



User Guide

Everything you need to get from install to your first varied hit — how ORGANIZER works, how to trigger it, and how to shape it to your material.

WHAT IT DOES

ORGANIZER listens to your audio and detects every transient — every hit. Each time it detects one, it rolls a small, randomized variation across up to six modules before the next hit arrives. The result: repeated drums, loops, and SFX stop sounding identical and start sounding played by hand.

GETTING STARTED

- 1 Insert ORGANIZER as an insert effect on any percussion, drum, or SFX track.
- 2 Pick a factory preset to start — **Hi-Hat**, **Kick**, **Snare**, or **Foley/Whoosh** — or begin from **Default** and build your own.
- 3 Play your material and watch the **Transient Activity** display. Every detected hit lights up as a marker, so you can confirm ORGANIZER is reading your material correctly.
- 4 Turn the **Organize** knob up or down to set the overall intensity — this is the fastest way to shape how noticeable the variation is.

CHOOSING A TRIGGER — TRANSIENT VS. CLOCK

ORGANIZER can be triggered two ways. Switch between them using the segment control at the top of the Detection & Trigger section.

- **Transient mode** (default) detects real hits in your audio. Use **Threshold** to set how loud a hit needs to be to count, and **Hold-Off** to set a minimum gap between detections — useful for busy or noisy material where you only want the main hits to trigger a new variation.
- **Clock mode** ignores the audio and instead rolls a new variation on a tempo-synced grid, with seven divisions available: 1/1, 1/2, 1/4, 1/8, 1/16, 1/32, and Free (an unsynced rate you set manually). Use this when you want rhythmic, predictable variation instead of audio-driven detection — for example on a static pad or loop with no clear transients of its own.



THE SIX MODULES

Each module can be switched on or off independently, and each has its own **Range** (how far it can vary) and **Amount** (how much of that range is actually used).

VOLUME

Varies the level of each hit, in dB.

PITCH

Varies pitch in cents, using a short internal delay line (varispeed-style).

EQ

Two bands, a low shelf and a high shelf, each with adjustable frequency and range, so tonal variation stays musical rather than random noise.

MICRO-TIMING

Nudges each hit slightly earlier or later, in milliseconds, for a human, unquantized feel.

TRANSIENT SHAPE

Varies the attack and sustain character of each hit.

TEXTURE

Blends in a controlled amount of noise/tone, with adjustable tone frequency and stereo width, to add grain or air to a hit.

A hit lower down the signal chain doesn't need every module active — start with one or two (Volume and Micro-Timing are a good starting pair) and add more as needed.

GLOBAL CONTROLS

- **Organize** — the master intensity knob. Scales the effect of all active modules at once; this is the main control most people will reach for.
- **Human Feel** — adds a slow, subtle drift over time, so the character shifts gradually across a long performance rather than resetting identically hit to hit.
- **Safe Clip** — a soft-clipper that catches unexpected peaks caused by heavier variation settings, so you can push Organize further without worrying about clipping.
- **Stereo + Spread** — switches between mono and stereo processing, with a Spread control to widen the stereo image of the varied signal.
- **Output** — a final output gain trim, plus a Safe toggle.



PRESETS

ORGANIZER ships with five factory presets as starting points. Presets set the character parameters — trigger mode is always left in Transient mode when you load a preset, so you can decide separately whether to switch to Clock mode.

Default	A neutral, balanced starting point across all modules.
Hi-Hat	Tuned for fast, repetitive hi-hat patterns.
Kick	Subtle variation suited to low-end material where too much movement can hurt punch.
Snare	Tuned for backbeat elements that need to feel human without losing consistency.
Foley / Whoosh	Wider, more textural variation suited to sound design and SFX material.

TIPS

- Start with **Organize** low and bring it up gradually — a little goes a long way on transient-heavy material like hi-hats.
- If ORGANIZER isn't detecting hits, lower the **Threshold**; if it's triggering too often on ghost notes or bleed, raise **Hold-Off**.
- For programmed/MIDI drums, Micro-Timing and Volume alone are often enough to break up machine-gun repetition without changing the character of the sound.
- For foley and SFX, try combining Texture and Pitch for a wider, more organic variation between repeated takes.

FORMAT

ORGANIZER is a VST3 plugin, currently available for Windows.



Built by UN.STUDIOS, a sound-design & music-production house in Graz, Austria.

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