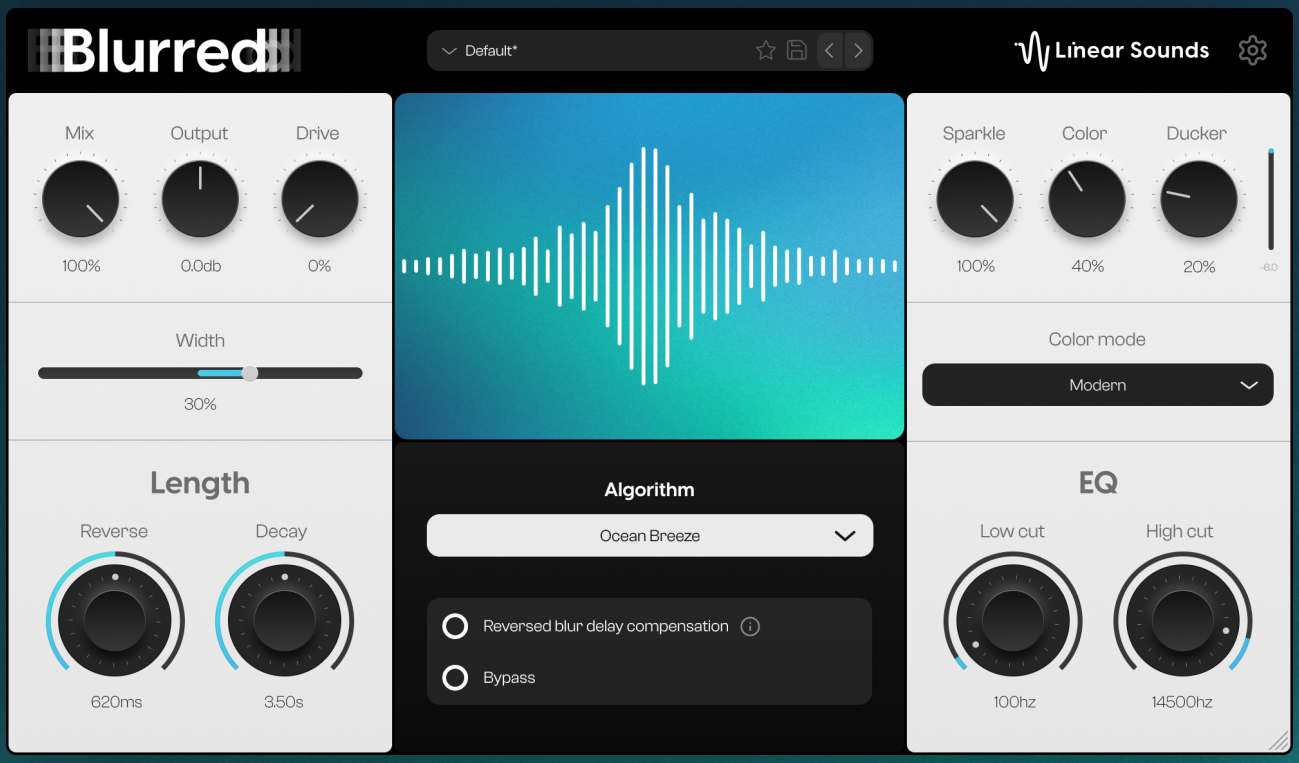
Linear Sounds

Blurred



User manual

v1.0.0

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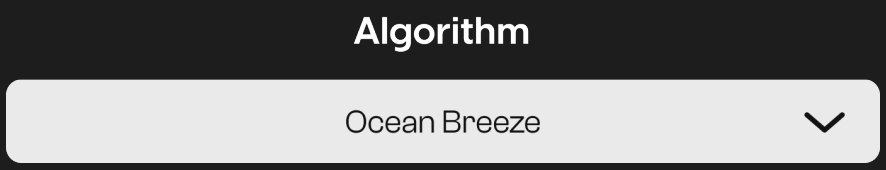
1. Introduction

Blurred is a bidirectional reverb that is capable of "blurring" the sound in both directions of time. You can use Blurred on both individual tracks or on a bus. **Blurred** is able to create ambiance, interesting texture, or reversed reverb effects. Thank you for using Blurred!

2. Parameters

2.1 Algorithm

The algorithm is the core of the plugin. Left-clicking on the algorithm dropdown provides a selection of five different algorithms. They all have **different characteristics and sounds.** All of the algorithms have an impact on factors like tone and length.



2.2 Length

The Length section has two knobs, Reverse and Decay, which set the Blurred duration.

Reverse:
The Reverse knob controls the initial 'sweep up' of the reverb, acting as the opposite of the decay.

Decay:
The Decay knob manages the reverb's tail, functioning as you'd expect in a traditional reverb.

The waveform graphic in the middle dynamically displays your adjustments.

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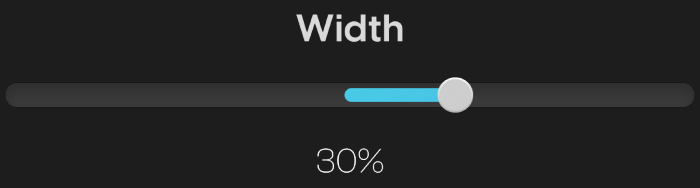
2.3 EQ

The EQ consists of a low-cut filter and a high-cut filter. They are only applied to the wet signal. The Low-Cut filter has a range from **10Hz to 1500Hz**. The Low-Cut filter is mainly for carving out low-end rumble and muddiness. The High-Cut filter has a range from **100Hz to 20000Hz**. This can help to smooth out the upper end of the 'blurred' signal, removing any harsh or piercing elements that might clash with other elements in the mix.

2.4 Width

The Width parameter is used to determine the stereo spread of the effect. This parameter is also only applied to the 'Blurred' signal.



A setting of **-100%** results in mono.
A setting of **100%** provides the maximum stereo separation.
A setting of **0%** is the center and equals no stereo processing at all.

> Note: In the mono version of "Blurred", the "width" parameter is not available. As a result, it cannot be changed, and the handle will not be visible.

2.5 Sparkle

The Sparkle parameter beautifully blends a sparkling octave above the primary sound, adding an enchanting layer of shimmer and brilliance. It's processed before the reverb in the chain, but only applied to the Blurred signal. While it does require slightly higher CPU usage, any associated performance impact is typically imperceptible.

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2.6 Drive

The Drive control adds a distortion layer. You can use it to **mix from subtle saturation** to harsher more **distorted tones**. The Drive knob will only affect the Blurred Signal.

2.7 Mix

The Mix parameter is used to **blend the original unmodified signal and the 'Blurred' signal.** A setting of 0% will result in the output being only the original sound coming into the plugin. **A setting of 100%** will result in the output being **only the wet/'Blurred' signal**

Mix lock mode

By **pressing the "Mix" text over the mix knob**, you can enable the mix lock mode. This mode will disable the mix knob in the GUI. Once enabled, you can **switch presets without affecting the mix** knob. However, automation values will still be followed.

2.8 Bypass

The Bypass button works like a quick A/B comparison. It does not introduce audio glitches when activated, unlike some DAWs. Please note that **Blurred continues to process the audio in the background**, so bypassing using this button will **not** save you any processing power.

2.9 Output

The Output knob **controls** the **gain** of the **'Blurred'** signal.

2.10 Color

The Color knob lets you **add color to the wet signal**. There are **three different** colors to choose from: Modern, Vintage, and Antique. Each will add a different flavor.

2.11 Ducker

The Ducker will **reduce the volume** of the wet signal when the dry signal (e.g., vocals) is playing. This technique **ensures that the dry signal is not overwhelmed by reverb**, allowing for a clear presence while still achieving a pronounced reverb tail.

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3. Reversed blur delay compensation

This feature **introduces a delay** to the dry signal and your project using plugin latency. This ensures that the reversed signal aligns with the dry signal. **Depending on the current algorithm selected and the current reverse knob value,** this may result in significant latency. The latency will always be equal to the time defined under the reversed knob. **We recommend freezing, bouncing, or using Drag Export for the track if you are using this option.**

The maximum latency supported is 1.0 seconds due to limitations imposed by certain Digital Audio Workstations (DAWs). Consequently, **we do not permit latency exceeding this** threshold. If you have a reverse time greater than 1.0 seconds and activate "Reversed blur delay compensation", **a pop-up will appear to explain this constraint** and warn you that the reverse time will be adjusted if you choose to proceed.

Here's a visual example with the Reverse knob and Decay knob on max:

Delay compensation off:

Delay compensation on:

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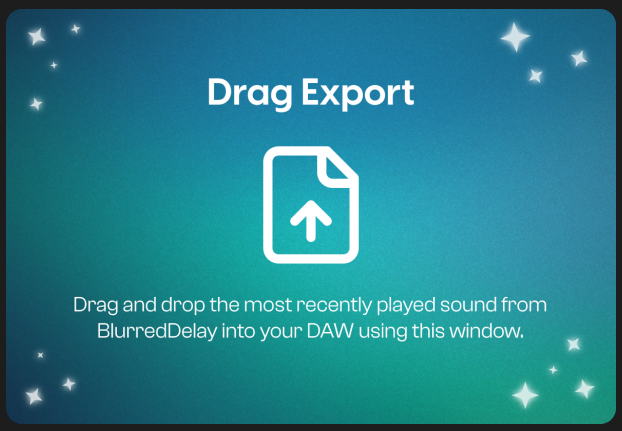
4. Drag Export



This feature allows you to export your sound by **simply dragging it directly from the waveform** displayed at the center, right into your Digital Audio Workstation (DAW). Blurred **continuously monitors the sound** coming out of the plugin, detecting when it starts and stops. It then **preserves** that specific portion of the sound, ready for you to drag it out from the plugin. You can see when Blurred is listening for a sound by hovering over the waveform while playing audio. If you want to manually stop the recording you can stop the playback in your DAW.

The exported files are stored in:

macOS:

```
/Users/[Your Username Here]/Documents/Linear Sounds/Blurred/Exported Audio
```

Windows:

```
C:\Users\[Your Username Here]\Documents\Linear Sounds\Blurred\Exported Audio
```

> Note: The Drag Export screen will only appear when hovering over the waveform in the middle when there is a sound saved and ready to drag out.

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5. Presets

Blurred includes a range of **preinstalled presets** that offer a diverse selection of effects. These presets can be used as starting points for your own experiments or to quickly achieve a particular sound without needing to adjust individual parameters manually.

You can **find all the presets** by clicking on the **preset bar at the top of** BlurredDelay. We feature 6 different categories with presets and a user folder where all the user preset are saved. The 6 included categories are: Vocals, Drums, Keys, Guitar, Pads, FX.

You can **create your own custom presets** by adjusting the various parameters of the plugin and then saving the settings as a new preset. To do this, **simply hit the** **button** and assign a name to your preset.

If you find that you no longer need a particular preset, you can easily delete it by left-**clicking on the** **icon** that appears when hovering over the preset. This will prompt a confirmation pop-up. This will delete the preset file permanently. You are only able to delete presets in the 'User' folder.

If you find the need to edit a preset you can **click on the** **icon.** This will open a menu that will let you change the name and the description of the preset.

To add a preset to your favorites, click on the ☆ button. Once saved, you can select the "Sort by: ☆ " button on the right side on the preset dropdown when entering a category, to sort out only the starred preset in that category.

> Note: The order of the presets in the "User" folder is based on their creation date, with newer presets appearing lower on the list.

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6. Options

6.1 Reset scale to 100%

This option **resets the GUI scaling** to the default scaling. To change the scaling, simply **drag the bottom right corner** of the plugin interface to extend or retract it to the desired size. The scaling settings will be saved in the plugin's config files, so that the next time you open the plugin, your settings will be preserved. The shortcut for this is 'Command + O'.

6.2 Check for updates

The plugin will **check for updates in the background**. If an update is available, you will receive a notification on the menu icon. You can click 'Check for Updates' to **manually search for an update**. If an update is available, you can click the 'Update' button to be taken to the download page for the latest version of the plugin.

6.3 Fancy Graphics

When the 'Fancy Graphics' option is enabled, Blurred will add a lot of animation and small details that will make it more fancy. Disabling this feature may lead to some CPU savings, the difference is typically really minimal. This setting will be remembered across all different instances of Blurred. This setting is only available on Mac at the moment. We plan on supporting this feature on Windows later this year.

6.4 Dark mode

The Dark mode feature in our plugin offers an alternative visual theme designed for **enhanced readability and comfort**, particularly in low-light environments. This mode is ideal for long working sessions, reducing eye strain and improving focus. This setting will be remembered across all different instances of Blurred.

6.5 Tooltips

This feature allows you to **switch between displaying and hiding tooltips** that emerge when you hover over any control, such as knobs or buttons, in Blurred.

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6.6 Low Latency

Enabling Low Latency Mode **reduces the plugin's latency** from 100ms to 0ms. This is achieved by **not compensating** for the time taken by the pitch shifter processing. As a consequence, the **"sparkle" layer** may sound **slightly out of sync** with the original audio. This setting will be unique to every Blurred and the default is always off.

Please note that if you have enabled "Reverse Blur Delay Compensation," the plugin will still maintain the amount of latency indicated by the reverse knobs.

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