



KORG FX

Second-generation effect plugin collection for

KORG NTS-1 mkII

KORG NTS-3

INTRODUCTION

KORG FX is a collection of DSP effects for KORG's *second generation* of plugin-capable devices, built using the innovative and highly acclaimed algorithms developed at **Sinevibes**. These plugins are the true **downloadable superpowers** which allow you to integrate unprecedented sonic flexibility within just a single piece of gear – and fully customize it according to your unique creative taste.

FEATURE HIGHLIGHTS

- Studio-grade DSP algorithms, calibrated specifically for KORG's second-generation hardware platform
- Individually chosen mapping for every plugin parameter, providing a very natural control feel
- Built-in lag filters for noise-free, ultra-smooth parameter adjustment
- Tested and optimized for maximum performance and stability on each individual device type

DEVICE COMPATIBILITY

- KORG **NTS-1 mkII** synthesizer
- KORG **NTS-3** kaoss pad

BEFORE YOU START



Before you install any third-party plugins on your KORG device, please make sure that you have the latest **system update**. Older system versions can have major issues with newer plugins due to feature discrepancies in the software. And you should keep the **KORG KONTROL EDITOR** application updated on your computer as well.

Follow the links below to check and download the latest system update for your device:

- Software for KORG [NTS-1 mkII](#) synthesizer
- Software for KORG [NTS-3](#) kaoss pad

INSTALLING THE PLUGINS

Step 1

Connect your device to your computer via a USB cable and turn it on

Step 2

Launch the **KORG KONTROL EDITOR** application and make sure it receives all the content that is currently installed on the device

Step 3

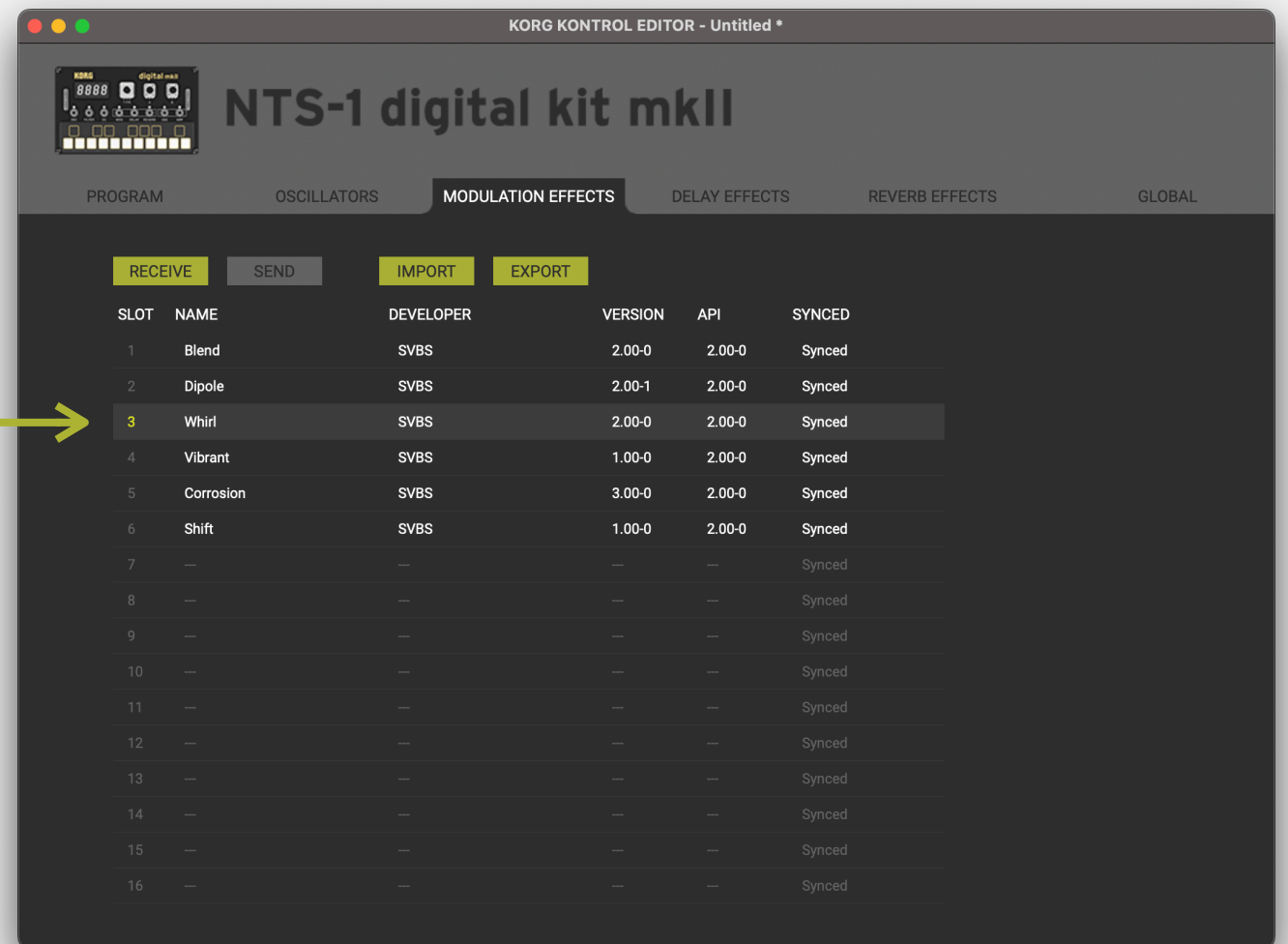
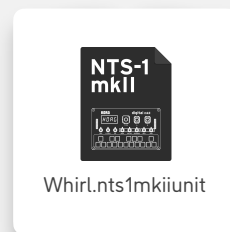
In the app, navigate to the effect group that matches the type of the plugin that you are installing: modulation, delay, or reverb. Note: on the **NTS-3**, you only have one generic effect group and all plugin types are installed in this group

Step 4

Drag and drop the plugin file into any slot

Step 5

Click the **SEND** button to install the plugin on your device



To get the latest versions of these plugins, visit the **Sinevibes** website and request your downloads:
www.sinevibes.com/updates

USING THE PLUGINS

NTS-1 mkII

1. Press the MOD, DELAY or REVERB button according to the plugin slot you would like to access.
2. Rotate the the TYPE dial to scroll through factory effects, which are then followed by user effect plugins.
3. The two main parameters of each plugin can be adjusted by rotating the A and B knobs on the front panel. Additionally, the dry/wet mix parameter of delay and reverb plugins can be adjusted by holding the DELAY or REVERB button (correspondingly) and rotating the B knob.
4. To enter the edit mode for the additional parameters in each plugin, hold the MOD, DELAY or REVERB button and rotate the TYPE dial. In this mode, the TYPE dial scrolls between the different additional parameters and the B knob adjusts the value of the currently selected parameter. Press any button to get back to normal operation.

NTS-3

1. Press the FX1, FX2, FX3 or FX4 button according to the plugin slot you would like to access.
2. Rotate the the TYPE dial to scroll through factory effects, which are then followed by user effect plugins.
3. Each plugin has default mappings for the FX DEPTH slider and the XY pad. FX DEPTH slider typically assigned to adjust the effect's dry/wet mix, and the XY pad is assigned to the two main parameters. These mappings can also be fully changed and customized via the edit mode.
4. To enter the edit mode for all the available parameters in each plugin, hold the EDIT button and then press the FX1, FX2, FX3 or FX4 button. In this mode, the TYPE dial scrolls between the different additional parameters: choose a parameter, press the TYPE dial to select it for editing, rotate the TYPE dial to select VALUE – and then use either the FX DEPTH slider or the X axis on the XY pad to set the parameter value. In the exact same way, you can also change the control mapping of each parameter. Press any button to get back to normal operation.

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Albedo v2

GRANULAR CLOUD REVERB

PLUGIN GROUP: **REVERB**



Albedo is a *granular cloud reverb*. It records incoming audio into a buffer, and at the same time plays up to 16 looping segments from it. Each segment – or “grain” – has a random size and position within the buffer, and as all of them are mixed together, a lush “cloud of sound” effect is produced. Thanks to dual envelope generators per grain, parameters such as playback speed, detune, and direction have continuous adjustment with perfectly smooth transitions. The algorithm can also “freeze” its buffer and keep playing the granular cloud eternally, allowing you to layer the original input signal on top – and making this plugin a great performance tool.

SIZE	Adjust the relative grain size 0 .. 100 %
FEEDBACK	Adjust the overdubbing feedback amount (buffer freeze function is activated above 90%) 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
GRAINS	Set the amount of grains in each channel 1 .. 16
SPEED	Adjust the grain playback speed ratio 50 .. 200 %
DETUNE	Adjust the grain playback speed detune 0 .. 10 %
REVERSE	Reverse grain playback switch on/off

Blend v2

MULTI-VOICE CHORUS

PLUGIN GROUP: MODULATION



Blend is a *multi-voice chorus*. It's comprised of four fully independent layers – two per channel – modulated by four parabolically-shaped LFOs with proportional phase offsets. The multi-layer pitch detune effect is emphasized by separate 20% feedback loops in each stereo pair of layers, as well as 25% signal crosstalk between the channels. With such a unique setup, this algorithm creates deep unison and ensemble effects with great density, natural smoothness, and lush stereo field. The parameter range is extremely wide, making the plugin capable of both subtly detuned as well as highly dissonant sounds.

FREQUENCY	Adjust the chorus LFO modulation frequency 0.05 .. 5 Hz
DEPTH	Adjust the LFO modulation depth 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
STEREO	Adjust the LFO modulation stereo phase offset 0 .. 100 %

Corrosion v3

MULTI-ALGORITHM DISTORTION

PLUGIN GROUP: MODULATION



Corrosion is a *multi-algorithm distortion* processor. It features a selection of 15 different algorithms, from classic saturation, clipping, wavefolding and waveshaping – to new originals created at Sinevibes. Each of these algorithms affects the input signal in its own unique way, dramatically enriching its spectrum and emphasizing even the smallest fluctuations in the waveform. This plugin is built using 2x oversampling to reduce aliasing, giving a cleaner sound in the mid- and high-frequency ranges. It also includes gain-dependent output attenuation, and a three-stage input gate for eliminating static noise.

GAIN	Adjust the distortion gain 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
TYPE	Select the distortion algorithm Exponential, Sine Clip, S-Curve, Soft Clip, Hard Clip, Parabolic, Triangle Clip, Triangle Fold, Single Fold, Multi Fold, Sine Bend, Sine Fold, Sine Shred, Binary Shred, Symmetric Warp
OUTPUT	Adjust the wet (distorted) signal level -18 .. 0 dB
GATE	Adjust the noise gate sensitivity -96 .. -18 dB

DCM8

PLUGIN GROUP: **MODULATION**



SAMPLE RATE & BIT DEPTH REDUCTION

DCM8 (pronounced as “decimate”) is a *sample rate and bit depth reducer*. It changes the input signal's digital resolution in both time and amplitude domains, degrading its quality. This results in the typical digital distortion – frequency aliasing and quantization noise, reminiscent of vintage sampling machines. The algorithm also includes an input gate envelope for eliminating static analog noise.

SAMPLE RATE	Adjust the sample rate 100 .. 48000 Hz
BIT DEPTH	Adjust the bit depth 2 .. 14 bit
MIX	Adjust the dry/wet signal balance -100 .. +100 %

Dipole v2

THROUGH-ZERO FLANGER

PLUGIN GROUP: MODULATION



Dipole is a *through-zero flanger*. It combines two delay lines, with one able to run earlier or later in time relatively to the other, plus a switching feedback signal routing. Right around the zero time difference between the delays, this algorithm produces a “jet fly-by” effect with positive feedback – or full sound cancellation with negative feedback. Originally, through-zero flanging was achieved by playing two copies of the same recording on a pair of tape machines, and then manually controlling the difference in tape speed and position. Here, an LFO with a sine waveform is used to periodically sweep the effect’s time difference parameter.

FREQUENCY	Adjust the flanger LFO modulation frequency 0.01 .. 10 Hz
DEPTH	Adjust the flanger feedback -100 .. +100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
STEREO	Adjust the LFO modulation stereo phase offset 0 .. 100 %

Finite

GRANULAR PITCH SHIFTER

PLUGIN GROUP: **DELAY**



Finite is a *granular pitch shifter*. It uses real-time buffer recording and dual variable playback heads to speed the incoming audio up or slow it down, changing its pitch. This algorithm features high-quality spline interpolation for ultra-smooth pitch adjustment within the range of two octaves. Its built-in feedback line also applies the pitch shift recursively – enabling creation of truly ethereal, spacey sounds.

SHIFT	Adjust the pitch shift amount -12 .. +12 semitones
FEEDBACK	Adjust the feedback amount 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %

Hollow v2

VAST SPACE REVERB

PLUGIN GROUP: **REVERB**



Hollow is a *vast space reverb*. At its core is a feedback delay network – with as many as 64 connections – that produces a truly lush, almost three-dimensional reverb sound. With all settings maxed out, this engine is capable of tail times that exceed several minutes, while still having a smooth and natural decay. The algorithm also features our trademark unison-style modulation via three phase-shifted sine oscillators, adding highly melodic depth and richness.

SIZE	Adjust the virtual space size 0 .. 100 %
DECAY	Adjust the reverb tail decay time 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
PRE-DELAY	Adjust the pre-delay time 0 .. 1000 ms
STEREO	Adjust the virtual space stereo width 0 .. 100 %
DAMPING	Adjust the damping filter frequency (from low-pass to neutral to high-pass) -100 .. +100 %
FREQUENCY	Adjust the unison frequency 0.05 .. 2.5 Hz
DEPTH	Adjust the unison modulation depth 0 .. 100 %

Integer

DIGITAL-ANALOG BUFFER DELAY

PLUGIN GROUP: **DELAY**



Integer is a *digital-analog buffer delay*. It's built using variable sample rate technology: just like analog "bucket bridge device" chips, the algorithm uses a small fixed buffer and produces different delay times by varying the speed of its internal read/write clock. Thus, as the clock speed changes, it also affects the sampling resolution, degrading the sound quality as the delay time is increased. **Integer** features a sophisticated feedback system with amplification, low-pass and high-pass filters, plus a limiter that lets the signal loop endlessly without distortion. Thanks to its elastic, tape-like behavior, the pitch glides during delay time changes do not affect what's in the loop, creating those classic "dub delay" effects.

TIME	Adjust the delay time 25 .. 500 ms
FEEDBACK	Adjust the delay feedback amount 0 .. 110 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
FREQUENCY	Adjust the LFO frequency 0.05 .. 5 Hz
DEPTH	Adjust the LFO delay time modulation depth 0 .. 100 %
STEREO	Adjust the LFO modulation stereo phase offset 0 .. 100 %

Isomer

ENSEMBLE DELAY

PLUGIN GROUP: **DELAY**



Isomer is an *ensemble delay*. It has two main stereo delays offering tempo-synchronized time adjustment and near-infinite feedback. Their outputs are sent into four additional delays (two per channel) with their own individual feedback lines and with their times being modulated by four separate LFO signals. Thanks to the mutual phase offsets between these LFOs, and subtle feedback, the delay tail gets a smooth and highly musical detuning effect similar to chorus ensemble. Due to the opposing modulation between the left and right channels, **Isomer** also adds an extra dimension within the stereo field.

TIME	Adjust the delay time in 11 different tempo fractions (max. duration is 1 bar at 40 bpm) 1/16, 1/12, 1/8, 1/6, 1/8t, 1/4, 1/3, 1/4t, 1/2, 1/2t, 1/1
FEEDBACK	Adjust the delay feedback amount 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
STEREO	Adjust the LFO modulation stereo phase offset 0 .. 100 %

Luminance v2

PLUGIN GROUP: **REVERB**



SHIMMER REVERB

Luminance is a *shimmer reverb*. It's a novel take on this highly coveted effect: an ethereal reverb whose tail gradually pitch-shifts itself upwards or downwards. The plugin is based on a feedback delay network with a built-in a granular pitch shifter and chorus-style modulation. Thanks to the very unique and meticulously executed tuning of its individual components, **Luminance** gently follows the original musical content and creates a rich background sound layer – reminiscent of a gorgeous, dreamy symphony of strings or pipe organs.

SIZE	Adjust the virtual space size 0 .. 100 %
DECAY	Adjust the reverb tail decay time 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
PITCH	Adjust the pitch shift amount -12 .. +12 semitones
STEREO	Adjust the virtual space stereo width 0 .. 100 %
FREQUENCY	Adjust the LFO frequency 0.05 .. 2.5 Hz
DEPTH	Adjust the LFO modulation depth 0 .. 100 %

Rerun

SELF-RANDOMIZING REPEATER

PLUGIN GROUP: **DELAY**



Rerun is a *self-randomizing audio repeater*. It continuously records a small sample of incoming audio, repeats it a number of times, and starts over. Each time this sampling-repetition process restarts, the sample size and the number of repeats are randomized. The effect runs independently between left and right channels.

SIZE	Adjust the average audio sampling duration 10 .. 300 ms
REPEATS	Adjust the average number of sample repeats 5× .. 25×
MIX	Adjust the dry/wet signal balance -100 .. +100 %

Shift

FREQUENCY SHIFTER

PLUGIN GROUP: **MODULATION**



Shift is a *frequency shifter*. It is modeled after the analog frequency shifter circuit that was originally developed in 1960s by the German engineer Harald Bode. This algorithm shifts each frequency partial in the input by an equal amount up or down in the spectrum, thus changing the original frequency ratios between the partials – and making the output sound more and more atonal, non-pitched.

SHIFT	Adjust the frequency shift amount 0 .. 20000 Hz
STEREO	Adjust stereo phase offset between left and right channels 0 .. 100%
MIX	Adjust the dry/wet signal balance -100 .. +100 %
POLARITY	Select whether the spectrum is shifted upwards or downwards Positive, Negative

Stator

TAPE WOBBLE SIMULATOR

PLUGIN GROUP: MODULATION



Stator is a *tape wobble simulator*. It uses a creative approach to replicate the effects of speed fluctuations in tape machines, namely wow and flutter due to uneven electric motor rotation, as well as scrape flutter caused by the friction of the tape against the tape head. The algorithm applies a tape-like high-frequency roll-off, and also models subtle phasing artifacts produced by crosstalk between the stereo channels. The final sound has a beautiful stereo vibe and can go from gentle chorusing and coloration all the way to dramatic lo-fi pitch wobble.

FREQUENCY	Simultaneously adjust the relative frequencies of the modulation sources 0.05 .. 0.5 Hz (wow) 0.25 .. 2.5 Hz (flutter) 50 .. 125 Hz (scrape)
DEPTH	Adjust the pitch modulation depth 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
STEREO	Adjust the LFO modulation stereo phase offset 0 .. 100 %
CROSSTALK	Adjust the amount of leakage between the left and the right output channels 0 .. 50 %

Vibrant

DEEP PHASER

PLUGIN GROUP: MODULATION



Vibrant is a *deep phaser*. It's based on a classic analog-inspired design which connects six two-pole all-pass filters in series, with a global feedback loop around this chain. This setup produces three deep notches in the incoming signal's spectrum, with strong yet smooth resonant peaks around them – possessing a distinct vocal-like character at higher feedback values. The plugin's built-in triangle LFO sweeps the center frequency within a musically-tuned range of 800 to 3200 Hz, which is exactly two octaves.

FREQUENCY	Adjust the phaser LFO modulation frequency 0.05 .. 20 Hz
FEEDBACK	Adjust the phaser feedback 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
STEREO	Adjust the LFO modulation stereo phase offset 0 .. 100 %

Whirl v2

BARBER-POLE PHASER

PLUGIN GROUP: MODULATION



Whirl is a *barber-pole phaser*. It is based on a Bode frequency shifter algorithm combined with a feedback loop, which produces deep spectrum sweeps that create a unique audible illusion of endless sound morphing. These sweeps are going “upwards” with negative phaser frequencies, or “downwards” with positive frequencies, and it’s possible to seamlessly transition between these states. The variable feedback amount makes it possible to go from subtle spectrum swooshes to highly resonant peaks and notches.

FREQUENCY	Adjust the barber-pole sweep frequency and direction -20 .. +20 Hz
FEEDBACK	Adjust the phaser feedback 0 .. 100 %
MIX	Adjust the dry/wet signal balance -100 .. +100 %
STEREO	Adjust the barber-pole sweep stereo phase offset 0 .. 100 %



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