FUN VOLUME SHAPER

USER GUIDE

Draw natural movement into every beat.



Single-band stereo volume shaper

START IN THREE MOVES

01 Insert the plug-in

Load FUN Volume Shaper on an audio track in your DAW.

02 Set the timing

Choose TRIGGER = SYNC and select a musical LENGTH.

03 Shape the gain

Move the curve nodes and use DEPTH to set the intensity.

Validation: pluginval Strictness 10 SUCCESS / Steinberg Validator 537 PASS, 0 FAIL (2026-11-08)

THE INTERFACE

Control names match the labels shown in the plug-in.

TRIGGER

SYNC follows the DAW beat grid; MIDI starts on note-on; AUDIO reacts to an input transient.

LENGTH

Sets one curve cycle: 1/16, 1/8, 1/4 or 1/2 note, or 1, 2 or 4 bars.

AUDIO SOURCE

Select INTERNAL audio or an EXTERNAL SIDECHAIN as the AUDIO trigger detector source.

IN / OUT / WAVE

IN and OUT choose visible input/output traces. WAVE shows or hides the live waveform overlay.

SMOOTH

Softens abrupt gain and trigger changes. Enabled by default.

SHAPE 1-2

Select the interpolation for the active node interval. The interval number updates when selected.

DEPTH

0% leaves gain unshaped; 100% applies the full drawn curve.

TIME SHIFT

Offsets timing from -100 to +100 ms. Positive delays; negative advances.

SNAP

Toggles time-grid snapping while editing nodes.

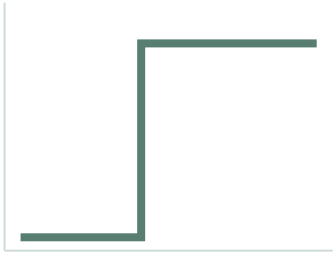
FULL / STEREO

One curve controls both left and right channels. No multiband processing is used.

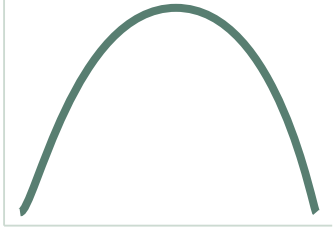
EDITING THE CURVE



Smooth rise



Step / Hold



Mirrored interval

Move a node

Drag a round node to change its time and gain.

Add or remove nodes

Double-click empty graph space to add; double-click an internal node to delete. Endpoints stay protected.

Bend a segment

Drag the curve line directly. No Alt modifier is needed.

Choose an interval

Click a curve segment, then choose its interpolation in SHAPE.

Edit values

Drag DEPTH or TIME SHIFT up/down, or double-click the value to type an exact number.

Other shortcuts

Right-click for context actions. Ctrl+Z undoes; Ctrl+Y or Ctrl+Shift+Z redoes.

CURVE SHAPES & STARTING PRESETS

Shapes are assigned per interval. Changing interpolation keeps the nodes in place.

Natural	Default musical interpolation; bend it freely by dragging.
Linear	A straight line between the two nodes.
Ease in	Starts slowly and accelerates toward the next node.
Ease out	Moves quickly at first, then slows toward the next node.
Symmetric S	An S-curve with gentle beginning and ending.
Mirror previous	Linked, normalized reverse complement of the preceding interval.
Step / Hold	Holds a constant value, with a step at the boundary.

STARTING CURVES

DUCK / FLAT / SHORT / SMOOTH / GATE are starting points. All remain fully editable.

The envelope is not forced to 0% before every cycle boundary. Set the start and end levels musically to preserve natural continuity.

USER PRESETS & SAVING

01

Save

Press SAVE, enter a name, then press Enter. An existing name prompts for overwrite confirmation.

02

Load

Select a name from USER PRESETS. Unsaved edits trigger a confirmation before replacement.

03

Delete

Select the preset and choose Delete. Only its stored file is removed; the current curve stays active.

WHAT IS STORED

Nodes, per-segment SHAPE, trigger, length, Depth, Time Shift, Smooth, Snap and related settings. DAW projects save plug-in state; user preset files use the .fvshp extension.

QUICK TROUBLESHOOTING

- No waveform? Make sure WAVE and at least one of IN/OUT are enabled.
- Adjust the audio detector threshold and retrigger guard from the AUDIO SOURCE dropdown.
- If the result feels too gated, try SMOOTH ON, softer segments and lower DEPTH.
- The VST3 Factory Program named Init is separate from USER PRESETS.

Windows preset folder: %APPDATA%\FUNtasia Audio\FUN Volume Shaper\Presets

For FUN Volume Shaper (single-band edition). Multiband Pro features are not included.