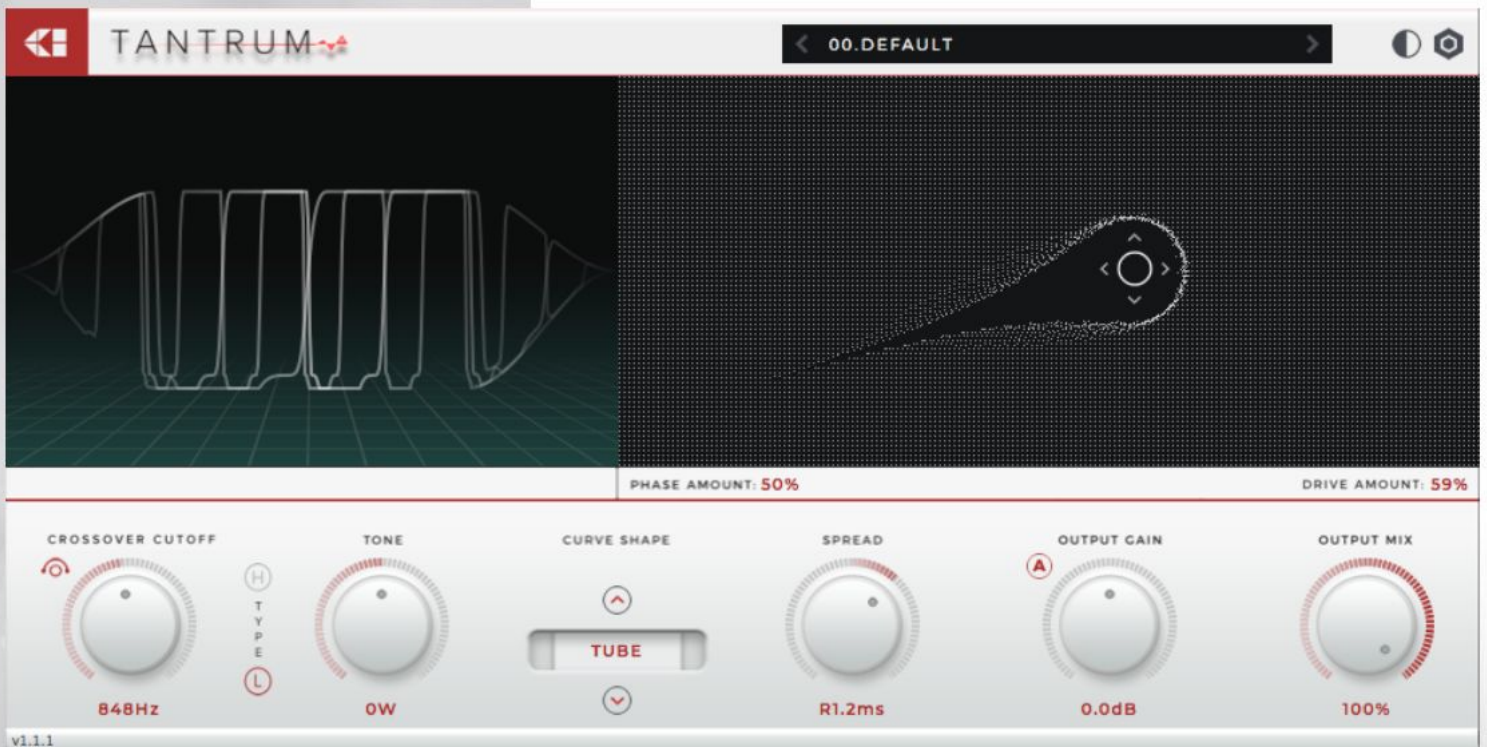


# TANTRUM

Digital distortion reimaged



# User Guide

## Description

Tantrum is a digital audio effect plug-in designed to offer you a new take on distortion processing. At its core are two different algorithms: a wave shaping processor featuring five classic wave shapes from soft tape saturation to aggressive sine foldback, and a unique phase modulation distortion developed exclusively by Creative Intent. Simultaneous control of both algorithms via the Gravitational XY Pad provides a new dimension of creative distortion capability.

## Credits

### Design & Development

- > Nick Thompson
- > Mike Spillane

### Preset Design

- > John Montoya – <http://www.johnmontoya.info>
- > Sean Divine – <http://seandivine.com>
- > Sixis – <http://sixismusic.net>

### Feedback & Testing

- > Brian Moyer
- > Jason Clark
- > Russell Grand
- > Vas F.
- > John Montoya
- > Sixis

## With Support From

- > Megan Duckworth
- > Jonas Gebhardt
- > Mary Coan

Additional thanks to Justin Windle for the original design and implementation of the particle interaction that we use in our interface.

## License Agreement

For full terms and conditions, please refer to the End User License Agreement distributed with this guide, or visit the Creative Intent website. Please support us in continuing to bring you new products by not sharing our software illegally.

## System Requirements

Tantrum is provided for Microsoft Windows in 32-bit and 64-bit, VST2 and VST3 formats, and for Mac OS X as a universal binary in AU, VST2, and VST3 formats. We support the use of Tantrum under Microsoft Windows 8.1 or newer, and under Mac OS X 10.9 or newer.

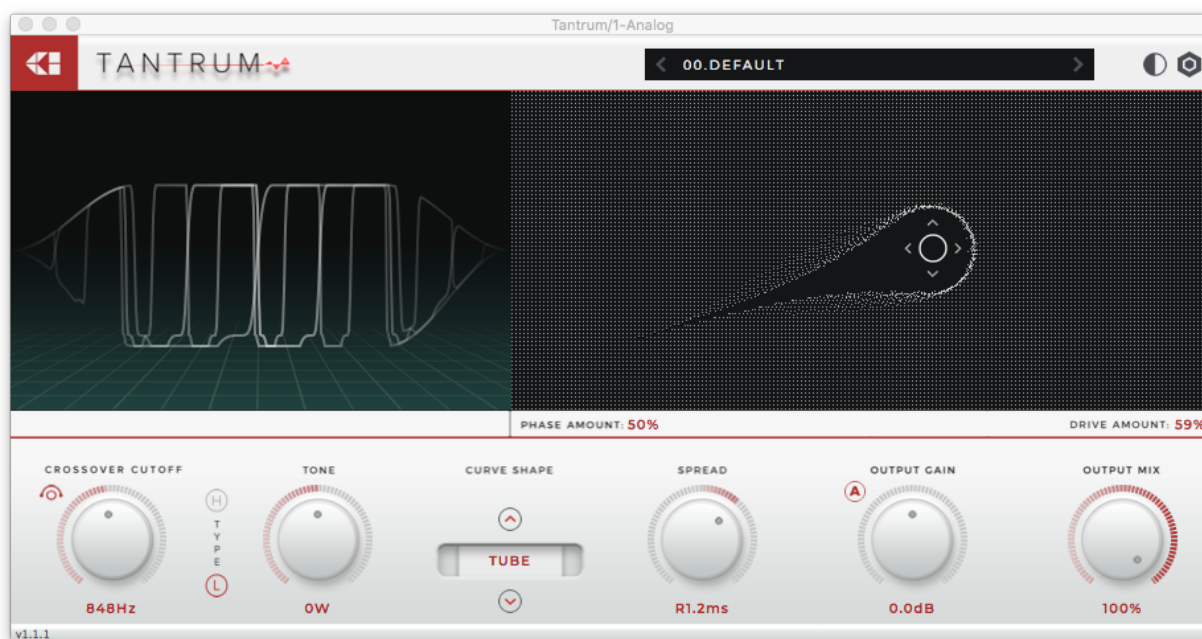
## Installation

To install Tantrum, run the appropriate installer for your operating system, located within the zip file that you received upon purchase. Windows users will have the opportunity to configure the destination folder for the VST2 files.

To uninstall Tantrum, you may simply delete the plugin files from your plugin directories listed below. On Mac OS X, those directories will be under **/Library/Audio/Plug-Ins**, and on Windows, **C:\Program Files\Common Files\VST3** and the VST2 directories that you choose during installation. By default,

those VST2 directories will be `C:\Program Files\Steinberg\VSTPlugins` or `C:\Program Files (x86)\Steinberg\VSTPlugins`.

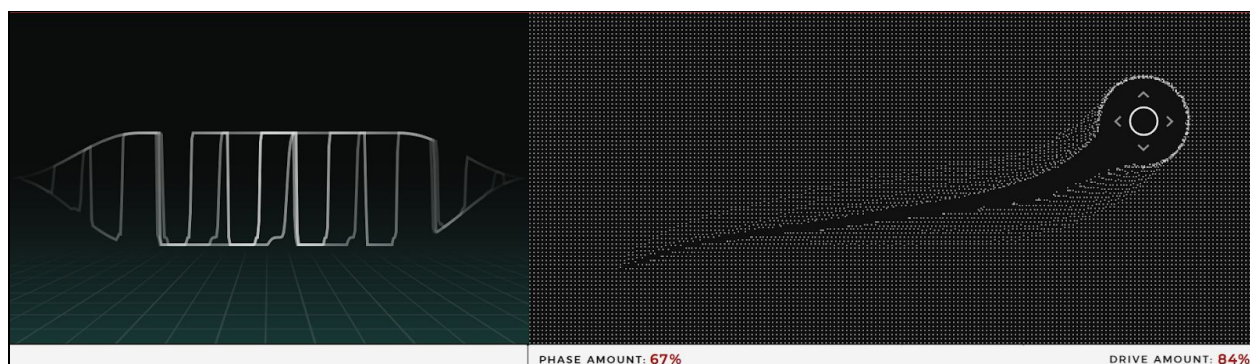
## Interface & Usage



### Overview

The Tantrum interface has three primary sections: the title bar, the interactive graph visualizations, and the control panel. The title bar features the company and product logo on the left, and the preset browser and help button on the right. Clicking on the help button (the hexagonal icon in the top right) opens a large overlay detailing much of the same information about the usage of Tantrum as you'll find here. Clicking on the skin button (the half-dark moon icon next to the help button) toggles from the light interface mode to the dark interface mode or vice versa. You can then close the help screen by clicking anywhere, or by pressing the **<Esc>** key. Presets can be loaded either using the previous and next buttons surrounding the preset name, or by clicking the preset name to open the menu. In the menu you will also find options to save a new preset, or copy and paste preset state to your clipboard.

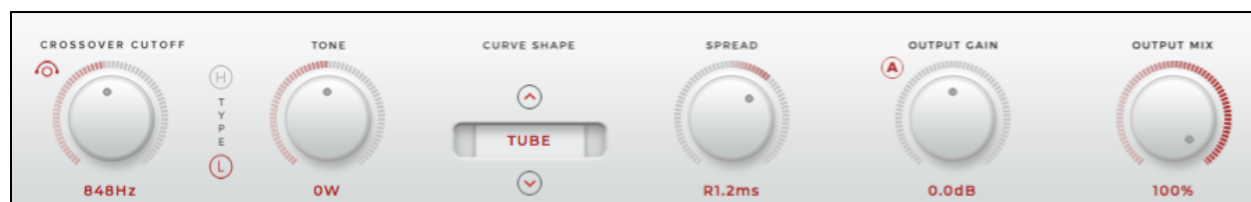
## Interactive Graph Visualizations



The interactive graph visualizations are two of the most exciting features of Tantrum. On the left is a sine wave animation that reacts to every knob turn to display how the different filters and distortion algorithms manipulate a sinusoidal signal. This information can be extrapolated to each harmonic in your input signal, helping you visualize what Tantrum does to your sound with each parameter. Additionally, clicking on the wave animation cycles through the available curve shapes. On the right is an interactive XY controller that governs the amount of phase modulation distortion along the Y Axis, and the amount of wave shaper drive along the X Axis. Moving the cursor through the graph displaces nearby particles, creating an engaging visualization of the movement of the two main distortion parameters. (Tip: automate the Phase Amount and Drive Amount parameters and watch the cursor in the controller for an exciting animation.)

- **Drive Amount:** Determines how strongly your signal is pushed into the selected curve shape, effectively controlling the wave shaping strength.
- **Phase Amount:** Determines the amplitude and tone of the modulating signal in the phase modulation distortion stage.

## Control Panel

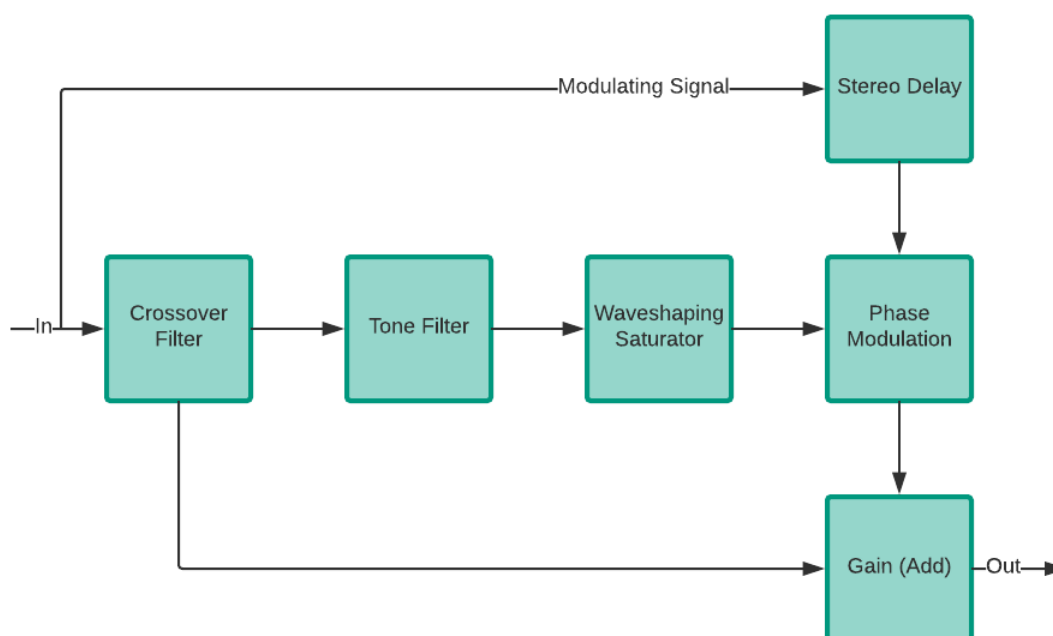


The control panel holds the remaining parameter controls in Tantrum, described here in detail. Consult the signal flow diagram below for additional information on how Tantrum processes an input signal.

- **Crossover Cutoff:** Sets the frequency at which the input signal is split into two bands. Only one of the bands will be sent through the distortion stages, which can be selected with the “H” and “L” buttons. The other band will pass through unaffected and sum with the distorted signal before the Mix stage.
  - **Crossover Bypass:** Off the top left corner of the Crossover Cutoff knob is the Crossover Bypass button. With this button you can enable the bypass to skip the input signal splitting, thus allowing the full input signal to proceed through the distortion stages.
- **Tone:** Following immediately after the crossover split is a simple 3-band EQ. Pulling this parameter toward the left subtly boosts lower frequencies and attenuates higher frequencies, while pulling toward the right boosts higher frequencies and attenuates lower frequencies.
- **Curve Shape:** Decides what algorithm to use in the wave shaping stage. See the sine wave animation for a visual representation of the various options. Clicking on the sine wave animation cycles through the same set of options controlled here.
- **Spread:** Optionally delay either the left or the right channel of the modulating signal in the phase modulation stage by up to a few milliseconds, creating a unique stereo distortion effect not possible in classic distortion processes.
- **Output Gain:** Sets the gain of the output signal before it reaches the final mix stage.

- **Automatic Gain Compensation (AGC):** Off the top left corner of the Output Gain knob is the Automatic Gain Compensation button. When enabled, the AGC algorithm will do its best to keep the input signal and the output signal at a consistent volume, despite any gain the distortion stages might apply to the signal.
- **Output Mix:** Mixes the wet distorted signal with the dry input signal. At 0%, only the original input signal passes through, and at 100% only the wet signal passes through.

## Signal Flow



This diagram shows the high level signal flow in Tantrum. The core signal path is shown through the middle; the unselected band from the Crossover stage leaves the bottom of the “Crossover Filter” box and passes straight to the “Gain (Add)” stage where the Output Gain parameter takes effect. The remainder of the diagram is explained by, and helps explain, the parameters described above.

## Support

Thank you for your purchase of Tantrum. We want to make every effort to ensure your satisfaction with your purchase. Please visit <https://creativeintent.co/pages/contact-us> or send an email to [nick@creativeintent.co](mailto:nick@creativeintent.co) if you have any questions, comments, or concerns.