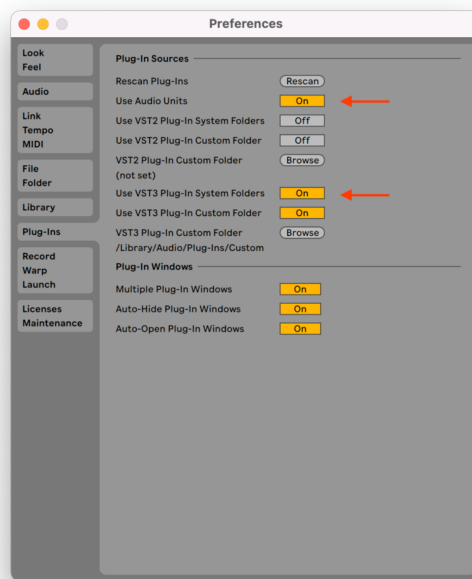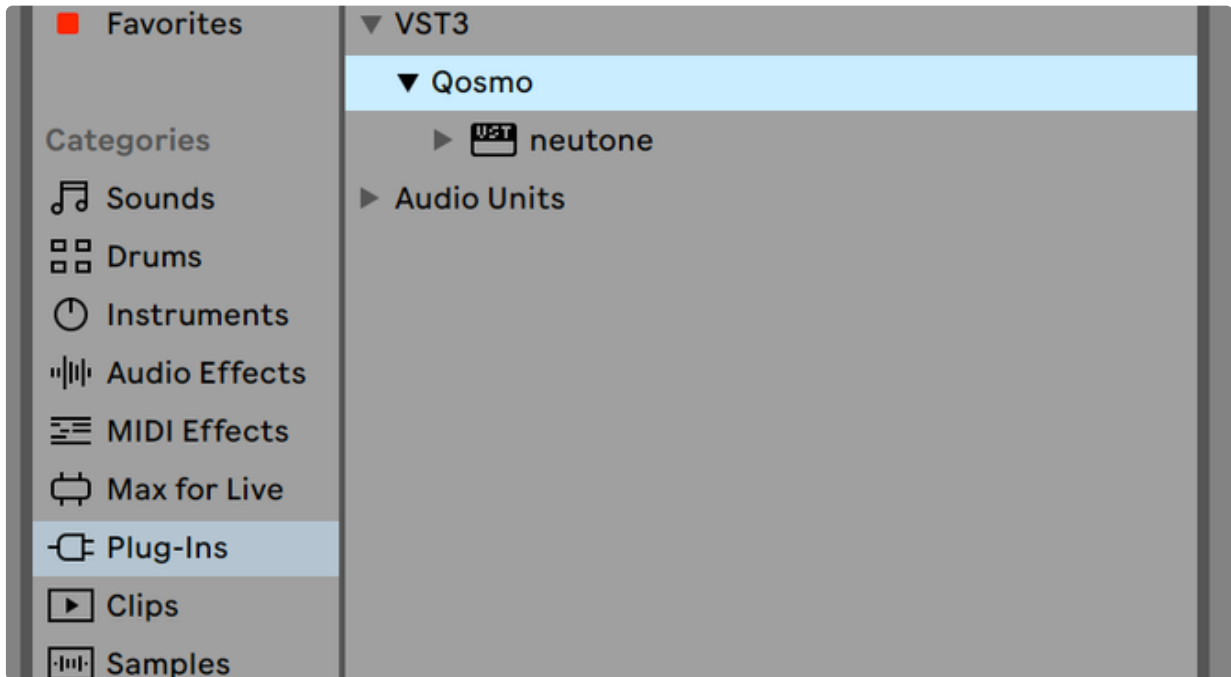# How to use Neutone FX?

Neutone FX is a plug-in for DAWs compatible with VST3 and Audio Unit (AU), which means we support most DAWs around. Here we'll show you how to use it in one of our favorite DAWs, Ableton Live.

After installing Neutone FX with the installer, the VST and AU versions will be installed in the system plugin folders. If the DAW doesn't find them, please make sure in the preferences that these default locations are scanned by setting the following options On.

Once that's done, you should see Neutone FX under Plug-Ins > VST3/Audio Units> Neutone

Neutone FX can work on a recorded track, MIDI instrument or live audio input. To use in an audio track, drag and drop the plug-in to an audio track and you'll see Neutone loaded to the Audio Effects list in the bottom. Now you are ready to use Neutone by clicking the spanner icon.
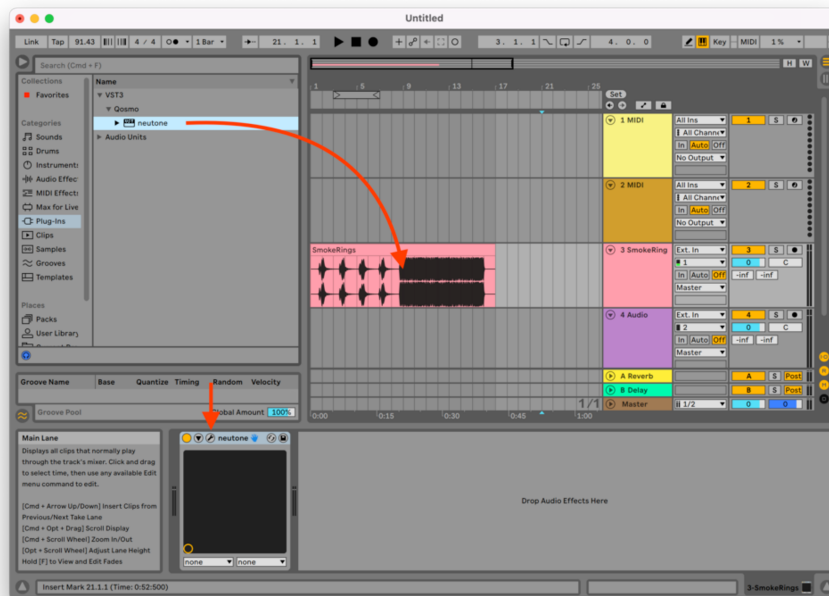
You will first see the list of available AI models.

Pick any one of the models you are interested. Click download and use to enable the model and you'll see the main plug-in window:
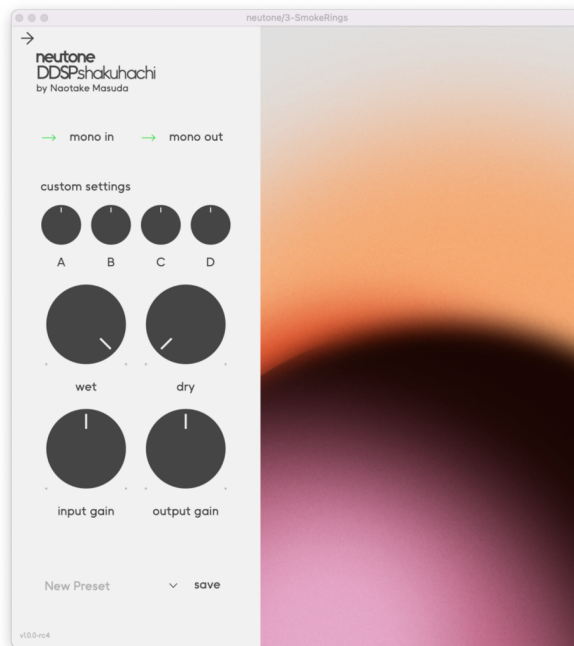
If you have an experience using other plug-ins, you'd be familiar with the big knobs down below:

wet: Mix level of the sound after processing

dry: Mix level of the sound before processing

output gain: Loudness level of the overall output

input gain: Gain of the sound going into the model

There are also some "custom settings" unique to each model. In the case of timber transfer models (RAVE and DDSP as of now), these typically control the way the model respond to the input by changing the behavior of the latent space. It's difficult to explain what they do systematically but try tweaking them until you get a good output.
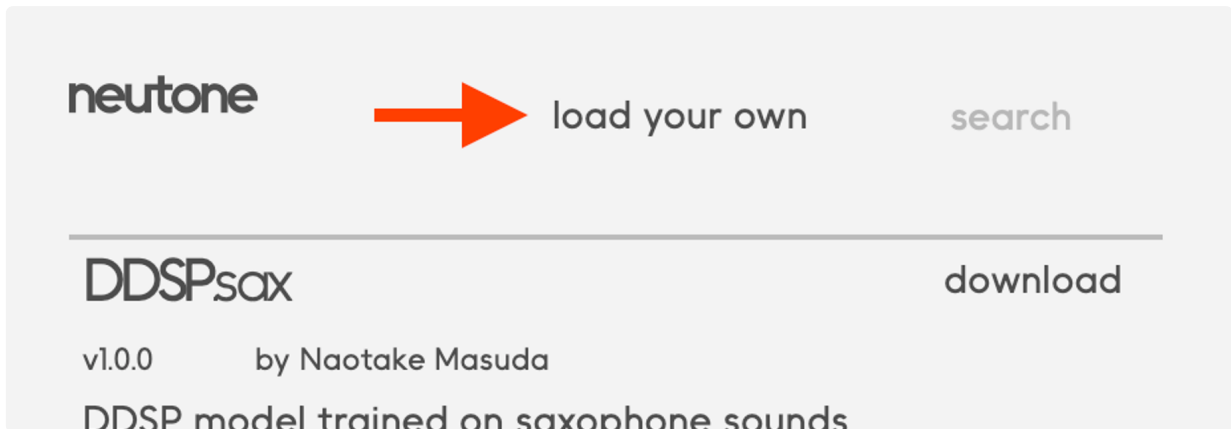
Tips for better results

Most of the models currently available for Neutone FX are timbre transfer models, which transforms an input sound timbre to another. Typically you'll get better result with single instrument input (or voice) and with DDSP models, you should use monophonic (no chords) input.

We also saw better results when the input sound is filtered towards certain frequency range where the model is more sensitive to responding. It is also a good idea to use a limiter or compressor to saturate the dynamic range for better responses. Try for example using set of effects like the following:
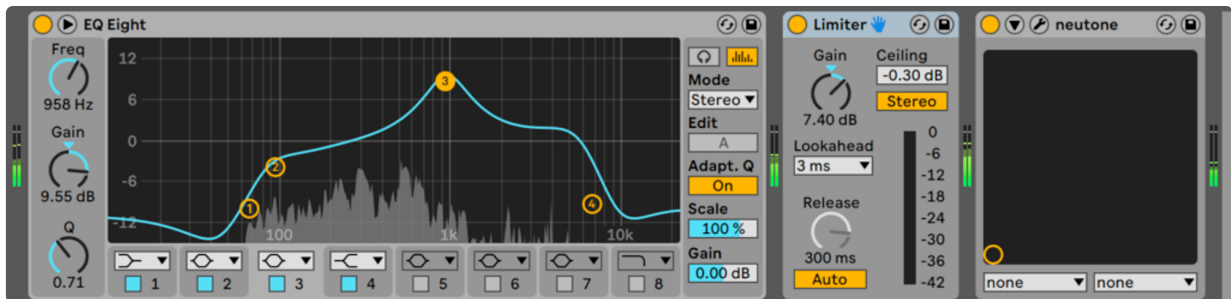
Loading your own model

When you've built your own model or someone gave you a model for testing by file, you can read it locally using the "load your own" button on the model list page. Select the .nm file, which contains the model.

@Nao Tokui アップデート