

FAST GUIDE

HUM 808

ABOUT THE AUTHOR



Hello! I am pol from Callybeat, I have more than 12 years publishing useful information about audio, music production, plugins on youtube and other social networks, I did my studies in Audio Technology, Sound Design and Synthesis, Algorithmic Musical Composition at the National Autonomous University of Mexico

This quick guide contains information on using my first Vsti the Hum808.

Have fun!!!

Hum808 is a synth designed to create crunchy or deep bass sounds, I designed it with ease this creative process for any user.

In this manual we are going to understand the functions that Hum808 has.

Let's go there!



- It has 4 oscillators
- Spectrum analyzer
- 2 filters
- Surround controls
- Modulation Lfo's in Filter cutoff
- Digital distortion
- 4-band parametric equalizer

All this to design amazing sounds!

Oscillator 1 and 2 can be recognized by their graphic interface, they are the two main engines of our synth in the center at the top you can see the analysis of the frequency range of your sound, in that part there is also the parametric equalizer to make adjustments visually and quickly.

Very well let's go in parts

In the upper part with the Red dotted is the main bar where the logos are also the section where you can select, save and load presets

The gray bar dotted in Blue is the power switch of the 4 oscillators the equalizer switch

Also the distortion one, we have a potentiometer that adjusts the distortion level and another switch that increase or decrease the accuracy of the equalizer



Oscillator 1 dotted in Yellow has 90 set waveforms per category visible at the select them, you can change them by clicking the selector buttons or the selection button to menu display by category, we have control to assign octaves, semitone, microtone tuning and volume., these controls also configure the behavior of the slave oscillator number 3 except of the volume and the waveform selector since these are independent to control the mix.

The spectrum analyzer dotted in Pink shows us useful information for the design of our sounds, gives us a reading of 27.5 hertz at 17.14 khz, the GUI contains information about the position in which they are present the harmonics of our sounds, we can see the values at the top, divided by the pitch of the note (A) A - 440 hertz which serves as a reference on the tonality in which we are working (useful for kick 808s), in the header of the analyzer it is subdivided into zones by ranges where they are located frequencies that can serve as a guide to shape our designs, on the left we can see values of negative scale gain for being digital audio., in the center the vertical lines indicate the tonality of the note (A) A for octaves for reference and to make it cooler there we have the parametric equalizer 4-band bell-style ready for final adjustments, this EQ will modify the output signal as last process before master volume., The analyzer gives us 3 readings in different colors which can be activated and deactivated with the switch in the lower part, the red color represents the reading of oscillator 1 and 3, the yellow color that is activated in the center It gives us a reading of the mix of the audio output, the green color will give us the information of oscillator 2 and 4, Toggling these values helps us position the character of our sound in the frequency range.

Oscillator 2 dotted in Yellow has 135 fully set waveforms per category. modifiable thanks to the fact that this oscillator allows us to draw it with the pointer, you can also change them by clicking on the selector buttons or on the selection button to display the menu by category, we have control to assign octaves, semitone, tuning in microtone and volume, in this case they are Independent controls for Octaves, Semitone, Mic Tone, Volume and Shape Selector wave for the slave oscillator.



The area dotted in Pink shows us the ADSR surround controls, which control the Amplitude, the tuning cutoff and the filter cutoff.

In the case of oscillator 1 and 3, the controls influence its behavior in the same way.
In the case of oscillator 2 and 4, the controls have the same influence, except for the Pitch Cut since this it is not affected by this function.

The area dotted in Green color shows us the filters that affect the signal of the oscillators in the sum of master and slave signal, the switch activates the filter that has 5 types of filter Low Pass, High Pass, Band Pass, Band Delete, Peaking available in selector, knobs control cut point and resonance.

The LFO is dotted in Blue, it is possible to alternate its operation with the switch that is positioned above the yellow ADSR to get modulation in the filter cutoff, you can also activate it With the switch above the LFO, it has 16 adjustable positive and negative cut-off point steps, Knobs adjust speed in steps and how smooth the modulation is at the cutoff point

Pink dotted area shows master volume control and amplitude indicators

Dotted in Green shows portamento function and glide setting

The area dotted in Blue adjusts the available polyphony setting limited to 12 voices



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Ready, we have the bases to start with Hum808, then go ahead.,

Have fun making amazing music!

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