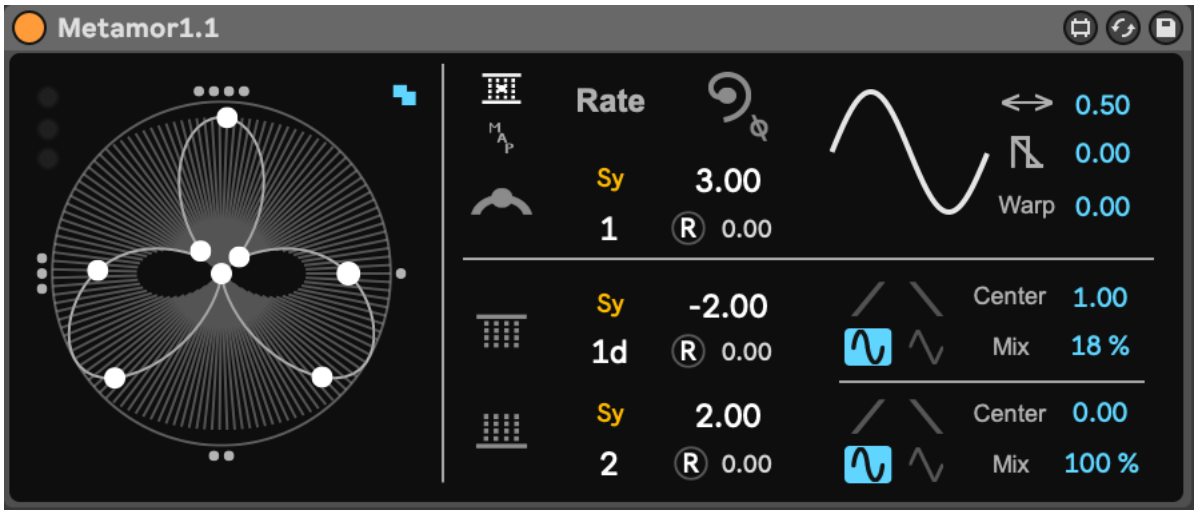
Metamor 1.1 (1.0.1)



Overview

By modulating the minimum and maximum values of the waveform, you can generate more natural and less boring loops that are somewhere between a loop and random. You can also generate multiple LFOs that are related by shifting the phase of the 8 LFOs.

1. Main feature

DivPhase(Phase Shift)

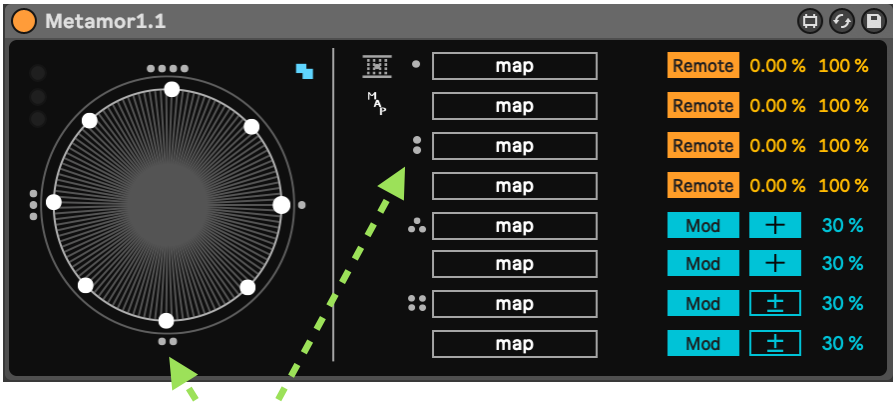
2. Waves

main wave, min wave, max wave

3. Mapping and UI (1.1 and 1.0.1)

1. Main feature

Relation
UI, mapping and DivPhase



the map corresponds to the position of each point (grey circle).

**The radius values modulate the mapped parameters.
(8 white circle positions)**

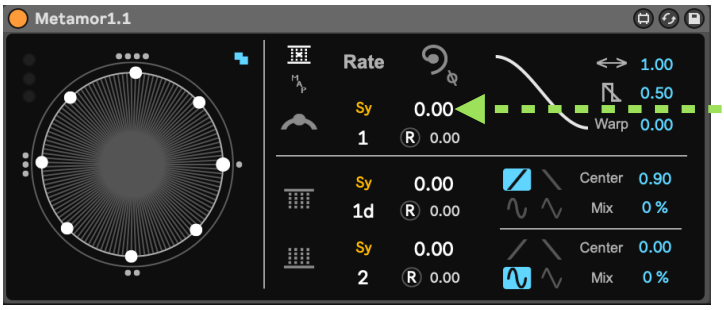
About DivPhase(Phase shift)

**There are points(grey circle) on UI, which indicate the order of phase shift.
The start is at the 3 o'clock position, so the phase here will always be 0 even if a phase shift is applied.
(it changes by global phase)**

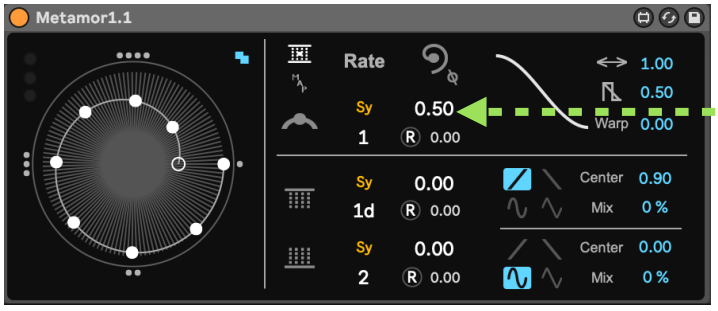
Below Pic

The main waveform is a gently descending sawtooth wave.

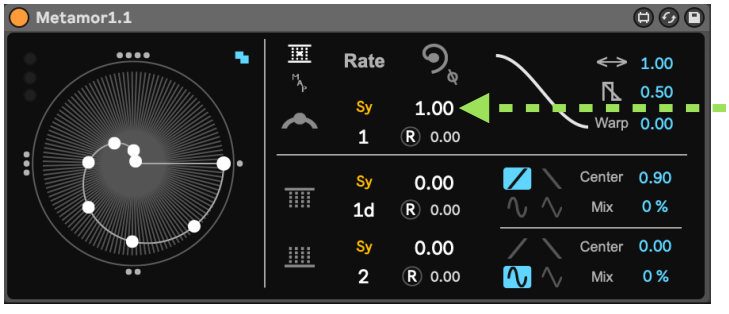
DivPhase is the amount of phase advancement after one cycle.



DivPhase 0



DivPhase 0.5



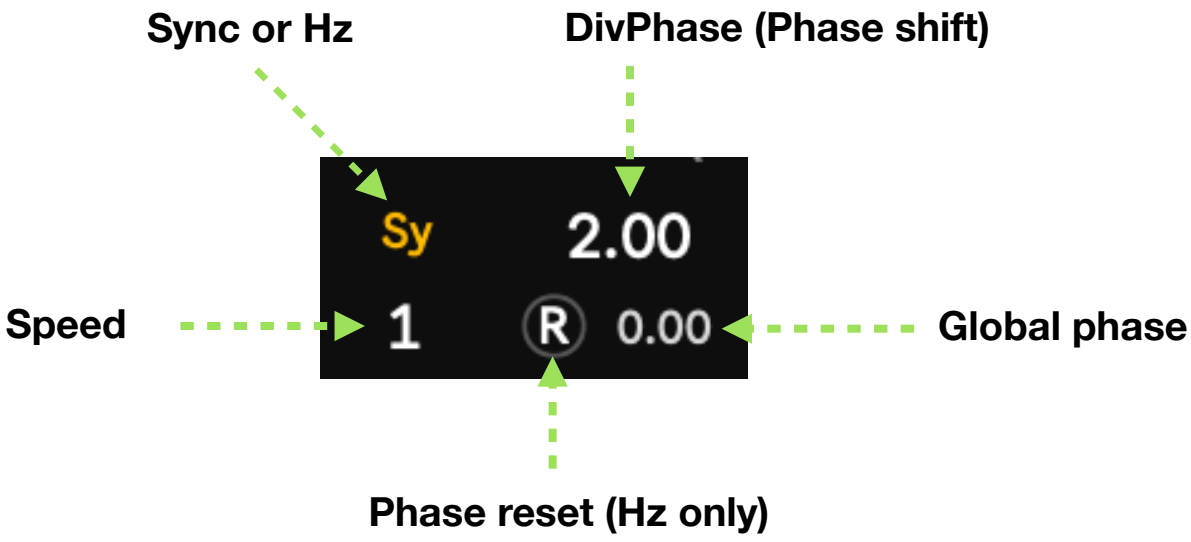
DivPhase 1

2. waves

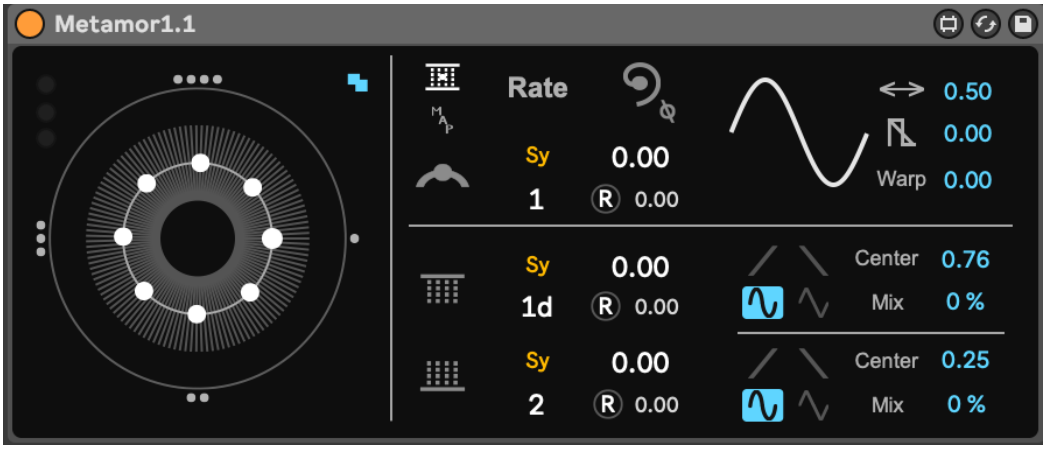
Main wave, min wave, max wave

They have the same basic structure.

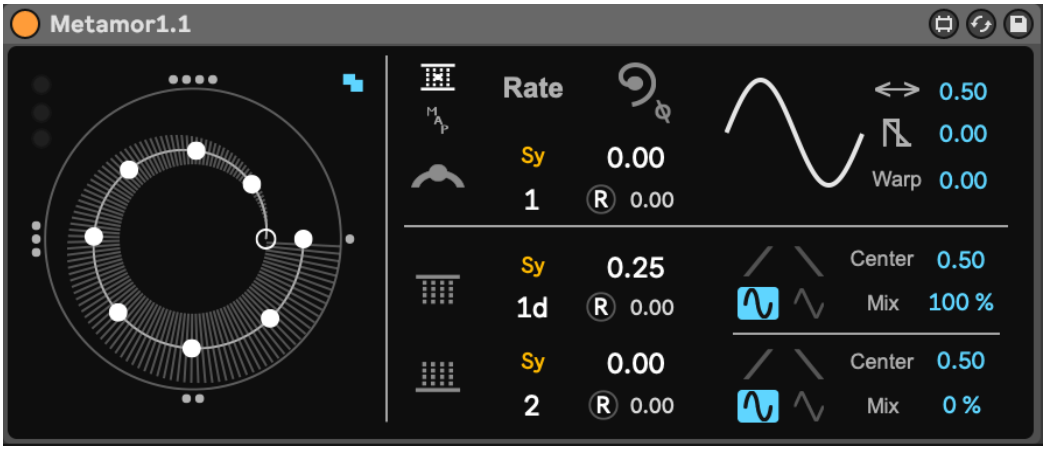
Common parameters



2.0 Waves on UI



The area (look like highlights) where the radius lines is located is the range in which the main wave moves, and the min wave and max wave determine that range.



max wave (cosine type)
Phase shift 0.25
center 0.5 mix 100%
(See 2.2 the reason not sine but cosine)

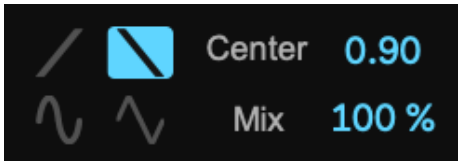
The key point is that the phase shift of the main wave is 0. The min value remains the same, the max value is affected by the phase shift, so, the main value changes.

2.1 Main wave

Waveform

Each value moves according to this waveform, which can be seamlessly transformed: sine, sawtooth, rectangle, wider and inner, warp.

2.2 Min and max wave



4 wave type

notice!! (the reason not sine but cosine)

The sine and triangle waves are aligned with the sawtooth phase and start at 1, so a sine wave is effectively a cosine wave. If you want to use a sine wave, you can achieve this by changing the global phase to -0.25.

Center

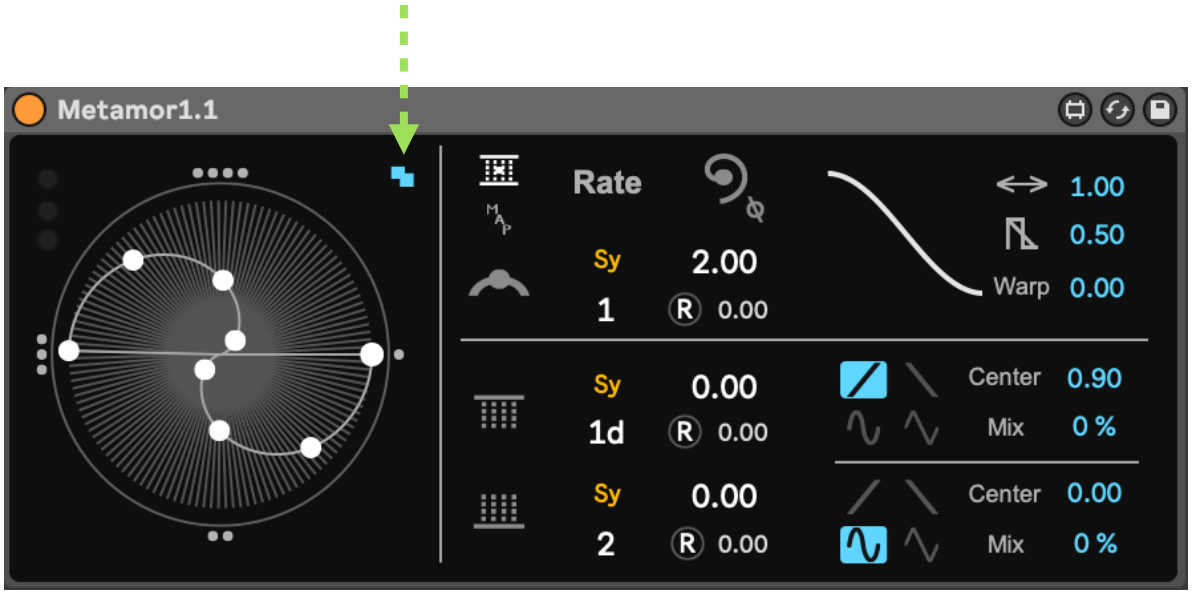
Center determines the minimum or maximum value regardless of the waveform. so, center (value0) of the waveform.

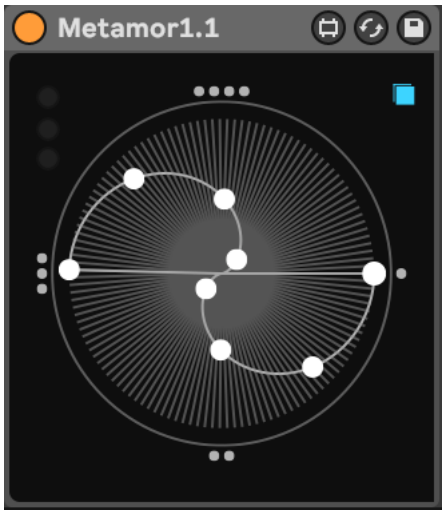
Mix

This can be rephrased as waveform depth. It controls how much of the waveform's influence comes from the center.

3.1 UI and parameter display

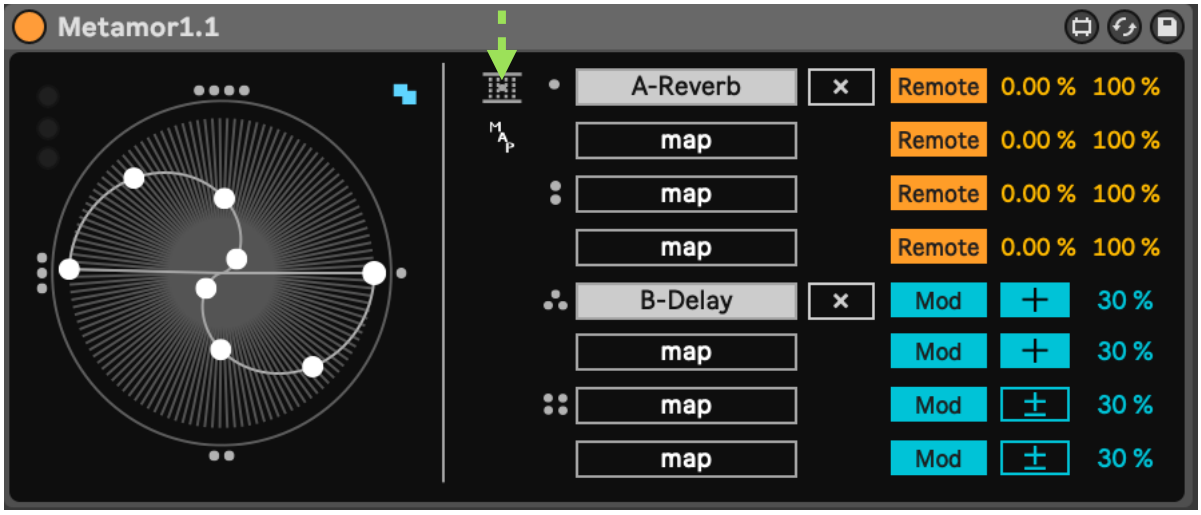
Parameter display on off



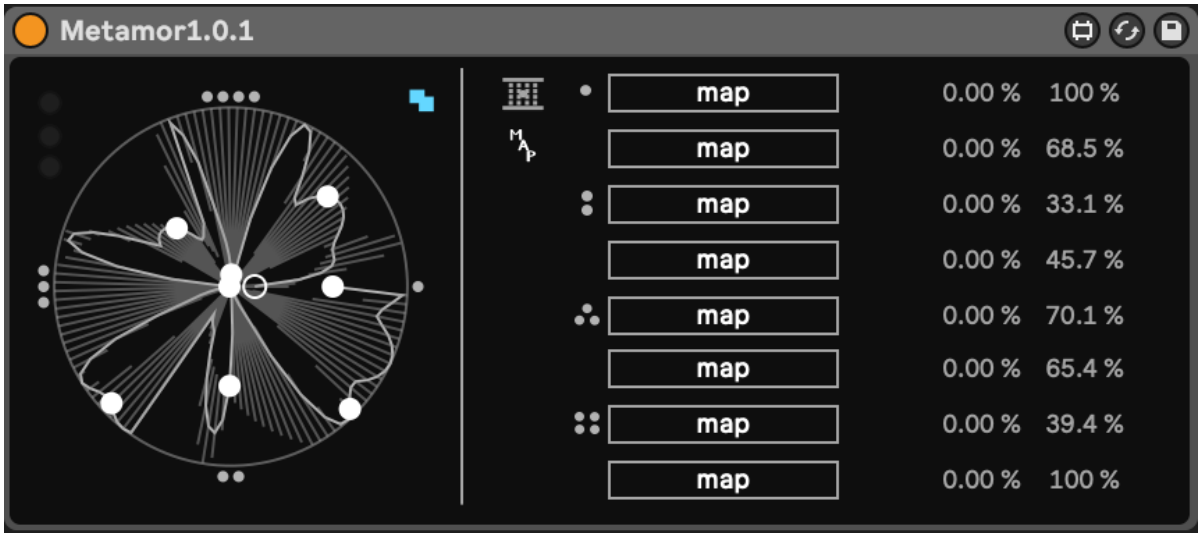


3.2 Mapping

Select parameters or mapping



Metamor 1.1 (live 12 only)



Metamor 1.0.1 (live 11 later)