

# NOMAD

## FACTORY

www.nomadfactory.com



# Garbage L.S.D.

“Lethal Sound Designer”

## USER MANUAL

# **NOMAD FACTORY - GARBAGE**

Version : 1.0

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Nomad Factory Founder

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Nomad Factory products are developed by Plugivity

## **Dmitry Sches**

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DSP Specialist

## **Hans Van Even**

Interface Design | 3D Rendering

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Quality Assurance | Creative Development

Beta Testing

Presets | Manual

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## **Eric Nolot**

Co-Founder | CEO

## GARBAGE

Garbage is a complex audio transformer plug-in with user adjustable signal chain and dual modulation matrix. It provides a series of modules to manipulate, distort, destroy, and transform your music with use of distortion, modulation, EQ, convolution and filtering to name a few.

Using the various components you'll be able to create whacky new sounds to spice up any mix or create interesting textures you never thought possible; great for post-production and sound designers alike.

### Key Features :

- ➔ Filters (6 unique filter types)
- ➔ Distortion (3 distortion modes with colour adjustment)
- ➔ Lo-Fi (bit depth, sample rate and noise control)
- ➔ Ring Modulation (standard and amplitude modulation circuits)
- ➔ Convolution Reverb (Impulse Response loader)
- ➔ EQ (spectral loss EQ, reminiscent of transistor radios)
- ➔ Compression (Analog Studio Rack comp, simplified with fixed controls)
- ➔ Modulation Matrix (two modulators; modulate all parameters with LFO, Envelope follower and side chain feed, and modulate each other parameters: mod 1 and mod 2)

# INSTALLATION

## Installing Garbage

### Mac :

- Unzip.
- Double-Click the DMG and then package file to run the installer.
- Follow the on-screen prompts.
- Choose which format you wish to install (VST/AU/AAX).

The installer creates the following folders and files :

*/Library/Application Support/Nomad Factory/Garbage*

Here we have :

- Garbage - User Manual.pdf. The path is hardcoded in Garbage's menu. Click the cog wheel icon in the plug-in (top right), it will open on selection in your default PDF viewer.
- Plug-Ins Presets.
- Main plug-in's binary file.

The Standard plug-in's formats are located here :

### **VST :**

*/Library/Audio/Plug-Ins/VST/Nomad Factory*

### **AU :**

*/Library/Audio/Plug-Ins/Components*

### **AAX :**

*/Library/Application Support/Avid/Audio/Plug-Ins/Nomad Factory*



## Windows :

- Extract and run the EXE setup program.
- Follow the on-screen prompts.
- Choose which format you wish to install (VST/AAX).

The installer creates the following folders and files :

*My Documents\Nomad Factory\Garbage*

Here we have :

- Garbage - User Manual.pdf
- Plug-Ins Presets

The Standard plug-in's formats are located here :

### **VST 32-bit (Selectable in installer) :**

*C:\Program Files (x86)\VstPlugins\Nomad Factory\*

### **AAX 32-bit :**

*C:\Program Files (x86)\Common Files\Avid\Audio\Plug-Ins\Nomad Factory\*

### **VST 64-bit (Selectable in installer) :**

*C:\Program Files\VstPlugins\Nomad Factory\*

### **AAX 64-bit :**

*C:\Program Files\Common Files\Avid\Audio\Plug-Ins\Nomad Factory\*

Additional folders in :

*C:\Program Files\Common Files\Nomad Factory\*


and

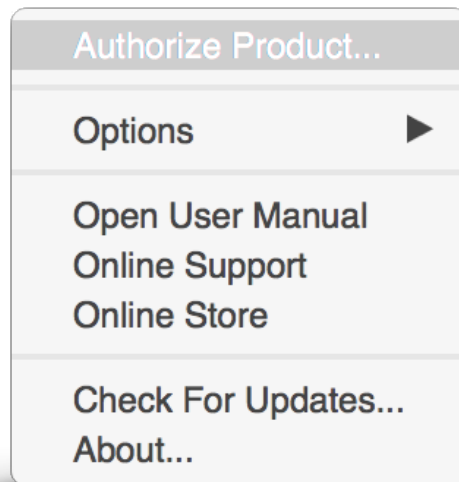
*C:\Program Files (x86)\Common Files\Nomad Factory\*  
... to store main binary file for Garbage 32 and 64-bit



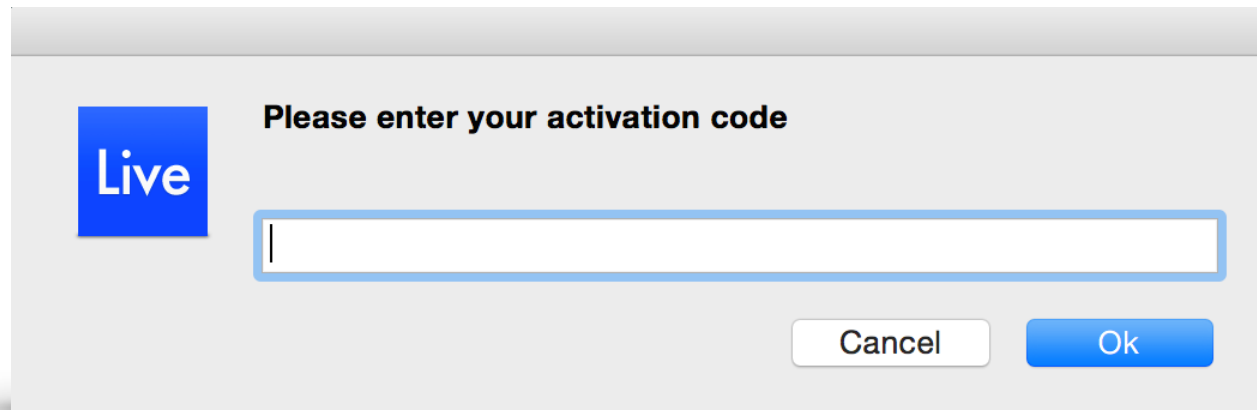
## ACTIVATION

In order to activate your plug-in :

1. Open your DAW / Standalone Plug-in host and insert an instance of AS-Rack or any of the individual plug-ins. If the activation screen (shown overleaf) does not display on first launch...
2. Open the 'Utility' menu by clicking the Cog Wheel (top left). 
3. Select "Authorize Product..."



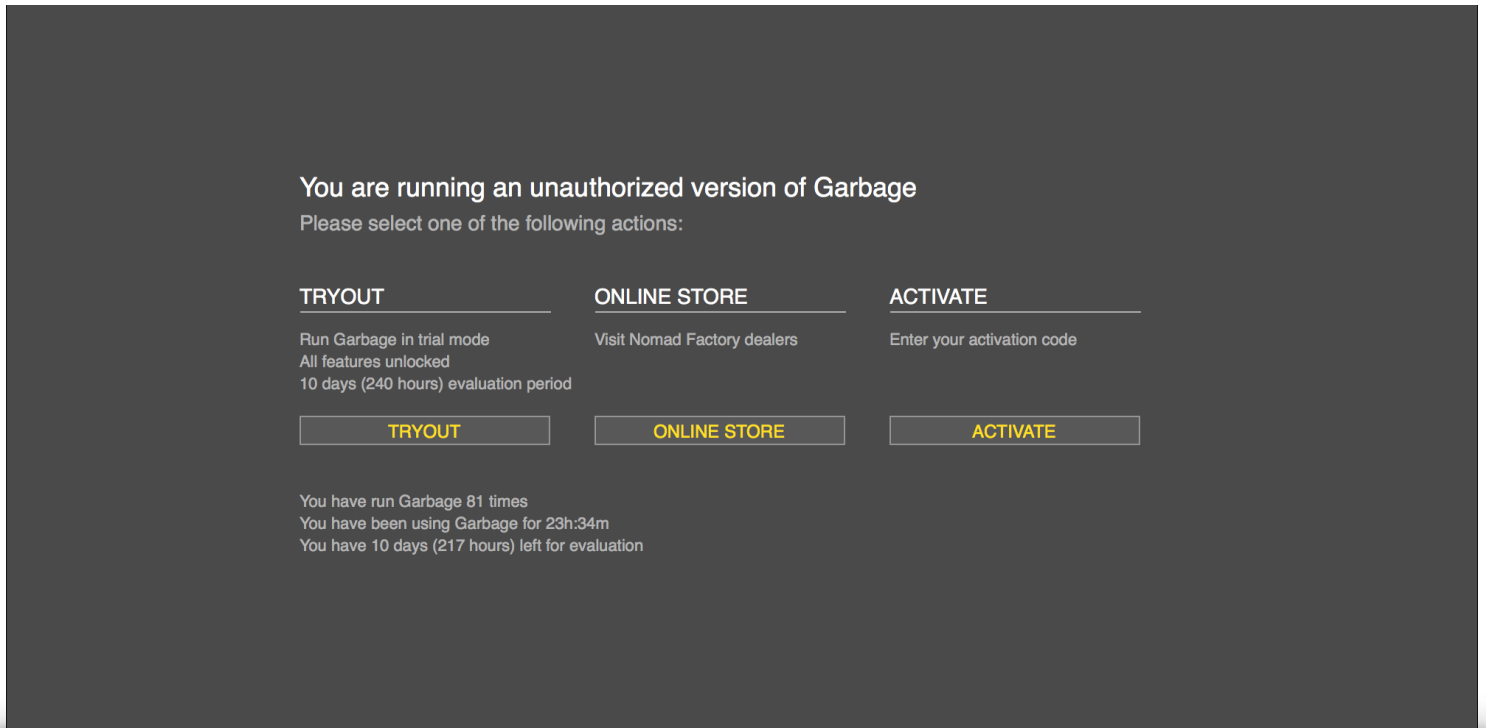
4. Enter the activation code provided in your order confirmation mail, and click 'Ok'.



## DEMO MODE AND LIMITATIONS

In 'Demo Mode' :

- The activation screen will show randomly for each subsequent/ additional 2-5 instantiations of the plug-in.



Here, you may trial, purchase, or activate the plug-in. The trial runs for 240 “working” hours / 10 days timed from each run of the plug-in.

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O**

- Processing is disabled when the activation screen is shown.
- A Demo label is shown, clicking it will take you to the auth window above.
- “Authorize Product...” is also displayed in the ‘Utility’ menu (\*Cog Wheel).

All features are unlocked in Demo Mode : plug-in session state, settings and presets are saveable / recalled.

## SYSTEM REQUIREMENTS



### **Mac Operating System :**

Mac OS X 10.8.x or above

CPU : Intel Core i3 / i5 / i7 / Xeon

RAM : Minimum 2 GB (4 GB or above recommended)

### **Screen Resolution :**

Minimum : 1024 x 768

Recommended : 1280 x 1024 / 1600 x 1024

Supported formats : AU, VST, AAX (32 & 64-bit)



### **Windows Operating System :**

Windows 7 with SP1, 32 / 64-bit

Windows 8.1, 32 / 64-bit

Windows 10, 32 / 64-bit

CPU : Intel Core i3 / i5 / i7 / Xeon

RAM : Minimum 2 GB (4 GB recommended)

### **Screen Resolution :**

Minimum : 1024 x 768

Recommended : 1280 x 1024 / 1600 x 1024

Supported formats : VST, AAX (32 & 64-bit)



## KEY COMMANDS

### Reset Parameters To Default

**Mac :** Alt/Option + Click

**Windows :** Alt + Click

### Enter Parameter Values

Double click a parameter and enter values manually.  
Accepted keys are: minus (-), period (.), numbers (0-9) and Enter\*.

\* Reaper (DAW) requires you right click the plug-in in the FX window and choose "Send all keyboard input to plug-in" to use the Enter key.

### Fine Adjustment

Shift + Click allows fine adjustment of parameters by .1dB increments for Gain values and .01 for percentage values.

### Reset Module Meters

**Mac :** Alt/Option + Click on either Input or Output meters.

**Windows :** Alt + Click on either Input or Output meters.

The meters automatically reset as the input/output falls below -48dB (the bottom of the meter scale).

## TOOL BAR / UTILITY MENU

The tool bar at the top of the plug-in displays, from left-to-right : the Cog Wheel (Utility Menu), the Presets Menu with left and right navigation arrows, Status Bar and the power state button (which bypasses the plug-in).

In the tool bar, to the top right you will see "Status Information" when you hover your mouse pointer over parameters. For example; hover your mouse pointer over the Input or Output meters in a module to see the Peak and RMS values.

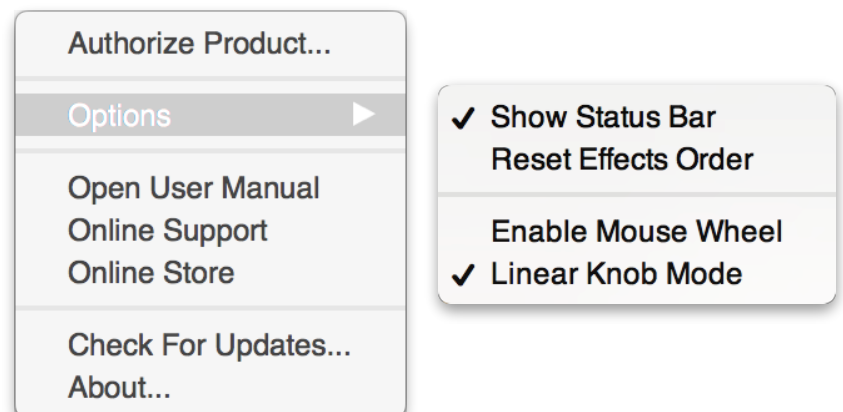
Centered in the tool bar is the '**Preset Manager**'.

The preset manager allows you to: -

- ▶ *Save New Preset As...*
- ▶ *Save Current Preset (Overwrite)*
- ▶ *Reveal in Finder (Open Finder/Explorer to show path)...*
- ▶ *Refresh (refreshes the list after any file/folder changes)*
- ▶ *Navigate presets with the left / right arrows*

### Utility Menu :

*Clicking the Cog Wheel in the tool bar will display the following contextual menu options... >>>*



In the 'Options' you can enable/disable mouse wheel which will prevent you from changing a parameter by mistake as you navigate the interface, Reset Effects Order, show/hide the Status Bar, and you can turn Linear Knob Mode on or off (Off = Rotary, On = Linear : Up/Down, Left/Right).

## MASTER PAGE



1. Cog Wheel/Utility Menu.
2. Preset Menu and Navigation.
3. Status Bar.
4. Power Button (Master Bypass).
5. Global In/Out Meters.
6. Output Volume Knob.
7. Plug-in Page Tabs (Master, Trash, LoFi, Radio).
8. Module On/Off Button (green = on, dimmed = off).
9. Module In/Out Volume Controls and Metering (Peak and RMS).
10. Drop-down button for Module Display Selection.
11. Modulation Matrix (see manual section for details).

## TRASH PAGE



### FILTER

1. **Power Button On/Off** (green = on, dimmed = off).
2. **Filter Shape.** Select your desired filter here and view the EQ curve in the Display area below...

**FAT LP12/LP24/HP/BP** - An analog multi-mode filter, based on a Moog model.

**Scream LP** - A filter with a very sensitive feedback path, which gives a screaming sound effect.

**Dirty LP** - A filter with a tight saturation stage that inserts into the feedback loop, and gives effect resembling dirty over-saturation.

3. **Filter Cut-Off.**
4. **Resonance.**
5. **Boost :**

Amount of pre-filter gain. Boosts the 1st internal saturation stage.

## **DISTORTION**

6. **Distortion Mode :**

As with the color, this parameter shapes the harmonic profile of the output saturation stage (shown in the Display area below).

7. **Distortion Drive :**

Amount of post-filter gain. Boosts the 2nd internal saturation stage.

8. **Distortion Color.**
-

# LOFI PAGE



## LOFI

1. Power button On/Off (green = on, dimmed = off).

### Bit Depth and S.Rate :

Reduces bit resolution of the incoming audio, and distorts dynamics and frequency content across the whole spectrum range.

Down-samples the input signal and degrades quality of the audio at higher frequencies.

**Noise :**

Digitally generated LOFI noise, not a sample-based or white noise. This tracks/follows the input amplitude, so it doesn't sound when no input is present.

**RING MOD**

2. **Power button On/Off** (green = on, dimmed = off).

**Frequency :**

Controls the modulation frequency.

**Drive :**

Controls the internal saturation amount.

**Feedback :**

Controls the amount of output fed back through the circuit input.

**MODE**

Mode is a switch between ring and amplitude modulation effect. Ring modulation usually produces metallic, inharmonic tones. Amplitude modulation is similar to ring modulation, but it contains the original input signal in addition to the generated harmonics.

**High Range :**

High Range defines the frequency range which calibrates the "FREQ" knob. When it's off, the module operates like "dirty" tremolo because the control frequency is in the [0.5, ... 50 Hz] range.

Think of this mode like input signal is being multiplied by a slow envelope, which is a standard tremolo. When "High Range" is turned on, it's a classic RingMod, the frequency range is 10 Hz to 18 kHz.

## CONVOLUTION

### 3. Power button On/Off (green = on, dimmed = off).

#### Gain :

+/- 24dB

#### Mix :

Controls the mix balance between the source/effected Garbage input and the convolution impulse response effected signal.

#### Metering :

Displays the input and output (Peak) levels in and out of the convolution engine.

### 4. Convolution Impulse Loader

Click the center section to view impulse response presets list. Click left/right arrows for next/previous navigation.

You may add your own impulses by creating a folder in the Impulses Folder found in the following paths, and placing your files there...

#### Win

My Documents\Nomad Factory\Garbage\Impulses

#### Mac

Library/Application Support/Nomad Factory/Garbage/Impulses



# RADIO PAGE



## RADIO EQ

1. Power button On/Off (green = on, dimmed = off).

Bass :

Low-shelf at 362 Hz.

Mid :

Bell at 1.02 kHz.

**Treble :**

Bell at 8.1 kHz.

**DAMP**

Lows, Resonance and Highs controls act as a filter EQ, reminiscent of old transistor radios. Filter the low-end/high-end and adjust the resonant peaks at their respective center frequencies.

**COMP**

2. **Power button On/Off** (green = on, dimmed = off).

**Threshold :**

Sets the (dB) level at which the audio surpassed is reduced by an amount.

**Ratio :**

Sets the amount of gain reduction applied (1 : x), as the audio breaches the Threshold level.

**Release :**

Sets the release time value (ms/S) for gain reduction; after the audio signal is below the Threshold.

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## MOD MATRIX



Welcome to the modulation matrix, where your audio sculpting can get a little crazy!

There are two modulators (Mod 1 and Mod 2), each with the same functions, parameters and controls. They can modulate each other's parameters too, and their own.

You can sync to host tempo by clicking either LFO Sync (green = on, dimmed = off), and turn off the mod sections completely by selecting the Power. You may also turn on/off each modulation route by clicking the light to the left of each mod destination.

Set the mod destination by clicking the --- to show the list :

- Master
- Filter
- Dist
- LoFi
- Ring mod
- Convolution
- Radio EQ
- Compressor
- Mod 1
- Mod 2

## **Amount**

Click and drag up/down on the percentage value to set the amount of modulation.

## **LFO Shape**

Sets the waveform type of the LFO output signal.

## **LFO Rate**

Sets the speed variation of the modulated source.

## **LFO Random**

Sets the amount of randomization sliding added to the LFO output.

## **LFO S.Chain**

Determines the amount of the envelope output that is sent to modulate the LFO rate.

## **LFO Amount**

Sets the amount of modulation applied.

## **Env Speed**

Sets the envelope's sensitivity.

## **Env Smooth**

Applies low-pass filtering to the generated envelope, in order to smooth out undesired fast transitions.

## **Env Amount**

Sets the amount of envelope modulation applied.

## SUPPORT

All technical support enquiries must be logged through the support ticket system for attention.

You may access the support portal here : [Nomad Factory Support](#).

Please ensure you read the notices at the site above prior to sending, to ensure you have included all relevant informations.

## PRESETS ( GLOBAL )

Our in-house engineer and QA manager, **Ashley Smith** ( *Brad Whitford - Aerosmith, Derek St. Holmes - Ted Nugent Band, X-Factor, American Idol...* ) has provided a small list of presets for Garbage. He says "whilst these are a few presets you may use, Garbage is designed as an audio tool to be tweaked by the user, to create sounds that suit and manipulate their material. Have fun a tweak!". Further presets are provided by lead software developer **Dmitry Sches**.

### Disclaimer :

Any manufacturer names used in presets are solely for representation as used in mix reference and process, any fore-mentioned companies do not endorse this product, trademarks and signatory are held respectively.