

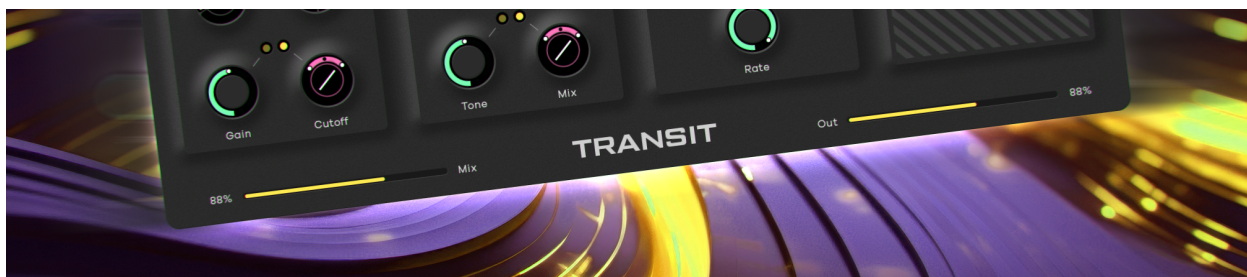
BABY AUDIO.



TRANSIT MANUAL

Sep 8th, 2023

For help, please write us at:
support@babyaud.io



This plugin kills static mixes

Meet Transit, an FX plugin that'll give your mix transitions super powers. Use it for build-ups, drops, motion effects, risers, and sweeps – and keep your listeners constantly engaged.

Baby Audio x Andrew Huang

Transit is a collaboration between Baby Audio and Andrew Huang. Andrew has established himself as one of the world's most followed music producers, thanks to his creativity, curiosity, production skills, and ability to make complicated concepts seem easy. He brings all of those qualities to Transit. The project has been a truly collaborative effort, 18 months in the making.



Quick Start

Transit lets you create complex FX transitions with one knob movement. The "Transition Control" module at the beginning of the chain affects all dynamic parameters in the effects that follow. This means that multiple effect changes can be controlled / automated simultaneously.

To set an effect parameter in a module to 'dynamic', simply click the little circle in the middle of the module. Once a parameter is set to dynamic, you can set a 'start' and 'end' position for that parameter, which will be linked to the position of the main Macro (the 'T' knob). Once linked, you simply move or automate the main Macro to control the dynamic effect parameter. Start and end positions can overlap, meaning effect parameter transitions can move both forward and backward. Furthermore, you can click+drag the white line inside any dynamic effect parameter to set the slope of its transition. This will change how quickly the movement happens across the range and you can set the slope independently for all dynamic effects to create variation.

In addition to the Macro, Transit can also be controlled by a Motion Sequencer, which lets you program transitions that are sync'ed to your DAW's tempo. Click the yellow arrows in the Transition Control module to switch between Macro and Sequencer mode. Once in the Sequencer mode, simply set your desired behavior through different time divisions and looping options.

If you'd like a visual demonstration of how Transit works, watch Andrew's video here:

<https://www.youtube.com/watch?v=qQ-164qdE2M>

Use Cases

One of the pieces of feedback we got consistently from users during the beta process was that we almost limited ourselves too much by calling Transit a 'transition designer' – since it can be used in so many other ways as well. Its semi-modular architecture, along with the variety of the effect modules, makes Transit a great option for a wide range of use cases when you need to bring life to your music. We've shared some of them below:

Transitions:

Creative transitions between song parts play a vital role in keeping listeners engaged and excited. To make them, producers rely on multiple tracks and plugins – and a suffocating amount of automation lanes. Transit simplifies this process down to just one plugin. It hosts 18 powerful effect-modules, freely loadable across 7 slots. All effect parameters can be linked to a global Macro Control, which you automate to create complex FX transitions with one knob movement.

LFO Tool:

Engage “Sequencer Loop” mode to create transitions that are constantly and indefinitely oscillating back and forth. This allows you to use Transit as more of a general LFO/movement effect across entire tracks. (Set the global mix knob to taste for a more subtle effect).

Multi-FX:

The 18 effect modules in Transit are high-quality ‘micro-plugins’ in their own right. You get classic modulation effects, distortion and degradation options, motion FX, reverb, delay, two filter types – and even a synth oscillator and noise generator for adding risers and sweeps to your transitions. The quality and variety of effects makes Transit suitable as a new go-to multi-FX plugin.

Live Performance:

While Transit is designed with studio use in mind, it is a great tool for live sets as well. You can trigger perfectly timed automation patterns with the Motion Sequencer (which will start exactly on the next bar after you press play). Load a bunch of Transit instances into your live performance project and use them to build excitement and variation on the fly.

Controlling the Transitions



The Main Macro:

The main Macro knob controls your transitions in the simplest possible way. You can automate it throughout your project to create transitions. All dynamic effect parameters in the chain are linked to the Macro knob with 0% (Macro value) representing the start position of a dynamic effect parameter and 100% (Macro value) representing the end position of a dynamic effect parameter.

Transition Control Switch:

Clicking the yellow arrows on top of the Transition Control module will switch from Macro Mode to Sequencer Mode.

Delay:

This module clones your audio and plays it back over time, like an echo. Use it to add space and dimension to your sonic scenes. Modulating the “Length” parameter can lead to some of the more interesting possibilities of Transit. Click the “Tails” icon ON to let your delay tail ring out after the transition has ended. (Otherwise, it will cut with the end of the transition).

Distortion:

This module is a distortion workhorse! Various transfer curves allow you to subtly shape your audio or push it into complete decimation. Whether you’re adding a bit of harmonic richness or completely transforming your sound, this is one distortion flavor you won’t be able to get enough of.

Filter 12:

A simple, two-pole digital filter with a standard range of filter types. Can be used to emphasize or attenuate specific frequencies of your sound. Whether you’re carving space for your high-end or creating screaming sweeps, this simple, yet effective, module will most likely end up being the bread and butter of your sound design experience with Transit.

Filter 24:

Filter 12’s bigger brother with the same controls but a more aggressive filter slope and sound.

Flanger:

This module takes your audio, makes a copy, and delays it slightly, then mixes it with the original audio. The result is a sound that twists and swirls with otherworldly qualities. Use it for shimmering effects, or have a total psychedelic experience.

Noise:

This module generates white noise using a digital oscillator. With the filter you can achieve various tonalities – from bright and airy, to deep and warm. Use the noise generator to give energy to your incoming audio during build-ups, for classic EDM sweeps, or use it to create soundscapes as a standalone sound generator.

Osc:

A digital oscillator with the four basic wave shapes: Sine, Saw, Square and Triangle. The pitch control is measured in terms of musical notes, turning Transit into a playable instrument in its own right. Use the oscillator to create risers or falling tonal sweeps – or apply a randomized modulation source to get a melody generator.

OTT:

A classic. This multiband compressor brings out details in your audio and gives an over-the-top attitude to your sound. Perfect for adding a modern sheen to your sounds during build-ups.

Phaser:

This module creates a series of peaks in the frequency spectrum, these peaks are modulated over time to give an almost underwater-like sound at high values. Use this to add captivating motion to your audio.

Pitch Shift:

This module will pitch your audio up or down independently of the playback time. Use it to create pitch bends, alien-like sound effects, or give your vocal a modern twist.

Pump:

This module will give a ducking effect to your audio, similar to how you might sidechain a kick to a bass. It can be used as a mix tool to create space in your mix, but also to give rhythmic motion to things like percussion and guitar parts – or entire transitions.

Reverb:

Reverb creates a sense of space and depth around your audio. Use it to simulate a small space or blow your sound into the atmosphere towards the end of a transition. Click the “Tails” icon ON to let your reverb tail ring out after the transition has ended. (Otherwise, it will cut with the end of the transition).

Spread:

This module can widen or narrow the stereo image of your sound. Whether you want to create an expansive soundstage or focus on a particular part of the spectrum, Spread has your spatial needs satisfied.

Tremolo:

This module modulates the volume of your sound in a rhythmic pattern. Use it to give gentle variances and motion, or crank it to eleven and push the speeds into audio-rate.

Utility:

This module is a general workhorse with gain, pan, and tone controls. Use it to push or pull your audio through various parts of the chain and ensure your signal is always at the optimal level, stereo placement, and tonality. Try using this before Distortion, or OTT for some extra firepower.

The Preset Bar



From left to right, the preset bar gives you the following options:

- Change color scheme between Light and Dark mode.

- Activate the Quick Start Guide to learn about the plugin workflow.
- Browse 300+ presets by Andrew Huang and friends of Baby Audio for instant inspiration.
- Engage the 'Infinity Icon' if you want the FX chain to be ON even when the Global Macro is at 0%. Normally, this is OFF to ensure the effects don't affect the audio outside of actual transitions. However, there can be times in which you want all effects to remain ON throughout a track, while using the Macro for additional motion. For those purposes, you can engage the Infinity Icon ON.
- Click the Erase icon to reset the chain.
- The Random Lock lets you decide which effects - and effect ranges - you want to randomize.
- Click the Dice icon to randomize Transit.
- Lastly, the "Midi" button can be used to assign the Dice icon a midi trigger if desired. The Midi button has three states: OFF, Learning, and ON.
 - OFF: You can trigger the randomize function only by clicking on the Dice icon. In this state, any previous midi mapping will not trigger the randomize function (the mapping will not be erased).
 - Learning: You can assign the Dice icon a midi trigger through your DAW (note on or control change).
 - ON: You can trigger the randomize function either by clicking the Dice icon, or by using the assigned midi mapping set through your DAW.

Effect Preset Bar



From left to right, the effect preset bar gives you the following options:

- Turn an effect off or on (right click to solo).
- Clicking+dragging on the directional arrows lets you quickly reorder effects for complete creative control over the chain. Effects can be moved freely and swap places.

- Click the effect name to get a dropdown for selecting a new module or clearing an effect slot.
- Click the three lines / burger icon to browse or save module specific presets.
- Click the dice to randomize an effect module.

Bottom Section



From left to right, the bottom section of the interface gives you the following options:

- Set the global mix level of the entire FX chain.
- Set the global output level.
- Resize the plugin (click+drag in the bottom right corner).

Assigning Hardware Controllers to Transit

Transit was designed with live performance in mind. Therefore, MIDI mapping is expected to be handled via a DAW like Ableton Live or Bitwig Studio to ensure utmost stability. Most modern DAWs have a built-in MIDI learn/MIDI link functionality that will allow you to assign hardware controllers to Transit's parameters. For specific setup instructions, please refer to your DAW's manual.

Shortcuts

Transit comes loaded with a number of shortcuts to speed up your workflow.

- Double click a parameter to reset it to its default value.
- Right click an effect parameter to invert the direction of the dynamic range.
- Right click on module bypass (the yellow circle in the top left) to solo a module.
- Alt (PC)/Option (Mac) + click an effect parameter to set the entire dynamic range.

- Alt (PC)/Option (Mac) + click on an unlocked parameter within the random lock view to set the entire range.
- Control (PC)/Command (Mac) + click on the top lock to unlock all locked parameters while in random lock view.
- Control (PC)/Command (Mac) + click and drag on a parameter to fine tune adjustments.
- Furthermore, you can use the mouse scrolling wheel to adjust all knobs.

Compatibility

- Plugin formats: VST, VST3, AU, AAX.
- Platforms supported: Mac OS 10.7 and up including Catalina, Big Sur and Native Mac M1 compatibility. PC Windows 7 and up.
- DAWs supported: Ableton Live, Pro Tools, Logic Pro, FL Studio, Cubase, Nuendo, Reaper, Reason and any other major DAW software on the market.

Installation

A software download is emailed to you right after your purchase, however you can always go to www.babyaud.io/downloads for the latest software updates. After downloading, unzip the file and select either Mac or PC depending on your system.

- MAC: Double click on the PKG installer and follow the instructions
- PC/WINDOWS: Double click on the setup file and follow the instructions

Activation and Trial Version

Activate your software by entering the license key that was emailed to you when you bought Transit. Serial keys are entered in the 'trial mode' open screen. If you have any problems activating, please email support@babyaud.io

If you're running Transit in trial mode, please note that the trial will output 5 seconds of silence every 60 seconds. To buy the full version, go to www.babyaud.io/transit

Uninstall Locations

Mac OS

- AU: /Library/Audio/Plug-ins/Components/
- VST: /Library/Audio/Plug-ins/VST/
- VST3: /Library/Audio/Plug-ins/VST3/
- AAX: /Library/Application Support/Avid/Audio/Plug-Ins/

Windows

- VST: The file will be in the custom path selected during installation
- VST3: \Program Files\Common Files\VST3\ AAX: \Program Files\Common Files\Avid\Audio\Plug-Ins\

End User License Agreement

Please read our End User License Agreement here: www.babyaud.io/eula

We hope you'll enjoy Transit and use it in your own way to achieve things we had never even intended for it to do. If you run into any issues or have questions along the way, you can always contact us at support@babyaud.io – enjoy the journey!