

Folda

USER MANUAL

v17.3.0

SENTINEL AV

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1. Welcome to Folda

What Is Folda?

Folda is a distortion and movement plugin built around four blendable wavefolding and clipping engines you can morph between in real time. Choose from 35 algorithms, position them on a 2D grid, and blend between them by moving a single control point. Layer in filters, deep modulation, and a global EQ to create everything from subtle analogue warmth to extreme, evolving sound design.

What makes Folda different from other distortion plugins is the 4-GROUP morphing system at its core. You are not locked into a single distortion flavour. Instead, you design four distinct distortion characters - each with its own algorithm, drive level, filtering, and tonal shaping - and blend between them continuously on a 2D performance surface called the GRID.

Move the blend point toward one corner and that GROUP dominates. Place it in the centre and all four contribute equally. The result is a distortion space rather than a distortion knob.

Combine this with five modulator types (wave, noise, envelope follower, ADSR, and note trigger) and over 60 modulatable parameters, and distortion becomes a dynamic, evolving instrument. Folda turns static saturation into something that breathes, moves, and responds to your music.

The Core Concept

Folda follows a four-step workflow:

1. **Design.** Set up four distortion configurations called GROUPs. Each GROUP has its own algorithm (wavefold, clip, saturate, overdrive, fuzz, or digital), drive amount, bias, pan, mix, gain, and a dedicated two-band filter with resonance control.
2. **Position.** Place your four GROUPs anywhere on a 2D grid. Their physical positions define the blending relationships between them - cluster them together for subtle variation, or spread them apart for dramatic contrast.
3. **Morph.** Move a single blend point across the grid surface. Proximity determines influence - the closer the blend point is to a GROUP, the more that GROUP's character comes through. This is calculated using inverse distance weighting, so the transitions are smooth and continuous.

4. **Modulate.** Assign modulators to any parameter - drive, filter cutoff, blend position, pan, gain, or dozens of others - to bring the whole system to life. Modulation can be free-running, tempo-synced, or driven by the incoming audio itself.

What You Can Do with Folda

- Add subtle analogue warmth to a mix bus with a gentle saturation curve and low drive
- Create evolving, modulated distortion textures for sound design by automating the blend point across the grid
- Build four distinct guitar tones and morph between them during a live performance
- Design rhythmic distortion effects synced to tempo using wave modulators on drive and filter cutoff
- Process drums with parallel saturation by blending between clean and driven GROUPs
- Use the modulation engine for auto-filtered, auto-panned distortion that shifts and evolves over time
- Layer multiple filter types across GROUPs for complex spectral shaping that changes with the blend position
- Build dramatic transitions by sweeping the blend point from one extreme to another

System Requirements

REQUIREMENT	MINIMUM	RECOMMENDED
Windows	Windows 10 (64-bit), OpenGL 3.2+	Windows 11 (64-bit)
macOS	macOS 11.0 Big Sur, Intel or Apple Silicon	macOS 13.0 Ventura or later
CPU	Dual-core 2.0 GHz	Quad-core 3.0 GHz
RAM	4 GB	8 GB
GPU	OpenGL 3.2 compatible	Dedicated GPU with OpenGL 4.1+

Higher oversampling settings (8x and 16x) benefit significantly from faster CPUs. If you plan to use Folda at high sample rates with maximum oversampling, a modern quad-core processor is strongly recommended.

Installation

VST3 on Windows Copy `Folda.vst3` to `C:\Program Files\Common Files\VST3\`. This is the standard VST3 location that all major DAWs scan automatically.

VST3 on macOS Copy `Folda.vst3` to `/Library/Audio/Plug-Ins/VST3/`. Use the system-level Library folder (not your user Library) so the plugin is available to all user accounts.

AU on macOS Copy `Folda.component` to `/Library/Audio/Plug-Ins/Components/`. Audio Unit is the native plugin format for Logic Pro, GarageBand, and other Apple-hosted environments.

Standalone Run `Folda.exe` (Windows) or `Folda.app` (macOS) directly. The standalone version does not require a DAW and includes its own audio device configuration. This is useful for previewing presets, testing audio routing, or using Folda as a standalone effects processor.

After installation, rescan your plugin list in your DAW. Folda will appear in the Distortion or Effect category depending on your host. In some DAWs you may need to trigger a manual rescan from the plugin manager.

First Launch

When you first open Folda, the interface is divided into two main areas.

The top half is the **Visualisation Area** - a dark, diamond-shaped space with four freely positionable coloured nodes and a vectorscope display in the centre. Each node represents one of your four GROUPs, and the diamond in the middle is the blend point. This is where you see the GRID in action and monitor your output signal in real time.

The bottom half is the **Control Shelf** - a tabbed panel system that houses all of Folda's controls. Four tabs run along the top of the shelf: **GRID**, **MOD**, **GLOBAL**, and **PRESETS**. The **GRID** tab is active by default, showing the parameters for whichever GROUP is currently selected or the blended values when no GROUP is soloed.

The plugin starts in Portrait mode at a comfortable default of 500 by 900 pixels. You can resize the window by dragging its edges, and Folda remembers your window size between sessions. Three layout modes are available - Portrait, Landscape, and Square - which you can cycle through to suit your screen layout and workflow. The visualisation area scales accordingly while preserving its proportions.

No audio is processed until you play something through it. Folda is a real-time insert effect - place it on a track, send audio through it, and you will hear the result immediately. With default settings, only GROUP 1 is enabled. GROUPs 2, 3, and 4 start disabled - enable them from the MORPH subtab or the GROUP enable buttons on the Visualisation Area when you are ready to blend.

If you want to get straight to making sound, skip ahead to [Chapter 3: Quick Start](#).