

SubMassive

Sub-Harmonic Generator

Audio effect plugin by Raising Jake Studios

SubMassive is a unique plugin that generates low frequency audio information an octave below the existing audio where it may be missing or lacking in the source material (you can't EQ what isn't there!). The generated low frequency information can be adjusted in both timing and phase to deepen the effect or to produce special effects. SubMassive can be used to add "beef" to kick drums, snares and toms; double a lead vocal an octave down; add "hugeness" to EDM tracks and more.

SubMassive is a 64-bit VST2, VST3 and AAX plugin for Windows and "Universal Binary" VST2, VST3, AU and AAX plugin for Mac OS 10.11 or higher on Intel and Apple Silicon.

INSTALLATION INSTRUCTIONS

Installing the SubMassive plugin is simply a matter of copying and pasting the appropriate files from the SubMassive purchased download to the proper folders on your computer.

All RJ Studios plugin files are double zipped. The top-level zip file (download) contains two sub-files for Mac("dmg") and PC (".zip") versions that are independently zipped. This was necessary to preserve the Pace iLok signatures for the AAX plugins for the respective OS systems. Please unzip the Mac or PC sub-files before copying the desired plugin to your folders

FOR PC ("x64 PC zip" folder)

To install the VST3 plugin: make sure your DAW is closed then copy the "SubMassive.vst3" file from the download file and save it to your VST3 plugin folder (typically C:\Program Files\Common Files\VST3). Restart your DAW and scan the plugins folder from your DAW's plugin manager.

To install the VST2 plugin: make sure your DAW is closed then copy the "SubMassive.dll" file from the download file and save it to your VST2 plugin folder (typically C:\Program Files\Steinberg\VSTPlugins). Restart your DAW and scan the plugins folder from your DAW's plugin manager.

To install the aaxplugin for Pro Tools: make sure your DAW is closed then copy the "SubMassive.aaxplugin" file from the download file and save it to your Avid plugin folder (typically C:\Program Files\Common Files\Avid\Audio\Plug-Ins). The plugin will be automatically scanned/added the next time Pro Tools is opened.

FOR MAC ("dmg" folder)

To install the VST2, VST3 and/or AU plugins, make sure your DAW is closed then copy the "SubMassive.vst" and/or "SubMassive.vst3" and/or "SubMassive.component" folders from the download file and save them the VST and/or VST3 and/or Component folders on your Mac under /Library/Audio/Plugins.

NOTE: On Mac OS 10.13 and later a reboot may be required before AU plugins will show up in your DAW(s) – and is typically required for Logic Pro X.

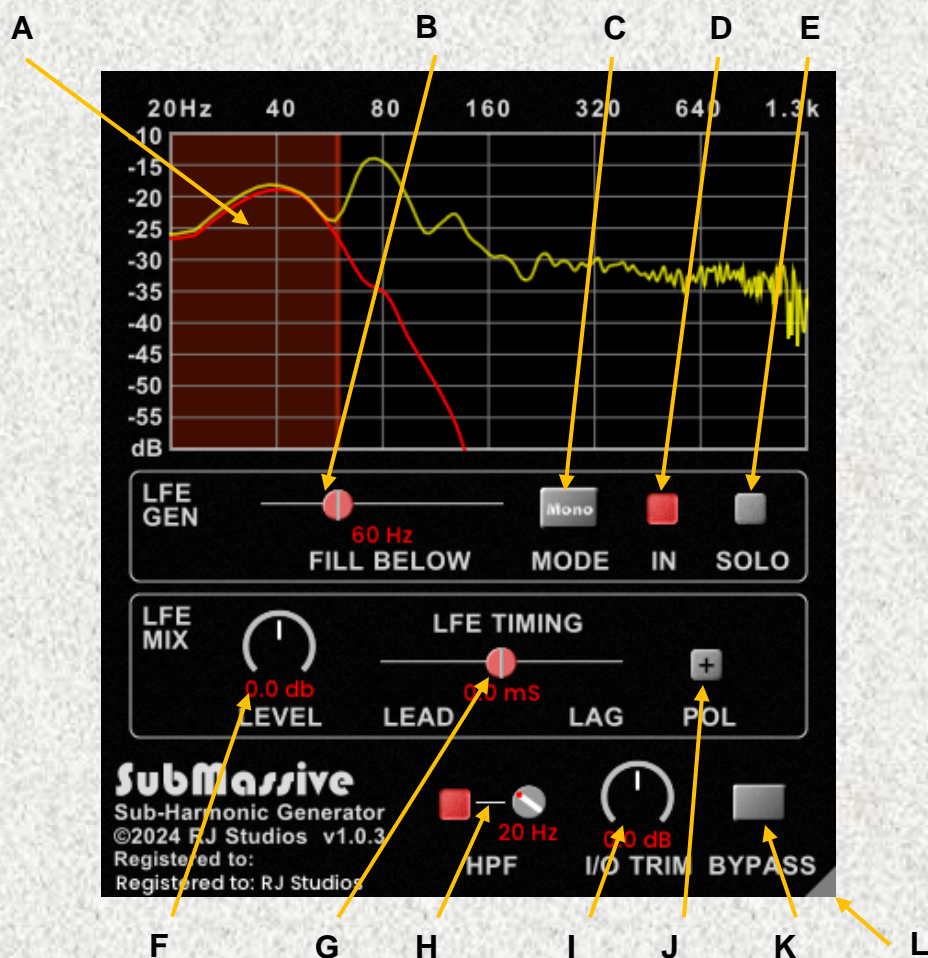
To install the AAX plugin for Pro Tools: make sure your DAW is closed then copy the “SubMassive.aaxplugin” file from download file and save it to your Avid plugin folder (typically /user/Library/Application Support/Avid/Audio/Plug-Ins). The plugin will be automatically scanned/added the next time Pro Tools is opened.

REGISTRATION

SubMassive will be operating in demo mode when first installed and will operate unrestricted for 14 days. At the end of 14 days the demo will cease output unless a license is purchased. To install your license, click on the registration at the bottom left corner of the plugin window; copy and right-click paste the registration code from your purchase receipt then press enter on your keyboard.

NOTE: Internet connection is required during registration. If your system is typically isolated from the internet for security or performance reasons you may disconnect after the plugin shows “Registered to: your name”.

Plugin Controls



A – Graphical Display – the generated LFE information is displayed in **RED** while the **YELLOW** curve shows the complete output signal including the new LFE energy.

B – Fill Below –adjusts the frequency point below which an additional octave of audio will be generated. See **“HOW TO USE SUBMASSIVE”** below for more information on this control.

C – Mode – selects whether the generated LFE signal is Mono (default) or Stereo. Low frequency audio (LFE) should typically be mono and center-panned for maximum energy and phase alignment. However, when using SubMassive on tracks where an instrument may be panned off-center (tom drums, pulsating EDM synths, etc.) stereo mode will follow the panning of that sound.

This control is only available when SubMassive is used on stereo tracks.

D – LFE In – turns the generated LFE audio On/Off. Use this control to help set the “Fill Below” control and to audition the audio with/without the added LFE. See **“HOW TO USE SUBMASSIVE”** below for more information on this control.

E – LFE Solo – sends only the generated LFE audio to the outputs. Engage this control when using SubMassive as a “SEND” effect.

F – LFE Level – sets the amount of newly generated low frequency audio added to the source signal when the **LFE In** button is turned on.

G – LFE Timing – adjusts the timing of the generated low frequency audio with up to 50mS leading or lagging with respect to the source audio.

H – HPF – turns on/off a 12dB/Oct “Bessel” high pass filter which can be used to unwanted low frequency energy from the output signal. This filter will remove subsonic and DC offsets from the signal but can be disengaged if filtering is provided elsewhere (post EQ, etc.).

I – Output Trim – allows adjustment of final output level to compensate for the added LFE energy.

J – Pol – allows flipping the phase (polarity) of the added LFE energy.

L – UI Resize Handle – click and drag to scale GUI up/down by +/-50%. Double-click to reset to default size.

K – BYPASS – soft bypasses the audio processing. Always use this Bypass, and not the DAW’s plugin bypass button, to prevent audio gaps when switching the effect on/off.

CONTROL MODIFIERS

- 1) Hold down the Ctrl key while dragging or scrolling any rotary or slider control for fine resolution
- 2) Hold down the Alt (Win)/Option(Mac) key and then click on any rotary or slider control to reset that control to its default value
- 3) Double-click on any rotary or slider control to type in a control value.

HOW TO USE SUBMASSIVE

SubMassive should typically be used as an INSERT effect on tracks and buses but can be used as a SEND effect if desired. All outputs from SubMassive are latency compensated in your DAW (make sure your DAW's plugin latency compensation is turned on!).

Caution: SubMassive can generate large amounts of low frequency signal energy. Make sure to turn down your monitor levels before any steps below.

To set up SubMassive for proper operation:

1. Turn off the LFE generator by disengaging the **LFE IN** button so only the original source signal shows in the display (only the yellow spectrum line will be showing).
2. Move the **FILL BELOW** slider to the left side of the source spectrum curve where the existing low frequency energy begins to drop off as shown below. (This setting can be automated in your DAW to move with the signal if desired.)



3. Engage the **LFE IN** button to add the newly generated low frequency information to the signal. The generated LFE signal energy will be shown as a **RED** spectrum curve.
4. Adjust the **LFE LEVEL** to taste. Toggle the **POL** button and move the **LFE TIMING** control to hear the different effect they can produce.
5. Engage the **HPF** (High Pass Filter), if desired, and set the frequency to remove any unwanted subsonic energy (the default setting of 20Hz is a common setting).

LICENSE INFO

By installing this software you agree to use it at your own risk. We do our best to thoroughly test our plugins before release but it is simply impossible to test every conceivable situation. We cannot be held responsible for any damages caused as a result of use of this product. If a problem arises please contact us with a description of the problem and as much information as you can provide (DAW, DAW version, OS and version, error messages, etc.).

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<http://www.raisingjakestudios.com/>

info@raisingjakestudios.com