents the area that is visible in the main edit window. Drag the box to change the time and amplitude range displayed in the main edit window, or drag one of the green handles to zoom in or out on a particular time or amplitude range.

The mouse wheel also zooms the displayed time range. Double-click the timeline to revert to the default viewing window (5 seconds wide).

■ Frame Controls

- **Brightness** : Click and drag to adjust the overall brightness.
- **Reset** : Hold down for the entire 5 second countdown to delete all curves and clear the display.

■ Main Edit Window



The input audio waveform is displayed here. Drag the time or amplitude axis to scroll the display, or double-click the axis to revert to the default edit window size. In Reaper, click the time axis to set the host playback cursor.

Click in the edit window to create a bezier envelope. Each envelope has six control points, which turn red when you hover the mouse over them. Drag a control point to change the shape of the envelope. Hover the mouse over the middle of a bezier to activate all control points simultaneously, which allows you to drag the entire bezier with the mouse.

If control points of adjacent beziers overlap, they will become linked and will move together. To unlink them, drag one entire bezier away from the other.

■ Control Panel (EDIT)



The edit area affects only the currently selected bezier (which appears green in the main edit window, and white in the timeline window).

■ **Left / right arrows** : Navigate through the beziers, selecting each one in turn.

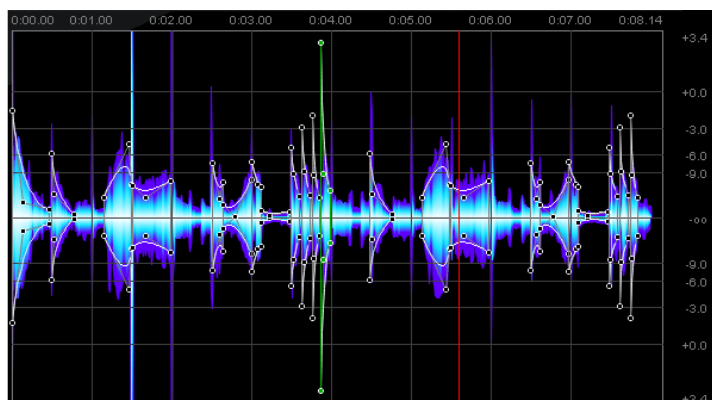
■ **Follow Speed** : Controls how quickly the audio reacts to the bezier envelope. A faster follow speed will more aggressively push the signal toward the envelope, and can overshoot the envelope creating pumping or breathing effects. A slower follow speed will more smoothly follow the envelope, with less dramatic effects.

- **Clip Shape** : Controls how the audio is clipped to the envelope. Hard clipping clamps all out-of-bounds samples to the envelope, which is useful for cleaning clicks or other noise. Soft clipping gradually scales samples that approach the envelope, which reduces the overall gain but maintains dynamic differences between in-bounds and out-of-bounds samples.
- **Blend** : Controls whether Sculpto follows or clips to the selected bezier, or somewhere in between.
- **Copy** : Creates a copy of the selected bezier wherever the next mouse click occurs in the main edit window.
- **Mute** : Mutes all audio above and below the selected bezier.

■ Control Panel (GLOBAL)



- **Loop Fit** : If Sculpto detects a loop in the input audio, you can choose to fit the main edit window exactly to the looped portion.
- **Loop Copy** : Creates a copy of all beziers within the currently detected loop, and places the copy one loop section to the right. This is useful if you have edited one measure of material and you want to apply your edits to the next measure, or to every measure for the rest of the song.



- **Follow Host Cursor** : By default, the main edit window always chases the host playback cursor. If you start editing anything in the window, Sculpto stops chasing the cursor in order to allow you to work. You can then choose to continue following the host cursor.
- **Color Map** : Cycles through different color representations of the waveform.



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If you have any support needs, or questions on usage or anything else regarding this plugin, please visit the forums at www.stillwellaudio.com.