

MUTANT delay

'Mutant Delay' is a host-synced delay plugin with a built-in ducker. The ducker listens to the dry source signal, and ducks the wet delay signal making space for the source signal. This setup is very useful when using more pronounced delay effects that have a lot of feedback on for example vocals, synths and percussion. It allows you to dial in extreme delay effects without losing the definition and clarity of the source signal. This setup is traditionally used a lot in vocal production, but it requires complex routing and tweaking your FX chain. With the Mutant Delay plugin you get this setup right out of the box.

The Synced Delay section of Mutant Delay offers flexible host-synced delay for the left and right channel independently, including hpf and lpf filters and a ping-pong setting. The Internal Ducker section gives you the typical threshold, ratio, attack, hold and release controls, to create room in your mix. In addition, you can mute the original signal, so you can listen to the ducked delay effect in detail or use the plugin on an effect bus. Finally, the graph on top shows you the dry source and the wet delay signal in different colours so you can also see clearly what the plugin is doing in terms of delay and ducking. Mutant Delay is a powerful tool to create a massive vocal production or to create definition in synth and percussion tracks with a lot of delay.

Logo:

The Mutant Delay logo acts as a bypass control for the whole plugin, and is smoothed to be click and pop free for unhindered A/B testing.

Mix / Mute:

The mix feature lets you mix in the wet delay signal with the source signal. If you want to listen to the ducked delay effect in solo mode or use the plugin on an effects bus, you can activate the mute feature that will mute the source signal.

Time / Feel:

For the left and right channel you can set the delay time as a fraction of a bar and the delay feel as straight, triplets or dotted notes.

Feedback / Ping Pong:

The feedback feature mixes the output of the delay back into the input of the delay line, creating a repetitive delay effect that slowly decreases in volume over time. For more interesting delay rhythms, you can use the ping pong feature to cross-mix the feedback paths of the left and right delay channel.

HPF / LPF:

The hpf and lpf filters can be used to filter the output of the delayed signal, or as dampening filters placed right into the delay's left and right feedback paths. The latter will increase the intensity of the filtering over time.

Threshold / Ratio:

With the threshold and ratio you set the intensity of the internal ducking effect. The lower the threshold the quicker the ducker kicks in based on the delay signal. The higher the ratio, the more gain reduction the ducker applies to the source signal.

Attack / Hold / Release:

With the attack, hold and release features you can adjust the behaviour of the internal ducking effect. The attack lets you ignore transients in the delay signal, the hold stabilises the generated gain reduction, and the release fades out the gain reduction. Using zero attack and long release times you can really create a lot of your in your mix.