

A GUIDE TO: **PEAK**

VST3 & AU PLUGIN



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CandyFx

INTRODUCTION



Peak is a unique EQ and stereo imaging tool that focuses on the left and right channels independently, creating unique blur, phase, and EQ textures.

It can also be used to soften harsh transients through stereo imaging, rather than compressing, preserving the transients you do want.

It's a sound design playground, and a must have for scoring & producing.



INSTALLATION

1	1	0	1	1	1	1	1	0	0	0	0	1	0	1	1	0	1	1	0	0	1	1	0
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1	1	1	1	1	0	0	1	1	0	0	1	1	0	1	1								

WINDOWS:

1. Unzip

2. Drag

Drag the CandyFx folder into your preferred plugin folder,
or use the default Windows folder:

C:\Program Files\Common Files\VST3

Do not separate VST3 from TurboCandy.dll

3. Open DAW

Verify your DAW is looking in the right plugin folder.

4. Unlock

Enter your key (found in your email).

MAC:

1. Unzip

2. Drag

/Library/Audio/Plug-Ins/VST3

/Library/Audio/Plug-Ins/Components

3. Unlock

Open in your DAW & enter your key (found in your email).

KNOBS



“TRAIL L & R”

The Trail knobs adjust the phase of the left and right channels. You can use them to create wobbly pitch effects, widen the audio signal, or move around the stereo imaging.

“BLUR L & R”

The Blur knobs adjust the amount of delay between the left and right channels. You can use it to soften transients, create delay between channels, and create unique textures.

“CUT L & R”

The Cut knobs control the EQ frequency for the left and right channels, allowing you to add texture and motion to your audio signal.

“RESO L & R”

The Reso knobs control the resonance of the audio signal, exposing higher frequencies.

CandyFx