QUIVER MANUAL / MAX FOR LIVE

shape

Adjust the attack, body and tail of drum loops, vocal chops and other recorded audio.

Version 1.0.0



The complete control reference, practical how-tos and troubleshooting.

quiver.fm/manual/shape

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Explore the interface

These views help you locate controls. The following reference explains their ranges, starting points and dependencies.

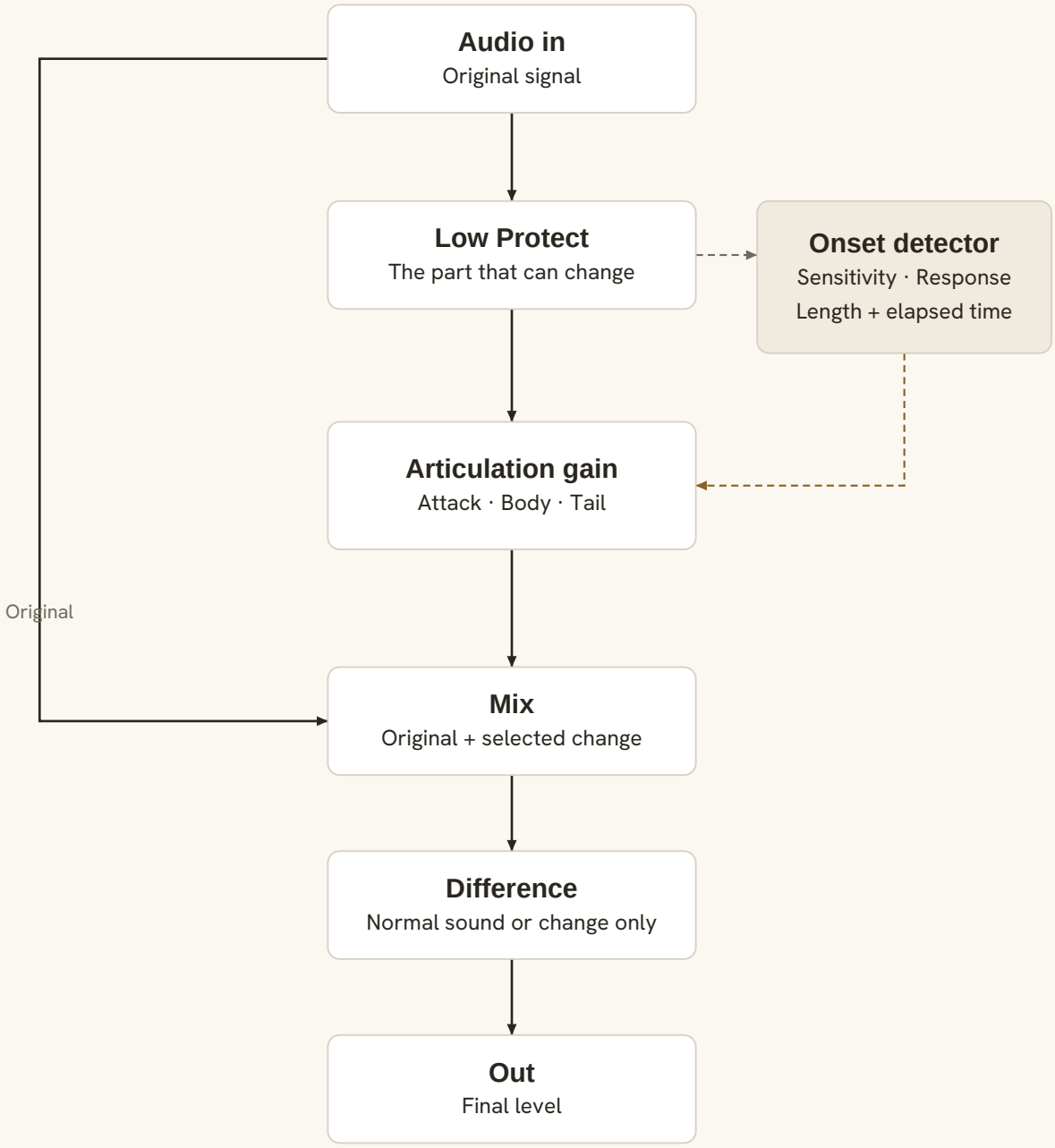
Interface



Interface illustration.

How shape changes articulation

An onset detector guides gain through Attack, Body and Tail while the original audio stays available.



Solid lines carry audio. Dashed lines show control or analysis.

Reading the flow

Attack, Body and Tail estimate parts of a hit; they do not split the track into separate sound sources.

Low Protect is a gradual crossover, not a brick-wall boundary. Low content becomes less affected.

Difference listens to the actual mixed change before Out. At Mix 0%, Difference is silent.

shape changes the articulation already present in audio. Emphasize the start of a hit, add weight just behind it, shorten room and sustain, or bring quiet tails forward. It follows changes in the sound instead of requiring a MIDI trigger.

For installation and requirements, see Getting started.

Quick start

1. Load shape on an audio track, or after an instrument.
2. Play a drum loop or another sound with clear attacks.
3. Raise Attack to bring the front of the hits forward.
4. Reduce Tail to shorten sustain and room already in the recording.
5. Adjust Length so the body and tail changes fit the groove.
6. Lower Out if the boosts raise the output peaks.

shape starts neutral: **Attack, Body and Tail are all 0 dB**, with **Length 1/16**, **Sensitivity 50%**, **Low Protect 100 Hz**, **Mix 100%**, **Out 0 dB**, **Natural Response** and **Normal Listen**. Move Attack, Body or Tail to hear shaping.

Articulation controls

Attack

Range	-18 to +18 dB
Default / reset	Default: 0 dB
Starting point	Try +3 dB on a drum loop to bring out its leading edge.

Changes the beginning of a detected event, from **-18 to +18 dB**. Positive values emphasize the front of a hit. Negative values soften it.

Use a small boost for more definition or a cut to make a sharp loop sit farther back.

Body

Range	-18 to +18 dB
Default / reset	Default: 0 dB
Starting point	Try +2 dB for weight behind a snare, or -3 dB for more separation.

Changes the sound immediately after the attack, from **-18 to +18 dB**. Raise it for more weight behind a hit or reduce it for a leaner, more separated sound.

Attack, Body and Tail act on overlapping regions of time. They do not separate the kick, snare and hi-hat in a mixed loop.

Tail

Range	-18 to +18 dB
Default / reset	Default: 0 dB
Starting point	Try -6 dB to reduce existing drum-room sustain.

Changes later sustain, room and breath already in the sound, from **-18 to +18 dB**. Negative values make a recording drier and shorter. Positive values bring its existing tail forward.

Tail does not generate a new reverb or extend a recording beyond the audio that is there.

Length

Range	1/128-1/1, including straight, dotted and triplet divisions
Default / reset	Default: 1/16
Starting point	Start at 1/16, then shorten it if room survives too far after a hit.

Sets the timing of the transition from body to tail in note lengths that follow the song tempo. Choices span **1/128 through 1/1**, with straight, dotted and triplet values within that range. **D** means dotted; **T** means triplet. The starting value is **1/16**.

A shorter Length moves shaping toward the tail earlier. A longer Length lets more of the sound remain in the body region.

Length is relative to each detected event. It does not quantize, move or trim the hits to the song grid, and it is not a guaranteed sample cutoff.

Sensitivity

Range	0-100%
Default / reset	Default: 50%
Starting point	Start at 50%; raise it if quieter ghost notes are missed.

Controls how readily quieter changes are treated as events, from **0% to 100%**. Higher sensitivity includes smaller changes; lower sensitivity concentrates on stronger events. The starting value is 50%.

If small ghost notes are not receiving the intended shaping, raise Sensitivity. If a busy recording keeps retriggering on details you do not want to emphasize, reduce it.

Low Protect

Range	Full (0 Hz) to 8 kHz
Default / reset	Default: 100 Hz
Starting point	Try 100 Hz for a drum loop or Full while learning the articulation.
Available when	The detector follows the unprotected upper band.

Gradually reduces shaping of frequencies below the selected point, up to **8 kHz**. It starts at **100 Hz**. The minimum setting gives full-range shaping and reads **Full** on desktop or may read **0 Hz** on Push.

The event detector follows the same upper band. Raising Low Protect can help shape the snap and room of a loop while leaving more low-end weight alone.

The crossover is gradual. A kick's click and upper harmonics can still change; a strong boost can also reach below the selected frequency.

Output and listening

Mix

Range	0-100%
Default / reset	Default: 100%
Starting point	Keep 100% while shortening a tail; try 50% for parallel attack shaping.

Blends **0% original to 100% processed**. Lower it for a parallel version of the shaping.

The original audio includes its original tails. If you cut Tail and then reduce Mix, some of that tail comes back through the dry sound.

Out

Range	-70 to +6 dB; minimum mutes
Default / reset	Default: 0 dB
Starting point	Reduce Out after an Attack boost so bypass compares fairly.

Sets final output trim from **-70 to +6 dB**. The minimum is mute; **0 dB** leaves the output level untrimmed.

Positive Attack, Body or Tail can raise peaks. shape has no hidden limiter, so use Out to leave room for the next device.

Response

Range	Natural or Tight
Default / reset	Default: Natural
Starting point	Compare Tight on a busy drum loop with the same Attack setting.

Chooses **Natural** or **Tight**. Natural uses more rounded envelope and recovery behavior. Tight gives a firmer response. Try both with the same articulation settings and choose the one that follows the material better.

Listen: Difference

Range	Normal or Difference
Default / reset	Default: Normal
Starting point	Audition Difference briefly, then return to Normal.
Available when	Difference is silent at neutral shaping and reduced by Mix.

Switches from normal output to the difference between processed and original audio at the current Mix, followed by Out. Use it to hear what shape is changing.

Difference is silent when shaping is neutral. It is also reduced by Mix, so use a higher Mix if you want a clear audition of the processing. Turn Difference off to return to the full sound.

Reading the display

The diagram shows the target gain after an isolated detected hit. Attack, Body, Tail, Length and Response change its shape. Neutral articulation produces a flat line.

This is a gain diagram, rather than the incoming waveform. A busy passage can retrigger before the illustrated curve has finished.

How-tos

Make a roomy drum loop drier

Reduce Tail and adjust Length until the room recedes without taking away too much body. If the kick loses weight, raise Low Protect. Keep Mix high if you want to remove most of the original room.

Add definition without making the whole loop louder

Raise Attack a little and reduce Out to compare with bypass at a similar listening level. Try Tight Response for more defined articulation. Use Difference to check that you are emphasizing useful details.

Bring forward a quiet vocal chop

Raise Body for weight and adjust Attack for the consonant. Raise Sensitivity if quieter changes are being missed. A small Tail boost can reveal breath and space already in the recording.

Soften a sharp percussion part

Reduce Attack while leaving Body and Tail near 0 dB. Adjust Length and Response to keep the softer hit sounding natural. Use Mix if you want some of the original attack back.

Push and Live

The eight encoders are **Attack, Body, Tail, Length, Sensitivity, Low Protect, Mix, Out**. The two rightmost upper buttons select **Response** and **Listen**. Other upper-button positions are empty.

Low Protect at its minimum can appear as 0 Hz on Push. It means full-range shaping, rather than protection below an inaudible frequency.

Troubleshooting

I cannot hear a change

Check that Attack, Body or Tail is away from 0 dB, Mix is above 0%, and the track is sending audio through shape. If Low Protect is very high, much of the source may be protected. Try a clear drum loop and Full Low Protect while learning the controls.

Everything goes silent when I press Listen

Difference auditions only the processing change. Neutral settings produce silence. Return Listen to Normal to hear the complete sound again.

Shortening Tail does not remove all the room

Reduce Mix's dry contribution, adjust Length, and check for reverb after shape in the device chain. shape changes existing audio; a later reverb creates a new tail after the shaping.

The output clips after boosting Attack

Lower Out. Articulation boosts can raise peaks and there is no automatic peak limiting.

Changing Length moves the shaping but not the notes

Length controls the envelope timing after detected events. It does not change the positions of audio hits.