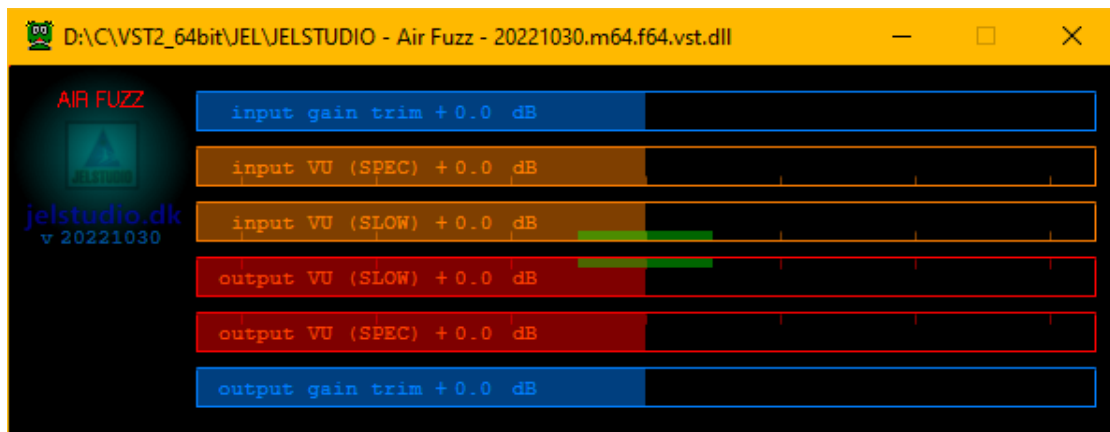


JELSTUDIO's "Air Fuzz", version 20221030



**Air Fuzz is a dynamic sound-effect to make bass-parts sound more 'dry' and 'airy'.
It is for LIVE or mixing/mastering use.**

If you have ever stood in front of a sub-woofer playing at loud volume, you may have felt the sensation of air being pushed/pulled around you.

(‘Sub-woofer hair-dryer’ video: <https://www.youtube.com/watch?v=FCsJtl8cwkc>)

Air Fuzz is designed to create a somewhat similar sensation in the audio-realm.

Deep frequencies, such as bass and kick-drums (Perhaps especially ‘808’ kicks), can get a lovely raspy sound when using Air Fuzz at moderate levels.

It requires some ‘input-gain trim’ attention when you first load it onto your audio-chain, as even small trim-changes can change the sound-effect quite dramatically.

It’s supposed to be a subtle sound-effect, and may sound bad if you push it too hot (Good headphones or monitors are recommended when adjusting the input-gain trim, so you clearly hear where the sweet-spot is on your material)

It does not work equally well on all audio-material, but can even be used on busses and master-tracks for some types of music.

Technically it is a 32/64 bit VST2 audio-effect plugin mainly for DAWs and sound/video-editors on Windows, but it can also be used in a LIVE VST-host (for example with LIVE stage-performance audio, or with music/TV home-stereo audio)

Air Fuzz is optimized for a VU-level workflow (Its VU-meters are calibrated to -18 dB FS)

Some of Air Fuzz' key-points:

- Safety output-ceiling is +6 dB FS (Signals above will be clipped. Be aware of this when rendering, if you normally use very hot-signals in the plus dB range. Air Fuzz will NOT pass samples above + 6 dB FS)
- Zero latency (for LIVE use or for tracking)
- Manual input-gain control (+/- 24 dB for a 48 dB total range which is output-gain compensated)
- Manual output-gain control (+/- 24 dB for a 48 dB total range)
- GUI layout is optimized for 'peripheral vision overview' (When looking at the center of the GUI; all important displays can be read at a glance with peripheral vision) based on human factors design guidelines issued by the FAA and DoD for aviation-display designers.
- For Windows 7, 8, 10, (11 is not tested)
- Zip with .dll (no .exe installation)
- No DRM (Such as PhoneHome, iLok, etc)

Order of Air Fuzz' internal audio-routing:

2-channel input (Dual Mono/Stereo) → Gain Stage → Fuzz Algorithm → Gain Compensation Algorithm → Safety Limiter → 2-channel output

Usage (how to operate):

TL;DR
(Minimum required reading)

#1: Add Air Fuzz to your plugin-chain.

#2: Start your sound playing.

#3: Adjust input-gain trim to taste.

#4: That's it. Enjoy the (hopefully) pleasing sound.

Now follows more in-depth info:

GUI

The GUI has 4 VU-meter displays, 4 fuzz-activity displays and 2 mouse-controls.

Left side, top to bottom:

“**Title and Logo**”, always ON.

The plugin's title-name.

The 'breathing logo' will 'breathe' (brightness will continuously rise and fall slowly) to show that the plugin is running and not stopped or 'crashed'.

The link to the website (jelstudio.dk) (not clickable).

The date the plugin was last edited (YYYYMMDD)

“**4 Fuzz-activity lights**”, white, Light-intensity follows fuzz-activity, so the brighter a light is; the more fuzz in the signal from that particular fuzz-system (There are 4 main fuzz-systems, and 2 splitter-systems. Only the 4 fuzz-systems have activity-lights)

Right side, top to bottom:

“input-gain trim”, blue slider, always ON.

This shows the input-gain trim setting. It ranges from -24 dB to + 24 dB.

This is a gain-compensated user-control, adjusting the fuzz-effect, so adjusting it has no effect on output-gain which will remain the same.

“input VU meter”, orange slider, always ON.

This shows the incoming audio-volume in VU. It ranges from -20 VU (-38 dB FS) to + 20 VU (+2 dB FS)

Center-position is zero VU (-18 dB FS)

Meter-ballistics are in accordance with the VU-specification.

“input VU meter (slow)”, orange slider, always ON.

This shows the incoming audio-volume in VU. It ranges from -20 VU (-38 dB FS) to + 20 VU (+2 dB FS)

Center-position is zero VU (-18 dB FS)

The green-zone at the center is +/- 3 VU and it is often around there the fuzz-effect sounds optimal.

Meter-ballistics are non-standard (Heavily slowed-down VU-meter)

“output VU meter (slow)”, red slider, always ON.

This shows the outgoing audio-volume in VU. It ranges from -20 VU (-38 dB FS) to + 20 VU (+2 dB FS)

Center-position is zero VU (-18 dB FS)

The green-zone at the center is +/- 3 VU.

Meter-ballistics are non-standard (Heavily slowed-down VU-meter)

“output VU meter”, red slider, always ON.

This shows the outgoing audio-volume in VU. It ranges from -20 VU (-38 dB FS) to + 20 VU (+2 dB FS)

Center-position is zero VU (-18 dB FS)

Meter-ballistics are in accordance with the VU-specification.

“output-gain trim”, blue slider, always ON.

This shows the output-gain trim setting. It ranges from -24 dB to + 24 dB.

This is a user-control, adjusting the output-gain trim, so adjusting it will modify the audio-levels and volume exiting the plugin.

The mouse-controls:**Main window:**

Click and hold your left mouse-button to drag one of the two gain-sliders left or right.
Right-click to set it to its default zero-VU position (Be mindful of potential volume-changes when doing this to the output-gain trim slider)

Technical concept (in general terms):

Air Fuzz is designed to produce a certain sound-effect and does not simulate, emulate or model any real physical device (aka analog device)
(Not even the Presidential aircraft, although this is indeed Air Fuzz (version) 1)

Remember; it's the resulting music that is key, and I hope you will find Air Fuzz useful on yours.

jacob.

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GUI programming: Jacob Larsen (JEL)
BETA-tester and sound-quality inspector: Sébastien Wittebolle (Garfield)
VST compiler: Derek John Evans.

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Twitter: <https://twitter.com/JELSTUDIO>

Facebook* (personal to Jacob Larsen): <https://www.facebook.com/jacoblarsen.248>

*If you receive 'weird nonsense' email/facebook-messages (like, for example, invitations to play Facebook games) from this account, it is NOT sent by JELSTUDIO! Feel free to use Twitter/Facebook for communication instead of email if preferred (Not via PM though, because I rarely check those, but as comments to posts or via the @ on twitter or facebook)

Purchase link: <https://sites.fastspring.com/jelstudio/product/airfuzz>

(JELSTUDIO does not get your credit-card info, or other payment-details, only your email and your name and address, as Fastspring is legally handling the sales-part on behalf of JELSTUDIO)

And, as a final note, a personal plug to my own music :) :

<https://open.spotify.com/artist/2I0gyn2gnEkN53dfU7YCP1>

Thank you.
jacob.