UNFILTERED. AUDIO

LO-FI-AF

User Manual
1.0

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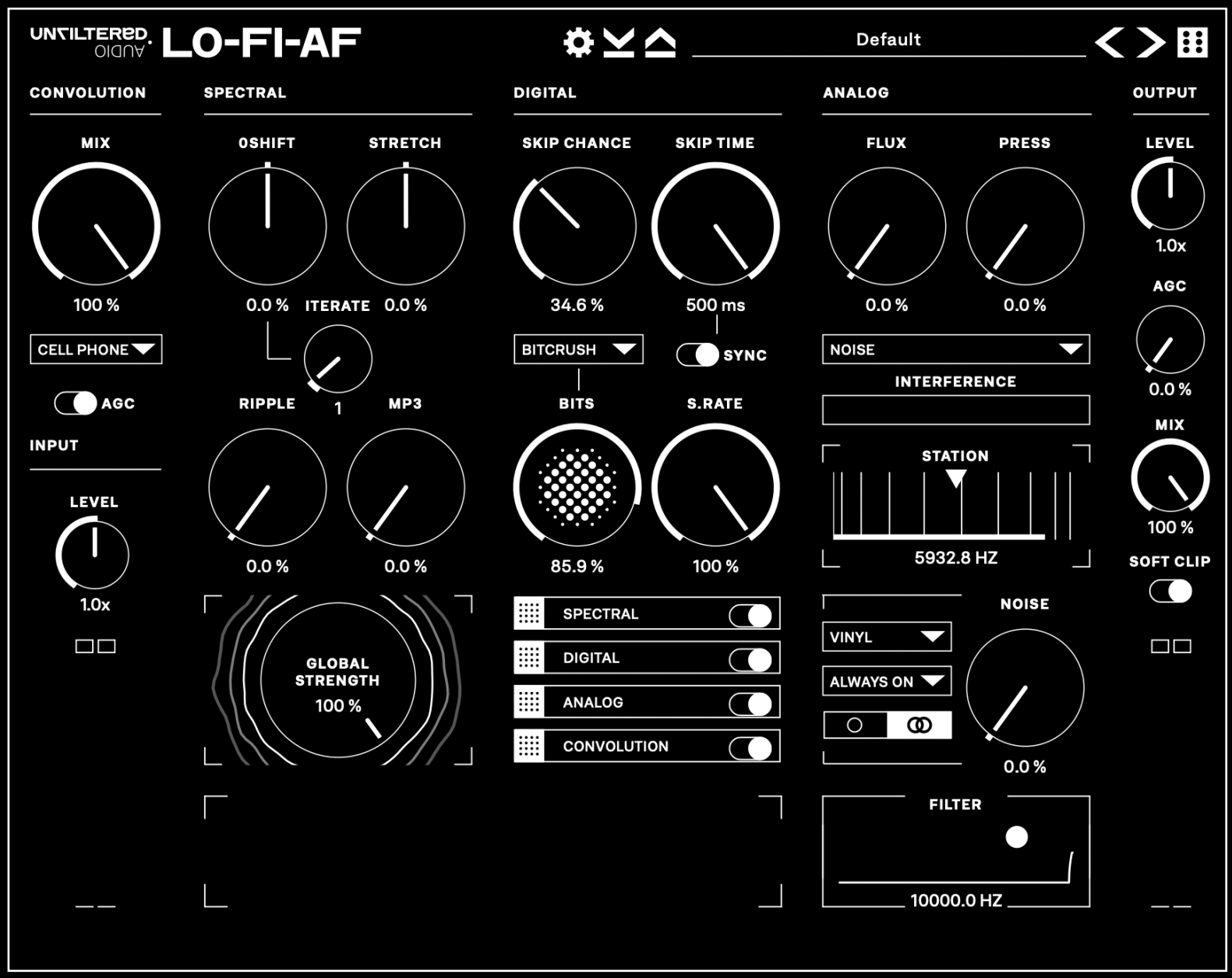

LO-FI-AF User Interface
(Preset Bar visible on top right)

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User Manual
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Input

LEVEL Applies gain to the incoming signal. This can have a major effect on how the signal is processed by some of the sections.

CONVOLUTION MIX Controls how much convolution is applied to the wet signal.

MODE Selects the active impulse response for signal convolution. This will make it sound like it was recorded by a bad microphone or played back over an antiquated speaker.

AGC Automatic Gain Compensation will attempt to match the volume level of the input signal after it is convolved.

Spectral

STRETCH Shift the incoming audio using a low-fidelity algorithm.

ZERO SHIFT Pitch shifts the incoming audio before pitch shifting it again in the opposite direction. This will create unusual artifacts and data loss.

ITERATE Sets the number of times that the 0-Shift effect will be applied to the signal. Note that turning this up will require more CPU. This can be set to 0 to quickly bypass the 0-Shift effect.

MP3 Lower the resolution of the spectral data, creating artifacts reminiscent of the Napster days.

RIPPLE Randomly distort the spectral data, creating unpredictable image and timbre effects.

Digital

CD Skip

SKIP TIME Sets the length of time repeated when the CD Skipping effect occurs.

SKIP CHANCE Sets the likelihood that a CD Skipping effect will occur.

SYNC When enabled, the length of the CD Skipping effect will be locked to tempo values.

Bitcrusher

MODE Sets the active algorithm for the bitcrusher.

S.RATE Sets the bitrate of the bitcrusher.

Sets how frequently the bitcrusher acquires a new sample. Lowering this control will create lots of frequency foldover aliasing effects.

Global

STRENGTH Sets the effect intensity of all non-pitch effect sections. As an example, MP3IFY is affected, but not STRETCH.

PROCESSING ORDER Drag and drop the order of effects to the right of the GLOBAL STRENGTH knob to change the internal processing order, from top to bottom. You can also quickly turn each section on/off. The order will often have a very noticeable effect on the audio.

Analog

FLUX Simulates a malfunctioning motor on a tape deck or turntable. This will add a slow, randomly drifting pitch warp.

PRESS One knob analog-style maximizer and compression. Cranking this up will greatly magnify the noise floor and low-level detritus.

Radio

RADIO MODE Sets the style of signal used to generate radio INTERFERENCE.

INTERFERENCE Adds an amount of signal degradation through rapid frequency-bound modulation. Various modes provide different styles of degradation.

STATION Sets the frequency range of the INTERFERENCE effect.

Noise

NOISE Sets the level of the noise generator.

NOISE MODE Sets the style of noise generation added to the signal.

GATE MODE Determines when and how NOISE is added to the signal. ALWAYS ON: Always generate noise. FOLLOW TRANSPORT: Only generate noise when the DAW's transport is playing. ENVELOPE FOLLOW: The amplitude of the noise signal is shaped by the amplitude of the input.

STEREO Determines whether noise generation is done using a mono or stereo algorithm.

Filter

CENTER Sets the center frequency for the filter.

WIDTH Sets the frequency range for the variable-width filter.

Output

LEVEL Applies gain to the outgoing wet signal. This occurs after the AGC stage.

AGC Applies Automatic Gain Compensation to the wet signal. This will attempt to match the amplitude of the output to the dry input signal.

MIX Sets the balance between the dry input and the processed output.

SOFT CLIP When enabled, the output is softly clipped. When disabled, no clipping is applied. It is highly recommended to keep this enabled, as effects like CDSkip and various noise modes can add unexpected transient spikes to the output.

Settings

Size

RESET SIZE Resets the size of the interface to the default size.

SAVE SIZE Saves the current custom size of the interface.

Color Theme

Choose your particular lo-fi visual aesthetic here or decide to use of the monochrome "classic" UA styles at the bottom of the list.

Randomization

DEPTH Sets the maximum percentage each control can wander when randomization is activated.

DRIFT PREVENTION Toggling Drift Prevention will keep the knobs from wandering too far past their original values

Workflow

TOOLTIPS When learning LO-FI-AF, you should keep Tooltips activated. This will pop up brief hints about controls by hovering over it.

VISUALIZER Enables or disables LO-FI-AF's waveform visualizer.

Presets

Before diving into LO-FI-AF's granular synthesis capabilities, it might be worth exploring the preset eco-system that comes with it. The Preset Bar contains a number of controls for exploring and randomizing these presets.

SETTINGS Clicking the Gear icon will bring up LO-FI-AF's Settings panel.

SAVE/LOAD Save or load presets.

PRESET NAME Clicking the preset name Default in the example above will bring up a list of all factory presets. These are organized by style or by signature artist.

ARROWS To quickly skip through presets, you can click the arrows next to the preset name.

RANDOMIZE Clicking the Dice icon will randomize the current preset. By default, each control can wander by a maximum of 20% of the knob.

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About LO-FI-AF

LO-FI-AF Resources
Product Page: unfilteredaudio.com/lo-fi-af
Presets: unfilteredaudio.com/presets/lo-fi-af
Tutorials: unfilteredaudio.com/tutorials
Artists feedback: unfilteredaudio.com/love

LO-FI-AF Credits:
Developed by Michael Hetrick and Joshua Dickinson I Shoutouts to Lance Putnam, Valance Drakes, Data Broth, Tom Avatars, glia, Nicolas Collins, UCSB Cylinder Audio Archive, Brainfeeder, bad snacks, ChilledCow I Design by Papernoise

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