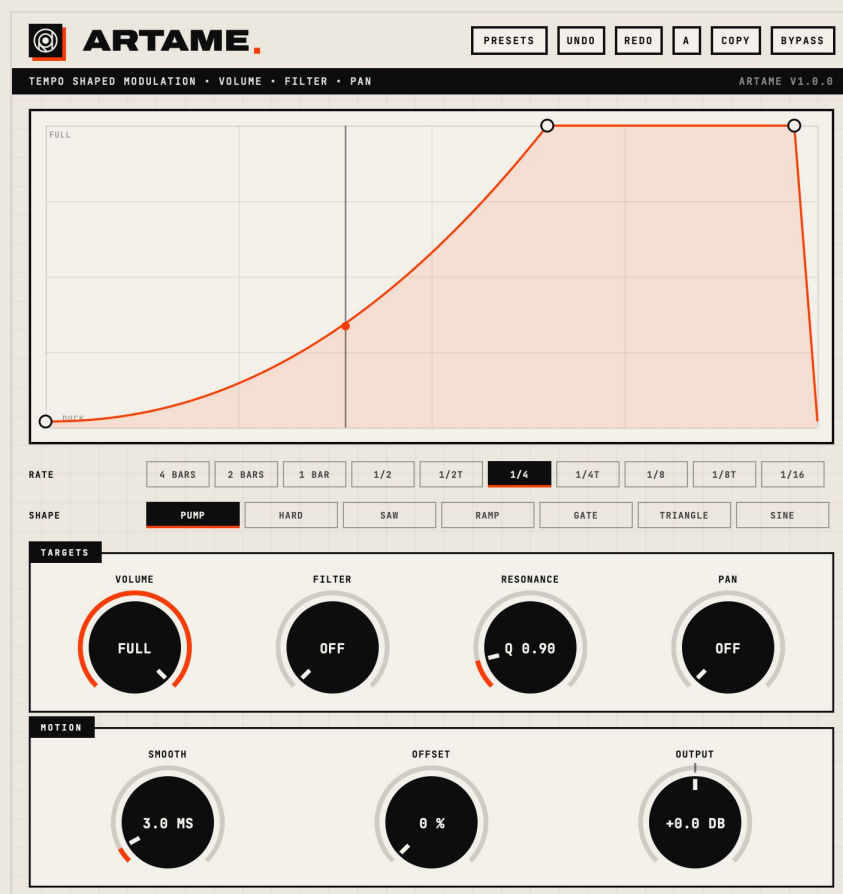


ARTAME

TEMPO SHAPED MODULATION



01 WHAT IT DOES

ARTAME is one drawn curve, repeated in time with the song. You shape it by hand – drag the points, bend the segments – and it drives three things at once, each with its own depth: the LEVEL for the classic sidechain pump, a low pass FILTER for a sweep, and the stereo POSITION for movement across the image. The cycle is locked to the host: the phase comes from the absolute bar position, so jumping around the timeline or looping a section lands the shape exactly where the bar says it should be – no free running drift, no re-syncing. With every depth at zero the output is bit identical to the input, filter included; nothing is “slightly” processed on the way through. There is no latency.

02 INSTALLING

macOS

Run **ARTAME Installer.pkg** and follow the steps. You can choose which formats to install, and whether to install for every user or only for yourself. The package is not notarised by Apple yet, so the first time you open it macOS may refuse: right-click the installer, choose **Open**, then confirm. This is only needed once.

Windows

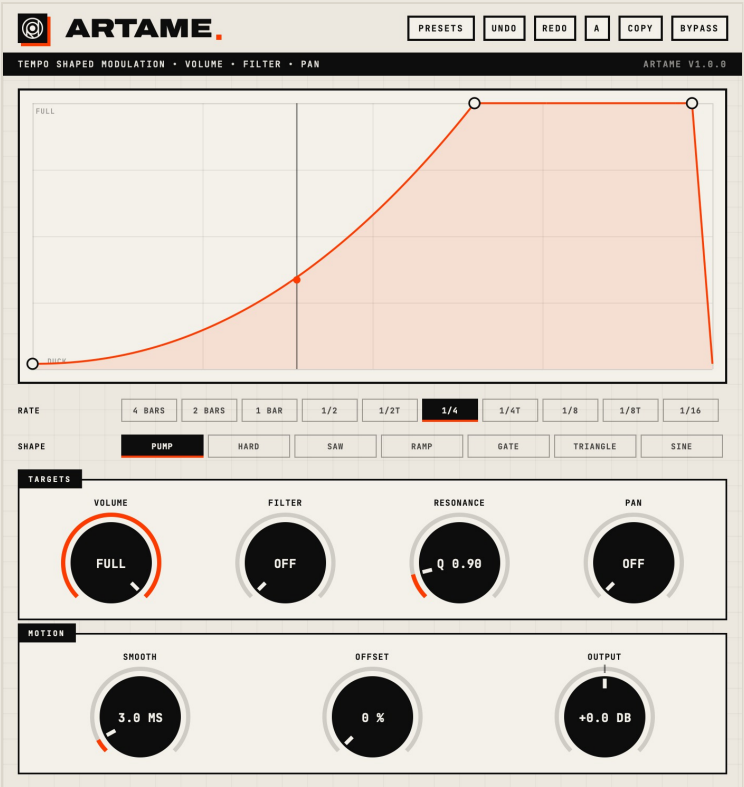
Run **ARTAME Installer.exe** and follow the steps. The plugin is placed in the shared VST3 folder. The installer is not code-signed yet, so SmartScreen may warn you: click **More info**, then **Run anyway**. This is only needed once.

After installing

Rescan the plugin list in your DAW. ARTAME appears under **Ajanss Records > ARTAME**.

Requirements – macOS 10.13 or newer, Intel or Apple Silicon (universal binary). Windows 10 or newer, 64-bit. Formats: Audio Unit and VST3 on macOS, VST3 on Windows.

03 THE INTERFACE



CURVE	The shape itself, one cycle wide. Drag a point to move it, double click empty space to add one, double click a point (or hold alt) to remove it. Grab the line between two points and drag up or down to bend that segment.
PLAYHEAD	The vertical line is where the cycle is right now, with the dot riding the curve at the value being applied. It keeps moving when the transport is stopped so you can see what you are drawing.
RATE ROW	The cycle length in note values, straight from the host tempo – four bars down to a sixteenth, triplets included.
SHAPE ROW	Seven starting shapes. One click replaces the curve; everything stays editable afterwards.
STATUS STRIP	Under the header: what the control under the cursor does, and what the plugin is doing when the cursor rests.

04 PARAMETERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
RATE	4 BARS ... 1/16	1/4	How long one cycle of the curve lasts, in note values against the host tempo. The phase is taken from the absolute bar position, not from a free running counter, so the shape stays where the bar puts it.
VOLUME	OFF ... FULL	FULL	How deep the curve ducks the level. FULL means the bottom of the curve is silence; halfway means half the depth. This is the classic sidechain pump without a compressor in the way – the shape is exactly what you drew.
FILTER	OFF ... FULL	OFF	How far the curve closes a low pass filter, swept logarithmically down towards a hundred and twenty hertz. At OFF the filter is not in the signal path at all.
RESONANCE	Q 0.50 ... 4.00	Q 0.90	Emphasis at the filter cutoff. Low is a clean sweep, high starts to sing as the cutoff moves.
PAN	OFF ... FULL	OFF	The curve steers the stereo position, constant power – above the middle of the curve goes right, below goes left, and the total power stays put. At the centre of the curve the signal is untouched.
SMOOTH	OFF ... 50.0 ms	3.0 MS	Rounds the corners of the drawn curve so hard edges do not click. A gate shape at OFF is a hard switch; a few milliseconds makes it a clean gate; thirty makes it a swell.
OFFSET	OFF ... FULL	OFF	Shifts the shape inside the cycle without changing the shape. Use it to start the dip slightly before the beat, or to move a gate pattern onto the offbeat.
OUTPUT	-12.0 ... +12.0 dB	0.0 dB	Final level trim, for matching the loudness back after a deep duck.
BYPASS	on / off	off	Passes the input through untouched.

05 PRESETS

Open the browser with **PRESETS**. It has two categories: **FACTORY**, which ships with the plugin, and **USER**, which is yours. Click a preset to load it, or browse with the keyboard.

⬆️⬇️	Move through the list. The highlighted preset loads as you go, so you can audition the whole bank without clicking.
⬅️➡️	Switch between FACTORY and USER.
ESC	Close the browser.
SAVE	Type a name in the field and press SAVE to store the current settings as a user preset.
RENAME • DELETE	Act on the selected user preset. Factory presets cannot be changed or removed.

Factory bank — 15 presets

CLASSIC PUMP	STUTTER
GENTLE DUCK	TREMOLO
HARD KICK DUCK	FILTER PUMP
OFFBEAT PUMP	WOBBLE BASS
HALF BAR SWELL	SLOW FILTER SWEEP
FOUR BAR FADE	SLOW AUTO PAN
TRANCE GATE	FAST AUTO PAN
TRIPLET GATE	

06 STARTING POINTS

Rough settings to work from, not destinations. Every one of them assumes you will move it once you hear the source.

Classic pump

The default shape at 1/4. Deepen it by dragging the first point further down.

Trance gate

GATE shape at 1/8 with SMOOTH around 2 ms – fast enough to be a gate, slow enough not to click.

Offbeat

Any shape with OFFSET at fifty percent moves the whole pattern half a cycle.

Wobble bass

SINE shape, VOLUME OFF, FILTER FULL, RESONANCE around 2.5, RATE 1/8.

Slow build

RAMP shape at four bars with VOLUME FULL – one long fade in per phrase, always ending on the downbeat.

Hear the shape

Draw with the transport stopped: the playhead keeps running so you can watch the curve while you edit it.

07 SUPPORT

For questions, bug reports and feature requests, please reach us on Instagram at [@ajanssrecords](#). Please include your operating system, your DAW and its version, the plugin format you are using, and the plugin version shown in the top right of the window.

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