



FRACTURE

FRACTURE // CREDITS

SOFTWARE DEVELOPMENT:

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FRACTURE PRESETS:

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Glitchmachines ® www.glitchmachines.com

ABOUT US:

Glitchmachines was established in 2005 by sound designer and electronic musician Ivo Ivanov. For the first 5 years of our brand's existence, we were focused on building handcrafted circuit-bent hardware instruments. We sold a limited number of units through boutique synthesizer retailers Analogue Haven and Robotspeak in California and we custom made instruments for numerous high-profile artists and sound designers. In 2010, we shifted our focus toward creative software plugins and sound effects packs.

SYSTEM REQUIREMENTS:

- Broadband Internet connection for product download
- VST/AU host such as Ableton Live, Logic Pro, Renoise, etc.
- Mac OS X 10.7 or higher (PPC not supported)
- Windows Vista or higher
- CPU with SSE2 support
- Minimum recommended CPU: Core 2 Duo, 2GHz

SETUP:

Unpack the GM_FRACTURE .zip file and place the entire folder in any location of your choosing, such as an internal or external hard drive in your system.

Navigate to the appropriate subfolder for your OS, inside the FRACTURE_INSTALLERS folder, and run the installer.

Windows users: be sure to select the proper architecture for your system (32bit/64bit)

Launch your VST or Audio Unit DAW of choice, and instantiate the FRACTURE plugin on a track as an audio effect.

Our download links are set to expire within 30 days. Should you need the files again, simply download them again from our website: www.glitchmachines.com

For tech support, please contact us at: support@glitchmachines.com

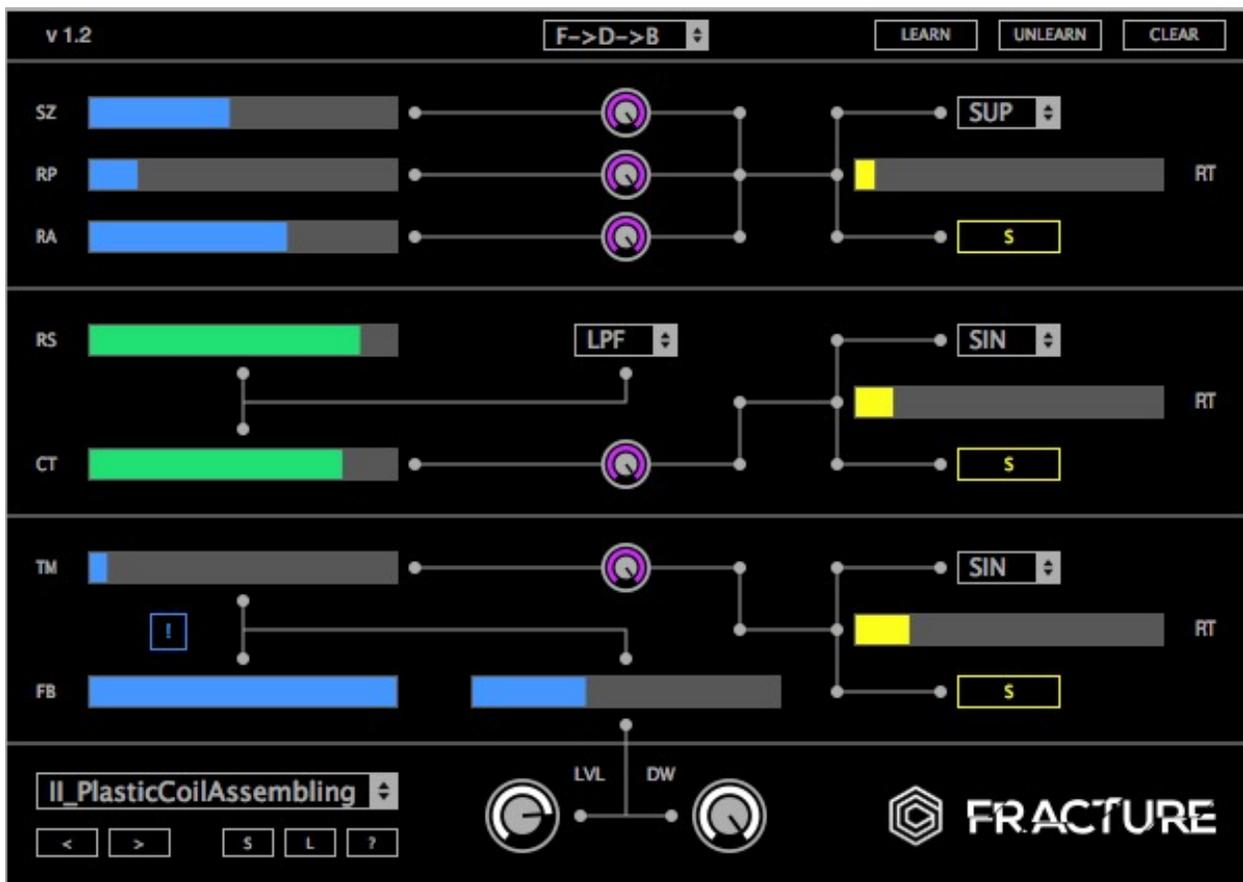
FRACTURE DESCRIPTION:

Fracture is a FREE buffer effect plugin geared toward creating robotic artifacts and abstract musical malfunctions. Fracture features a buffer effect, a multimode filter, three LFOs and a delay. The order of the effects in the processing chain can also be reconfigured.

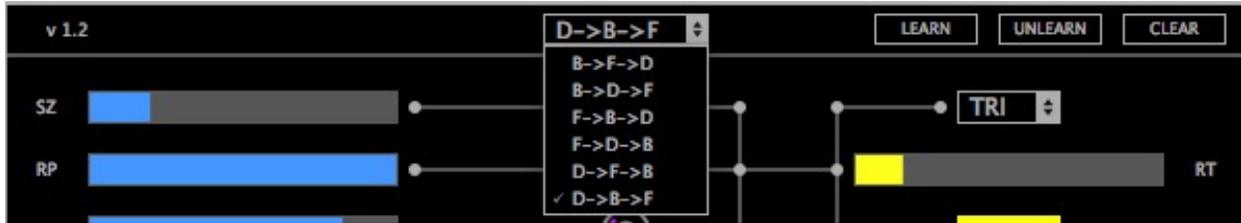
This plugin is especially useful when it comes to adding glitchy articulations and abstract textures to your projects. Use it on anything from drums and percussion to synth lines and sound effects. Fracture's intuitive interface and diverse features make it simple to give your projects a unique technical edge.

If you like Fracture, be sure to check out its big brother: [FRACTURE XT](#)

FRACTURE INTERFACE OVERVIEW:



EFFECTS CHAIN CONFIGURATION:



At the header of Fracture's interface, you will find a drop down menu which allows you to reconfigure the order of the effects in the chain. This is particularly useful since the order of the effects will significantly influence the final result of your patch.

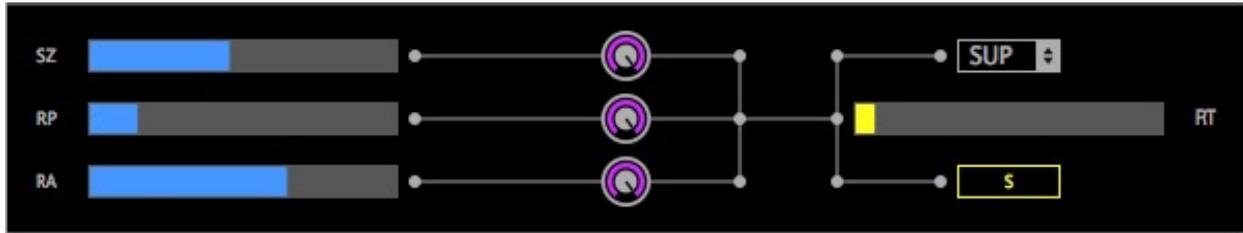
A good way to get started is to try reconfiguring the order in some of your favorite presets. To do this, simply click on the dropdown menu and select one of the options. Pay close attention to how this changes the resulting effect.

Going forward, you should always consider the effects chain order when creating your own presets.

The following configurations are available:

- Buffer, Filter, Delay
- Buffer, Delay, Filter
- Filter, Buffer, Delay
- Filter, Delay, Buffer
- Delay, Filter, Buffer
- Delay, Buffer, Filter

BUFFER MODULE:



This module records a small portion of the input signal and loops it a certain number of times, as defined by the user. When it has finished looping, it automatically records the current input and starts looping again. The playback rate of the looped audio can be adjusted by the user.

It is possible for this module to get stuck looping a silent signal : in this case, try moving the Size and Repeats sliders to a lower position in order to buffer a new input.

Size (SZ) : adjusts the duration of the looped audio (from 1 Ms to 1 second)

Repeats (RP) : lets you set the number of times the audio should be looped before buffering a new input (from 1 time to 128 times)

Ratio (RA) : sets the playback rate of the buffered audio. The original playback rate is 1.0 (you can revert to this value by double clicking on the slider). A value of 2 means that the audio will play twice as fast (one octave higher) and a value of 0.5 means that the audio will play twice as slow (one octave lower). Setting this parameter to a value of 0 will stop the playback of the buffered audio. Negative values mirror the positive values, but the audio will play backwards.

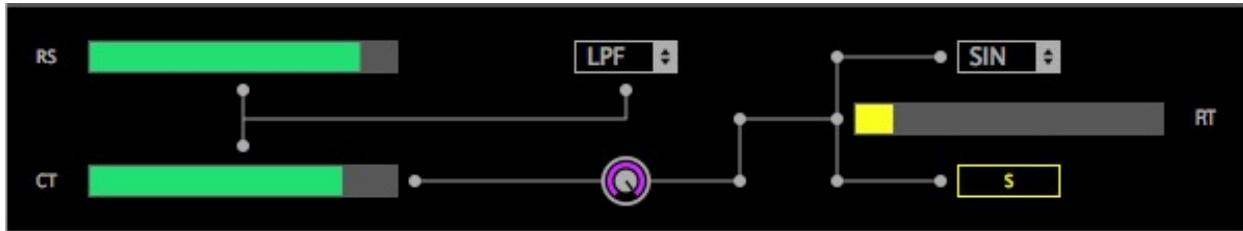
A LFO can be used to control these three parameters. You can adjust the modulation depth for each parameter by using the small knobs located in the middle of the buffer module. The LFO settings are located at the right of the module.

LFO Waveform Menu : this menu lets you change the current waveform of the LFO. You can choose between sine (SIN), triangle (TRI), saw up (SUP), saw down (SDN), square (SQR) and sample and hold (S&H).

Sync Toggle : if this button is engaged, the rate of the LFO will be synced to the host tempo and the rate slider will then allow you to dial in musically relevant divisions.

LFO Rate (RT) : sets the frequency of the LFO. If the sync is not active, this value will be expressed in Hertz (from 0 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

FILTER MODULE:



This module is a classic multi-mode filter which can act as a lowpass, highpass, bandpass or notch filter.

Filter Type Menu : this menu lets you choose the filter type between lowpass (LPF), highpass (HPF), bandpass (BPF) and notch (NCH). You can also bypass the filter by choosing "---".

Cutoff (CT) : the cutoff frequency of the filter (from 20 Hz to 11000 Hz).

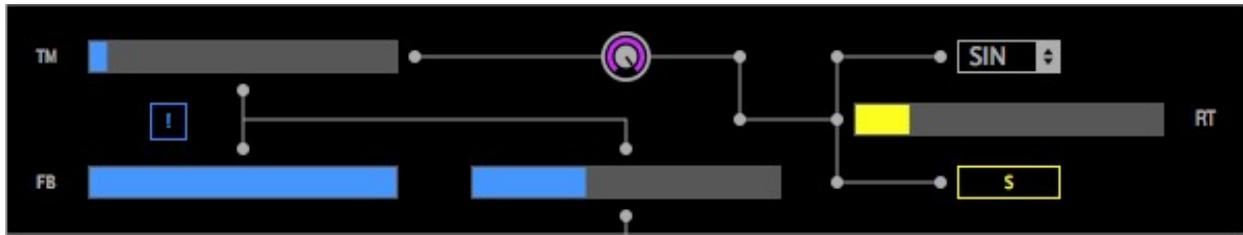
Resonance (RS) : the emphasis of the filter at the cutoff frequency (from 0 to 100%). A LFO can be used to control the cutoff frequency. You can adjust the modulation depth using the small knob located in the middle of the filter module. The LFO settings are located at the right of the module.

Waveform Menu : this menu lets you change the current waveform of the LFO. You can choose between sine (SIN), triangle (TRI), saw up (SUP), saw down (SDN), square (SQR) and sample and hold (S&H).

Sync Toggle : if this button is engaged, the rate of the LFO will be synced to the host tempo and the rate slider will then allow you to dial in musically relevant divisions.

LFO Rate (RT) : sets the frequency of the LFO. If the sync is not active, this value will be expressed in Hertz (from 0 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

DELAY MODULE:



This module is a standard delay line with feedback control and adjustable mix.

TIME (TM) : sets the delay time in milliseconds (from 1 Ms to 1000 Ms). When moving this parameter, the value will be interpolated and generate smooth pitch artifacts.

FEEDBACK (FB) : sets the amount of signal that is fed back from the output of the delay line to its input (from 0 to 100%).

MIX : sets the ratio of regular/delayed signal from 0% (only regular signal) to 100% (only delayed signal).

A LFO can be used to control the delay time. You can adjust the modulation depth using the small knob located in the middle of the delay module. The LFO settings are located at the right of the module.

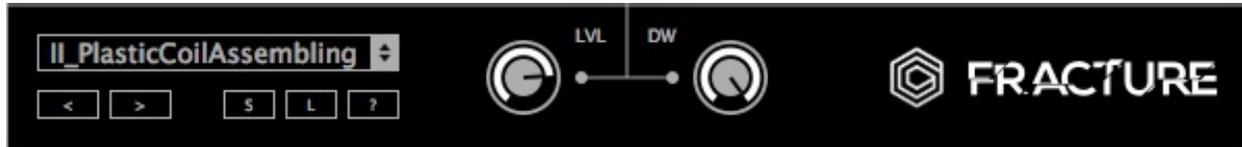
Waveform Menu : this menu lets you change the current waveform of the LFO. You can choose between sine (SIN), triangle (TRI), saw up (SUP), saw down (SDN), square (SQR) and sample and hold (S&H).

Sync Toggle : if this button is engaged, the rate of the LFO will be synced to the host tempo and the rate slider will then allow you to dial in musically relevant divisions.

LFO Rate (RT) : sets the frequency of the LFO. If the sync is not active, this value will be expressed in Hertz (from 0 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

Panic Button (!) : this is the button with an exclamation mark in the delay module. Clicking on it will reset the feedback parameter and clean the delay buffers. This can be useful if the sound gets out of control.

PRESET / GLOBAL:



Clicking on the Save (**S**) button will open a dialog box that will let you save the current preset on your hard drive using the extension “.frp”.

Only the presets saved in the default preset folder (where the dialog box opens by default) will appear in the menu. You can load a preset stored somewhere else by clicking on the Load (**L**) button.

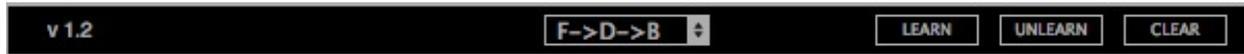
You can navigate through the presets either by accessing the drop-down menu, or by using the navigational arrows to increment/decrement through the list.

Random (?) : the randomize function will randomize all the parameters. This can yield interesting creative results when you are running low on inspiration.

Level (LVL) : the amplitude of the processed signal in decibels (-70 to +6 dB).

Dry-Wet (DW) : the ratio of input/processed signal expressed in percent. At 0% the plugin will only output the original signal and at 100% it will only output the processed signal.

HEADER:



MIDI:

Learn : to assign a knob to a MIDI controller, click on «Learn». Then once learn mode is active (while the button is on), move the control you wish to assign on the plugin interface, then move a control on your MIDI controller and the parameter will be bound to that control.

Unlearn : to unlearn a parameter, toggle the «Unlearn» switch on, move the parameter you wish to disconnect on the plugin and it will no longer respond to MIDI CCs.

Clear : you can unlearn all parameters at once using the «Clear» button.

PARAMETER VALUE DISPLAY:

The top-left portion of the header is the parameter value display. Here, you will see the name and value of the parameter currently being adjusted.

In order to make finer adjustments, hold your computer's Option/ALT key while adjusting a parameter.

Thanks for downloading FRACTURE!

Please check out the rest of our products at our website: www.glitchmachines.com