

Drelvyr Nox

Deep Bass Synthesizer

User Guide - Version 1.0.0



Drelvyr Nox is a dark, focused bass synthesizer designed for deep bass lines, stable sub fundamentals, growling harmonic layers, tight mono performance and powerful low-end sound design.

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Introduction

Drelvyr Nox is built around a bass-first architecture: a stable mono sub core, two character oscillators, performance-oriented shaping controls, dual filters, tempo-capable motion sources, assignable modulation envelopes, bass-safe effects and a curated preset browser.

Quick start

- Start from the Main tab and choose one of the 160 factory presets.
- Use the three large orbs - Depth, Nox Core and Force - to set the overall bass identity.
- Use Glide, Punch, Weight, Bite and Growl for fast performance changes.
- Use the Engine tab for detailed sub, oscillator, punch, mono and drive settings.
- Use Filter and Env to shape the bass line articulation.
- Use Motion, Motion Env and Matrix only when you want deliberate, assigned movement.

Signal concept

The instrument is designed so that the low core stays stable while upper harmonics can be shaped, driven, widened and modulated. This keeps bass sounds strong and usable while still allowing aggressive, cinematic or evolving characters.

Main tab

The Main tab is the main performance page. It gives direct access to the three large sound-character orbs, essential bass controls, ADSR, preset selection, performance mode and the most important effect toggles.



Main tab screenshot

Control area	What it does
Depth orb	Selects the low-end weight and depth character, from clean sub to darker and heavier pressure settings.
Nox Core orb	Selects the main oscillator/core character, including sub core, dark saw, pulse, growl, ritual, abyss and nox-style characters.
Force orb	Controls the punch/aggression profile, from soft and tight to grit, growl, impact and crush.
Top macro row	Glide, Punch, Weight, Depth, Nox, Bite and Growl are the main fast performance controls.
Bottom macro row	Attack, Decay, Sustain and Release start the lower row, followed by Width and Reverb.
Performance mode	Balances CPU usage and quality. Use Full or Optimal for sound design, CPU Saver or Ultra Saver when needed.
Inspire and Evolve	Generate or gently change bass-focused presets using curated Drelvyr bass logic.

Tip: Use Main first, then go deeper only when you need more detailed editing.

Engine tab

The Engine tab exposes the actual sound-generation structure of Drelvyr Nox: the sub core, Nox oscillator, Force oscillator, punch/mono behaviour and final mix/drive shaping.



Engine tab screenshot

Control area	What it does
Sub Core	Controls the mono fundamental: Sub Level, Sub Motion, Phase Focus, Sub Drive and Low Body.
Nox Osc	Controls the main character oscillator: Nox Growl, Nox Harm, Nox Edge, Texture and Damping.
Force Osc	Adds punch, grit and edge: Punch Hit, Low Grit, Edge Noise, Pulse Shape and Velocity Punch.
Punch & Mono	Controls bass-line behaviour: Glide, Low Swell, Pulse Rate, Pulse Depth and Retrigger.
Mix & Drive	Shapes final mass, width and movement: Bass Mass, Upper Width, Bass Move and Phase Life.

Tip: For pure sub sounds, keep Nox Osc, Force Osc and Upper Width lower. For aggressive bass, raise Growl, Harm, Bite, Grit and Drive-related controls carefully.

Env tab

The Env tab contains the main amplitude envelope and three additional sound-shaping envelopes used by the bass engine.



Env tab screenshot

Control area	What it does
Amp Env	Controls the final level shape with Attack, Decay, Sustain, Release, Curve and Velocity response.
Punch Env	Shapes the transient and articulation behaviour of the bass sound.
Body Env	Shapes low body, bass weight and low resonance movement.
Growl Env	Shapes growl, bite, harmonic edge and dark upper movement.
Amount controls	Amount values are bipolar where applicable: zero is neutral, positive increases the effect and negative reverses or reduces the movement.
Velocity controls	Set how strongly MIDI velocity affects the related envelope behaviour.

Tip: Use shorter Punch Env settings for tight plucks and longer Body or Growl envelope times for deeper movement.

Filter tab

The Filter tab provides two filters, an independent filter envelope and a spectral character section for formant, damping, focus, stereo and motion behaviour.



Filter tab screenshot

Control area	What it does
Filter One	Primary contour and articulation filter with Model, Mode, Slope, Cutoff, Resonance, Drive, Key Track, Env Depth and Velocity.
Filter Two	Secondary colour and routing filter with independent model/mode/slope and balance control.
Filter Envelope	Independent per-voice filter ADSR with Curve and Velocity response.
Spectral Character	Controls Formant, Air Damping, Low Focus, Harmonic tracking, Stereo and Motion.
Routing	Serial, Parallel and Split routing determine how the two filters interact.
Bass safety	Low-end stability is preserved while filter motion and stereo effects focus mainly on the upper harmonic character.

Tip: For classic bass lines, start with Filter One Low Pass and moderate resonance. Use Filter Two for extra colour or split filtering.

Motion tab

The Motion tab provides LFO and Random sources. These sources do not automatically change the sound until they are assigned to targets in the Matrix tab.



Motion tab screenshot

Control area	What it does
LFO 1 and LFO 2	Full modulation sources with shape, rate, sync, depth, phase, smooth, bend and bias.
Sync	LFO 1 and LFO 2 can run free in Hz or sync to musical divisions from the host tempo.
LFO 3	A third LFO source for additional motion, with rate, depth, phase, smooth, bend and bias.
Random 1 and Random 2	Smooth random sources with rate, depth, smooth and bias controls.
Oscilloscope displays	The displays show the actual source shape or random history in scope style.
Depth rule	If Depth is zero, the source produces no modulation output.

Tip: Assign LFO or Random sources in the Matrix tab before expecting them to affect the sound.

Motion Env tab

The Motion Env tab contains four assignable modulation envelopes. They are general-purpose sources and become audible only when routed to a target in the Matrix tab.



Motion Env tab screenshot

Control area	What it does
Motion Env 1-4	Four independent assignable modulation envelopes with on/off state.
Attack / Decay / Sustain / Release	Define the envelope shape and timing.
Curve	Changes the envelope curvature for sharper or smoother movement.
Velocity	Controls how strongly MIDI velocity affects the envelope amount.
Matrix assignment	Route Motion Env sources to targets such as Filter Cutoff, Growl, Upper Width, Drive or other continuous parameters.

Tip: Keep subtitles generic because these envelopes can be assigned to many different targets.

FX tab

The FX tab contains bass-safe modulation, width, space and upper-colour effects. The goal is to enhance upper harmonics and space without destroying the mono low core.



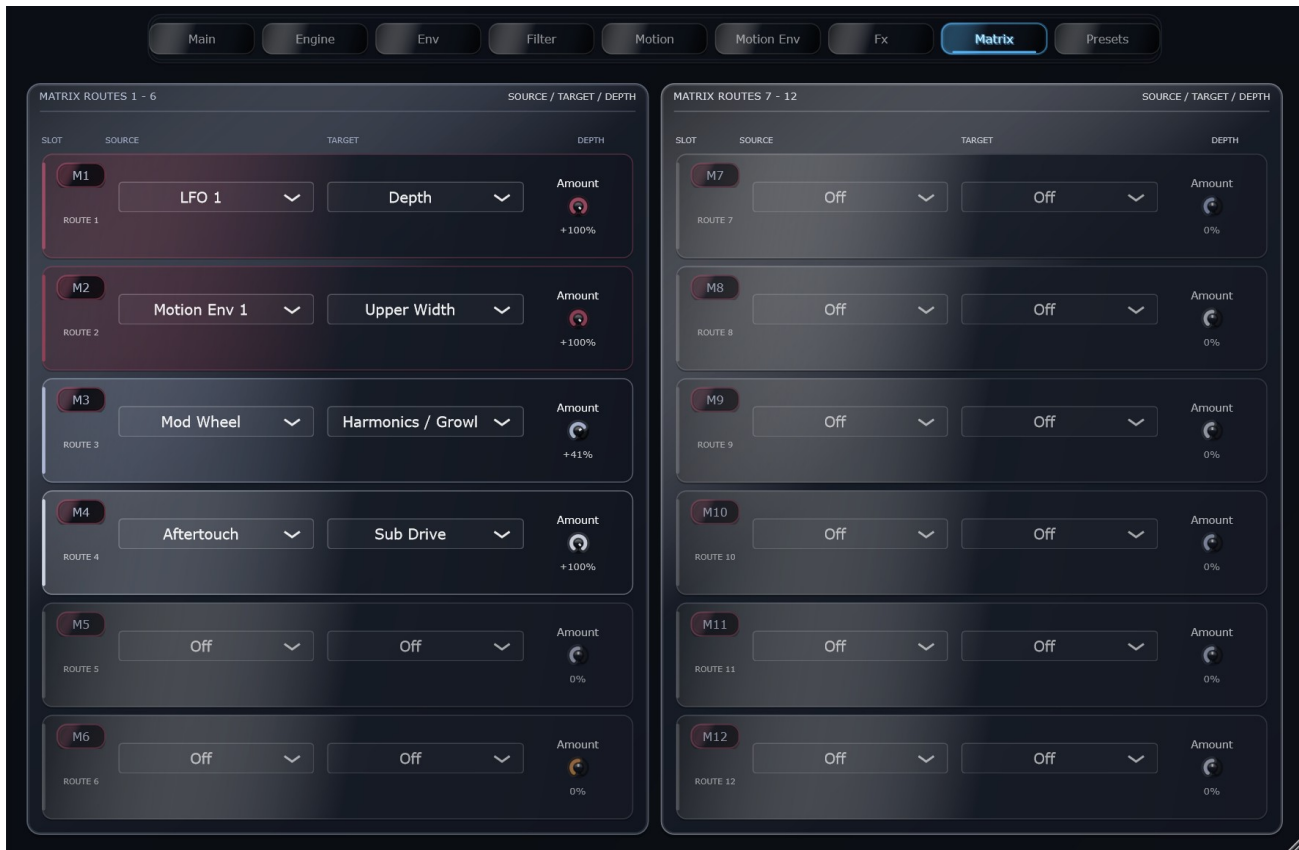
FX tab screenshot

Control area	What it does
Chorus	Upper modulation effect with Amount, Rate, Depth and Mix.
Width	Upper harmonic stereo width with Amount, Rate, Depth, Spread and Mix.
Dimension	Bass-safe micro width and tone shaping.
Delay	Bass-safe echo space with Type, Time, Feedback and Mix.
Reverb	Bass-safe space with Type, Amount, Size, Damp and Mix.
Glass & Glow	Upper harmonic colour layer. Use carefully for bass sounds.

Tip: For tight basses, keep time-based effects low or off. Use Width and Dimension mostly on upper harmonics.

Matrix tab

The Matrix tab connects modulation sources to continuous targets. It is the main place for deliberate movement and performance modulation.



Matrix tab screenshot

Control area	What it does
12 routes	Each route has a Source, Target and Amount control.
Sources	Available sources include LFOs, Random sources, Motion Envs, Mod Wheel, Aftertouch and other performance sources.
Targets	Targets are Drelvyr-relevant continuous parameters, including main macros, engine controls, filters, envelopes, motion and FX controls.
Amount	Positive and negative values define modulation direction and depth.
Off state	Routes set to Off produce no modulation.
Continuous-only rule	On/off buttons and stepped selectors are intentionally not normal continuous Matrix targets.

Tip: Start with small Amount values and increase until the movement is musical.

Presets tab

The Presets tab provides browsing, search, factory banks, favourites, user presets and curated generation controls.



Presets tab screenshot

Control area	What it does
Factory library	Includes 160 hand-tailored bass presets across 8 factory banks.
Banks	Soft Foundations, Deep Lines, Sub Pressure, Dark Pulse, Growl Bass, Acid Bite, Cinematic Low and Mystic Movement.
Search and category	Filter by source, category and search term.
Current preset panel	Shows the current preset identity and performance state.
Engine snapshot	Shows important live Engine, Filter, Motion and FX values.
Inspire	Creates a bass-focused preset from curated Drelvyr bass archetypes.
Evolve	Applies a controlled musical variation to the current preset.
Curated Variation	Creates a guided variation while staying inside the bass-oriented design language.

Tip: Use Soft Foundations for smooth and simple basses, then explore stronger banks for heavier styles.

Suggested sound-design workflow

Step	Action
1. Choose the core	Start on Main and choose Depth, Nox Core and Force positions that match the intended bass role.
2. Set the engine balance	Use Engine to balance Sub Core, Nox Osc and Force Osc. Keep the sub stable for strong low-end.
3. Shape the articulation	Use Env and Filter to decide whether the sound is soft, plucked, pulsed, dark or aggressive.
4. Add deliberate movement	Use Motion, Motion Env and Matrix only when the bass needs movement. Avoid hidden modulation for clean bass lines.
5. Add space carefully	Use FX mainly for upper harmonics. Keep delay, reverb and width under control for mono-compatible bass.
6. Save the sound	Save useful results as user presets and mark important ones as favourites.

Factory preset banks

Bank	Character
Soft Foundations	Smooth, simple, gentle basses for clean musical foundations.
Deep Lines	Stable bass-line presets for writing riffs and sequences.
Sub Pressure	Heavy sub and low fundamental presets.
Dark Pulse	Rhythmic, pulsing bass characters.
Growl Bass	Darker harmonic growl basses.
Acid Bite	Sharper filter-driven bass sounds.
Cinematic Low	Wide, dramatic low-end support and film-score style basses.
Mystic Movement	Dark and subtly moving bass sounds.

Release notes

This guide describes Drelvyr Nox version 1.0.0. The exact available plugin formats depend on the released package for your platform and host.

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