

## 1 Introduction

Presence is a VST virtual effect for Windows (Mac version available soon). It requires a VST compatible host to run.

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This manual is referred to current 1.0.2 version.

## 2 General description

Presence is a multimode exciter.

It is aimed to add new content to frequency spectrum of tracks, groups or mixes.

The new content is added in a dynamic way, so to make from strong to subtle effects available.

It is very useful every time the sound lacks of fullness, strength, punch.

It doesn't act on dynamics, anyway, leaving it untouched.

Harmonic exciter act generating new harmonics from original content and mixing them to the original signal. Static enhancement could sound artificial, harsh and fatiguing.

Presence adds the new content in a dynamic way (according to several different algorithms), providing several alternative colours to the board.

Presence includes three main algorithms (more in future updates):

- Replace - The new content is added and ducks the same band in the original signal
- Sustain - The new content is ducked by the original signal
- Mix - The new content is mixed to the original signal

In every algorithm (even in "Mix" mode) the new content is added in a dynamic fashion, related to original signal dynamics.

Presence includes two bands of enhancement. The bands are completely independent. Each band is restricted to a frequency range (overlapped) for better resolution and control.

Presence also includes two very soft filter, useful for final spectral modeling: a smooth hipass, and a "tilt" filter:

- Hipass cuts from very low frequencies, to make the signal "lighter".
- Tilt filter is very useful for a simple, fast and clean spectral balance.

The interface is very simple, including:



- input - Input gain from -∞ to +6dB
- band 1 - frequency. Sets the central frequency for the band of enhancement
- band 1 - action. Sets the amount of enhancement
- band 2 - frequency and action. The same for the 2nd band
- hipass - The amount of low frequencies removal
- tilt - the tilting for the whole spectrum (CCW: increase highs, CW: increase lows)
- volume - output gain, from -∞ to +6dB
- algorithm menu (top) - Select the general enhancement algorithm (common for the two bands)

Presence is a stereo effect. You can put it on mono or stereo tracks or on groups for submixes/mixes.

It is rather light on CPU and operates "latency-free" as it doesn't add additional latency to the system.

Given the extremely simple interface, no presets are given. A preset system is implemented, anyway. Settings can be saved and recalled as usual.

### 3 Tips and tricks

- "Sustain" is the more general and transparent mode. "Replace" depends on the original material, can be from barely audible to very effective. "Mix" is for the strongest effect.
- For more enhancement on the same frequency range: put two instances in series
- Bassdrum: punch on very low (80Hz) and click on high (10kHz). Lowcut and balance with filters.
- Snaredrum: punch on low (200Hz) and snare on highs (5kHz?). Balance with tilt.
- Guitars: two instances in series for great midrange enhancement. Lowcut and balance with filters
- Vocals: presence on mids and air on highs. Polish with filters
- Mix: punch on low frequencies (120Hz) and air on highs (10kHz)
- General tip useful with every exciter: adjust to taste, then go back 10% ;)
- Presence -> Roundtone is a great chain!

More algorithms are being developed for future versions.

Connect to [www.sknote.it](http://www.sknote.it) or the sknote forum for tips, feature requests, reporting.

Have fun!

