iZotope Stutter Edit Help Documentation

Table of Contents

Introduction
Welcome to iZotope Stutter Edit

Thanks for using Stutter Edit!

- the iZotope team

V 1.0.1.430

1. INTRODUCTION

iZotope Customer Support

How to purchase the full version of Stutter Edit
If you are using the demo version of Stutter Edit and would like the full version, you can purchase Stutter Edit direct from the iZotope online store.

http://www.izotope.com/products/audio/stutteredit/

Once your purchase is complete you will be sent an email confirmation and a full version serial number that can be used to fully authorize your current installation of Stutter Edit.

Customer Support Policy
iZotope is happy to provide professional technical support to all registered users absolutely free of charge. We also offer valuable pre-sales technical support to customers who may be interested in purchasing an iZotope product. Before contacting iZotope support, you can search our Product Knowledgebase to see if the solution to your problem has already been published.

http://www.izotope.com/support/center

How to contact Technical Support
For additional help with Stutter Edit, please check out the support pages on our web site at http://www.izotope.com/support or contact our customer support department at support@izotope.com.

iZotope's highly trained support team is committed to responding to all requests within one (1) business day and frequently respond faster. Please try to explain your problem with as much detail and clarity as possible. This will ensure our ability to solve your problem accurately, the first time around. Please include all system specs and the build/version of Stutter Edit that you are using.

Once your support request is submitted, you should automatically receive a confirmation email from iZotope support. If you do not receive this email within a few minutes please check your spam folder and make sure our responses are not getting blocked. To prevent this from happening please add support@izotope.com to your list of allowed email addresses.

Quick Start
2. QUICK START

First Steps

Please choose from one of the supported audio host applications below for specific instructions on getting up and running with Stutter Edit:

Ableton Live

Apple Logic

Avid Pro Tools

Cakewalk SONAR

Cockos Repear

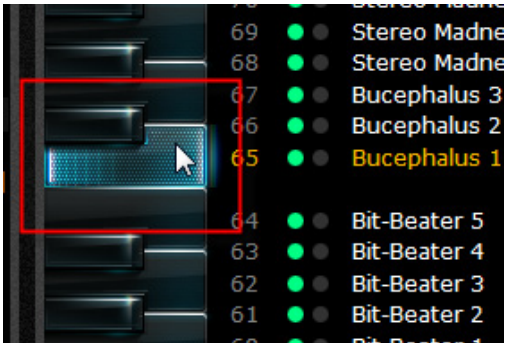
Image-Line FL Studio

MOTU Digital Performer

PreSonus Studio One

Steinberg Cubase/Nuendo

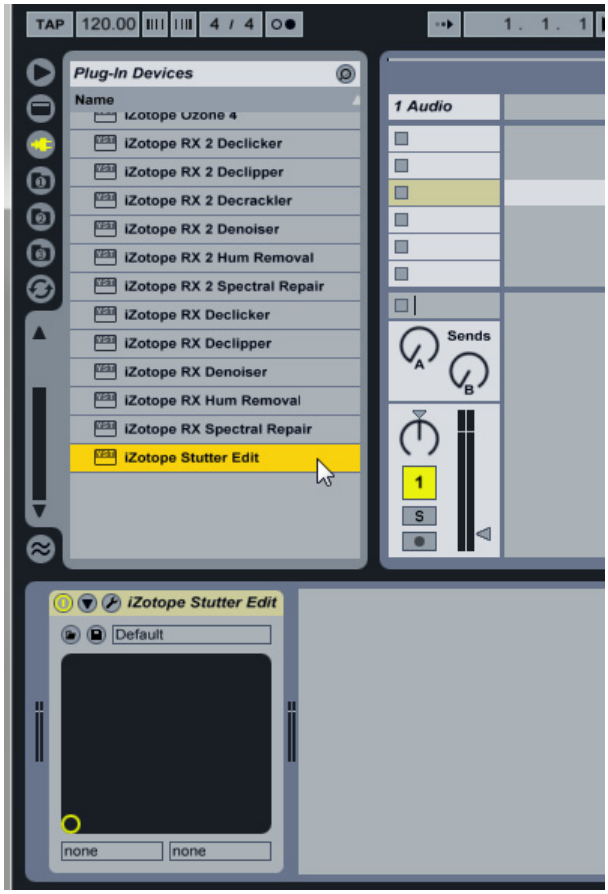
Just want to hear some crazy sounds before you get all set up?
To immediately audition Stutter Edit's Gestures on your audio without a MIDI controller, simply instantiate Stutter Edit on to an Audio Track in your host, and while your host's transport is playing back, click and hold on any of the keyboard notes inside of Stutter Edit's Preset Manager window.



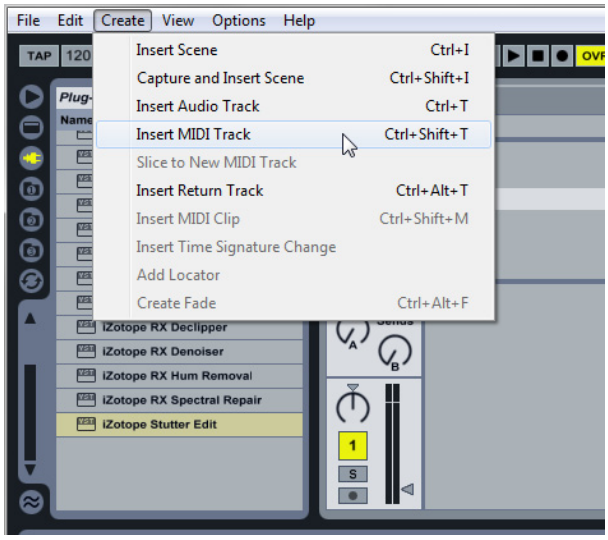
2. QUICK START

Ableton Live

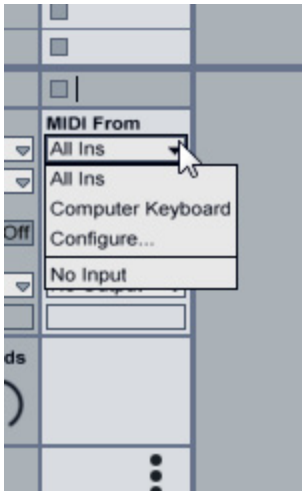
1. Add Stutter Edit to either an individual Audio Track or to your Master Output.



2. Create a MIDI track (Create | Insert MIDI Track).

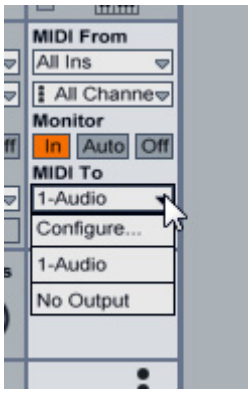


3. From the "MIDI From" drop down menu on your newly created MIDI track, choose the external controller you want to use to control Stutter Edit

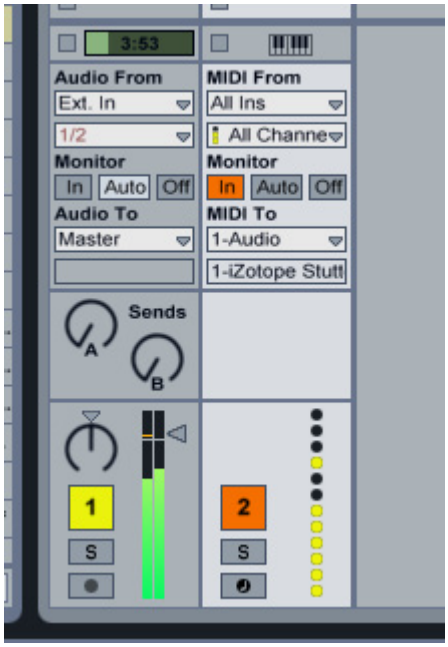


4. Set the Monitor selector on the MIDI track to "In" instead of "Auto"

5. From the "MIDI To" drop down, choose the track you have added Stutter Edit to.



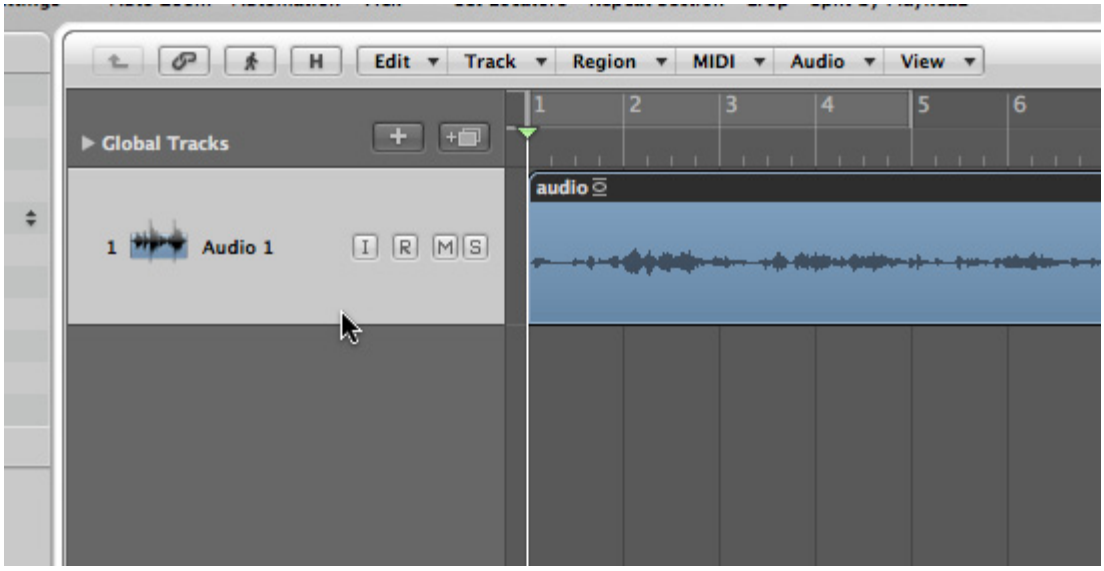
6. Mash some keys with audio playing back ... there you go!


3:53
Audio From
Ext. In
1/2
Monitor
In
Auto
Off
Audio To
Master
MIDI From
All Ins
All Channe
Monitor
In
Auto
Off
MIDI To
1-Audio
1-iZotope Stutt
Sends
A
B
1
S
2
S

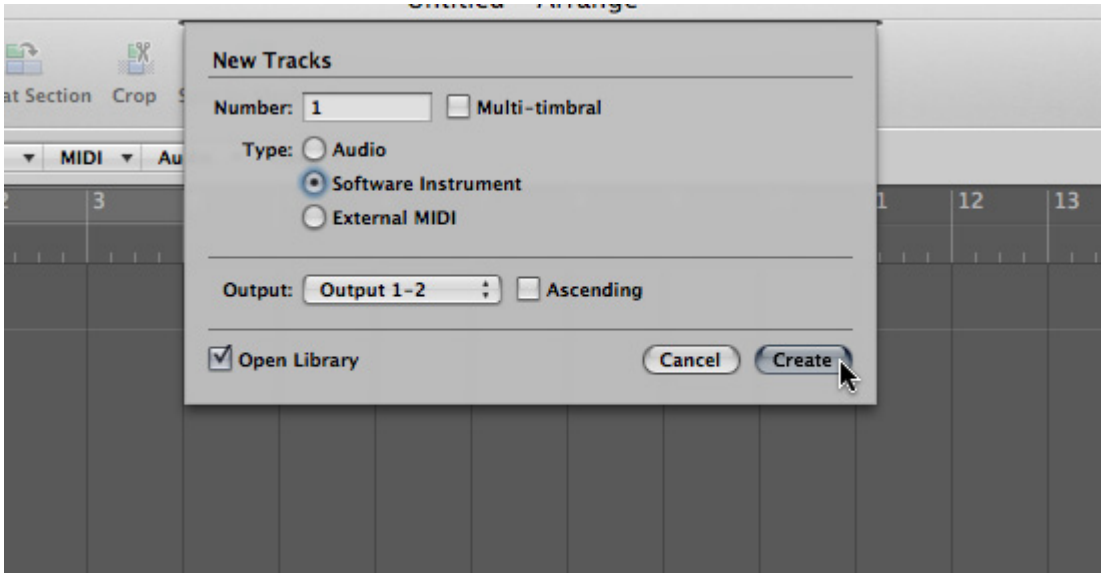
2. QUICK START

Apple Logic

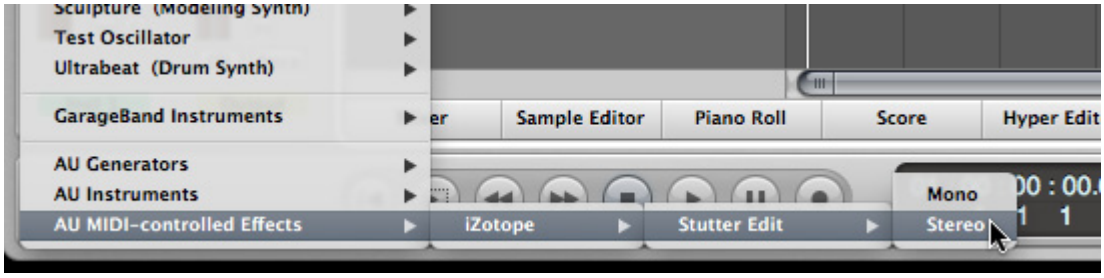
1. Create an Audio, Software Instrument, or Aux track that you want to manipulate with Stutter Edit.



2. Next, create a new Software Instrument track.

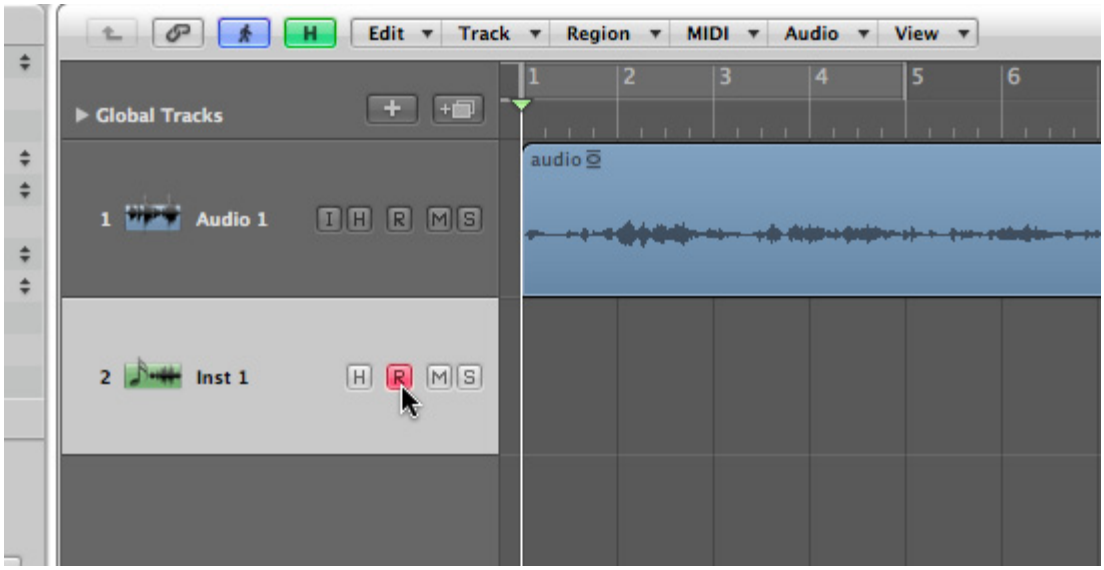


3. Instantiate "Stutter Edit" by clicking and holding on the Input for this new Software Instrument track. Stutter will be available under "AU MIDI-Controlled Effects" from the Input effect menu.



4. In the upper right-hand corner of the effect window (in Logic's plug-in UI container), choose the audio path you want to apply Stutter Edit to from the Side Chain drop menu.

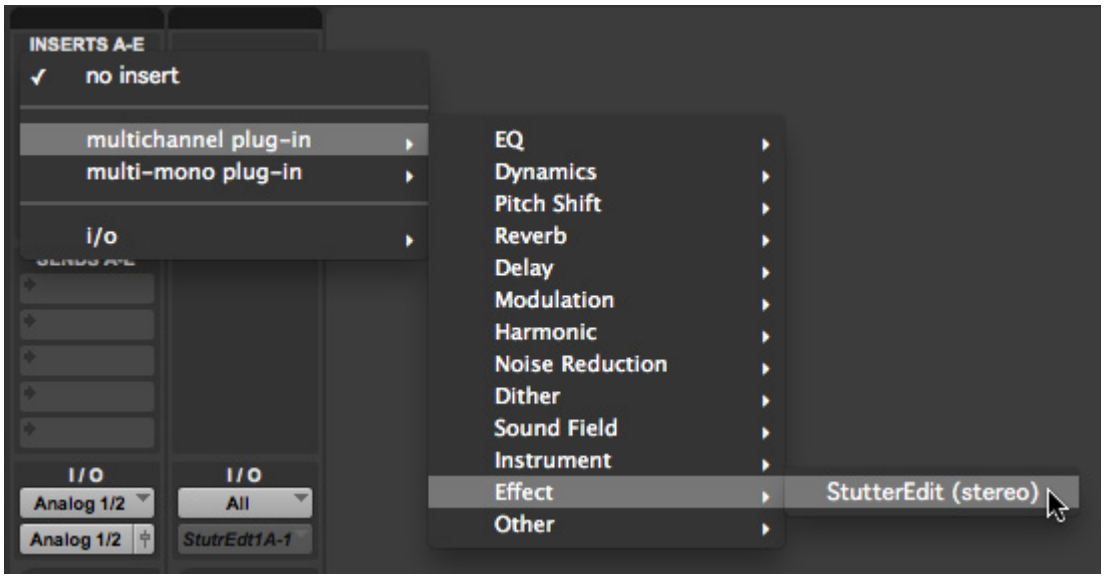
5. Make sure the Instrument track is selected in order to route any incoming MIDI information to the Stutter Edit plug-in or click the "R" record button to record-enable your incoming MIDI performance.


Edit
Track
Region
MIDI
Audio
View
Global Tracks
1
2
3
4
5
6
audio
1
Audio 1
I
H
R
M
S
2
Inst 1
H
R
M
S

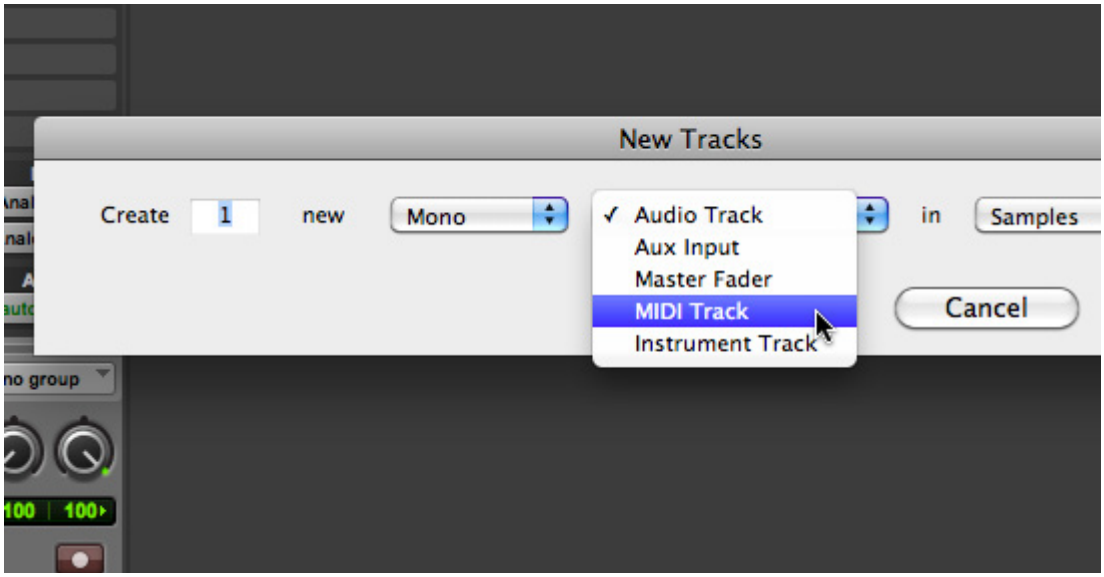
2. QUICK START

Avid Pro Tools

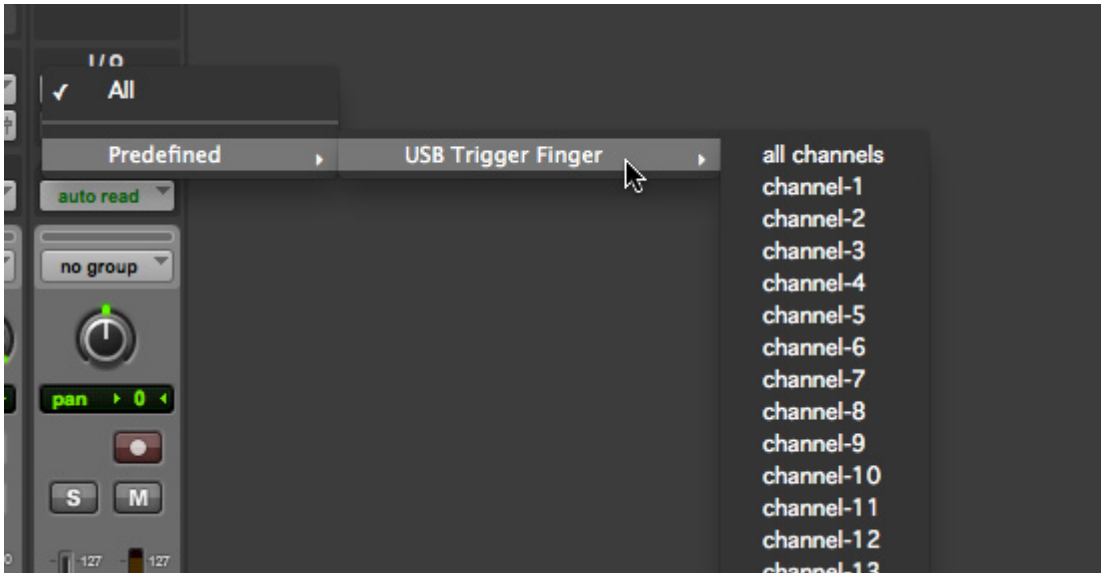
1. Add Stutter Edit as an Insert plug-in onto any Track, Master Fader, or Bus. To do this, click an empty insert slot on the track's mixer channel, and find Stutter Edit in the "Effect" category.



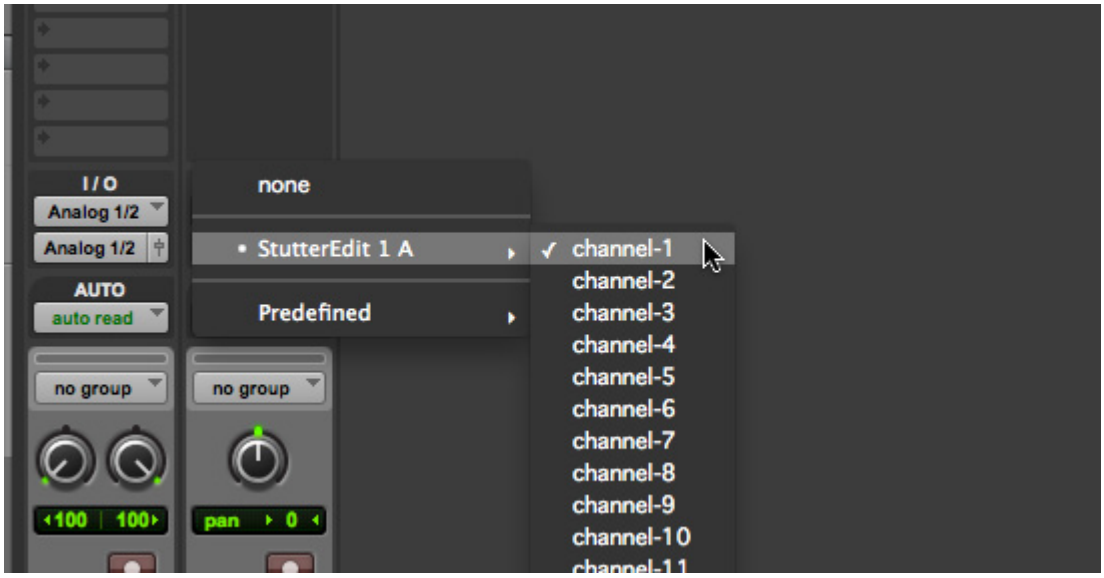
2. Create a new MIDI track in your project. Go to the "Track | New" menu and choose MIDI from the drop down list that specifies the track type you're creating.



3. On the Mixer channel for your new MIDI track, find the I/O section. Assign the Input to the MIDI controller you want to use to control Stutter Edit.



4. Assign the Output of the MIDI channel to Stutter Edit. You will see Stutter Edit in the list if it is on any of your Pro Tools channels.



5. You can now trigger Gestures from a MIDI controller routed through this channel, or by using the Piano Roll editor in Pro Tools to manually add notes. Enjoy!

2. QUICK START

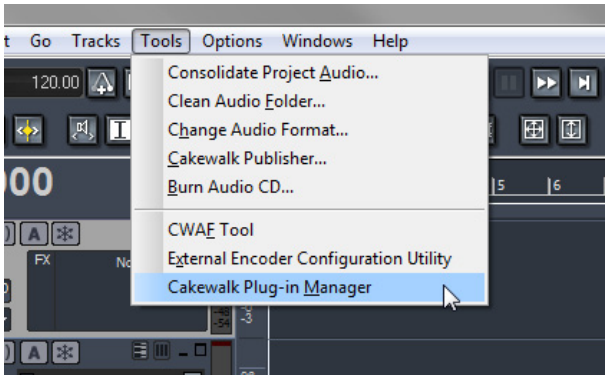
Cakewalk SONAR

IMPORTANT
In order to use Stutter Edit in SONAR and other Cakewalk hosts, you must load the VSTi version as an effect. If you do not do this, you will not be able to control Stutter Edit from a MIDI track or controller.

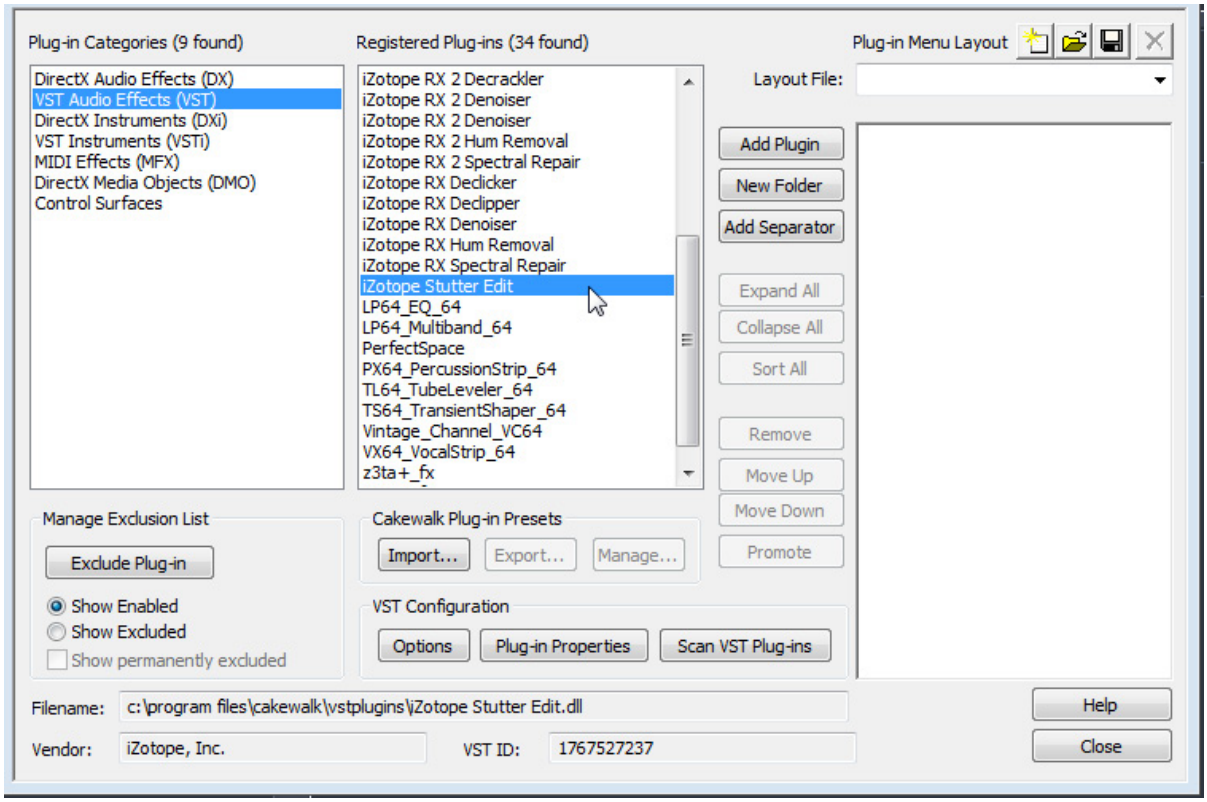
SONAR can only send MIDI information to VST plug-ins it classifies as an "Instrument" - so you need to tell SONAR to use Stutter Edit as an "Instrument" before you can use it on your tracks. After taking these steps, you'll be able to find Stutter Edit listed under your "Soft Synths" rather than "Effects," but you'll be able to add it as an insert effect to any track or bus.

Configure Stutter Edit as a "Synth"

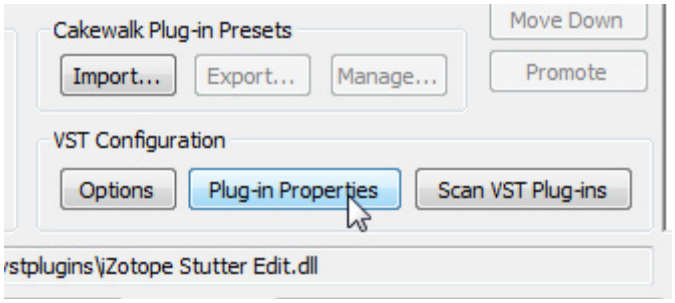
1. After installing Stutter Edit, go to Cakewalk's Plug-in Manager (Tools | Cakewalk Plug-in Manager).



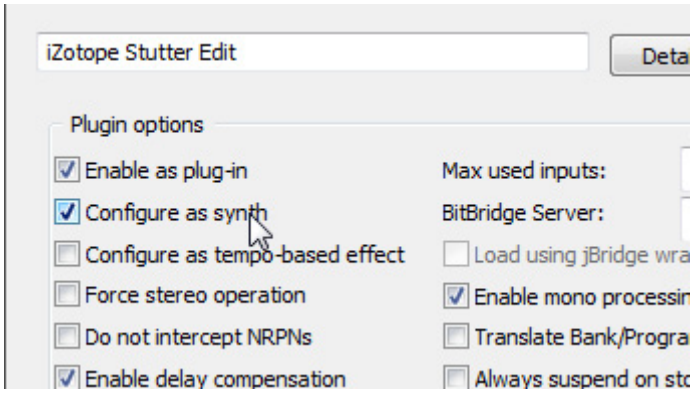
2. Next, find Stutter Edit in the directory of VST plug-ins that are displayed and select it in the list. (if you don't find it here, you may need to hit Scan VST Plug-ins first.



3. Under the "VST Configuration" controls, press the "Plug-in Properties" button.

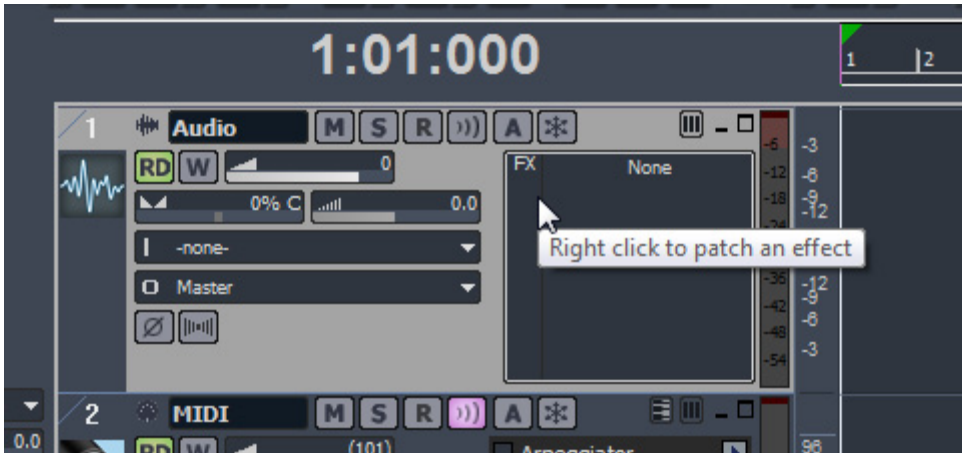


4. Make sure the "Configure as Synth" checkbox is selected.

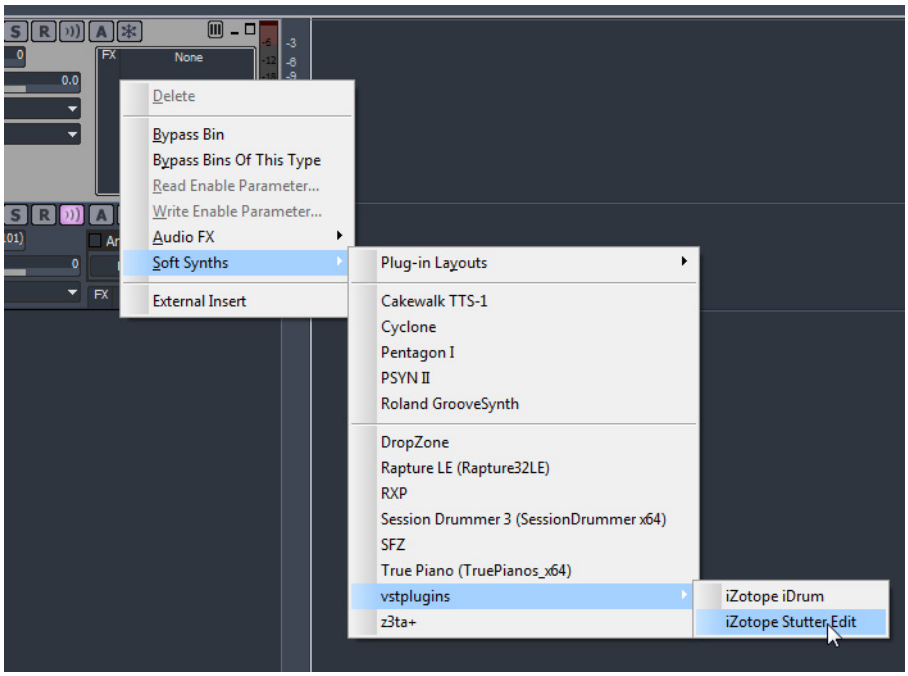


Add Stutter Edit to a Track or Bus

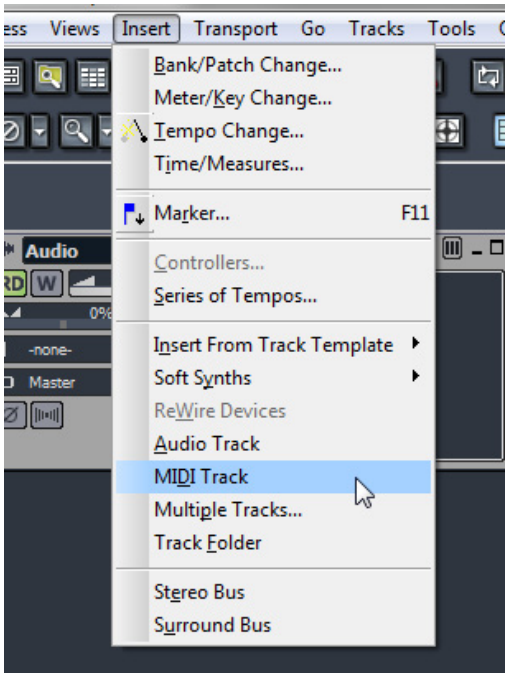
5. Right click on the Effects Bin for the track or bus you want to add Stutter Edit to.



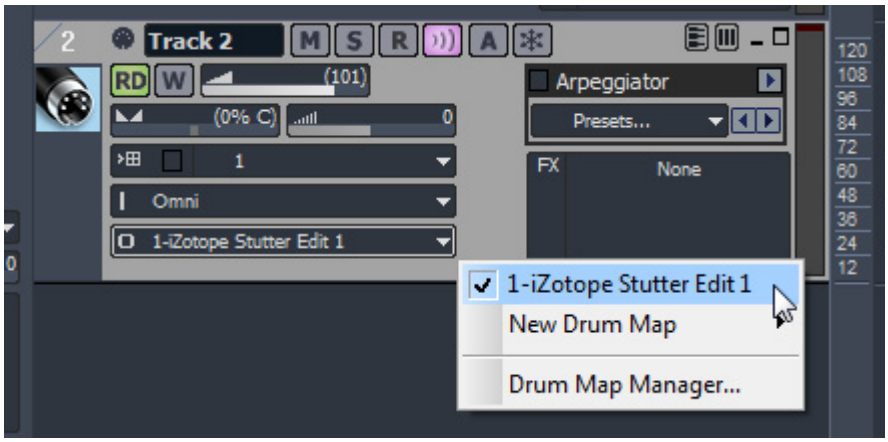
6. Go to the Soft Synths category and select the Stutter Edit VST plug-in.



7. Create a new MIDI track in your SONAR project.



8. On the MIDI track's output dropdown menu, choose Stutter Edit from the list.

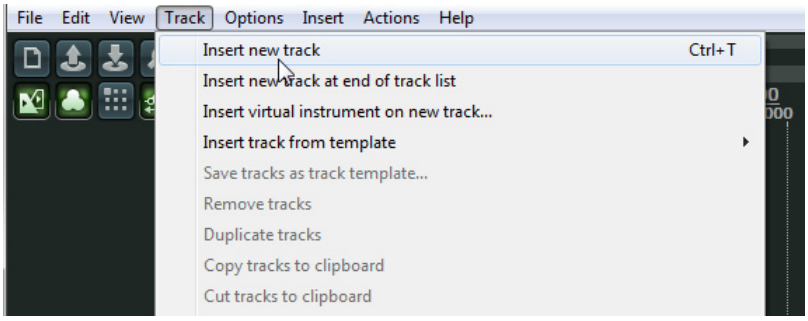


9. You can now trigger Stutter Edit gestures from the MIDI track or from a MIDI controller that SONAR is routing to this track. Enjoy!

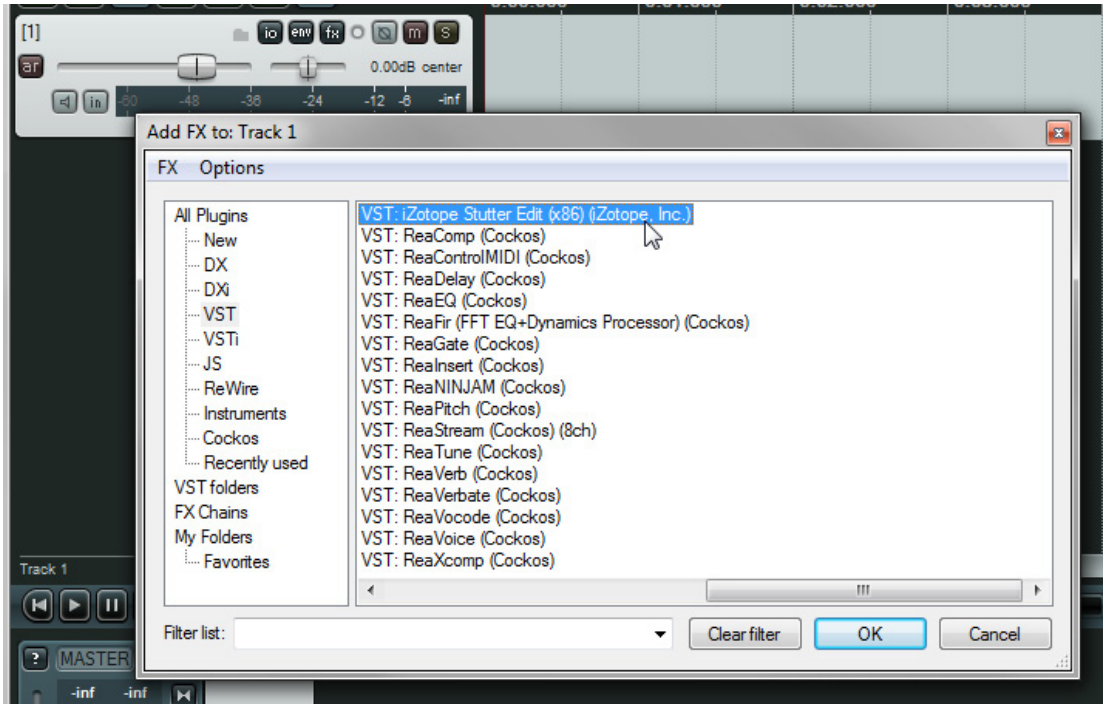
2. QUICK START

Cockos Reaper

1. Create a new Track (Track | Insert New Track).



2. Go to the FX button for the newly created Track, and choose "iZotope Stutter Edit" from your VST Plug-ins folder.



3. Click the Arm button on your Stutter Edit Track in the track view and from the drop-down box that appears over the meter, select the "MIDI Input" or controller you want to use to play Stutter Edit.

4. Make sure the Input Monitoring (speaker icon button) is on so that MIDI will be sent from your controller to Stutter Edit. You can now trigger Stutter Edit gestures from an external controller.

OR:

5. To sequence Stutter Edit without a controller, simply add a MIDI item to your Stutter Edit track and enter notes with your cursor.


1.1.00
0:00.000
1.3.00
0:01.000
2.1.00
0:02.000
2.3.00
0:03.000
untitled MIDI item
[1]
0.00dB center
Left
-12
-6
-inf
MIDI take: untitled MIDI item
File
Edit
Navigate
Options
View
Actions
Filter
1
1.2
1.3
Velocity
Grid:
1/32
Notes:
Grid
Chan:
All
Color:
G2 (43)
1.1.83

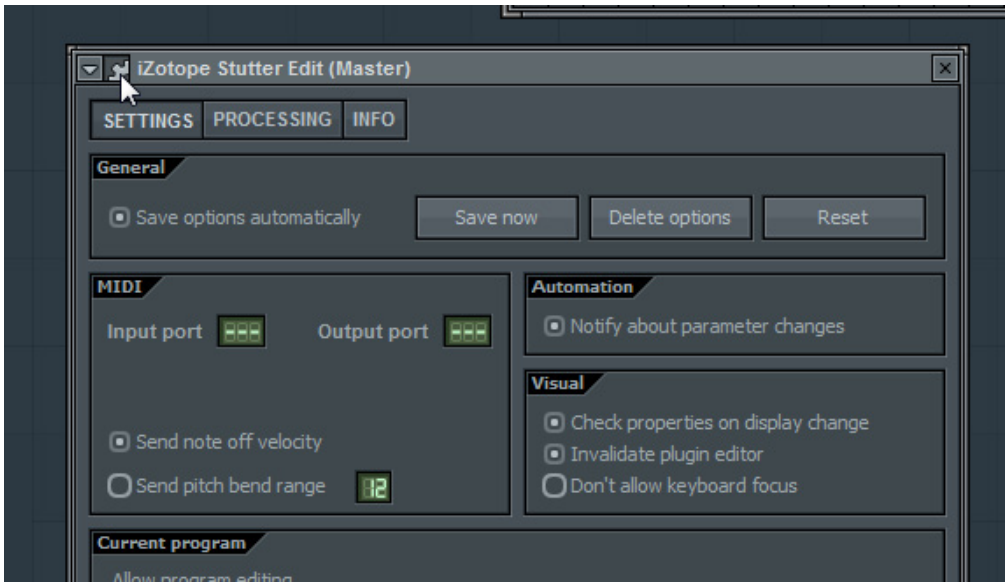
2. QUICK START

Image-Line FL Studio

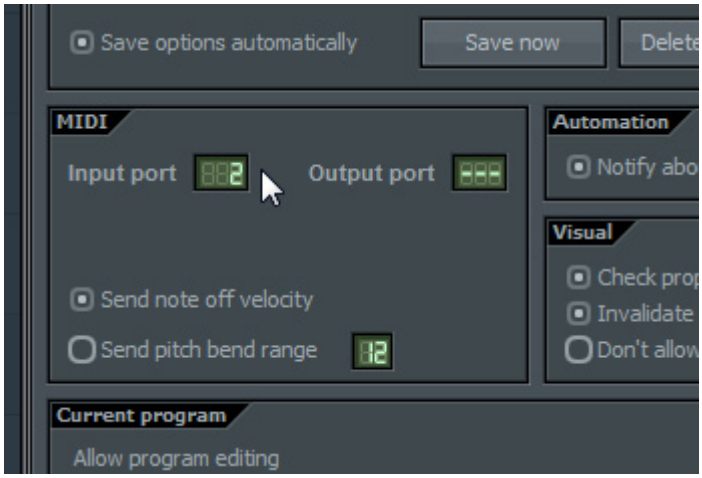
1. Go to The Mixer View.

2. Add Stutter Edit (VST) to the Effects section of your Master channel or any individual channel.

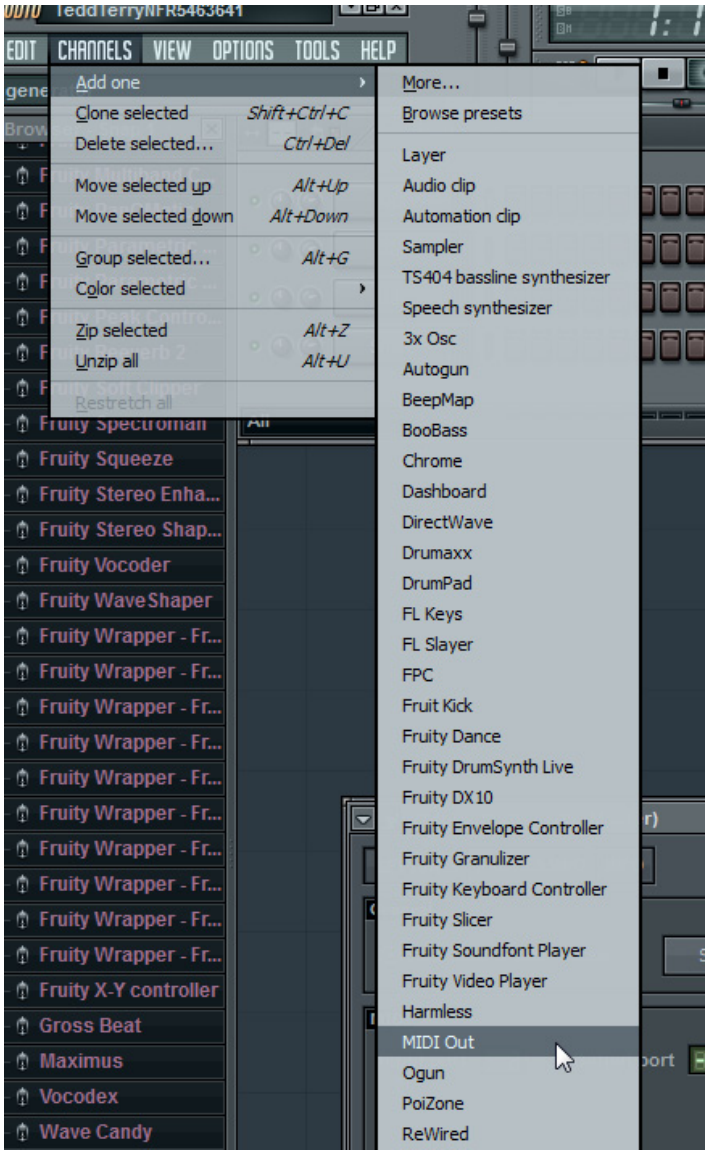
3. Open the plug-in Settings Menu (the gear icon) in the upper left hand corner of the Stutter Edit plug-in window.



4. In the MIDI box, choose any MIDI port that is not assigned to another device in fruity loops.



5. Now go to the menu (Channels | Add One) and select MIDI Out.



6. Open the Channel Settings for the MIDI Out you just created and assign it's port to the same one you've chosen for Stutter Edit.

7. You can now trigger Gestures from steps or piano roll events on this new MIDI Out track, or with a MIDI controller routed through this channel. Enjoy!


Pattern 1
Kick
Clap
Hat
Mixer - Master
iZotope Stutter Edit
iZotope Stutter Edit (Master)
NEW
stutter edit
bt
iZotope
GLOBAL FILTER
MODE
GESTURE
D3/62: BT Legacy G
BANK
SAVE
PRESET MANAGER
RESET
NORMAL
DOTTED
TRIPLET
C2
C3
C4
C5
GESTURE LENGTH
Piano roll - MIDI out
Velocity
STUTTER
STUTTER LENGTH
GATE WIDTH
WIDTH PERCENTAGE
TAIL
STEREO DELAY
DELAY TIME LEFT
FEEDBACK
DELAY BANDPASS
LEFT CUTOFF FREQUENCY
RIGHT CUTOFF FREQUENCY
RESONANCE
DRY SIGNAL
LEVEL
AMPLITUDE

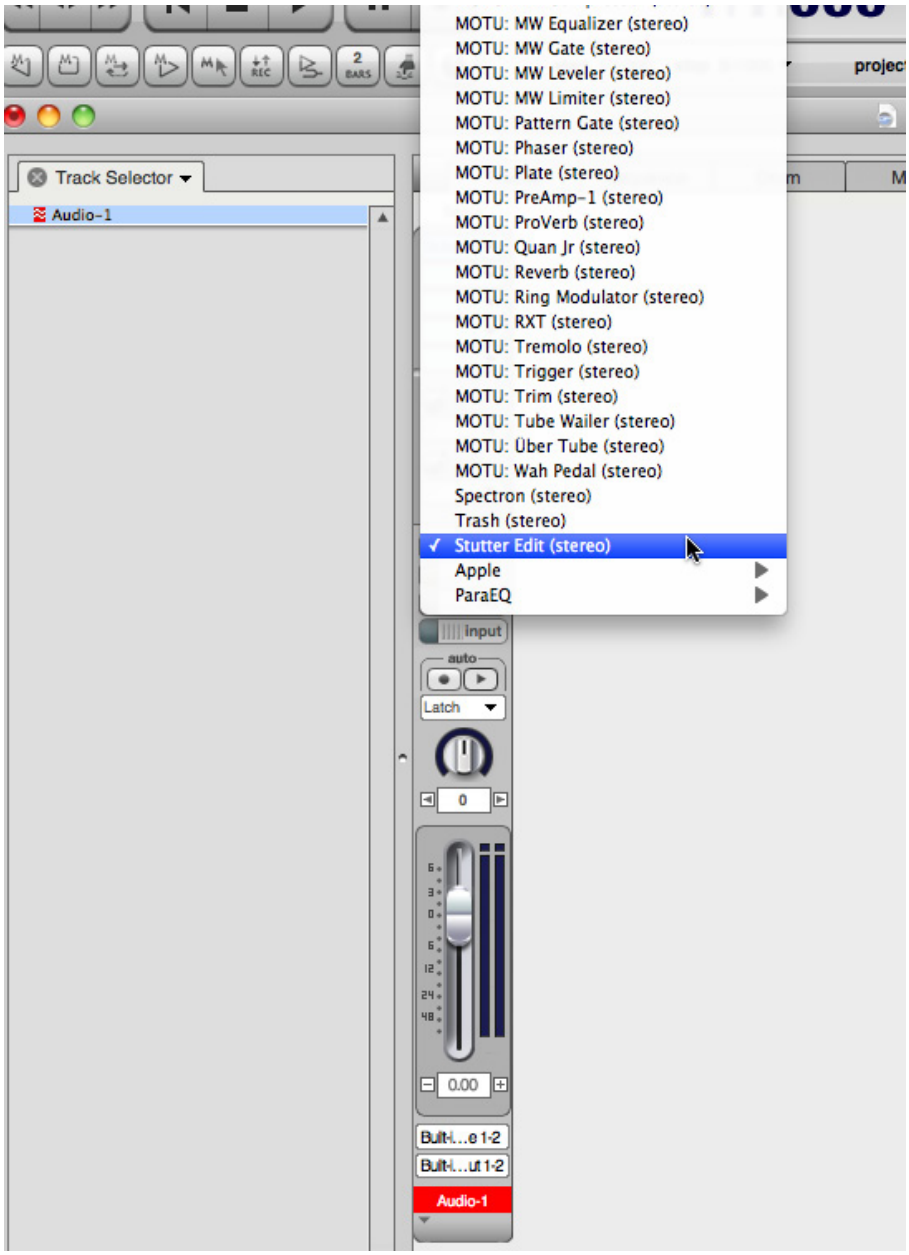
2. QUICK START

MOTU Digital Performer

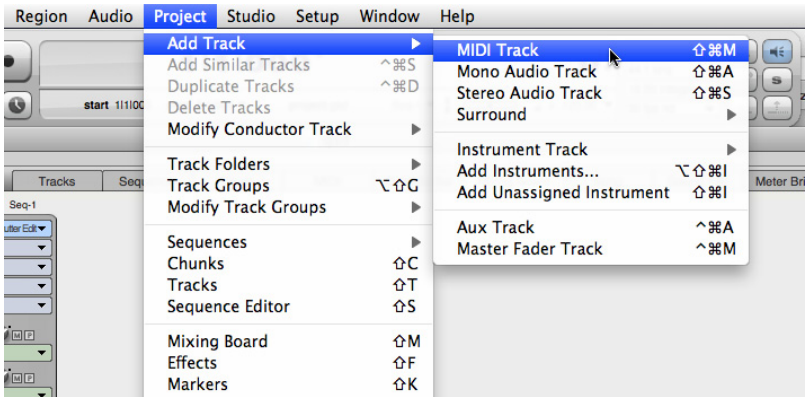
IMPORTANT
After following the steps below, Digital Performer requires that its transport be running and playing back in order for Stutter Edit to switch gestures.

Stutter Edit can only be loaded as an AudioUnit (AU) plug-in inside of Digital Performer.

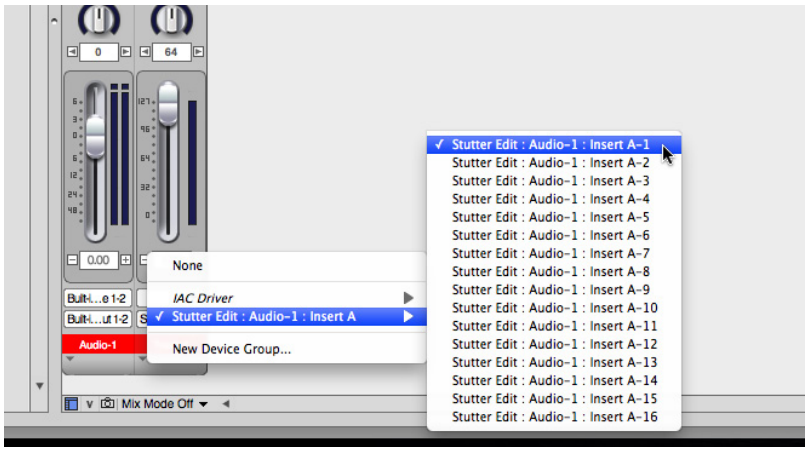
1. Instantiate Stutter Edit as an AudioUnit (AU) insert plug-in on any Audio track.



2. Insert a new MIDI track from the (Project | Add Track) menu.



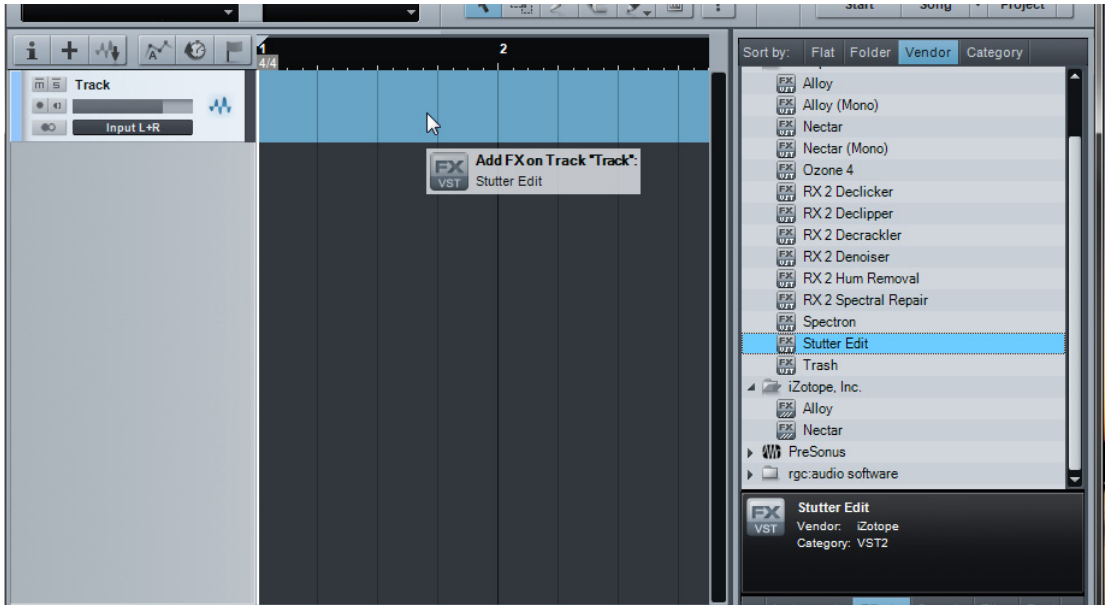
3. Set the output of the MIDI track to "StutterEdit: <track name> : Insert ...".



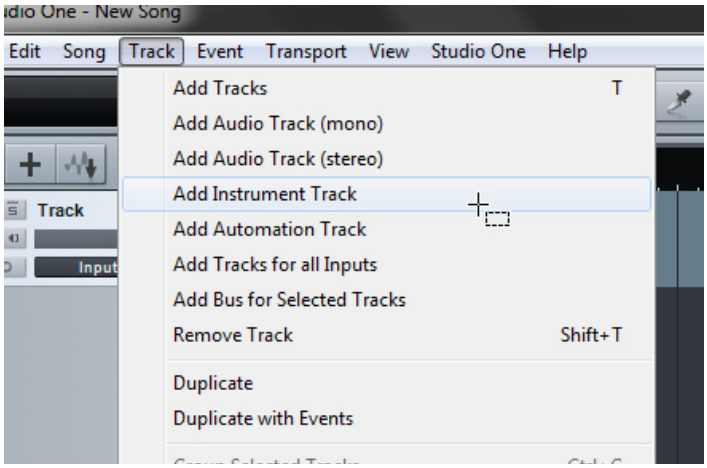
2. QUICK START

PreSonus Studio One

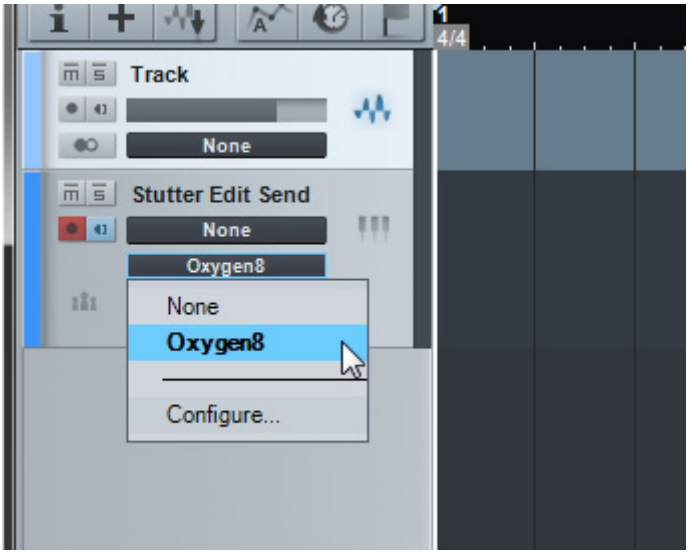
1. Instantiate Stutter Edit as an effect on any audio track.



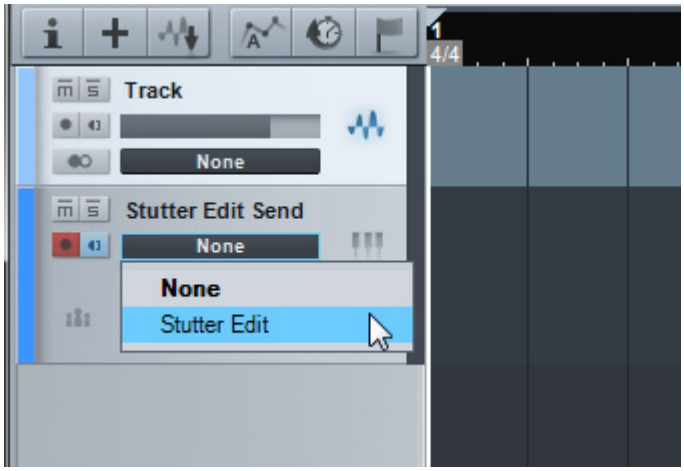
2. Create a blank Instrument track (you can label it "Stutter Edit Send" in order to keep track of the routing)



3. Configure the input of the "Stutter Edit Send" track as your controller.



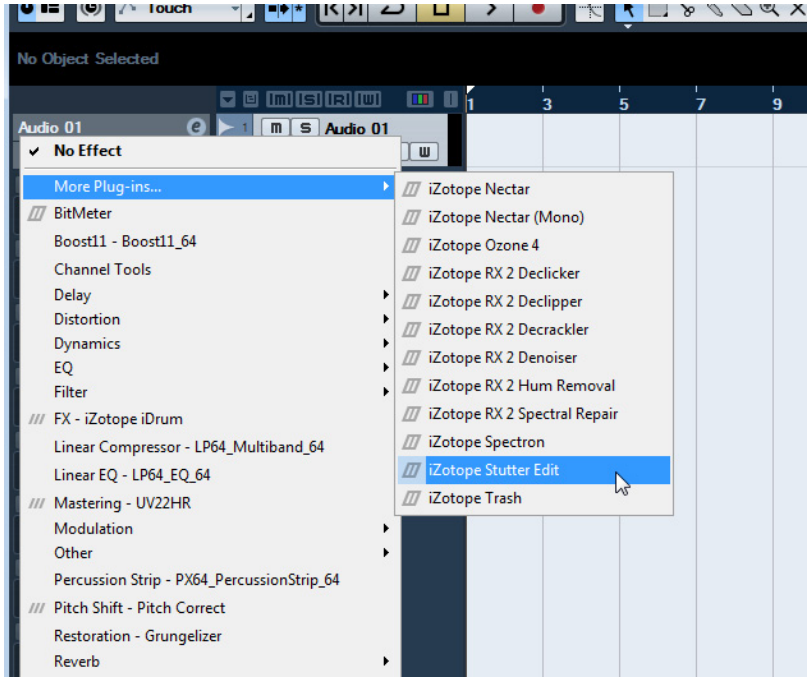
4. Configure the output of the "Stutter Edit Send" track as "Stutter Edit"



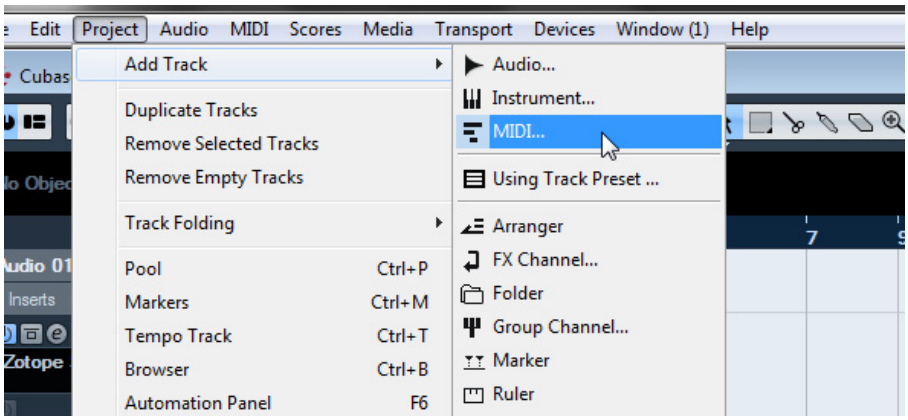
2. QUICK START

Steinberg Cubase/Nuendo

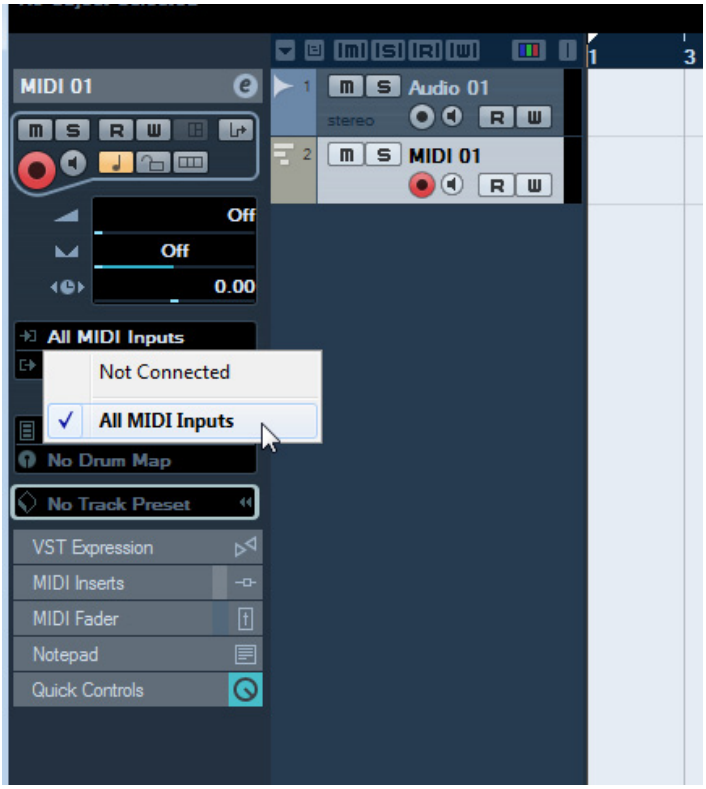
1. Instantiate Stutter Edit as an Insert plug-in effect onto any Audio track.



2. Create a new MIDI track from the (Project | Add Track) menu.



3. Configure the input of the MIDI track as your controller.



4. Configure the output of the MIDI track as "iZotope Stutter Edit - Midi In".

Playing Your Effects
3. PLAYING YOUR EFFECTS

Understanding The Basics

What is this thing?
Stutter Edit is a real-time, playable effect. Unlike other effects, you control Stutter Edit via a MIDI controller (or your host program's sequencer) to add variations, transitions, fills, and other ear candy to music and other audio.

If this is your first time looking at Stutter Edit, you might feel like you just sat down at the helm of an alien spacecraft! This effect works differently than ordinary plug-ins, so that's a natural reaction. There is a lot to take in, but if you follow this Quick Start Guide, you'll be making crazy new sounds in no time.

To begin:

1. Load Stutter Edit onto any track or bus in your host program of choice that will handle or pass audio.

Refer to Quick Start section for specific instructions on getting set up with Stutter Edit in your supported host.

2. Next, route a MIDI track in your host to the Stutter Edit plug-in or make sure Stutter Edit is receiving MIDI from your MIDI controller. Stutter Edit needs to be "triggered" before you can hear it adding an effect.

Some hosts including Ableton Live have a way of using your computer keyboard to trigger MIDI notes.

3. Begin playback of your host application's transport in order to send some audio through the track or bus containing the Stutter Edit plug-in.

4. Start playing some notes on your controller, or start painting notes into your MIDI track in order to trigger and engage any of the Gestures for the currently loaded Bank.

5. Explore and experiment with any of Stutter Edit's available Banks by using the "Bank" drop-down menu at the top of Stutter Edit's interface. You can use the Save button to the right of this menu in order to quickly Save any edited settings, or click on the Preset Manager in order to launch the floating Manager window.

6. Enjoy!

3. PLAYING YOUR EFFECTS

How Gestures Work

"Look at all of those controls! It's a lot to think about," you might be saying to yourself. Well, to start, let's stop thinking about it, and start thinking about Gestures.

A Gesture is a set of effects that all live on a single MIDI note. Gestures are the key (yeah that's a pun) to making Stutter Edit such a musical and playable effect. A single press of a key or drum pad can do something simple, like replaying a chunk of audio at a certain rhythmic value, like an 1/8 note. Or it can trigger a run of incredibly complex stutters that get decimated by a bit crusher before being filtered and then released into a wash of echoes. Did we lose you yet?

Well, here's the important thing: *Gestures condense all of these complex effects, and their timelines, onto a single key.* Which makes it simple to play Stutter Edit, whether you're on stage or in the studio. The best way to find good sounds is simply to experiment by loading one of the included Bank presets and then playing or triggering different gestures. This will help you get your head around exactly what Stutter Edit does.

Loading a Bank
Gestures are combined into Banks, which are essentially Stutter Edit presets. When you load a single bank, it contains tons of Gestures already mapped to MIDI notes for you. You can also customize banks to your liking using the Preset Manager (more on this later).

To choose one of the "factory" banks for Stutter Edit, just go to the Bank drop down list at the top of the interface.

TIP: When you're ready to go a little deeper, you can also use the Preset Manager to reorganize gestures any way you like. You can collect all of the gestures you want to use for a gig in a new bank, or put certain gestures on certain keys as you refine your playing technique.

Playing Gestures to Add Effects

When you put Stutter Edit on a track, or on your main mix, you can fire off Gestures by hitting notes on your favorite MIDI controller. If you prefer, you can also paint notes into your host's MIDI sequencer (such as a piano roll view, or step sequencer) to make gestures happen at particular moments.

Note: *When using Stutter Edit on musical material, it's best to have your host program set to the correct tempo for the music you're playing back.*

Stutter Edit "listens" to the host for its tempo. When Stutter Edit is locked to tempo, it's almost impossible to do things that sound "wrong."

With a little experimentation, you'll find that Gestures can:

- Add variation to repetitive loops or sections of a song
- Add musical filter sweeps over set a number of beats or measures
- Create delay effects that repeat over your track when you release a gesture
- Add build-ups and transitions with filtered noise sweeps
- Grunge-up your audio subtly or drastically with lo-fi effects
- And lots more!

As you play some Gestures with your song or track playing back, you'll start to get a feel for what all of the effects do. The best way to learn Stutter Edit is by experimenting with the Banks that come with it.

TIP: Try to get out of the mentality of "I'm going to put this effect on the whole track." Stutter Edit changes as you play different notes, which gives you a whole new way to think about adding effects. Forget you have a mouse for a couple of minutes. Let your ears guide you!

Stutter Gestures and Generator Gestures
When you play a key to activate a gesture, you'll notice a light that tells you what type of Gesture it is.

There are two types of Gestures:

- **Stutter Gestures** – these process audio with the Stutter effect as well as other creative processors like Filters, Delay and Lo-Fi effects
- **Generator Gestures** – these gestures generate noise and other sounds on top of the audio playing through Stutter Edit. They let you create rising build-ups and other dynamic transitions.

You can only play one Stutter Gesture at a time, and one Generator Gesture at a time. HOWEVER you can play one of each at the same time. Generator Gestures can also feed their output into whatever Stutter Gesture you are playing via the Stutter Gate Send control in the Generator Panel. This makes for some really mind-blowing effects. Try it!

Note: *If a key location is empty, you'll see the Inactive light – to make that location into either a Stutter or Generator gesture, simply click the Stutter or Generator light.*

TIP: Try switching between a few Stutter gestures while you're holding down a Generator gesture key. This is a great way to create dynamic transitions that sound like they were made in a studio with hours of careful editing and automation! No one has to know you were only pressing two keys-- we promise we won't tell.

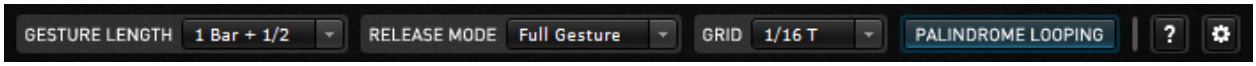
Recording Your Effect Performance as MIDI

If you're working in the studio, and want to capture the awesome combinations of gestures you're playing, remember to record onto a MIDI track as you trigger gestures from your controller. Your sequencer will capture your key presses and play them back for you. And of course, if you want to change when gestures start, or swap between different ones, you can simply move notes around with your host program's MIDI piano roll editor just like you would for a virtual instrument.

Or, you might prefer to actually manually enter notes into your piano roll view, or a step sequencer if your host provides one, to trigger Stutter Edit's Gestures. This is also a good way of working with Stutter Edit in a production setting.

3. PLAYING YOUR EFFECTS

Global Gesture Settings



Once you've gotten a taste of what Stutter Edit can do, you're probably going to want to tweak how some of the gestures sound, or to make your own completely from scratch. Here are a few helpful tips for doing just that.

These Gesture Settings let you set up the way each individual gesture behaves and how it responds when played.

Gesture Length
This control defines how long the current gesture is. Each Gesture can be set to cover different ranges of time, from 16th notes (a quarter of one beat) up through 2 Bars or measures (8 beats). The Gesture Length determines the timeline for a gesture. That is, it determines how quickly the modules will sweep through the "Ranges" you set for each of them.

Grid
This setting ensures that you will always trigger gestures on exactly the right beat, even if your timing is a little off! Setting it to "1/8" means the gesture will always start exactly on the next Eighth Note. You can set Stutter Edit to be more or less responsive depending on how you play, and how you want each individual gesture to respond. (This is similar to what some drum machines and sequencers call "Input Quantize").

Release Mode
This setting lets you set how the gesture will end. This can be useful for tailoring Stutter Edit to your own playing style. Here is a quick description of each mode:

> **On Grid** - The gesture will end when you stop playing its MIDI note, but it will wait until the next Grid point (1/8, 1/16 etc).
>
> **Full Gesture** - The entire gesture will play through from start to finish, even if you only tap the note.
>
> **Latch** - The gesture will play and hold until you trigger it again (or trigger another gesture).
>
> **Instant** - The gesture will end instantly when you stop playing its MIDI note.
>
> **Stick** - Similar to Latch mode, but the effect will "stick" at the end of the gesture's timeline.

TIP: Try assigning a Generator Gesture to Full Gesture release mode. This lets you juggle a few Stutter Gestures without having to keep your finger on another key!

Palindrome Looping

Palindrome Looping affects how gestures repeat or loop when they are held and not released.

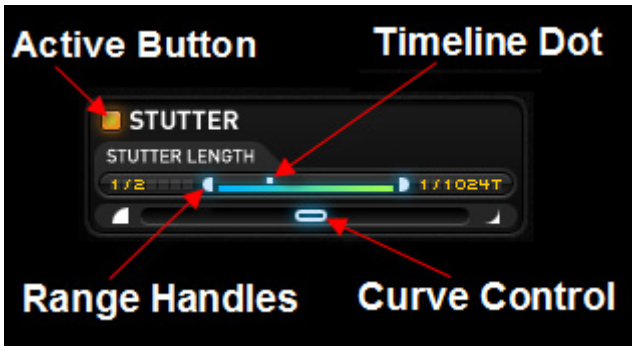
ON – the gesture's timeline will reverse direction when it reaches the end of the Gesture Length, creating an up and down or back and forth sweeping effect.

OFF – the gesture's timeline will start over when it reaches the Gesture Length.

3. PLAYING YOUR EFFECTS

Basic Module Controls

There are a number of module controls that are used throughout Stutter Edit. If you understand how these basic module controls work, you'll be able to find your way around easily.



Active Button
The active button selects whether a module will be active as a part of the current gesture.

The Timeline Dot
When playing a gesture, you'll see small dots moving across the sliders in Stutter Edit's modules. This shows what each of the modules is doing in relation to the gesture's timeline.

All of Stutter Edit's effects can change, in sync with your project, over the length of the gesture you're playing.

Range Handles
Use the Range Handles to set the range of values the Gesture will sweep through for each effect.

- By dragging one handle past the other you can change the direction the Timeline Dot moves. You can make a gesture sweep either down or up over the length of the gesture.

- When both handles are touching, that means you have set a **fixed** value for the gesture. This is useful if you don't want an effect to follow the gesture's timeline, and instead want it to stay at one setting the entire time the gesture is playing.

Range Handle Shortcuts
Right or Command-click on a range handle, you can choose from several options that help you quickly edit settings:

Locked - locks the handles at their current location letting you move a "range" around the slider without moving one handle then the other

Lock at Value - locks both handles together at the position of your cursor, letting you set the slider to one value that doesn't change during the gesture

Flip Range – Flips the position of the range handles, allowing you to quickly make the timeline move in the opposite direction for the current module

Full Range - Sets the range handles to the edges of the range

Note: *Double clicking will also link the Range Handles together. This makes it easier to move them at the same time.*

Curve Control
The Curve Control slider changes the way the Timeline Dot moves across the range you've set for an effect.

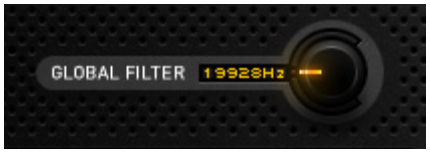
• In the center of the slider's range, the curve is linear— that is, the Timeline Dot will move at the same rate from start to finish.

• At the far left, the curve is a fast, or logarithmic, curve. The timeline dot will move more quickly at the start of the gesture, but then will slowly approach the end of the range.

• At the far right, the curve is set to a slow, or exponential, curve. The Timeline Dot will move slowly when the gesture is first triggered, and will quickly approach the end of the range more slowly near the end of the gesture.

3. PLAYING YOUR EFFECTS

Global Filter



The global filter is a combination low-pass, high-pass filter. In it's center, off position, it does not filter the signal. Moving it downward engages a low-pass filter, moving it up engages a high-pass filter.

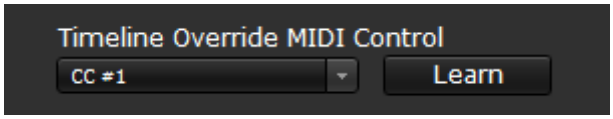
It can be used to shape the overall sound of Stutter Edit. While the Filter Modules in Stutter Edit are designed to be automated on a timeline, the Global Filter is meant to be manipulated by hand.

By default the Global Filter is assigned to the MIDI Pitch Wheel parameter. This can be useful because the Pitch Wheel will automatically spring back to center on most controllers, allowing you to let go of it when you want the filter to go back to it's Off position.

You can also re-assign the Global Filter to other MIDI control parameters. Go to the Options menu (gear icon) to assign MIDI input to the Global Filter.

3. PLAYING YOUR EFFECTS

Timeline Override



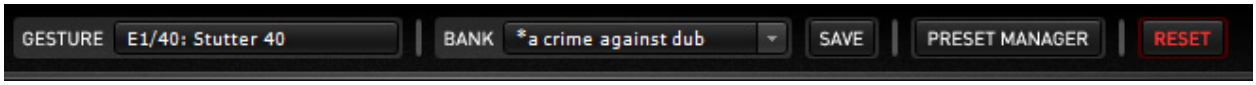
When a Gesture is triggered and engaged by an incoming MIDI note, each of Stutter Edit's modules or effects will begin to sweep through the defined ranges and curve control settings. This is represented visually by the small timeline dots sweeping in between each module's range handles and is calculated based on your host applications tempo.

In order to control the movement of this timeline however, you can use the Timeline Override Control and link this global timeline to any incoming MIDI Continuous Controller.

What results is a control that allows you to control the position of each engaged effect with respect to their defined range. In this way, you can control sweeps, create special FX or provide very gradual Gesture Lengths beyond the available "Two Bars" in Stutter Edit's Gesture Length drop down menu.

Presets
4. PRESETS

Simple Preset Loading and Saving



In Stutter Edit, each Bank is a Preset, containing multiple "Gestures" to be triggered by your MIDI keyboard. As such, each Bank/Preset can contain as many gestures as there are keys on the keyboard.

These “Gestures” are all essentially different scenes of effects that are each triggered by a specific MIDI note. All of the information and settings of these multiple Gestures is stored inside of a single Bank preset file. Got it? Good.

Simple Loading and Saving
At the top of Stutter Edit's interface, the currently displayed Gesture will be displayed with its corresponding MIDI note value on the left, with the currently loaded Bank Preset to its right.

Use the Bank drop-down menu and the Save button in order to quickly load and scan through any of Stutter Edit's currently available presets.

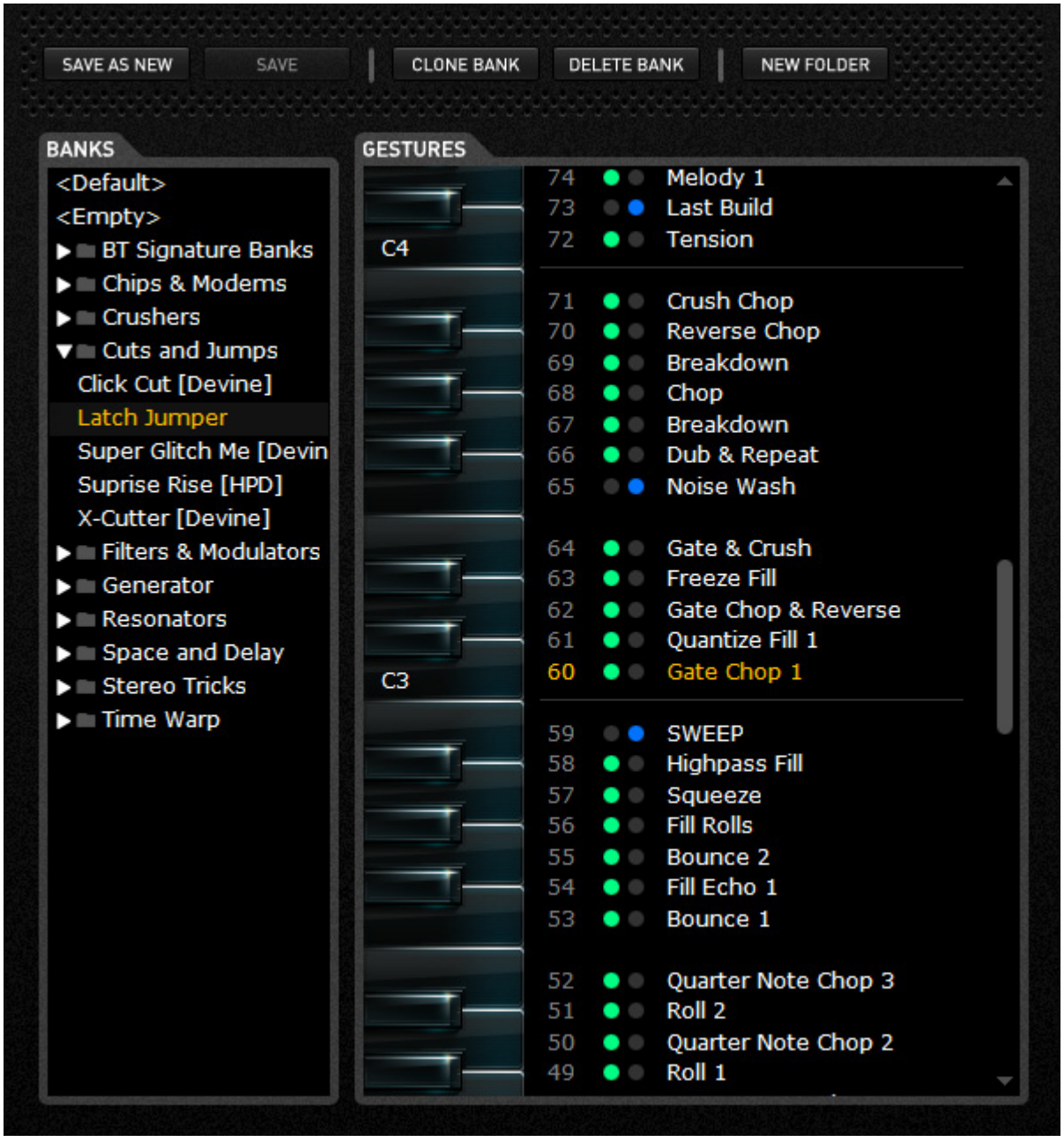
Save
This will re-save your selected Bank including any edited gestures in that bank.

Preset Manager
Open the Preset Manager in order to organize or re-arrange your Bank Presets and Gestures.

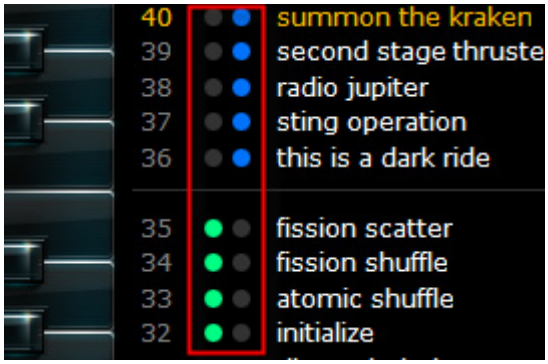
Reset Button
When you’re working with a Bank, especially during a performance, you may make some changes to a gesture that you want to “undo.” The Reset button resets the current Gesture to it’s ***saved*** state, and ***not*** to a neutral/blank state.

4. PRESETS

Preset Manager/Customizing Banks



In the left most window of the Preset Manager, any available Banks will be listed, each with their own set of Gestures on the right, shown with a vertical keyboard representing each corresponding MIDI note that Gesture is assigned to. You can also create folders to organize or group similar Banks together by clicking on the New Folder button at the top of the Preset Manager.



Stutter (green) and Generator (blue) gestures are signified by the small circles next to each gesture.

Note: *Banks are simply .XML files that live on your hard drive. You can find them in your Documents folder on Mac and PC, in a folder called iZotope Stutter Edit Presets. If you want to send me or anyone else a bank full of tasty gestures, just grab the XML file, send it, and tell em to put it in their preset folder. Voila.*

Customizing Banks
When making new Banks from scratch, you can start with the <Empty> Bank or an existing Bank, and create your individual Gestures in Stutter Edit's main interface.

Once you are finished creating or editing your Gestures for that particular Bank, hit the **Save New** button in order to create a new Bank containing your latest Gesture creations or edits. This will also prevent any Banks or Gesture settings being overwritten by edits.

If you would like to overwrite any existing Banks and its included Gestures with your updated edits, simply click the **Save** button at the top.

Interacting with Banks
Using the buttons at the top of the Preset Managers window, you can do the following:

Clone Bank in order to duplicate the currently selected bank and all of its included gestures into a new bank.

Delete Bank in order to completely remove the selected bank and all of its gestures.

New Folder will create a new organization folder in which you can click and drag your banks in and out of. Folders can be renamed and used to keep track of different categories of banks for intended uses.

Interacting with Gestures
In the Gesture window of the Preset Manager you can do the following:

Single-Click in order to Drag a gesture to move it to another key.

Right-click on a gesture's name to copy and paste it to another Bank or delete it entirely.

Double-click on a gesture name to rename it.

Hold **Control/Command** while **Dragging** a gesture to duplicate it.

Hold **Shift/Control/Command + Click** to select several gestures for moving, deleting, etc...

***Note**: Click on any of the blue keyboard's keys in order to automatically trigger and audition a particular gesture on your audio.*

Stutter Modules
5. MODULES

Stutter Matrix

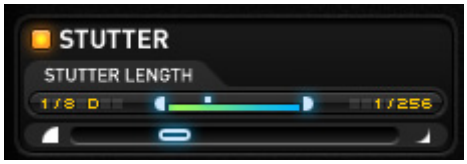
The Stutter Matrix
The Stutter Matrix lets you choose specific rhythmic values that you want the Stutter module to use when repeating audio. You can set it to something simple, like only 1/8 notes, for a simple roll. Or, to create more complex effects, you can select many different note values for a gesture to sweep through.

You can also choose melodic note values, one of the truly unique features of Stutter Edit. When audio repeats at a certain rate, it produces a new pitch. By selecting several pitches in the Stutter Matrix, you can fracture audio into musical notes, and Stutter Edit will play musical scales along the Gesture's timeline.

Note: *Hold Control (Win) or Command (Mac) when clicking in order to select a singular stutter length and remove all other stutter lengths in the Stutter Matrix.*

5. MODULES

Stutter



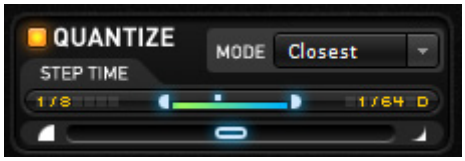
The Stutter module controls what range of note values Stutter Edit uses when playing through a gesture's timeline.

Stutter Length
Uses the notes you've selected in the Stutter Matrix to determine the start and end of its range.

With the Quantize module off, Stutter Edit will smoothly move from the lowest to highest note values set by the Stutter range controls. For example, if you choose 1/8 for the bottom of the range, and 1/128 for the top of the range, the Stutter Length will slide between those two note values.

5. MODULES

Quantize



Turning quantize on will make Stutter Edit "lock" onto different rhythmic values from the Matrix as the Stutter Range control moves through its timeline.

The **Step Time** control range chooses how long Stutter Edit stays on each value from the Matrix as it moves through its timeline.

Mode affects how the notes you've selected in the Stutter Matrix are played, and in what order:

Free - Ignores notes selected in the Stutter Matrix, and instead holds whatever stutter length is closest to the progress of the curve (can produce more jarring and atonal effects)

Closest - Steps only between the values you've chosen in the Matrix.

Walk - Moves through the selected Matrix values moving up one note with each new step.

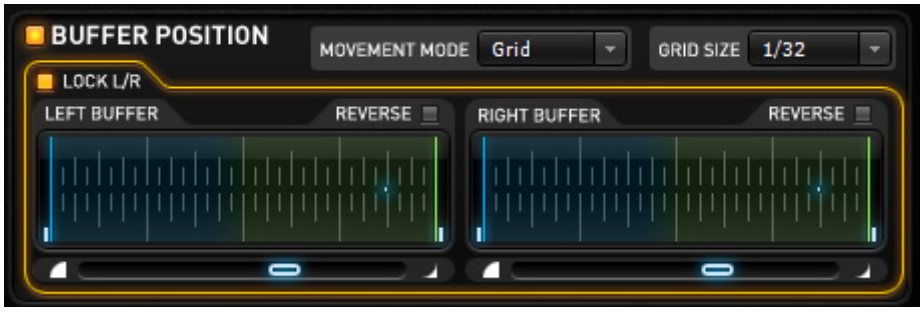
Skip - Moves through selected Matrix note values in a pattern: up two notes, then down one note (or the reverse if you change the direction of the Stutter range handles).

Stagger - Moves through selected Matrix note values in a pattern: up one note, then up one more note on the next step, then down a note. (or the reverse if you change the direction of the Stutter range handles).

Random - Moves randomly through the values you've selected in the Stutter Matrix

5. MODULES

Buffer Position



This module controls what part of the buffer (the audio being sampled by Stutter Edit) is repeated by the Stutter effect. You can think of this chunk of sampled audio being sliced into many pieces, and Buffer Position choosing where to start and how to move through that piece of sampled audio as the gesture plays back.

Grid Size
This slices the buffer into a number of pieces (1/16 notes, ¼ notes, etc) that the other Buffer Position controls interact with.

Micro Position
Controls the position of playback within each "slice" of the Grid determined by the Grid Size control. Setting the Reverse button will move backwards though the sampled audio.

Movement Mode
This determines how the Buffer Position is chosen from the Grid Range you've selected. The modes available include:

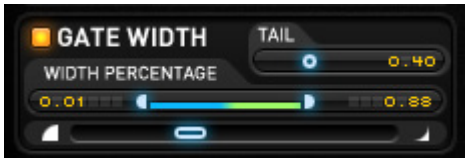
Slider - Slides smoothly between the range handles.

Grid - Buffer Position locks to the last grid point the timeline passes.

Random - The Buffer Position is taken randomly from anywhere between the range handles.

5. MODULES

Gate Width



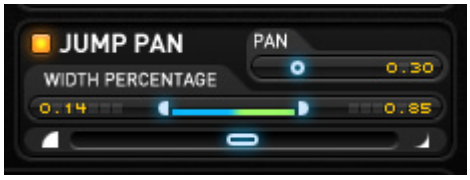
As the stuttered audio repeats during a gesture, Gate Width changes the envelope of the audio being sampled for gating and chopping effects that can evolve over the course of the gesture.

Width Percentage
At 100% the audio played back will be as long as the Stutter Length. The lower you set the percentage, the faster the repeating audio will be cut off, or gated.

Tail
Sets the “release” portion of the gate effect. Lower values will produce a choppier effect.

5. MODULES

Jump Pan



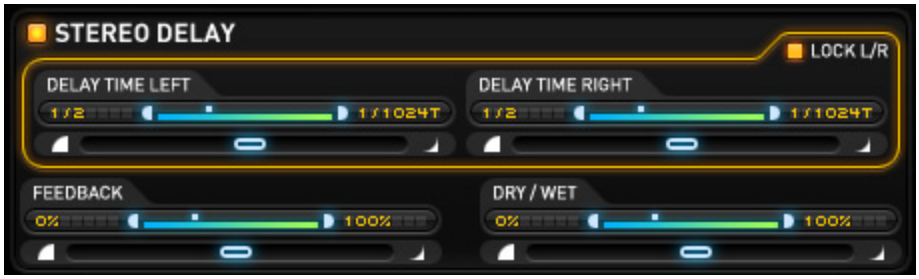
As the stuttered audio repeats during a gesture, Jump Pan will spread each alternating repeat left and right.

Width
Controls how far away from the center position the repeating stutters are spread.

Pan
Sets the overall offset of the pan effect either left or right.

Color Effects
6. EFFECTS

Stereo Delay



This delay can affect left and right channels independently, letting you sweep between ranges of delay times that sync to your tempo.

6. EFFECTS

Delay Band-Pass

This filter affects the repeating delay, allowing you to shape the echoes by removing low and/or high frequencies and adding resonance.

6. EFFECTS

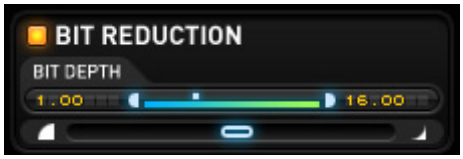
Low/High-Pass Filter

Low-pass Filter
Cuts the high frequencies out of audio, and can add a resonance boost at the Cutoff Frequency.

High-pass Filter
Cuts the low frequencies out of audio, and can add a resonance boost at the Cutoff Frequency.

6. EFFECTS

Bit Reduction



This effect creates distortion by reducing the Bit Depth of audio. Low settings will produce harsh distortion, while higher settings will simulate the "vintage digital" sound of older drum machines and samplers.

6. EFFECTS

Lo-Fi

Similar to the Bit Reduction effect, this effect simulates audio recorded at low sampling rates, leading to grungier audio and extreme distortion at very low settings.

6. EFFECTS

Gain

Dry Gain
This control changes the level of the "un-effected" signal as a gesture plays back.

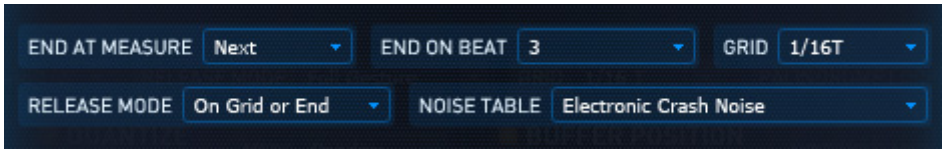
Effect Gain
This control changes the level of the effected signal as a gesture plays back.

Note: *When Wet Gain is off, the effects will still come through. Wet Gain is meant to allow you to modulate the effect gain. Turning Dry Gain off however will totally silence the original input, which can be useful for "Stutter Only" effects.*

These may seem boring at first glance, but they can make for great tremolo effects in addition to helping control the relative level of gestures.

Generator
7. GENERATOR

Generator Gesture Length



Generator Gestures work on a separate timeline from Stutter Gestures. You can change the way Generator Gestures start, evolve and when they end by tweaking these settings.

End at Measure/End on Beat
These drop-down menus determine how the Generator's sound builds over time. This unique feature watches the timeline of your entire project to dynamically change the length of noise loops depending on when you trigger them.

- **End at Measure: Next** - Stutter Edit will wait until the very next beat number specified in the "End on Beat" combo box.
- For example, if I choose **End at Measure: Next** and **End on Beat: 3** and trigger a gesture on Beat 4 of a measure, Stutter Edit will wait until Beat 3 of the ***next*** measure.
- If I trigger a gesture on Beat 1 of a measure, it will start playing on Beat 3 of the ***same*** measure.
- **End on Measure: +1, +2 or +3** - will always wait until the next full measure to find a beat to end on.

When selecting "End at Measure: Next" and "End on Beat: 1", if you trigger this Generator Gesture right at the beginning of a measure, modules will move through their timelines in exactly one measure.

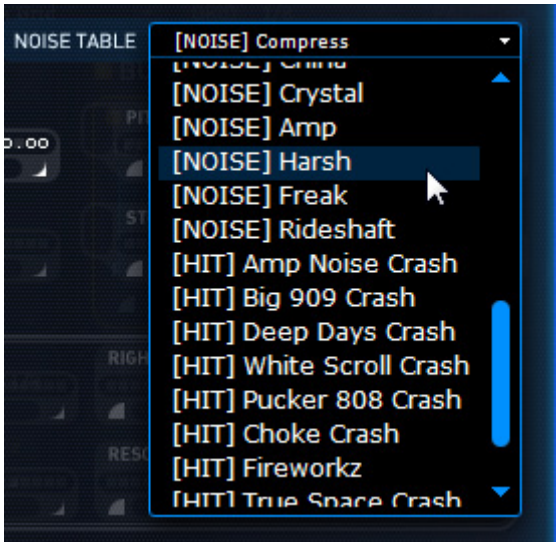
If you trigger the gesture right before the end of the measure, the Generator will quickly move through it's timeline to end on the first beat of the next measure. In both cases, the noise loop will end exactly on beat one of the next measure.

TIP: The dynamically-changing length of Generator Gestures is a great feature for live performance. You don't have to plan ahead - simply trigger a generator gesture when it feels right, and the Generator will create a build up that ends in just the right place!

Grid
Similar to, but independent from, the Stutter Gesture's Grid setting, this control helps you trigger Generator gestures exactly on a beat or note value.

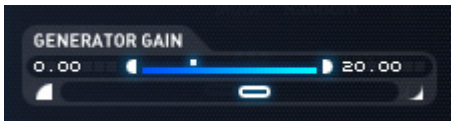
7. GENERATOR

Noise Table and Gain



Noise Table
This menu accesses a library of different noises and textures that the Generator uses as a foundation for its effects.

> **Noise Loops** – The noise tables are designed to loop seamlessly, allowing them to be stretched over any Gesture Length.
>
> **Hit** – One-shot hits that can be used to add accents to your music



Generator Gain
This range control lets you change the level of noise over the timeline of a Generator Gesture

7. GENERATOR

Pitch

The Pitch range control will smoothly change the frequency (-6,000Hz to + 6,000Hz) of the noise table being played back, in order to create dramatic rising or falling effects.

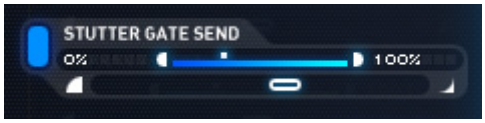
7. GENERATOR

Lo-Fi

Just like the Lo-Fi module in the Stutter interface, the Generator's Lo-Fi effect simulates audio recorded at lower sampling rates, leading to grungier audio and extreme distortion at very low settings.

7. GENERATOR

Stutter Gate Send



This control sends a part of the noise table through the Gate of any Stutter Gesture being played. Essentially, this feature blends Generator Gestures and Stutter Gestures together to produce dynamic effects that sound like they were carefully crafted in a studio!

To hear this effect in action, trigger a few Stutter Gestures while a Generator Gesture is playing. You will hear that the noise will be “chopped” by the Gate settings for the current Stutter Gesture.

7. GENERATOR

Band-Pass Filter

This module shapes the Generator's sound by removing low and/or high frequencies and adding resonance.

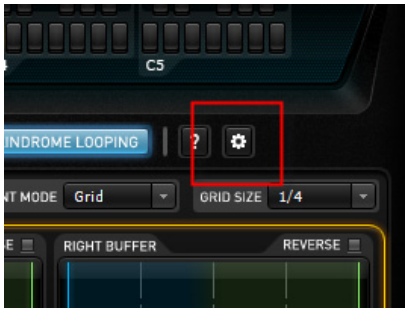
7. GENERATOR

Delay

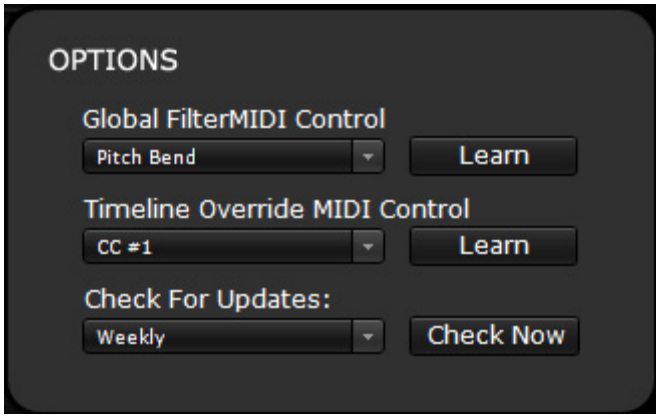
The Generator has it’s own dedicated Delay effect with adjustable Delay Time, Feedback and Dry/Wet controls. When engaged and released, the echoes from this delay will continue to repeat, allowing for a smooth transition.

Settings
8. SETTINGS

Options



You can access Stutter Edit's floating Options window by clicking on the small gear icon to the right of the Palindrome Looping button.



Global Filter
This allows Stutter Edit's Global Low and High-Pass filter to be assigned to an incoming MIDI controller. Use the drop-down to specify a particular Continuous Controller or use the Learn button in order to auto-assign the Filter to the next incoming MIDI controller message.

Timeline Override
While Stutter Gestures all live on a timeline that is determined by the Gesture Length, you can also take manual control of that entire timeline using a MIDI parameter. By default this Timeline Override behavior is assigned to the Mod Wheel of most popular MIDI controllers.

Use the drop down menu to choose different MIDI control options for Timeline Override or click the Learn button to automatically map it to the next MIDI parameter Stutter Edit receives.

Check for Updates
Define how often Stutter Edit will automatically check for software updates from www.izotope.com. Click the Check Now button to perform a software update check immediately.

iZotope
Customer Support

How to purchase the full version of Stutter Edit

If you are using the demo version of Stutter Edit and would like the full version, you can purchase Stutter Edit direct from the iZotope online store.

Once your purchase is complete you will be sent an e-mail confirmation and a full version serial number that can be used to fully authorize your current installation of Stutter Edit.

iZotope Customer Support Policy

iZotope is happy to provide professional technical customer support to all registered users. We also offer valuable pre-sales support to customers who may be interested in purchasing an iZotope product.

For details, please see our Product Support Policy.

Before contacting iZotope Customer Care team, you can search our Product Knowledgebase to see if the solution to your problem has already been published.

How to contact iZotope for Technical Support

For additional help with Stutter Edit, please check out the support pages on our web site at http://www.izotope.com/support or contact our customer support department at support@izotope.com.

iZotope's highly trained support team is committed to responding to all requests within one (1) business day and frequently respond faster. Please try to explain your problem with as much detail and clarity as possible. This will ensure our ability to solve your problem accurately, the first time around. Please include all system specs and the build/ version of Stutter Edit that you are using.

Once your support request is submitted, you should automatically receive a confirmation email from iZotope support. If you do not receive this email within a few minutes please check your spam folder and make sure our responses are not getting blocked. To prevent this from happening please add support@izotope.com to your list of allowed email addresses.

International Distribution

Support is also available from our international distributors worldwide, for any customers who purchased their iZotope products through a certified iZotope distributor. Check with your local distributor for their availability. If you would like help locating your local distributor please contact iZotope support.

http://www.izotope.com/support