

Inear Display Gorgon

User Guide

Version 2.0



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Introduction

Thank you for using Gorgon.

To get the most out of it, please take some time to read this manual.

Gorgon is a brutal distortion effect plugin, enriched with FM ring-modulation, comb filtering, sample rate reduction, and a morphable lowpass/highpass filter within the signal pathway. Most of the plugin parameters can be modulated through a signal follower, breathing dynamic movement into the patches. Additionally the resulting audio can be further refined using the built-in equalizer.

Primarily designed to radically transform electronic drum beats, Gorgon excels at producing intense, circuit-bending-esque sounds, making it an ideal tool for audio destruction and experimentation.

Installation and First Launch

To use Gorgon, you need a VST3 or Audio Unit host such as Ableton Live, Logic Pro, Cubase, Bitwig, Reaper, FL Studio, Renoise, etc...

- **macOS:** The installer will automatically place the AU and VST3 files in the appropriate folders.
- **Windows:** The installer will automatically place the VST3 in the appropriate folder.

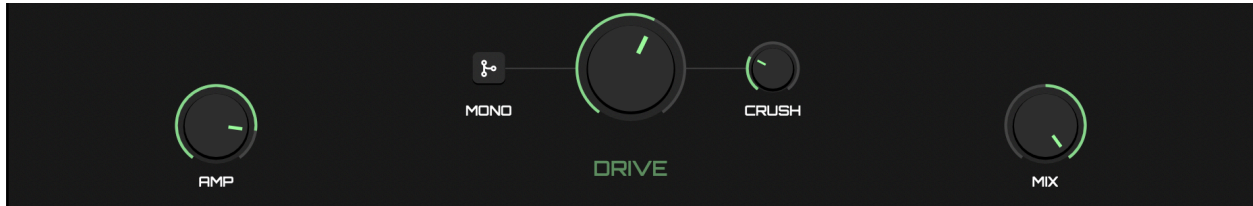
Once you have installed the plugin, open your host and you will find Gorgon in the effect plugins list.

➤ Gorgon is only available as a 64 bit plugin.

➤ On macOS, if your preset folder is empty after the installation or if you cannot save presets, please refer to [this FAQ](#) to fix the permissions (the folder name is **GorgonV2**).

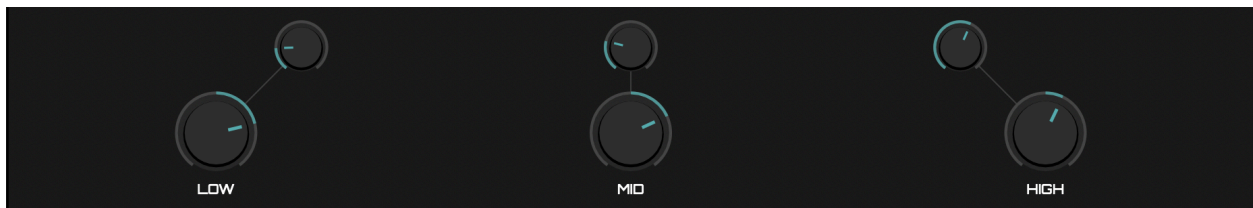
Main Controls

The controls at the center of the panel, color-coded in green, give you control of the distortion and output levels of the plugin:

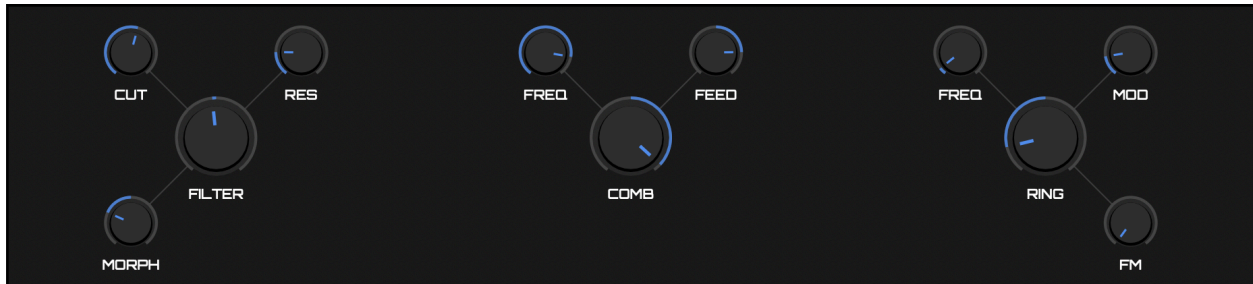


- **DRIVE**: controls the overall amount of distortion applied to the signal. While the plugin output will be automatically clipped to a reasonable range, the perceived loudness can be overwhelming, so this parameter should be balanced with the **AMP** control.
- **AMP**: controls the output amplitude of the processed signal.
- **MIX**: blends the processed signal with the raw input signal of the plugin.
- **CRUSH**: reduces the sample rate of the processed signal.
- **MONO**: switches the processing from stereo to mono (summing the stereo signal into a mono signal that is then outputted in stereo, with both channels carrying the same signal). This also influences how the envelope follower responds to the signal.

Directly below the previously mentioned controls, a series of teal-colored knobs manage the plugin's built-in equalizer, which shapes the tonal balance of the distortion's output. Each band of the equalizer is adjusted using two knobs: the larger main knob modifies the gain of the band, enhancing or reducing specific frequencies, while the smaller knob adjusts the band's center frequency, allowing you to pinpoint exactly which frequencies are affected.



At the top of the panel, three clusters of blue knobs are dedicated to controlling effects that are applied prior to the distortion stage. For each cluster, the primary knob adjusts the mix of the effect with the original signal.



- **FILTER:** a resonant filter that can **MORPH** between lowpass and highpass modes. The **CUT** parameter controls the filter frequency and the **RES** parameter controls its resonance.
- **COMB:** this effect gives a metallic sound to the signal. The **FREQ** parameter controls the frequency of the filter, while the **FEED** controls the feedback which is bipolar (each polarity having its own sonic flavor).
- **RING:** a ring-modulation effect that modulates the signal with a FM oscillator. The **FREQ** parameter controls the oscillator carrier frequency, the **MOD** knobs controls the oscillator modulator frequency, and the **FM** parameter controls how much the modulator impacts the carrier oscillator frequency.

Envelope Controls

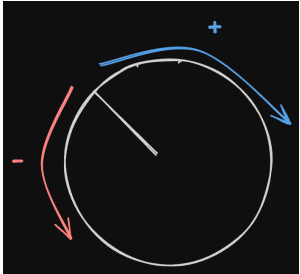
This section combines the envelope follower controls and a modulation matrix.



The first three sliders (color-coded in purple) adjust the parameters of the envelope follower: the **ATT** and **REL** sliders control the attack and release times of the envelope, while the **SENS** slider controls the envelope sensitivity.

> When using presets that leverage the envelope follower, it is always a good idea to adjust the **SENS** parameter to better accommodate the signal you use as an input.

All the other gray sliders control the amount of modulation applied to the corresponding parameters. The modulation is bipolar: when the slider is at the center, the modulation is zero, while dragging the slider to the left will increase the modulation negatively and dragging it to the right will increase the modulation positively (as pictured on the right).



Footer

The footer of the plugin panel regroups several utility functions, the most noticeable being the preset controls:



The large button in the middle displays the current preset name. Clicking on this button will reveal a popup menu.

- At the top of this menu, the [SAVE PRESET...](#) option will open a file picker in the Gorgon presets folder. Type in a preset name and save the file to keep a copy of the current settings on disk. If you want this preset to be available in the menu, you need to save it to the preset folder where the file picker opened. You can save it to a subfolder if you want it to appear in a preset bank in the menu (limitation: only the first level of subfolders will be searched for preset files).
- Below this option, the menu displays a list of all preset banks and individual preset files found in the preset folder. Each bank has its own submenu with its presets listed. This bank system allows you to sort your presets by the categories of your choosing. To load a preset, simply click on its name in the menu.

The navigation arrows on each side of this button let your cycle through all the presets referenced by the menu.

➤ [There is no one size fits all with Gorgon, so, when using a preset, make sure to tweak the drive, amp, and envelope sensitivity controls to adjust the processing to the signal to which you are applying the plugin.](#)

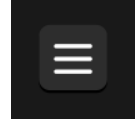
On the left side of the preset controls, clicking on the dice button will [randomize](#) the controls of the plugin (ignoring certain parameters like the output amplitude to get better results).

Use this function to generate starting points for new patches and experiment with unpredictable results.



Configuration Menu

Clicking the hamburger button on the right side of the preset controls will reveal the configuration menu which contains various useful global functions and options.



- **INIT ALL CONTROLS:** click on this option to set back all controls to their default values.
- **OPEN PRESETS FOLDER:** click on this option to reveal the presets folder in the Finder/Explorer. From there you can manage the preset files using your operating system functions.
- **SHOW PREFERENCES FILE:** click on this option to reveal the preferences file in the Finder/Explorer. While you may usually not need to use this function, it could be useful in some situations (fixing a value by hand or trashing the preferences for example).
- The last line of the configuration menu displays the version number of the plugin.

Resizing the Panel

The plugin panel can be resized by dragging the handle in the bottom right corner. The new size is saved in the preferences file and will be reloaded on startup.

Credits

- [Development, graphics and sound design](#): Thomas Hennebert