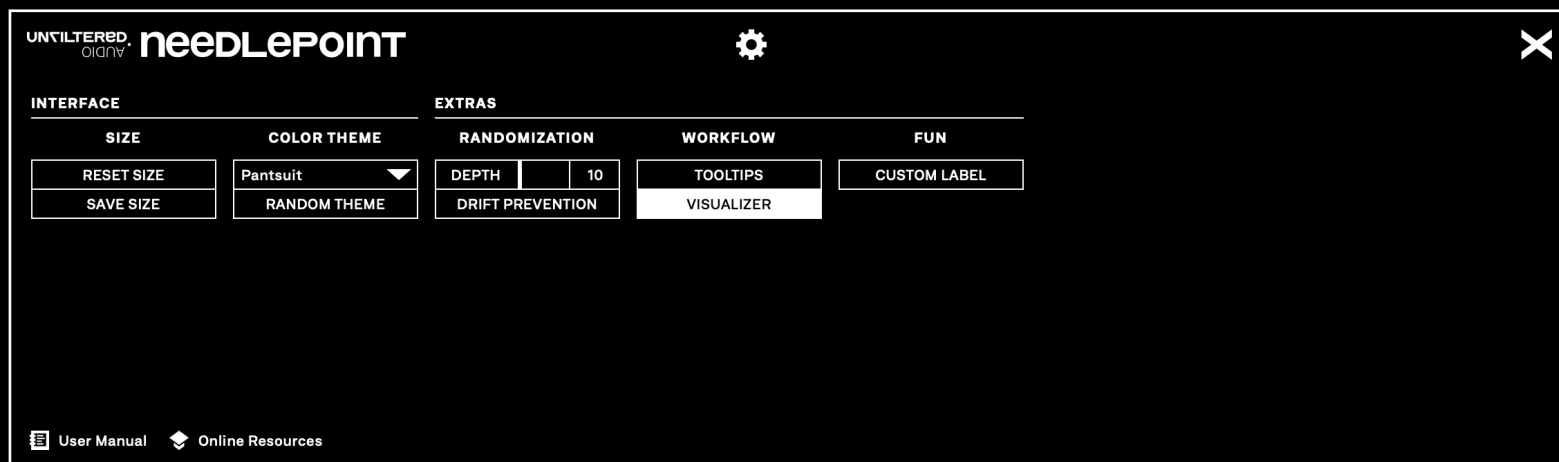


Needlepoint User Interface
(Preset Bar visible on top right)



Needlepoint Settings

Recording

- ENABLED** Play or mute incoming audio.
- INPUT GAIN** Sets the gain applied to the input.
- AGE** Adds filtering to input signal as an approximation of various recording eras.
- WOW** Sets amount of periodic pitch warp, as if the turntable wasn't perfectly balanced.
- FLUTTER** Sets amount of faster, semi-periodic pitch warp, as if the record itself had become deformed in a complex pattern.
- COMPRESSION MODE** Selects from various forms of compression, each controlled with one intensity knob.
 - PRESS:** One knob analog-style maximizer and compression.
 - OTTER:** Variation on famous multiband upward-downward compression effect.
 - OSAKA:** Variation on compression knob in famous hardware sampler vinyl sim.
 - BRATWURST:** Saturation to compression effect inspired by popular dadaist plugin.
 - MS LOCO:** Mid-Side Compression modeled after old-school LA hip-hop.
 - ATLANTIC:** Algorithmic approximation of real vinyl distortion for loud and quiet source material.
 - LACQUER:** Goopy lo-fi compression with an automatic threshold.
- COMPRESSION** Sets amount of selected compression mode to be applied to input or output signal.
- POST** Alternative mode where compression effect is applied after dust and noise are added. It often sounds broken.

Dust

- ENABLED** Play or mute dust particles.
- DUST XY CONTROL** Use the three circles labeled S (small), M (medium), and L (large) to control levels and density settings for three "flavors" of dust. Small and medium follow the visual noise pattern that can be seen on the spinning record. Large is periodic, so you will hear the same large dust hits for multiple rotations until the needle has passed each individual piece of dust.
- FILTER** Three-band output EQ for tuning the overall frequency range of the dust output.
- VOLUME** Overall scalar for volume level of dust.
- DENSITY** Overall scalar for density of dust.
- BUMP** Amount of compression to add to input signal sidechained to the dust stream, meant to simulate the "interference" of dust particles when listening to a record.

Noise

- ENABLED** Play or mute periodic mechanical noise.
- FILTER** Three-band output EQ for tuning the overall frequency range of the noise output.
- LEVEL** Sets volume of mechanical scraping noise in dB.
- COLOR** Sets color of mechanical noise from pink to white.
- MOVEMENT** Amount of rotational movement on the noise filter parameters for each band. Middle has no movement, full right has movement in one direction and full left has the opposite. You can tune it to give different perceptions of the shape and mechanical noise of the turntable.
- GATE MODE** Determines playback behavior and how NOISE and DUST are added to the signal.
 - CONSTANT:** Always generate noise and dust.
 - TRANSPORT:** Only generate noise and dust when the DAW's transport is playing.
 - ENVELOPE:** The amplitude of the noise and dust signal is shaped by the amplitude of the input.
 - AUTO STOP:** Causes a spindown or spinup whenever the DAW's transport stops or starts.
- RPM** Selects record speed which affects Wow, Flutter, Dust patterns, and Noise movement.

Playback

- GLOBAL** Sets the intensity of all effects except Pitch, Bump, Spindown, and Broken.
- SPINDOWN** Simulates the turntable being turned off and slowing to a stop. Note that the spindown delay buffer is after the broken delay buffer, so you can spin down from a broken state. The secondary dot on the record visualizer shows where you would be if not in spindown mode.
- SPINDOWN SPEED** Determines how long a spindown will take to go from full speed to fully stopped. Note that the spinup is always 5x as fast as the spindown.
- BROKEN** In Broken mode, the last record length delay line will play the output of the plugin on repeat, simulating the repetitive quality of a skipping record. You can create complex loops by timing the on/off state of this button.
- PITCH** Simulates slowing or speeding up the turntable playback to alter the pitch of the input recording. Note that this is a somewhat lo-fi effect, reminiscent of early samplers, due to its real-time nature and the limitations therein. It is applied to the input, not the output signal, despite where it is placed on the interface.
- OUTPUT GAIN** Sets the gain applied to the output.

Settings

Size

- RESET SIZE** Resets the size of the interface to the default size.
- SAVE SIZE** Saves the current custom size of the interface.

Color Theme

Choose between a long list of decade-inspired color schemes.

Randomization

- DEPTH** Sets the maximum percentage each control can wander when randomization is activated.
- DRIFT PREVENTION** Toggling Drift Prevention will keep the knobs from wandering too far past their original values

Workflow

- TOOLTIPS** When learning Needlepoint, you should keep Tooltips activated. This will pop up brief hints about controls by hovering over it.
- VISUALIZER** The spinning record visualizer is meant to accurately reflect the speed, position, and computed small/medium dust map throughout the simulated record pressing. Note that the secondary dot in spindown mode shows the position of the needle that will be caught up with after spinup. The waveform that is shown on top of the record depicts what is being written to the "broken" buffer, which can be helpful during performance. The visualizer itself also acts as the global strength slider- note that the colored section of the inner label shows its amount.

Fun

- CUSTOM LABELS** You can add a custom label to your records by selecting this option in the menu. You can change the image that is used by overwriting label.png inside of your preset directory. Please use responsibly.

Presets

"Before diving into Needlepoint's dizzying capabilities, it might be worth exploring the preset eco-system that comes with it. The Preset Bar contains a number of controls for exploring and randomizing these presets.

- SETTINGS** Clicking the Gear icon will bring up Needlepoint's Settings panel.
- SAVE/LOAD** Save or load presets.
- PRESET NAME** Clicking the preset name will bring up a list of all factory presets. These are organized by style or by signature artist.
- ARROWS** To quickly skip through presets, you can click the arrows next to the preset name.
- RANDOMIZE** Clicking the Dice icon will randomize the current preset. By default, each control can wander by a maximum of 20% of the knob.



About Needlepoint
Modeled with love down to every individual grain of dust, Needlepoint is meant to simulate that nostalgic feeling of spinning thrift store vinyl on a hand-me-down turntable.

Needlepoint Resources
Product Page: unfilteredaudio.com/needlepoint
Presets: unfilteredaudio.com/presets/needlepoint
Tutorials: unfilteredaudio.com/tutorials
Artist feedback: unfilteredaudio.com/love

Needlepoint Credits:
Developed by Joshua Dickinson, and Michael Hetrick | Shoutouts to Valance Drakes, Lance Putnam, Marcus Beck, Chr_is, Vesa Valimaki, Sira Gonzalez, Ossi Kimmela, Jukka Paviainen, Oddiction, Synthetic Future, Turbofan Propstart, Audilepsy, Trajectoire, Tom Avatars, emptyvessel, Astrid Erasmuson, Venus Theory, Ralph Martin, Phil Fischer, Diane Morger | Design by Papernoise

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