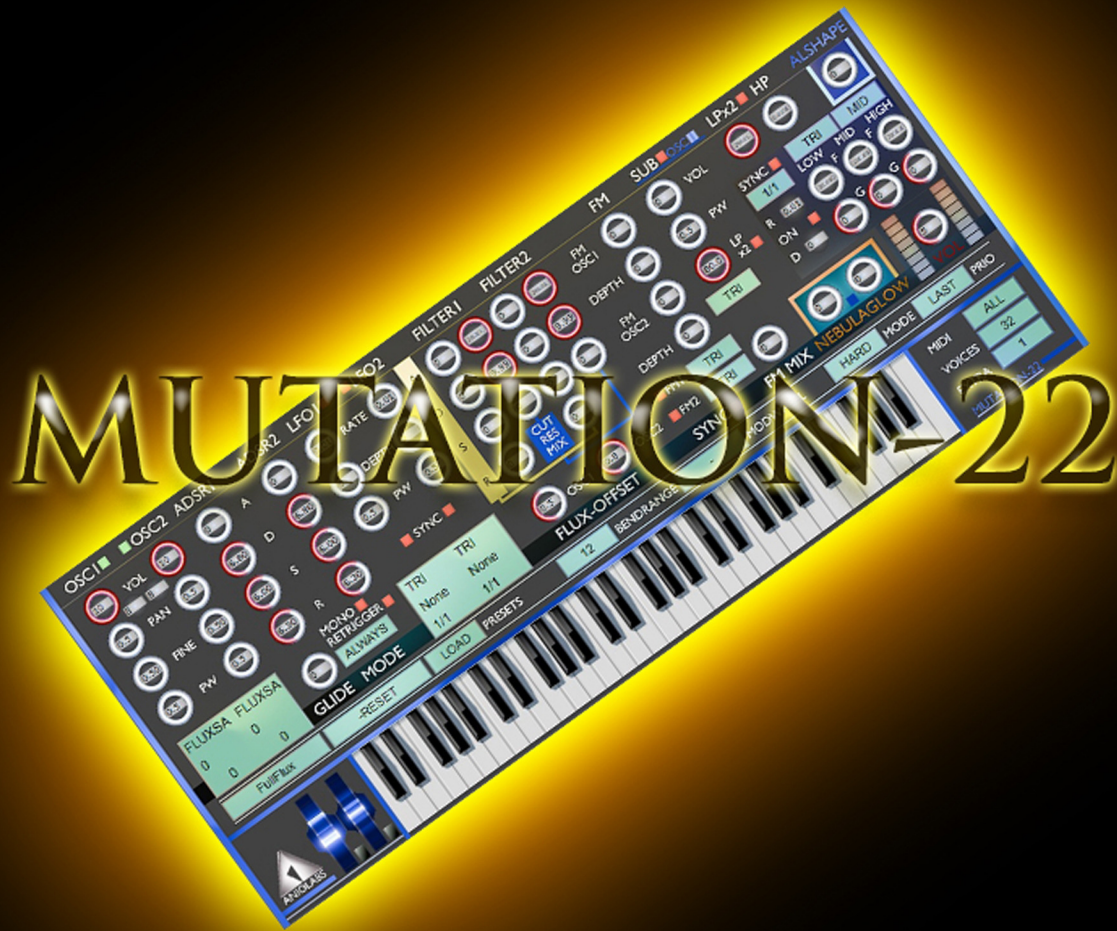


ANIOLABS



64-BIT VST3

MUTATION-22

MANUAL



"VST" IS A TRADEMARK OF STEINBERG MEDIA TECHNOLOGIES GMBH, REGISTERED IN EUROPE AND OTHER COUNTRIES."

MUTATION-22 – "WE DIDN'T ACCEPT THE LIMITS"

MUTATION-22 IS NOT JUST ANOTHER SYNTH PLUGIN. FOR OVER A YEAR WE TOOK THE FIRST RELEASED PLUGINS APART AND REBUILT ALMOST EVERY CRITICAL FUNCTION FROM SCRATCH:

OSCILLATORS, FILTERS, ADSR ENVELOPES, FLUX WAVEFORMS (FLUXSINE, FLUXSAW, FLUXRAMP, FLUXTRI, FLUXPULSE), ADVANCED FM, AND EVEN A HIGH-QUALITY REVERB (NEBULAGLOW).

THE MUTATION-22 WAS BUILT WITH ONE GOAL: TO PROVE WHAT IS ACTUALLY POSSIBLE WHEN YOU STOP ACCEPTING LIMITATIONS.

KEY FEATURES:

COMPLETELY CUSTOM-CODED OSCILLATORS WITH FLUX-OFFSET TECHNOLOGY

DUAL INDEPENDENT FILTERS WITH ALSHAPE (MID/SIDE PROCESSING)

NEBULAGLOW – A REVERB (MID/SIDE PROCESSING)

DEEP FM, SYNC, SUB-OSCILLATOR AND EXTENSIVE MODULATION

UNIQUE FLUX WAVEFORMS THAT DELIVER SOUNDS YOU HAVEN'T HEARD BEFORE

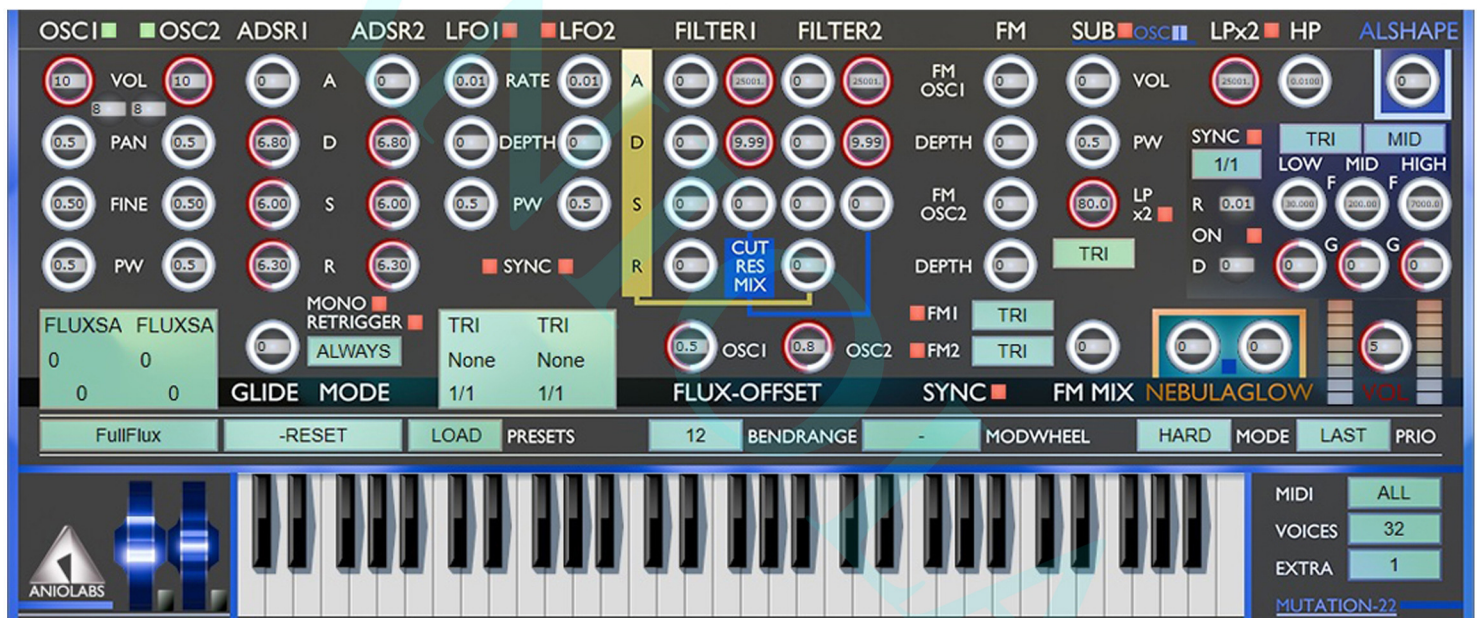
128 HIGH-QUALITY PRESETS ACROSS 9 CATEGORIES

MUTATION-22 IS THE RESULT OF PURE OBSESSION WITH SOUND AND THE REFUSAL TO ACCEPT "THAT'S JUST HOW SYNTHS SOUNDS".

IF YOU THINK ALL SYNTH PLUGINS SOUND THE SAME...
...IT'S TIME TO MEET THE MUTATION.



ANIOLABS THANKS YOU FOR PURCHASING
THE MUTATION-22 AND HOPES YOU ENJOY USING IT.





OSC SECTION:

FROM TOP TO BOTTOM;
APPLIES TO BOTH OSCs.

BYPASS FUNCTION (GREEN BUTTON)

VOLUME

FLUXWAVE VOLUME

PAN

FINE

PW

ON THE DISPLAY:

WAVEFORM

OCTAVE

NOTE

ADSR SECTION:

FROM TOP TO BOTTOM;
APPLIES TO BOTH OSCs.

ATTACK

DECAY

SUSTAIN

RELEASE





LFO SECTION:

FROM TOP TO BOTTOM;
APPLIES TO BOTH LFOs.

BYPASS FUNCTION (RED BUTTON)

RATE

DEPTH

PW

SYNC

ON THE DISPLAY:

LFO WAVEFORM

LFO ROUTING

LFO TEMPO SYNC

FILTER SECTION:

FROM TOP TO BOTTOM;
APPLIES TO BOTH FILTERS.

ATTACK

DECAY

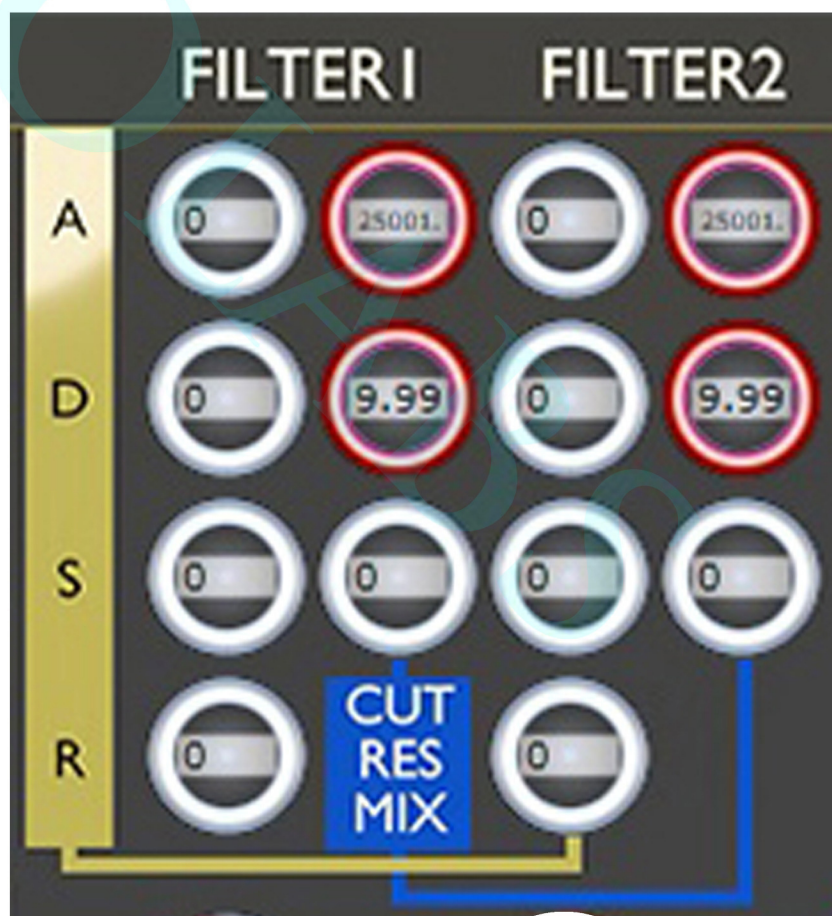
SUSTAIN

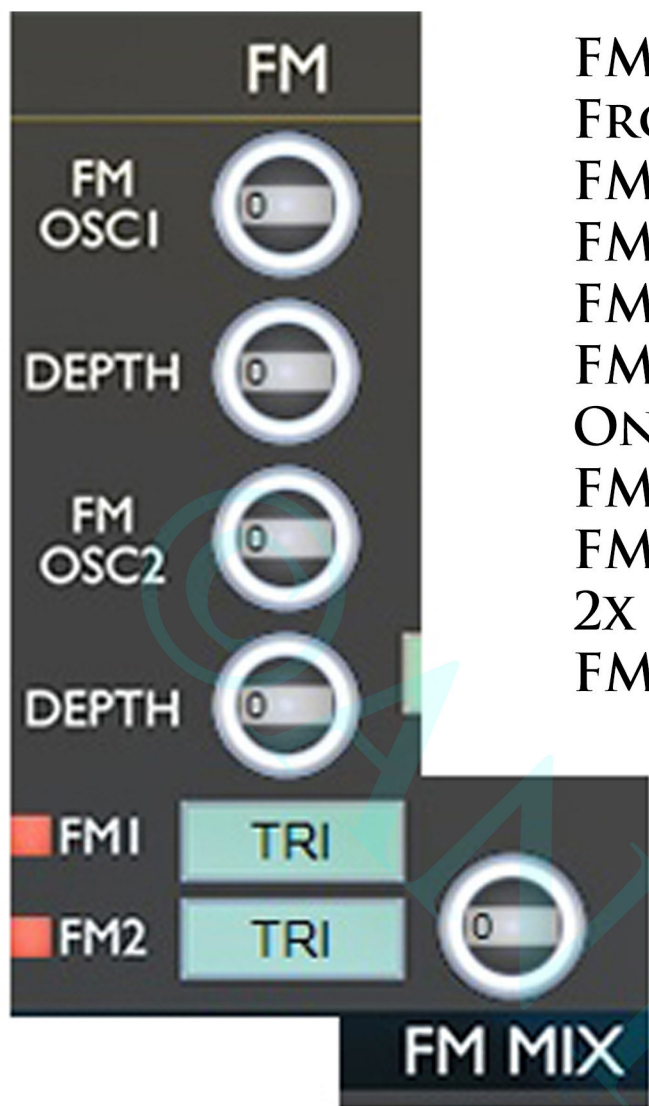
RELEASE

CUT

RES

MIX





FM SECTION:

FROM TOP TO BOTTOM;

FM OSC1

FM DEPTH OSC1

FM OSC2

FM DEPTH OSC2

ON THE DISPLAY:

FM1 WAVEFORM

FM2 WAVEFORM

2X BYPASS FUNCTION (RED BUTTON)

FM MIX

SUB BASS SECTION:

FROM TOP TO BOTTOM;

BYPASS FUNCTION (RED BUTTON)

THE BUTTON NEXT TO IT WITH

THE "1" ON IT DETERMINES

WHICH OSC THE SUB TAKES

THE ADSR FROM.

SUB VOLUME

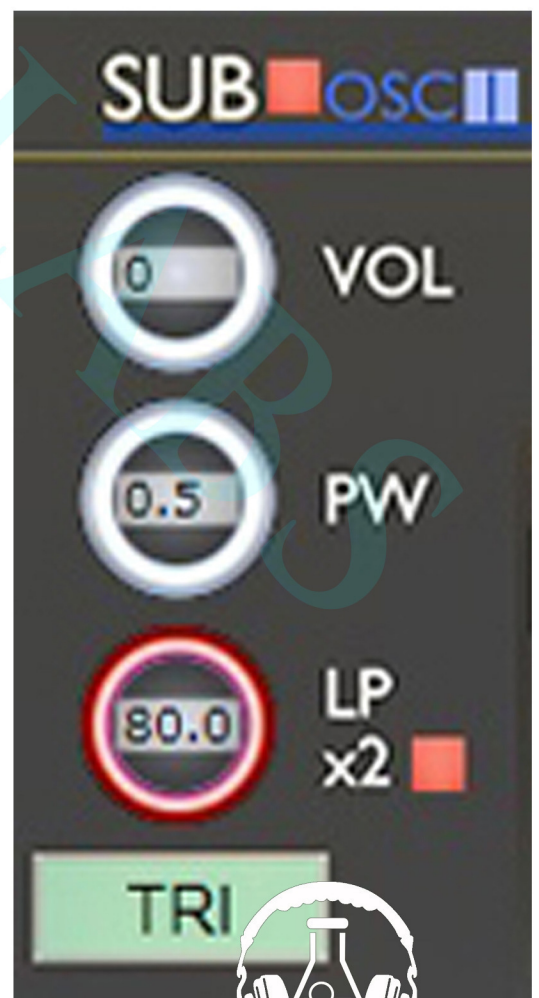
SUB PW

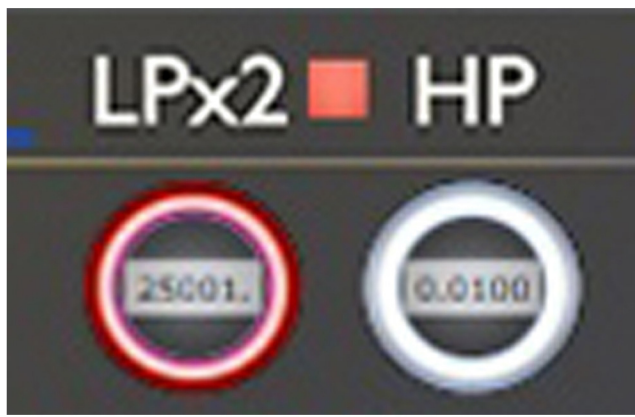
SUB LP

SUB LPx2

ON THE DISPLAY:

SUBWAVEFORM





LP / HP FILTER SECTION:
 LPx2 FUNCTION (RED BUTTON)
 CONTROLS FOR THE
 LOW-PASS AND
 HIGH-PASS FILTER
 FREQUENCIES



ALSHAPE SECTION:

ALSHAPE IS ACTUALLY A STANDALONE PLUGIN FROM ANIOLABS. IT IS A MID/SIDE EQ AND WAVESHAPER FEATURING SEPARATE LOW-PASS AND HIGH-PASS FILTERS FOR THE MID AND SIDE CHANNELS, AS WELL AS DEDICATED 6-BAND EQS FOR EACH. ANIOLABS HAS INTEGRATED A "ONE-KNOB" VERSION OF ALSHAPE INTO THE MUTATION-22.

THE HIGHER THE VALUE, THE MORE ALSHAPE BOOSTS AND CUTS SPECIFIC FREQUENCIES. IT ALLOWS SOUNDS TO BE PERFECTLY POSITIONED WITHIN THE STEREO IMAGE.





FILTERMOD SECTION:

THE FILTER MODULATOR IS ESSENTIALLY A DEDICATED LFO WITH ITS OWN 3-BAND EQ. IT ACTS ONLY ON THESE THREE BANDS—LOW, MID, AND HIGH—WITH ADJUSTABLE FREQUENCIES AND GAIN.

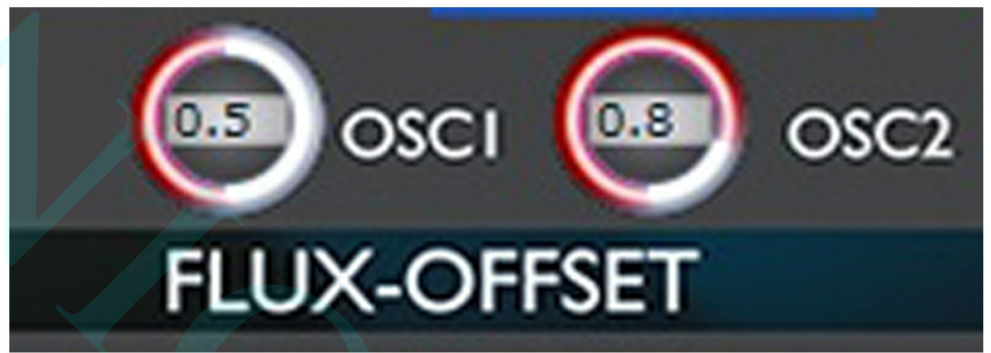
YOU CAN SELECT THE WAVEFORM AND EQ ROUTING, AS WELL AS THE RATE AND DEPTH (WITH OPTIONS FOR FREE-RUNNING MODE OR TEMPO SYNC).





HERE YOU CAN SET THE GLIDE TIME, ACTIVATE MONO, SELECT THE MONO MODE, AND ACTIVATE RETRIGGERING.

FLUX-OFFSET DETERMINES THE OFFSET OF THE FLUX WAVEFORMS. IT WORKS ONLY WITH THE FLUX WAVES, SEPARATELY FOR OSC 1 AND 2.



THIS IS THE SYNC FUNCTION FOR OSC 1 AND 2.





NEBULAGLOW

IS A REVERB EFFECT FROM ANIOLABS,
INTEGRATED IN A SIMILAR WAY TO ALSHAPE.

IT FEATURES THREE CONTROLS:

THE LEFT KNOB ADJUSTS THE REVERB'S WET MIX,
WHILE THE RIGHT KNOB CONTROLS THE BOOST.

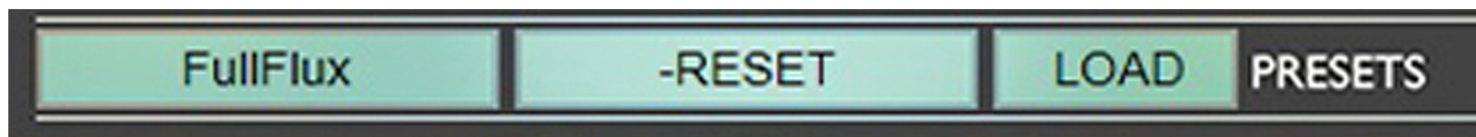
A SWITCH IN THE CENTER DETERMINES
THE BOOST BEHAVIOR

BLUE INDICATES THAT THE DRY SIGNAL IS BOOSTED,
WHEREAS YELLOW INDICATES THAT THE
WET SIGNAL IS BOOSTED.



THIS IS THE MASTER VOLUME WITH PEAK METERS
FOR LEFT AND RIGHT.

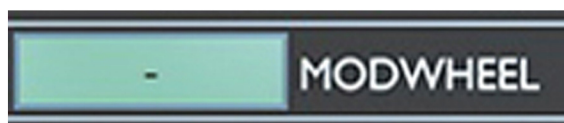




THIS IS THE PRESET MANAGEMENT.
YOU CAN SELECT PRESETS, AS WELL AS CREATE
AND SAVE YOUR OWN.



YOU CAN SELECT THE PITCH BEND RANGE HERE.
THIS ONLY WORKS WHEN USING AN EXTERNAL
MIDI DEVICE.



HERE YOU SELECT THE ROUTING FOR THE MOD WHEEL.



HARD

MODE

LAST

PRIO

MODE: CONTROLS HOW VOICES ARE RECYCLED

SOFT: VOICES ARE ALLOCATED IN A 'ROUND ROBIN' FASHION (E.G. 1,2,3...). WHEN YOU PLAY THE SAME KEY REPEATEDLY, THEN THE SAME VOICE IS RECYCLED (E.G. 1,1,1..). SOFT-STOLEN ENVELOPES DO NOT HARD-RESET TO ZERO BUT START FROM CURRENT LEVEL. THIS GIVE A FEEL SOMEWHAT LIKE A MONOPHONIC SYNTH WHERE REPEATED NOTES FADE VERY SMOOTHLY INTO EACH OTHER.

HARD: VOICES ARE ALWAYS ALLOCATED IN A 'ROUND ROBIN' FASHION (E.G. 1,2,3...).

WHEN YOU PLAY THE SAME KEY REPEATEDLY, THE PREVIOUS VOICE IS FADED OUT VERY QUICKLY.

OVERLAP - VOICES ARE ALWAYS ALLOCATED IN A 'ROUND ROBIN' FASHION (E.G. 1,2,3...).

WHEN YOU PLAY THE SAME KEY REPEATEDLY, THE PREVIOUS VOICE IS FADED OUT SLOWLY.

THIS ALLOWS REPEATED NOTES TO BUILD-UP IN INTENSITY SOMEWHAT LIKE A REAL PIANO FOR EXAMPLE. THE DISADVANTAGE IS THAT THIS MODE USES MORE CPU THAN THE OTHERS.

NOT REALISTIC ON MONOPHONIC INSTRUMENTS LIKE BASS, MAY MUDDY THE SOUND AND CAUSE FLANGING EFFECTS ON SAMPLES.

PRIO: [OFF/LOW/HI/LAST]

IN MONO MODE WHEN TWO NOTES NEED, CONTROLS WHICH NOTE SOUNDS.

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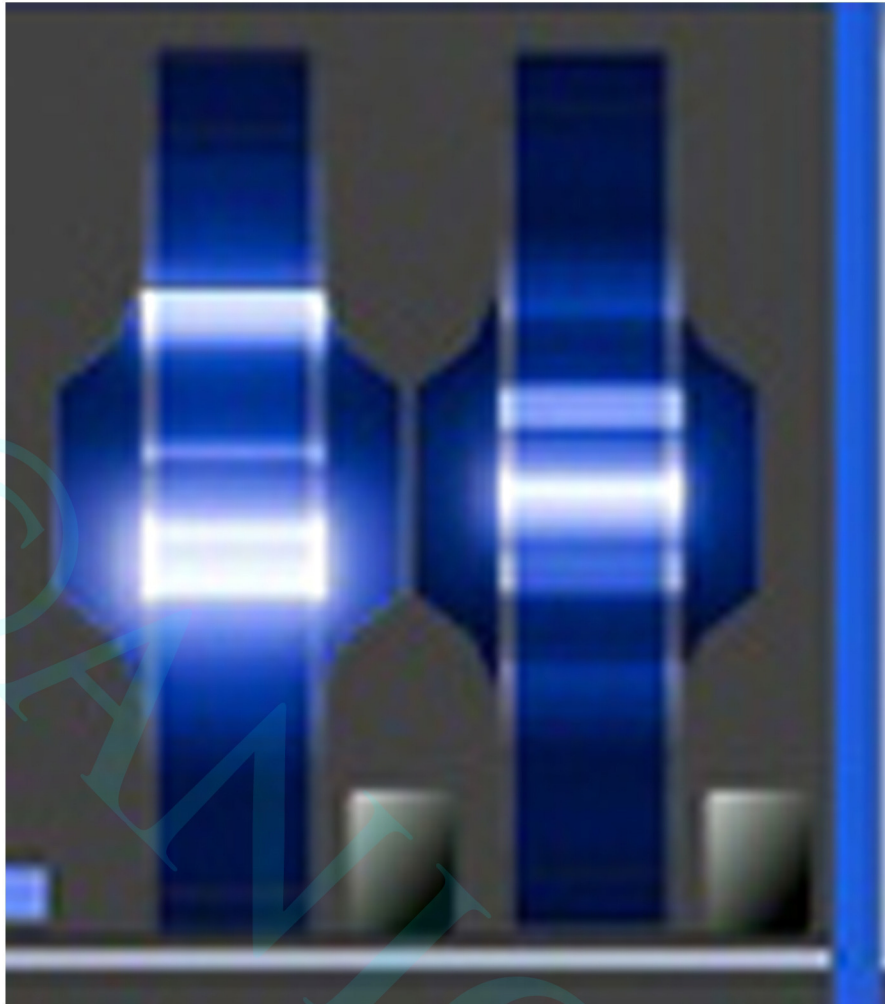
MIDI: SELECT THE MIDI CHANNEL HERE.

VOICES: HOW MANY NOTES CAN SOUND AT ONE TIME.(1 - 128)

EXTRA: THESE ARE EXTRA VOICES THAT USUALLY REMAIN UNUSED. THE POINT OF RESERVE VOICES IS TO REDUCE CLICKING DURING VOICE-STEALING.

IN THE EVENT THAT ALL THE REGULAR VOICES ARE USED UP, THESE TEMPORARY EXTRA VOICES ALLOW NEW NOTES TO PLAY WHILE THE MUTATION-22 QUICKLY FADES-OUT SOME VOICES FOR RECYCLING. 3 TO 8 RESERVE VOICES ARE USUALLY SUFFICIENT.





**PITCH BENDER ON THE LEFT,
MOD WHEEL ON THE RIGHT.**



**IF YOU CLICK ON THE ANIOLABS LOGO, YOU WILL
BE DIRECTED STRAIGHT TO THE ANIOLABS
WEBSITE FOR INSTRUCTIONS, TIPS, AND SUPPORT.**





TWO THIRD-PARTY MODULES FROM QTN WERE USED.
ANIOLABS WOULD LIKE TO TAKE THIS OPPORTUNITY
TO EXPRESS ITS THANKS.