

MORPH EQ



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System Requirements

Formats:

64 AU, VST, VST3, and AAX

Works on:

macOS 10.9 or higher

Windows 10 or higher

Activation:

Online Account Login

An internet connection is required for initial activation.

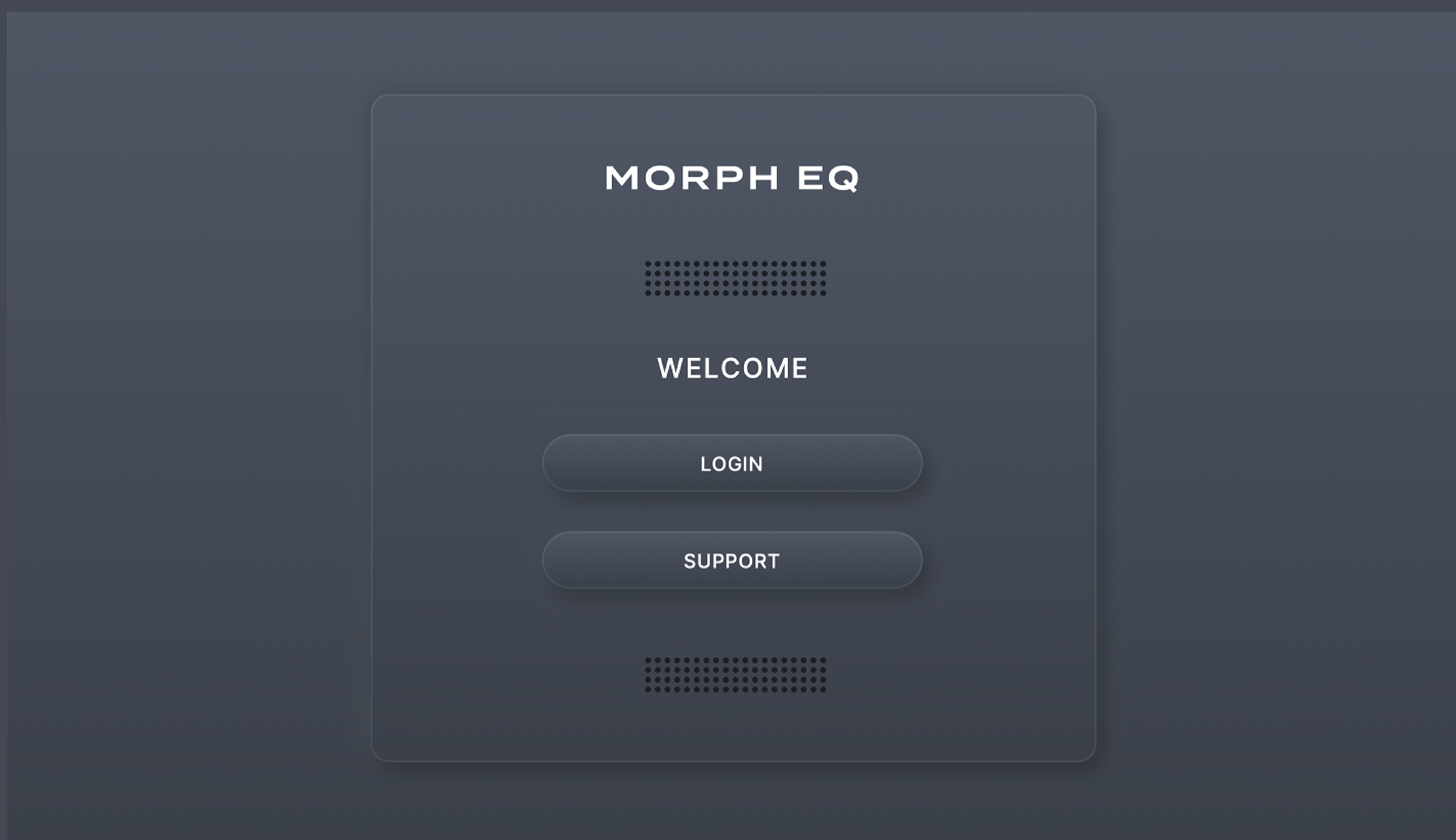
Installation & Activation

If you have not yet downloaded Morph EQ's installer, please head to your account at <https://www.minimal.audio/account> and open the "Products and Downloads" page.

From this page you can access all of your products. **Download the Morph EQ installer** that matches your OS and follow the installation instructions.

Now that Morph EQ has been installed, **start your DAW and open the plugin.**

*Note: in some cases, your computer may require a restart to recognize new plugins within the appropriate folder.



When opening Morph EQ for the first time, you will be prompted to **log in**. Use the same credentials used to log in on our website. Once that is done, you're good to go!

Welcome to Morph EQ

Thank you for purchasing Morph EQ! We hope you enjoy using it as much as we enjoyed creating it. Below is a walkthrough of the basics of Morph EQ.

At first glance, Morph EQ may appear similar to many other parametric equalizers: creating filters, dialing in specific cuts and boosts, and other familiar features are readily available.

Where Morph EQ stands out from your standard parametric EQ is in its — you guessed it — morphing capability. With a few clicks, your EQ curves bend and glide, transforming a static filter into custom movements. Each filter can travel along its own morph path to create effects from subtle sweeps to complex geometries. Pair this with powerful macro controls and flexible routing for totally unique filtering effects.

Morph EQ ships with over 100 presets ranging from essential mixing settings to fully mutating madness.

As you explore the plugin, try turning on tooltips by clicking the  icon. Once active, hover your mouse over any parameter to read a quick explanation of its function.



Presets

OPEN THE PRESET BROWSER:



Click on the PRESET NAME (often 'Default') in the center of the top bar, then move to a preset category. Select a preset and use the arrows to move through the folder.

SAVING PRESETS:



To save your current settings as a preset:

Click on the save icon at the top right of the preset toolbar.

Enter a name for your saved preset and click save.

If you would like to delete or organize your presets, you can view them by clicking "SHOW USER FOLDER" in the preset dropdown.

RANDOMIZE PRESET:



Click the randomize button at any time to randomize your preset.

[Warning] Be sure to save your current preset if needed.

SHARING PRESETS:

If you would like share your presets, you can find them by navigating to:

Mac OS: Mac HD/Library/Application Support/Minimal/Morph EQ/SubPresets/User

Windows: C:/ProgramData/Minimal/Morph EQ/SubPresets/User

Interface

Below is a walkthrough of Morph EQ's menus, knobs, sliders, and filters.

TOOLTIP MODE



When active, hovering over a control will display its tooltip.

USER ACCOUNT VIEW



Show your user account info. Here you can view your license details and log out of the plugin, which removes the plugin license from your computer.

SAVE PRESET



Save the current settings as a preset in the USER folder.

RANDOM PRESET



Randomly select a preset from the entire preset library.
[Warning] Be sure to save your current preset before randomizing.

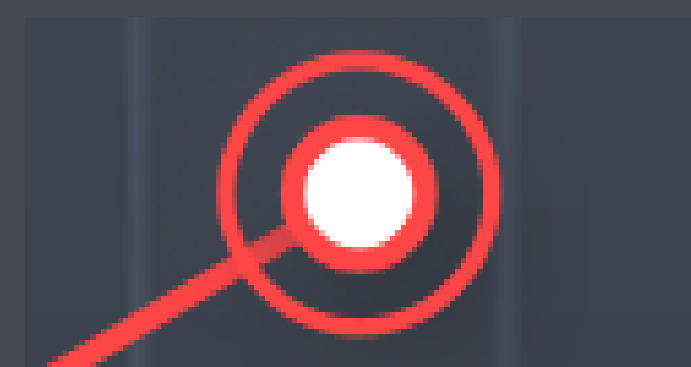
FILTER POINT



This point represents an individual EQ filter. Modifying it will affect its entire morph path.

- Click and drag on the FILTER POINT's outer ring to start a MORPH PATH.
- Command-click (macOS) or Control-click (Windows) anywhere on the EQ graphic when a filter is selected to add additional MORPH POINTS.
- Right-click to show options for deleting and resetting the selected filter.

MORPH POINT



Morph points are used to build segments within a morph path. The morph path can be navigated using the MORPH knob.

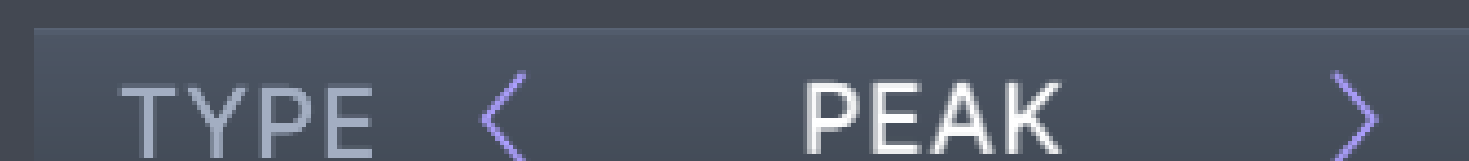
- Click and drag on the last MORPH POINT's outer ring to add another MORPH POINT.
- Command-click (macOS) or Control-click (Windows) anywhere on the EQ graphic when a filter is selected to add additional MORPH POINTS.
- Right-click to show options for deleting and resetting the selected filter.

FILTER SELECTOR



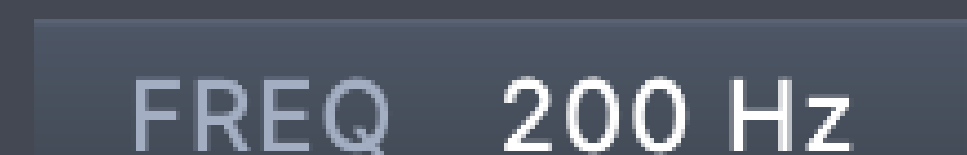
Choose which filter is currently editable in the control bar.

FILTER TYPE



Choose the currently selected filter's type.

FILTER FREQ



Change the filter's frequency in Hz.

FILTER Q



Adjust the filter's Q. A higher Q results in a sharper peak.

FILTER GAIN



Set the PEAK or SHELF filter's gain in decibels.

FILTER ROUTING



Change the stereo routing of the currently selected filter.

DELETE FILTER



Delete the currently selected filter or morph point.

EQ UNDO



Undo the most recent edit to the EQ graphic and morph points. This does not include the knobs or other global settings.

EQ REDO



Redo the most recent undo to the EQ graphic and morph points. This does not include the knobs or other global settings.

MORPH



Adjust the position of each filter along its respective MORPH PATH.

Morphing provides an excellent way to build complex filter movements that would not be possible with standard EQs or filters.

[Quick Tip] To start a MORPH PATH, select a filter point, then click-and-drag on its outer ring.

SHIFT



Adjust the frequency of the entire EQ at once.

This can be used like a filter's cutoff control to create huge filter sweeps.

PINCH



Positive PINCH settings will shift all filter frequencies towards the center of their range, while negative settings will shift all filters towards their lower and higher limits.

This is great for interesting vowel and formant sounds.

SPREAD



Adjust the relative FREQUENCY of the left and right channels to create wide stereo effects. Positive values gradually make the right filter higher and the left filter lower. The inverse is true for negative values.

Note that filters with routing other than STEREO will not be affected.

SCALE



Adjust the overall gain of the filters. Negative values will invert the response. This is useful for both creative effects and subtle EQ adjustments.

ROUTING MODE



Choose between SERIES and PARALLEL routing.

- SERIES: This mode is the more standard EQ behavior and is generally best when working with PEAK and SHELF filters.
- PARALLEL: This mode is excellent for creative effects involving LOW PASS, BAND PASS, and HIGH PASS filters.

GAIN SCALE



Change the range of the EQ graphic.

- 6 dB can be great for more precise adjustments.
- 18 dB is an all-around good choice for creative effects.
- 36 dB is useful for extreme effects. Don't forget to activate the limiter!

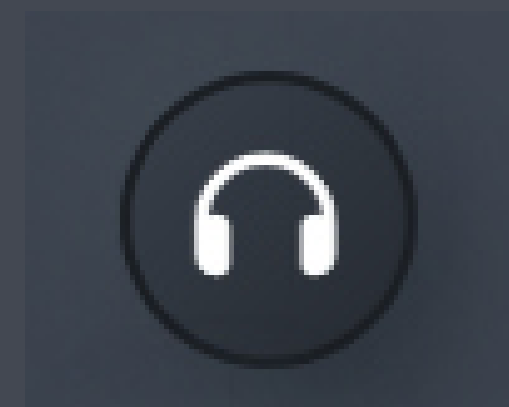
ADAPTIVE Q



When Adaptive Q is enabled, each PEAK or SHELF filter's Q will automatically adjust according to its current GAIN.

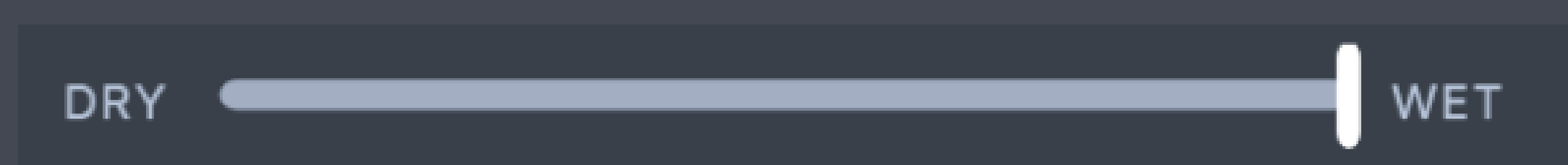
[Quick Tip] This is useful for maintaining a more consistent output level and mimics the behavior of many analog EQs.

FILTER SOLO



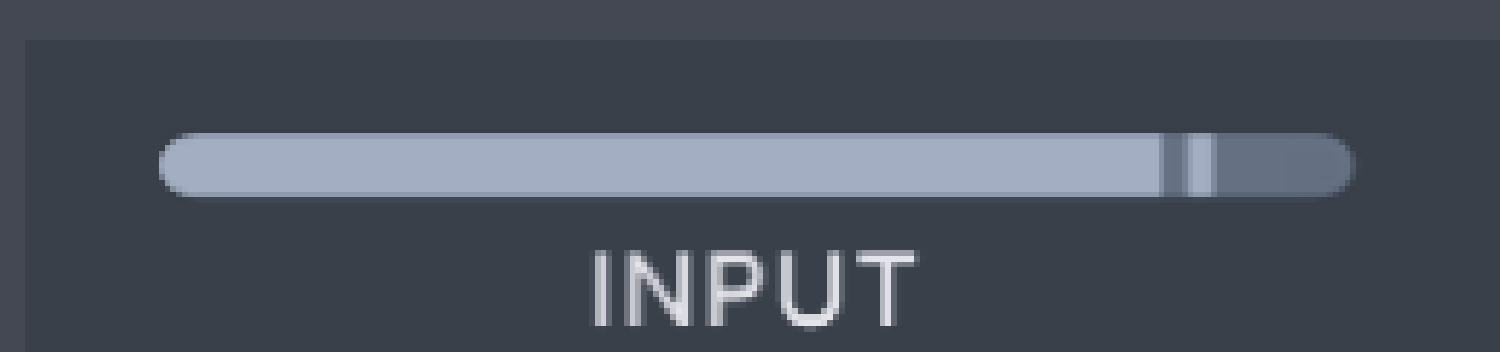
When Filter Solo is enabled, clicking and holding on a filter point will allow you to hear the effect of that filter by itself.

DRY WET



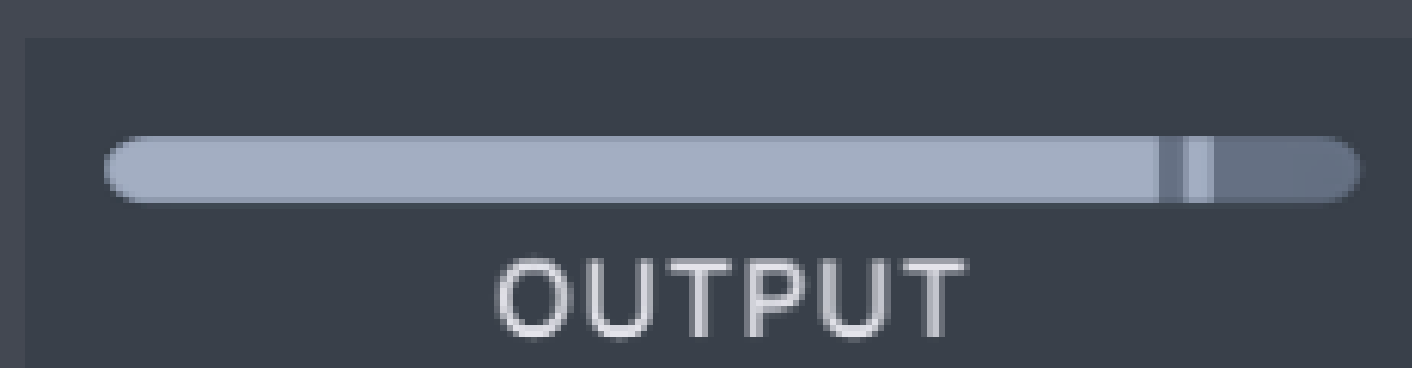
Adjust the balance between the processed wet signal and the unprocessed dry signal.

INPUT GAIN



Adjust the gain being sent into the effect.

OUTPUT GAIN



Adjust the gain at the very end of the effect's processing chain. This can be useful for compensating for gain changes or creative effects.

SOFT CLIP LIMITER



Enable a soft clipping "glue" limiter that prevents output levels above 0 dB:

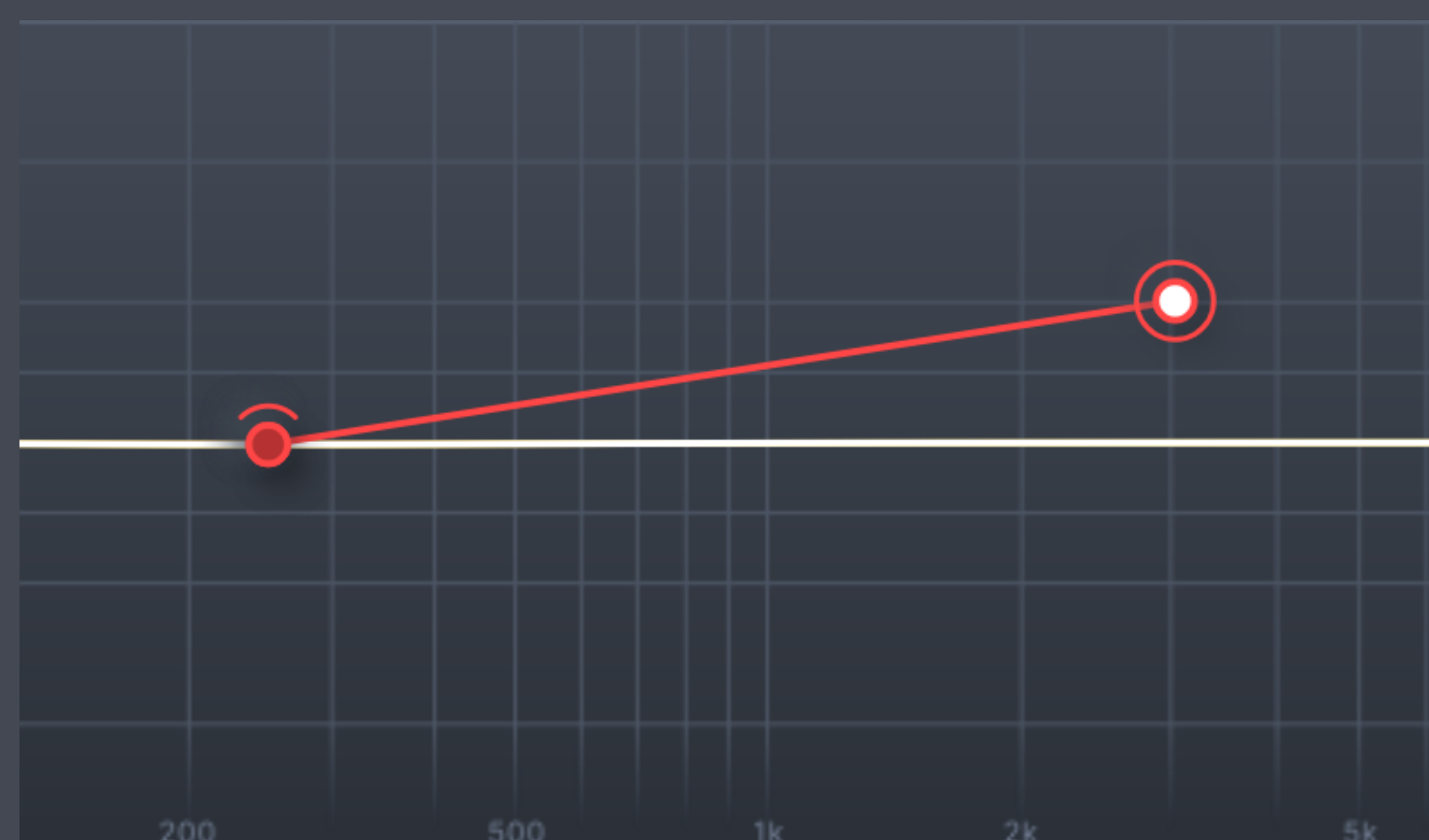
- OFF: The limiter is disabled.
- PURPLE: Gentle limiting and saturation. This style is useful for preventing overs while maintaining a smoother sound.
- ORANGE: Punchy soft clipping. This style is great for more aggressive sounds.

Morphing

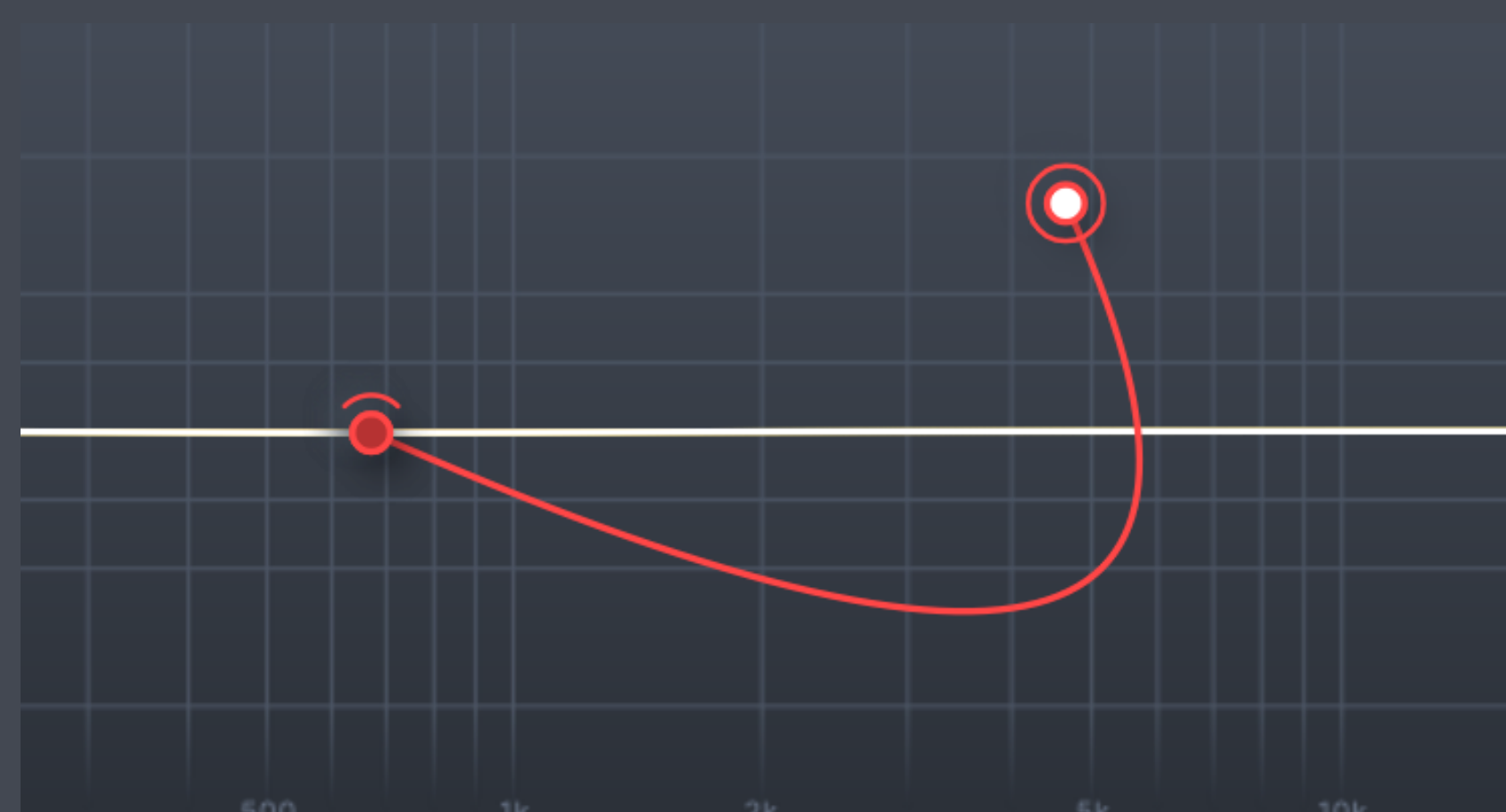
Below is a guide to utilizing Morph EQ's signature feature and tips to dial in complex yet precise shapes.

Drawing paths and morphing through them allows you to quickly create mutating EQ shapes that would otherwise be extremely time-consuming to replicate.

To create a morph path, hover your mouse over the outer circle of your EQ point until your cursor becomes a + symbol. Click and drag to create a path. Now, you can repeat the process on each new morph point to create as many paths as you desire.



[Quick Tip] You can also hold down command (macOS) or control (Windows) and click to quickly create morph points without the need to click and drag.



While hovering over a path, click and drag the line to bend it and shift-click on a line to straighten it.

When MORPH is at 0%, the filter will be set to the beginning of the morph path, where the first point was created. At 100%, it will be at the end of the path, where the last point was created. As you move MORPH from 0% to 100%, it will smoothly follow the entire path.

Note that MORPH controls the position of all filters with morph paths, not just the currently selected one.

Quick Tip: Symmetry



To create symmetrical shapes, start with a straight morph path and bend it into a shape. Create another straight morph path and repeat to create a symmetrical side. Symmetrical shapes work great for sweeps of all filter types.

Support

If you have any additional questions or concerns, please write us at hello@minimal.audio and we will get back quickly.

Thank you for your interest in Morph EQ, we hope you enjoy it!