

Corrosion

Corrosion is an audio effect brought to you by the collaboration between **The Buildzer** and **HoRNet Plugins**.

The idea behind the plugin is to give you something that can create distorted, corroded sounds. Something that you can use to add grit to smooth basses or synth sounds, but it's also fun to use on drum loops to enhance snare drums or to create "thumpy" and "noisy" kick sounds. Corrosion is based on a very simple processing that gives amazing results: take a synthesized source (white noise, sine, saw or square, wave) filter it (with low pass, band pass or high pass) and use it to modulate the input sound. This process creates what's called "intermodulation distortion" (the effect on which is build an FM synthesiser for example). Modulating one signal with another creates many harmonics that enrich the original sound and, if the modulator and the carrier are not in tune, create dissonant metallic distortion. We decided to let you use white noise, sine, saw, or square wave to let you have this heavy noisy, thumpy distortion that it's so cool on synth bass.

Filtering the modulator with a simple filter would have been boring, so we have chosen a resonant filter that allows you to "tune" the modulator on a specific frequency to give you the chance to create harmonic resonance with your original sound, and if your sound varies, you can enable the "track pitch" feature that tunes the filter or the modulator to the fundamental frequency of your sound and follows any pitch variation.

Corrosion's audio path also features analog saturation, if you enable it and you drive it hard you can hear it distort your signal like a transistor would do, try it with a drum loop and drive it hard, you'll be amazed at how fat you can make it using saturation and modulation together. Of course on Corrosion you find the usual input, output and bypass controls.

To make the plugin even more fun you can also use an external audio input as modulator source, not just a synthesized one, take one audio track and use it to modulate another one.

Features:

- *Intermodulation distortion*
- *Modulator sources: noise, stereo noise, sine, saw, square wave, external input*
- *Resonant low pass, band pass and high pass filters for the modulator*
- *Analog saturation across the signal path*
- *"Track pitch" feature that automatically tunes the filter*
- *Input, output and bypass controls*
- *X,Y trackpad to allow easy filter manipulation*
- *macOS (10.7 and later) and Windows (Vista and later) support.*
- *64-bit compatibility both on Mac and Windows.*
- *Audio Units VST2.4, VST3 and AAX format.*

Select the modulation source between: noise, stereo noise, sine, saw, square, external input

Easily adjust frequency and resonance simply dragging around the yellow dot

Adjust filter or modulator frequency

Changes the resonance amount of the filter

Changes the filter type between: low pass, band pass and high pass

Adjust the filter frequency (when noise is selected as source) or change modulator pitch, to follow changes in the input signal

Lets you dial in the amount of effect to apply to the input sound

Adjust the input level of the plugin, the higher the level, the more distortion you get if "analog" is enabled

Adjust the output level of the plugin

Bypasses the processing

Enables the analog saturation along the signal path

