



# Corrosion v2

Multi-algorithm distortion

**AAX + AU + VST** effect plugin for Mac/Windows/Linux

Designed and developed by **Sinevibes** ©2017-2024



# INTRODUCTION

**Corrosion** is a multi-algorithm distortion effect plugin. It is based on a DSP engine built with 4x oversampling, which uses analog-style anti-aliasing filters for an unusually smooth but robust sound character. **Corrosion** includes a wide selection of different distortion algorithms, from classic clippers and folders to very unique curves invented at Sinevibes. Distortion gain can go up to 24 dB and has a tilt control for natural stereo width effects, plus the plugin also features an exponential gate which can be used for both for noise reduction on analog recordings - as well as more creatively to “chop” audio. With its special ability to adjust the upsampling filter’s cutoff frequency and mix in the dry input signal processed via a steep high-pass filter, **Corrosion** delivers a huge variety of sophisticated distortion effects, from subtle boosting and drive all the way to dramatic waveform bending, warping and destruction - and it does so via extremely simple controls.

# SPECIFICATIONS

## SOUND ENGINE

- Distortion engine with 15 different algorithms and 4x oversampling
- Flexible frequency crossover capabilities with simultaneous control of distortion upsampling filter and dry signal high-pass filter
- Gain tilt control for stereo width effects
- Built-in exponential noise gate with variable threshold, attack, and release
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

## GRAPHIC INTERFACE

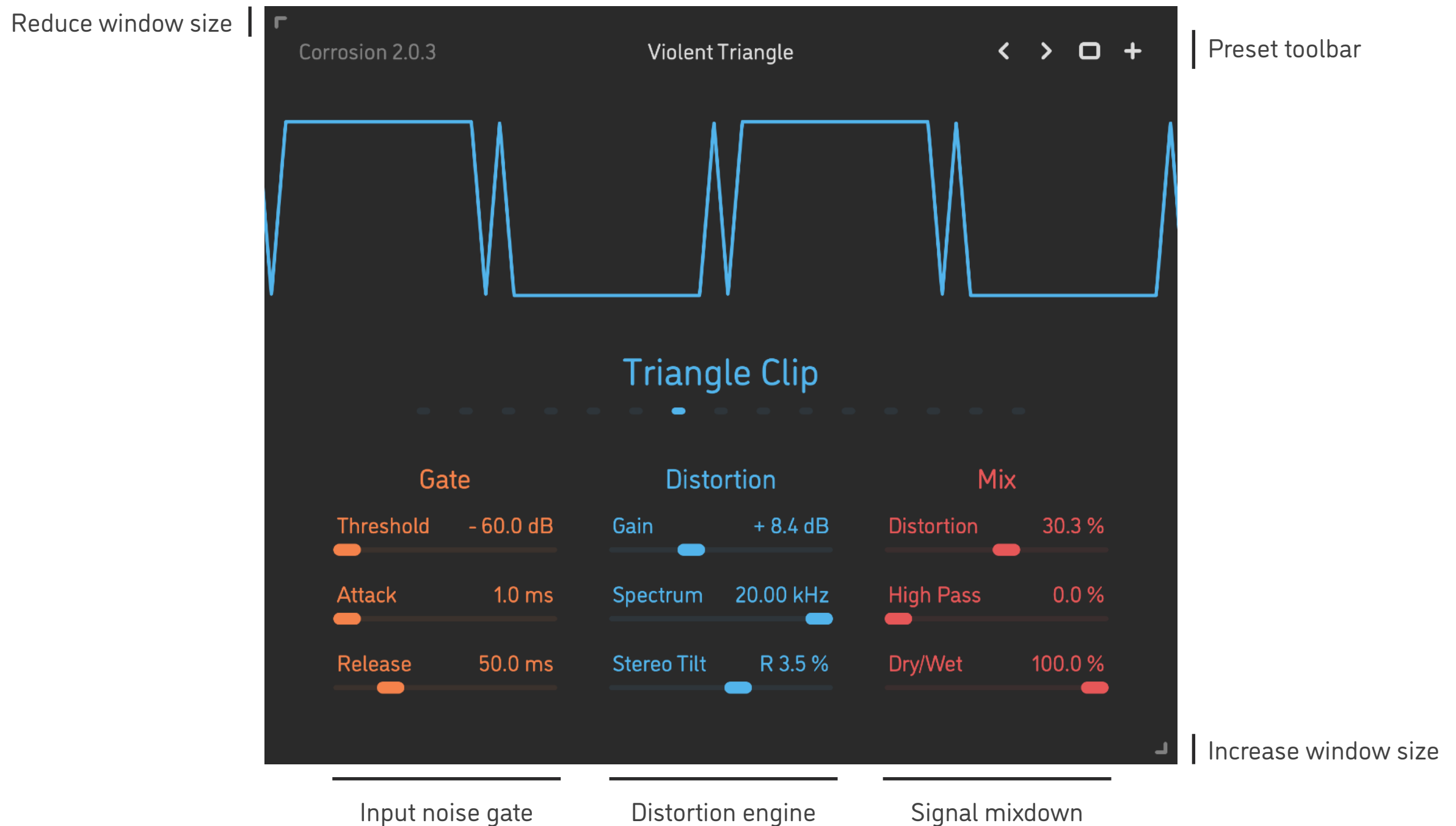
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

## SUPPORTED FORMATS

- **Mac:** 64-bit **AAX, AU, VST3** plugins for Intel and Apple Silicon processors, requires Metal graphics support and macOS 10.9 or later
- **PC:** 64-bit **AAX, VST3** plugins for x86 processors, requires Windows 8.1 or later
- **Linux:** 64-bit **VST3** plugin for x86 processors, requires a fairly recent Linux distribution

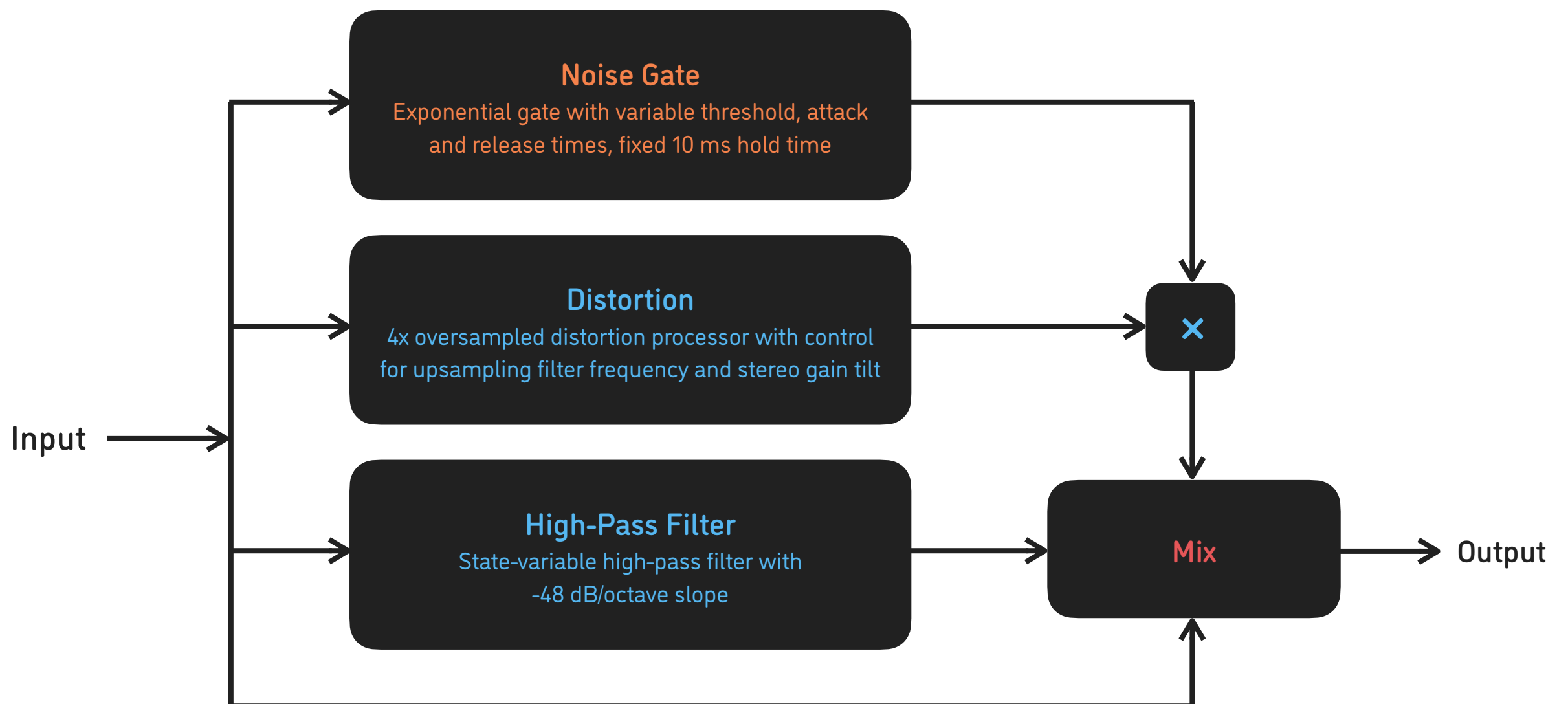
# INTERFACE

**Corrosion** features a fully vector-based interface, with color-coded elements for effective visual grouping. The plugin allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Corrosion** is loaded.



- Hold *shift* and drag a slider to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows, Linux), or *double-click* any knob to recall its default setting.
- To fully initialize all plugin's parameters, load the preset named *Default* from the *Factory* or the *User* bank.

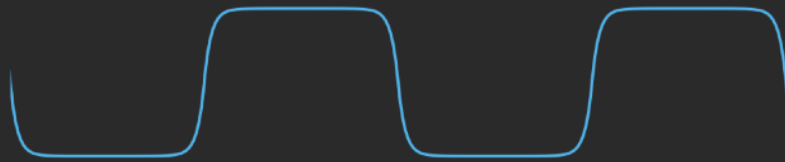
# DSP DIAGRAM



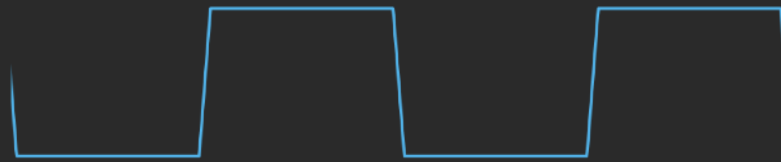
# PARAMETERS

Threshold	-60 .. 0 dB	Threshold level of the input noise gate
Attack	1 .. 100 ms	Gate attack time
Release	1 .. 1000 ms	Gate release time
Type	...	Select the distortion algorithm type: Exponential, Parabolic, Sine Clip, S-Curve, Soft Clip, Hard Clip, Triangle Clip, Triangle Foldback, Single Foldback, Multi Foldback, Sine Bend, Sine Foldback, Sine Shred, Binary Shred, Symmetric Warp
Gain	0 .. +24 dB	Distortion gain level
Spectrum	20 .. 20000 Hz	Simultaneous adjustment of the cutoff frequency for low-pass upsampling filter in the distortion engine and the high-pass filter applied onto the dry input signal
Stereo Tilt	-20 .. +20 %	Gain difference between left and right channels
Distortion	0 .. 100 %	Output level of the distortion engine
High Pass	0 .. 200 %	Output level of the high-pass filter
Dry/Wet	0 .. 100 %	Balance between dry input signal and the wet processed signal (the sum of the distortion engine output and the high-pass filter output)

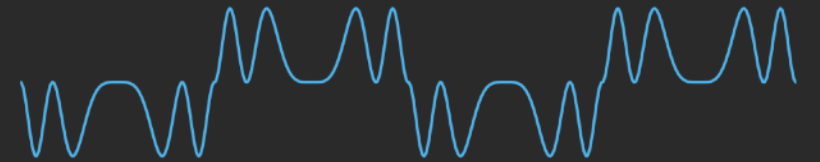
# ALGORITHMS



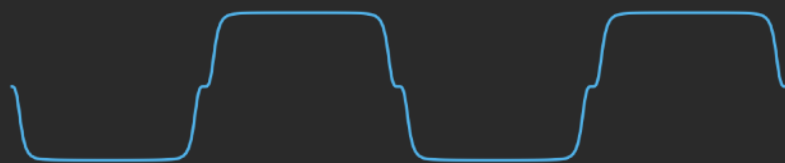
Exponential



Hard Clip



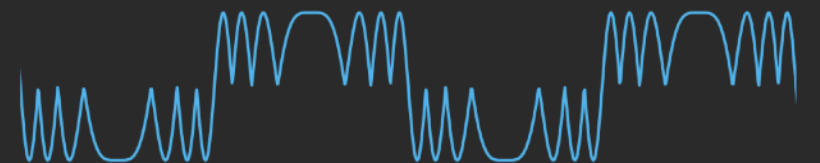
Sine Bend



Parabolic



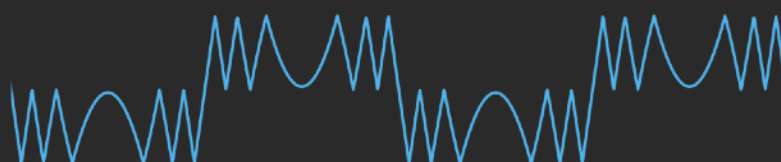
Triangle Clip



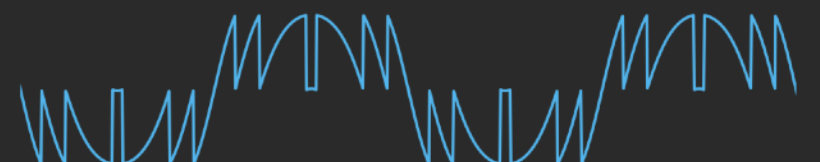
Sine Foldback



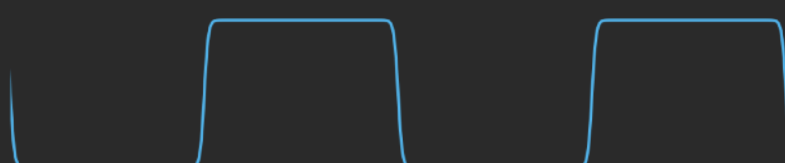
Sine Clip



Triangle Foldback



Sine Shred



S-Curve



Single Foldback



Binary Shred



Soft Clip



Multi Foldback



Symmetric Warp



# PRESETS

**Corrosion** features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name

Click the preset name at the top to show the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows, Linux) to reveal the actual preset file in the system file browser.



Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.



Switch to the next preset in the current bank.



Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.



Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets



**SINEVIBES**

***DOWNLOADABLE  
SUPERPOWERS***