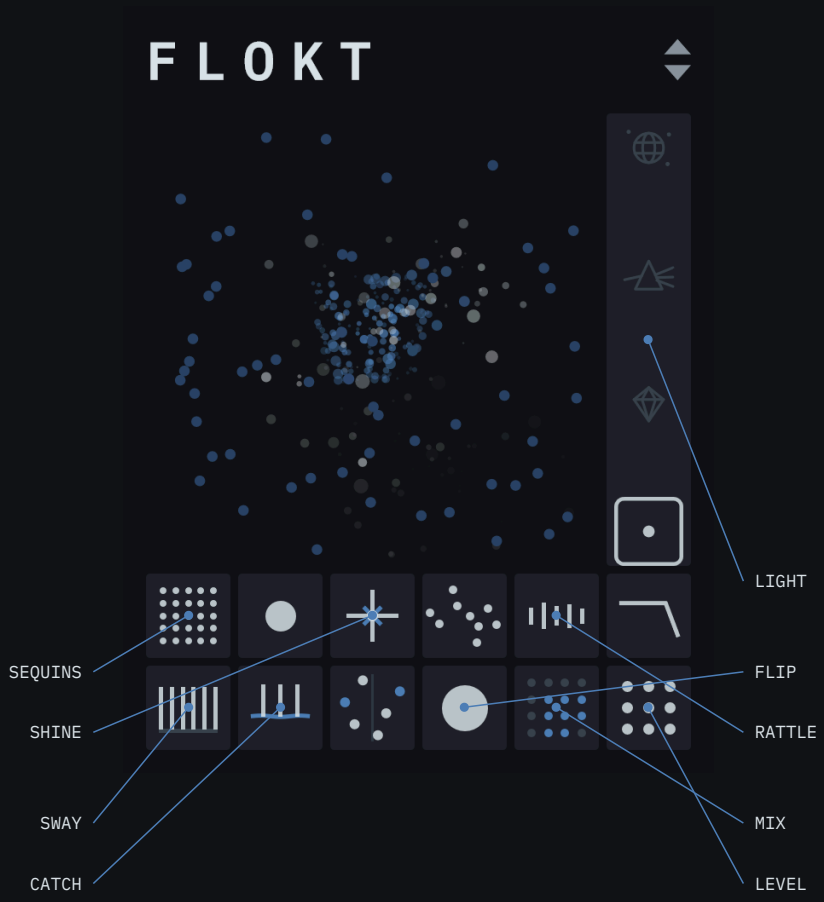
FLOKT

MANUAL



Sequins sewn over your sound

Plip Plop Studio · version 0.0

Flokt sews sequins over your sound. Short grains of what you play glint whenever the movement of the fabric brings them into the light: a played arpeggio showers glints, a held chord shimmers now and then. It comes as a VST3 and CLAP plug-in for Windows and macOS, an Audio Unit for macOS, and a Max for Live device for Ableton Live.

1 Insert Flokt as an effect on a guitar, keys, synth, voice or drum track.

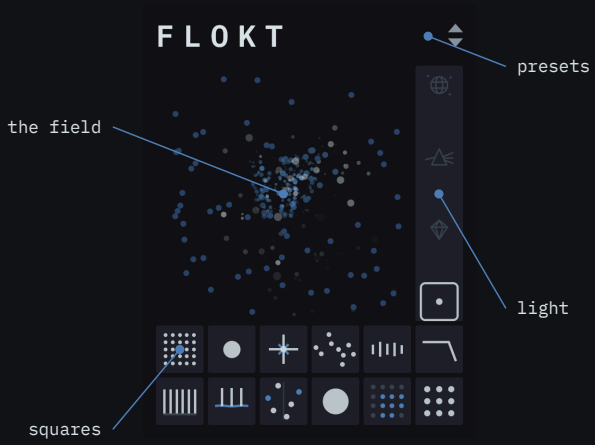
2 It opens on Sequin Dress: dense, scattered glitter that falls from every hit, with a quiet rattle. Play, and watch the sequins light up.

3 Click the arrows at the top right of the window to try Mermaid, Frost, Confetti, Brushed and Night Bus.

4 Drag a square up or down to change it. Try CATCH first: it decides whether your playing or a slow sway moves the fabric.

5 Turn MIX down for a subtler glitter, or HIGH CUT down for a darker one.

6 Drag the rail on the right up to change the light: Crystal, Prism, Disco.



The picture is the field of tilts: every sequin is a dot at its own tilt, and the light, a patch of fine particles, wanders over the field as the fabric moves. A sequin glints as it comes into the light, turns white and throws a splash of drops.

The rail on the right is LIGHT. Its four signs stand from the bottom up, Sun, Crystal, Prism and Disco, and a frame slides over them: bright on a stop, blue between two. Under the mirror ball the light in the field jumps where the ball throws it.

Playing it

Drag a square up or down to change it, with Shift for fine moves. Double-click resets a control and the mouse wheel steps it. The LIGHT rail snaps to its four stops as you drag it, unless you hold Shift; the wheel moves it from stop to stop and a double-click takes it back to Sun. In the Max for Live device the wheel does nothing.

Reading it

Point at a square and its name and value appear next to it. Click FLOKT at the top for the version and links to the website and this manual.

Size and automation

Drag the edge of the plugin window in your DAW to resize it from 1× to 4×; the size is saved with the project. All 13 controls can be automated.

Each of the 64 sequins is a short grain of your sound with a fixed tilt of its own: its pitch (the note, a fifth, an octave, an octave and a fifth, two octaves), its place in the stereo field, its tone and how far back in time it reads. The tilts never change, so the same settings always sew the same dress.

The fabric

The fabric tilts too. A slow sway moves it when nobody plays; every attack shakes it like a spring. A sequin glints only as it comes into the light, never while it stays there, so a still fabric does not glitter. CATCH weighs the two: at 0% only the sway, at 100% only the playing.

No light, no glint

A glint is as loud as your sound when it starts: silence stays silent. Behind the glints, a faint dust of tiny grains and a bright blur hold the air, and the glints follow the tone of your sound, so a dark source gets dark glitter.

The hand

With FLIP above zero, a hand brushes across a strip of the stereo field, after a strong attack or on the host's bar line, and turns the sequins it passes. Their dark side plays reversed, lower and matt, and every turned sequin glints.

LIGHT decides what the glints become once they leave the sequin. Every preset starts in the sun, with plain glints.

Sun

The glints alone. When the playing stops, the glitter fades within about 4 s.

Crystal

Every glint rings on as a small chord of glass. The chord is made of the loudest partials of your sound at that moment, so it is always in tune with what you play.

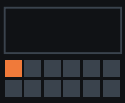
Prism

Every glint comes apart into a small rainbow: its colours, from low to high, follow one another in time and spread across the stereo field.

Disco

Crystals under a mirror ball. The ball's spots jump on the eighths of your DAW while it plays, the glints bounce off the walls, and the tail holds about 10 s. Without a playing host the ball keeps its own time.

Between two stops, both are mixed, and the value reads as both names with their shares, for example Crystal 60 Prism 40. In the plug-in you can also type a stop's name into your DAW's value field.



SEQUINS

1–64

How many sequins are sewn over the sound: from a few sparks to thick glitter. Turning it adds or takes sequins away; the ones that stay keep their tilt.



SIZE

5–120 ms

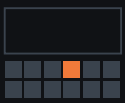
How big a sequin is, which is how long its glint lasts: fine glitter or large flakes.



SHINE

0–100%

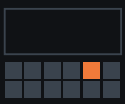
How bright the glints are: how many sequins glint higher up (a fifth, an octave, two) and how much top they have.



SCATTER

0–100%

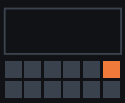
How differently the sequins are tilted: the spread of their pitch, place in the stereo field, tone and time.



RATTLE

0–100%

A quiet metallic rattle with every glint, as sequins knock against each other.



HIGH CUT

1–20 kHz

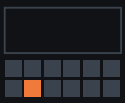
Darkens the glints and what sounds behind them; the dry sound stays as it is. At 20 kHz it is open.



SWAY

0.02–4 Hz

How fast the fabric sways when nobody plays.



CATCH

0–100%

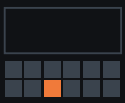
Where the movement comes from: at 0% only the sway, at 100% only the playing. Every attack shakes the fabric, and every movement brings other sequins into the light.



FLIP

0–100%

Two-sided sequins: how often a hand brushes across the fabric, on a strong attack or on the host's bar, and how many sequins it turns to their dark side (reversed, lower, matt).



WIDTH

0–200%

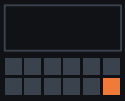
How wide the sequins spread in the stereo field.



MIX

0–100%

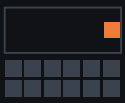
Dry against the glints. At 50% both are at full level.



LEVEL

−24 to +12 dB

Output level.



LIGHT

Sun, Crystal, Prism, Disco

The light that falls on the sequins, and how long they glint after the playing stops. Sun (0%): the glints alone, with a 4 s tail. Crystal (33%): every glint rings as a chord of glass made of your sound's own partials. Prism (67%): every glint comes apart into a small rainbow, in time and across the stereo field. Disco (100%): crystals under a mirror ball whose spots jump on your DAW's eighths, with reflections on the walls and a 10 s tail. In between, the two neighbours mixed.

Click the arrows at the top right of the window for the list, with each preset's number of sequins beside it. Your DAW sees the presets as programs.

Sequin Dress	The default. Dense, scattered glitter that falls from every hit, with a rattle, a fine dust and a soft blur in the colour of your sound.
Mermaid	Lots of FLIP: a hand keeps turning a strip of sequins to their dark side and back.
Frost	Small, very bright sequins and a slow sway with little playing: frost on a held chord.
Confetti	Every sequin, a wide scatter and the fabric moved by the playing alone: every hit bursts. Less rattle than Sequin Dress, and a little FLIP.
Brushed	Large, dark flakes, the hand halfway, a lot of rattle.
Night Bus	A few slow, wide sequins: single reflections of lights behind a window.

Flokt comes as a ZIP with VST3 and CLAP for 64-bit Windows, VST3, AU and CLAP for macOS 10.15 or later (Apple Silicon and Intel) and the Max for Live device Flokt.amxd. Extract it first and close your DAW.

Plug-in

1. Windows: copy the folder Flokt.vst3 into C:\Program Files\Common Files\VST3 and the file Flokt.clap into C:\Program Files\Common Files\CLAP.

2. macOS: copy Flokt.vst3, Flokt.component (the AU) and Flokt.clap into the VST3, Components and CLAP folders of Library/Audio/Plug-Ins in your home folder.

3. Open the DAW and rescan plug-ins: Flokt is listed under Plip Plop, Fx / Modulation.

Max for Live

The device needs Live 12 Suite, or Live 12 Standard with Max for Live, on Windows or macOS: Flokt.amxd is the same file for both. Its hand follows Live's bar lines while Live plays.

1. Copy Flokt.amxd into your User Library, for example into Presets/Audio Effects/Max Audio Effect/Plip Plop. The library is Documents/Ableton/User Library on Windows and Music/Ableton/User Library on macOS, unless Live's Settings, under Library, say otherwise.

2. Live lists Flokt in the browser under User Library: drag it onto a track or a return.

To update, close the DAW and replace the files; to uninstall, delete them. An update keeps the settings saved in your projects and sets.

Flokt

version 0.0

Studio	Plip Plop
Website	plipplop.studio
Version	0.0 · VST3, AU and CLAP, Windows and macOS · Max for Live, Live 12
Built with	JUCE, Max 9

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