



**SOUND  
PARTICLES**



# **Air | Music Edition**

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v 1.0



## Welcome Note

Welcome to Air | Music Edition!

I still recall doing a presentation at Paramount (Technicolor) and having a user ask if Sound Particles applied Equalization (EQ) based on distance. Although Sound Particles didn't have this feature, that idea lingered in my mind, especially for passing-by sounds.

Later on, when we created the Doppler plugin, we decided to add it – having the exact frequency response you get from distance attenuation. We liked the result so much, we decided to create a specific plugin for it, and “Air | Music Edition” was born

Enjoy! And if you have any question or suggestion, don't hesitate to contact us. We REALLY love to receive feedback from our users.

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# Air | Music Edition

The “Air | Music Edition” plug-in simulates the frequency response you get from different places of the stage or the recording studio.



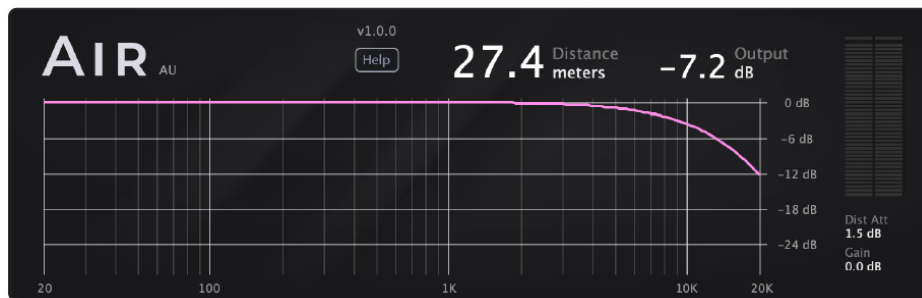
- The main knob is the **Distance**, and the most important parameter.
- **Foot/Meter**: the switch that interchanges between the units you prefer to use, between foot/miles/°F (imperial) or meter/km/°C (metric).
- **Distance Attenuation**: controls the amount of additional attenuation due to *Distance*. If you want to use “Air | Music Edition” with automation to animate a moving sound, changing not only the *EQ* but also the *Gain*, use the *Distance Attenuation* to control the variation of the audio gain. The value entered here controls the amount of attenuation

that you get every time that you double the distance. For instance, a 3dB value means that if you get a -20dBFS signal at 10 meters, you will get -23dBFS signal at 20 meters, -26dBFS signal at 40 meters, and so on.

- **Gain:** The final gain of the plug-in's output.

## 1.1 Display

The display will show you additional information to help you with your task.



On the top area, you can see:

- The version of the plug-in (e.g. 1.0.0)
- A “**Help**” button that will open this manual
- The **Distance** from the subject, with its value according to the preferred unit of measurement.
- The **Output** value that represents how much the audio output gain is affected according to the *Distance*, *Distance Attenuation* and *Gain* values considered altogether.
- If there is an update available for *Air | Music Edition*, the message “New update available at [soundparticles.com](https://soundparticles.com)” will appear, and by clicking it you will be redirected to [soundparticles.com](https://soundparticles.com) to further get the new update.

On the center, you can see:

- The **EQ plot**, a graph of the frequency response (20 – 20.000 Hz), with the Pink line representing the frequencies attenuation being applied to the input audio.

On the right side, you have the VU Meters:

- **Output VU**, with the level of each output channel. The number of channels shown on the VU correspond to the number of outputs of the plug-in.
- **Dist Att**, which represents the *Distance Attenuation* value.
- The **Gain** value.

# Additional Notes

## Knobs

- Drag the knobs to change their value.
- Dragging up or right to increase their values; dragging down or left to decrease their values.
- Use *Shift* or *Control* or *Command* key (*cmd* / *⌘*) during dragging, to fine tune its value.
- Use *alt/option* + click, to reset to its default value.

## Check for updates

If the plug-in 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 top of the display.

To achieve that, Sound Particles Air | Music Edition plugin tries to access a simple XML file located at <https://www.soundparticles.com>.

SOUND PARTICLES AIR | MUSIC EDITION DOES NOT SEND ANY INFORMATION FROM THE USER ONTO THE INTERNET.



## Support

If you detect a bug, if you got 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](mailto: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 for us.

"Help us help you"

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