

# Nano Beast

NanoBeast slices your audio into tiny grains and lets you morph and manipulate them, creating glitchy and granular effects. The main window represents the individual grains as they morph from A to B. There is also a set of effects that are applied to the grains from A, B or both. Use NanoBeast to grain morph between 2 sounds, create chaotic glitches and washed-out granular soundscapes.

**Morph** - Progressively swaps random grains from A (input) to B (input, sidechain or mute).

**Grain Fade** - Creates a smooth start and end to the grains.

**Grain Size** - Sets the length of the grain in 1/64 (synced to tempo).

**B Source** - Selects the source for the B channel. "Input" is the same as A, so you will need to use some of the FX to make the 2 signals different. "Sidechain" lets you route an external signal into the plugin, allowing you to grain morph between input and sidechain. Finally, "Mute" makes B silent; this way, you can mute the gains one by one as you morph.

**A Gain** - Controls the level of the A grains.

**B Gain** - Controls the level of the B grains.

## A & B FX

**HP** - Controls the frequency of the high-pass filter.

**LP** - Controls the frequency of the low-pass filter.

**Crush** - Creates a bit-crushed and rate-reduced arcade-like effect.

**Space** - Adds a lush reverb effect.

**Flow** - Adds a tape modulation effect.

## Grain FX

**Drops** - Creates random dropouts for the grains, meaning that some grains do not playback.

**Spread** - Randomly pans individual grains in the left and right channels.

**Shift** - Creates random pitch variations for the individual grains.

**Scatter** - Creates multiple copies of the grains with random timing.