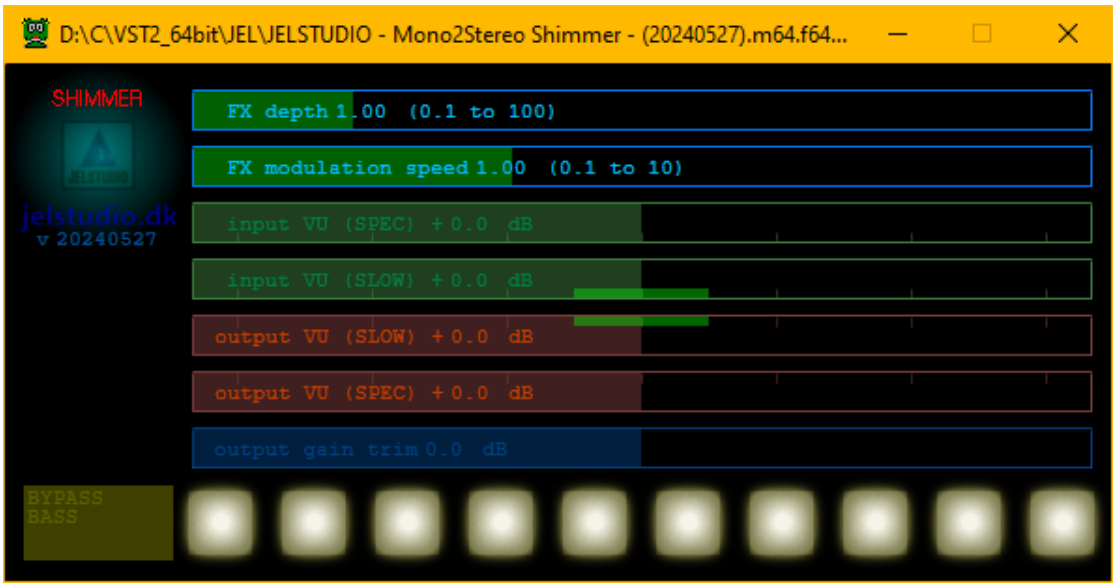
JELSTUDIO's "Mono2Stereo Shimmer", version 20240527



Shimmer is a dynamic sound-effect to make 'clinical' mono-tracks sound more 'dynamic' and 'wide'.
It is for LIVE or mixing/mastering use.

If you have ever had a VSTi synth that sounded too 'sterile/clean/digital', then "Shimmer" can create some movement in the sound.

Digital mono-tracks can be too perfect for some use-cases, and "Shimmer" can take this digitally-perfect mono and make it sound more like it was recorded on a stereo-tape with its small fluctuations in the stereo-image.

It can range from subtle, almost undetectable, which is useful when the plugin is used on every single track in a mix, over more obvious dynamic effects, which is useful when used on a single mono-track, to extreme movement of the sound, which can be useful for sound-experimentation.

"Shimmer" can be used on both mono and stereo tracks (It does not destroy already present stereo-information in a track, as it operates in dual-mono internally)

"Shimmer" is gain-agnostic, meaning you can feed it whatever audio-level you like.

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)

Some of Shimmer's key-points:

- NO safety output-ceiling! (Signals will never be clipped and can go as high as your DAW allows. Be aware of this when rendering, if you normally use very hot-signals in the plus dB range.)
- Zero latency (for LIVE use or for tracking)
- 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 Shimmer's internal audio-routing:

2-channel input (Dual Mono/Stereo) → Shimmer Algorithm → Gain Compensation Algorithm → 2-channel output

Usage (how to operate):

TL;DR
(Minimum required reading)

#1: Add Shimmer to your plugin-chain.

#2: Start your sound playing.

#3: Adjust the 2 plugin-controls to taste.

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

Now follows more in-depth info:

GUI
The GUI has 2 FX-control sliders, 4 VU-meter displays, 1 output-gain control slider, 1 bass-bypass On/Off control button, 10 shimmer-activity displays and 2 mouse-button 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)

"1 bass-bypass control button", yellow, Bright when ON (Bass is bypassed, so NOT affected by the shimmer-algorithm), Dim when Off (All frequencies, including bass, ARE affected by the shimmer-algorithm)

Right side, top to bottom:

"FX depth control-slider", multi-colored slider, always ON.
This shows the depth of the effect. It ranges from 0.1, very subtle, to 100, very strong.
It has 3 colors depending on FX-strength; GREEN is the suggested range that is useful for multi-track operation (Having a plugin on each track, with the depth being subtle enough to not over-power the sound), YELLOW is the suggested range when you want to strongly color the sound, but not so strong it destroys the sound (Useful for when the plugin is used on a single track), RED is the suggested range for sound-experiments (It will create all kinds of mayhem to the sound, that may or may not be useful to your particular purpose)
You slide across the slider-scale with the left mouse-button to set the value, and click anywhere on the slider-scale with the right mouse-button to reset the value to its default value of 1.0.

"FX modulation speed control-slider", multi-colored slider, always ON.
This shows the tempo of the dynamic modulation of the effect. It ranges from 0.1, very subtle, to 10, very strong.
It has 3 colors depending on FX-tempo; GREEN is the suggested range that is useful for multi-track operation (Having a plugin on each track, with the tempo being subtle enough to not over-power the sound), YELLOW is the suggested range when you want to strongly color the sound, but not so strong it destroys the sound (Useful for when the plugin is used on a single track), RED is the suggested range for sound-experiments (It will create all kinds of mayhem to the sound, that may or may not be useful to your particular purpose. This setting in particular can cause increased output-gain!)
You slide across the slider-scale with the left mouse-button to set the value, and click anywhere on the slider-scale with the right mouse-button to reset the value to its default value of 1.0.

"input VU meter", green 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)", green 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 (Dim when NO output-gain change is happening, Bright when output-gain is either lowered or raised)
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.
You slide across the slider-scale with the left mouse-button to set the gain-value, and click anywhere on the slider-scale with the right mouse-button to reset the value to its default value of 0 (Zero) gain-change.

“10 Shimmer-activity lights”, white, Light-intensity follows the activity of each of the 10 independent shimmer-channels, so the brighter a light is; the more change is happening to the signal from that particular shimmer-channel (There are 10 shimmer-channels, of which 4 are dedicated to the bass-spectrum.
During subtle operation you will hardly see the lights flickering. The more the lights flicker, the more the sound is colored/affected. The speed of the flickering matches the tempo of the effect-modulation. These lights are the only visual feed-back of how the shimmering-algorithm is currently behaving (Which is controlled by the depth and modulation controls, and the bass-bypass control)
When the Bass-Bypass system is ON, the 4 left-most lights will remain dark at all times (And a yellow bar will cover them to indicate they are not active)

The mouse-controls:

Main window:
Click and hold your left mouse-button to drag a control-slider left or right.
Right-click to set it to its default position (Be mindful of potential volume-changes when doing this to the output-gain trim slider)

Technical concept (in general terms):

Shimmer is designed to produce a certain sound-effect and does not simulate, emulate or model any real physical device (aka analog device)

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

jacob.

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

Website: https://jelstudio.dk/JELSTUDIO_software.html
Email*: jelstudio@hotmail.com
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 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 @-mention tag on facebook)

Purchase link: https://sites.fastspring.com/jelstudio/instant/shimmer
(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://soundcloud.com/jelstudio/tracks
https://open.spotify.com/artist/2I0gyn2gnEkN53dfU7YCP1

Thank you.
jacob.