

EYETURATE

by George Ergemlidze



User Manual · version 1.0.0

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1. What EYETURATE is

EYETURATE is a saturation plug-in for mono and stereo tracks. It adds warm, tube-style drive, lets you shape the lows and highs going into that drive, and can round off and hold peaks under a ceiling you set.

The whole plug-in is an eye. Its pupil is the saturation knob, and the eye glows with the sound passing through.

The saturation is an original design. It does not model a particular piece of hardware.

Requirements

System	Windows 10 or 11, 64-bit
Format	VST3. Any host that loads VST3 effects.
Graphics	A graphics driver with Vulkan support for the animated 3D eye. Without one, EYETURATE shows a painted eye and works the same.
Internet	Needed to start a trial or activate a license. A computer that is never online can be activated offline.

2. Installing

1. Close your DAW.
2. Run the EYETURATE installer and follow its steps.
3. Open your DAW. Most hosts find a new plug-in when they start. If yours does not, rescan its plug-ins.

The installer puts the plug-in in the folder that hosts scan for VST3:

```
C:\Program Files\Common Files\VST3\EYETURATE.vst3
```

In your DAW's plug-in list EYETURATE appears under the maker **George Ergemlidze**, in the category **Fx / Distortion**.

Rescanning in common hosts

Ableton Live	Settings → Plug-Ins. Switch on "Use VST3 Plug-In System Folders" and press Rescan.
FL Studio	Options → Manage plugins → Find installed plugins.
REAPER	Options → Preferences → Plug-ins → VST → Re-scan.
Cubase	Studio → VST Plug-in Manager, then the refresh button.

Updating and removing

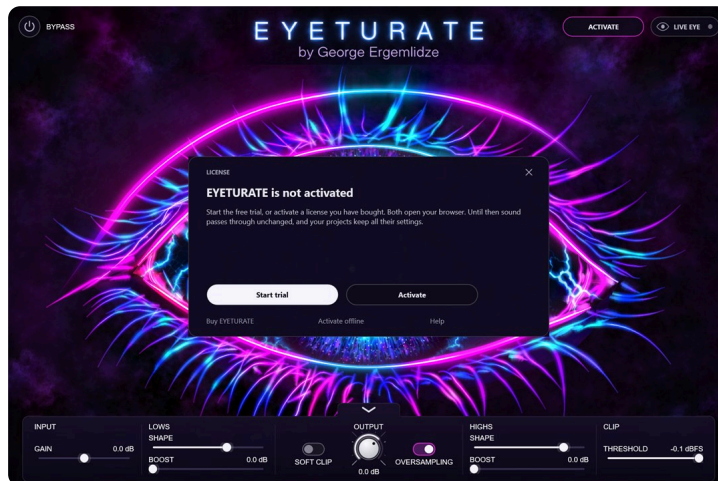
To update, close your DAW and run the newer installer; it replaces the older version and your projects keep their settings. To remove EYETURATE, use Settings → Apps → Installed apps in Windows. Neither changes the activation: an update keeps the computer activated, and removing the plug-in does not give the computer's place back to your license. If you will not use EYETURATE on that computer again, choose **Deactivate this computer** first (section 3).

The small number beside the name at the top of the window, such as **v1.0.0**, is the version you have. When a newer version is out, a small notice, **GET VERSION** with its number, appears under the two buttons at the top right of the window. Click it to open the download page in your browser. The cross at its right end hides the notice until the version after that one. EYETURATE never downloads or installs anything by itself, and the notice makes no connection of its own: the number of the newest version arrives with the daily license check (section 3).

3. Trial, license and activation

The download is the same for the trial and the full version. What it does depends on the license on your computer.

Everything about the license is behind one button at the top right of the window, left of LIVE EYE. It reads **ACTIVATE** until the computer is activated, **TRIAL** with the days left during a trial, and **LICENSE** after that. Click it to open the license card. The card also opens by itself whenever EYETURATE has no license to run on; you can close it and look around, but sound passes through unchanged until the computer is activated.



The license card on a computer that is not activated yet.

Trial

Open EYETURATE in your DAW and choose **Start trial**. Your browser opens so you can sign in or make a free account. You then have every feature for 14 days. When the trial ends, EYETURATE stops processing: sound passes through unchanged, and your projects keep all their settings.

Activating a license

After buying, open EYETURATE and choose **Activate**. Your browser opens; sign in and confirm. The plug-in picks the license up by itself. There is nothing to reinstall after a trial.

One license can be active on three computers at a time, as long as you are the one using it. To move to another computer, choose **Deactivate this computer** on one you no longer use, or remove it in your account on the website.

A license is for one person. If you want to pass yours on to someone else for good, write to support and it will be moved to their account.

A computer that is not online

1. On the offline computer choose **Activate offline** and save the small device file the plug-in offers.
2. Take the file to a computer that is online. Open georgeergemlidze.com/activate, sign in and upload the file.
3. Download the license file you get back, carry it to the offline computer, and choose **Activate offline** and then **Load license file** in the plug-in.

An offline activation cannot be released from the plug-in. Write to support if you need that place back.

Staying activated

An activated plug-in checks its license online about once a day, when your DAW loads it. It keeps working for a week without a connection, so studio days without internet are not a problem. After a week it asks to go online, and passes sound through unchanged until it has checked. A computer activated offline never needs a connection.

Your license does not depend on the licensing service lasting for ever. If that service is ever shut down for good, there will be a way to keep using the version you bought without it.

The check sends the license, an identifier and the name of the computer, the plug-in's version and the word Windows. It never sends audio or anything about your projects. The license itself is kept in

`%APPDATA%\EYETURATE` ; updating or reinstalling the plug-in does not touch it.

4. Quick start

1. Put EYETURATE on a track: a drum bus, a bass, a vocal, a synth.
2. Turn the pupil. Drag up or use the mouse wheel. The neon arc shows how much saturation you have dialled in.
3. If the sound gets too loud, bring **OUTPUT** down until bypassed and processed are about equally loud. Then judge the tone, not the level.
4. For more weight or bite, add **LOWS** or **HIGHS** boost. These sit before the saturation, so what you boost is also what gets driven hardest.
5. To keep peaks under control, leave **SOFT CLIP** on and set **THRESHOLD** to the level peaks should not pass.

5. The window



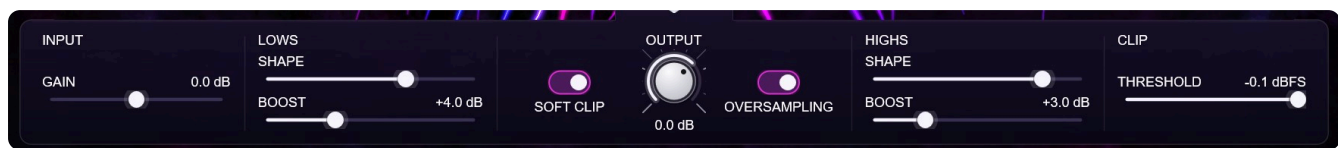
EYETURATE as it opens: saturation at 0%, both boosts at 0 dB, Soft Clip on, Oversampling on.

- **BYPASS**, top left, switches the processing off and keeps the timing. While it is on, the eye goes dark and grey.
- **LIVE EYE**, top right, lets the eye move. See section 7.
- **The pupil** is the saturation knob.
- **The panel** along the bottom holds everything else. Click the small tab above it to slide it out of the way, and again to bring it back.

Working the controls

- **Drag** a knob or slider, or turn the **mouse wheel** over it: one notch is 1% of its range, or 0.1% with Shift held.
- **Click a number** to type an exact value.
- **Double-click** a control to put it back to its default.
- **Hover** over the saturation knob or a SHAPE slider to read its value in a tooltip.
- **Drag the window's edge** to resize it. EYETURATE remembers the size for next time.

6. Controls



Control	Range	Default	What it does
INPUT GAIN	-24 to +24 dB	0 dB	Level going in, before the tone controls and the saturation. More input means more drive.
LOWS SHAPE	20 to 100 Hz	59 Hz	Where the low shelf works. Left for deeper, right for higher.
LOWS BOOST	0 to 12 dB	0 dB	How much the lows are raised going into the saturation.
HIGHS SHAPE	1 to 16 kHz	9.5 kHz	The centre of the high bell.
HIGHS BOOST	0 to 12 dB	0 dB	How much that band is raised going into the saturation.
Saturation (the pupil)	0 to 100%	0%	The amount of drive. The level is partly made up as you turn it, so it gets thicker more than it gets quieter.
SOFT CLIP	Off / On	On	Rounds peaks off and holds them at the THRESHOLD level.
THRESHOLD	-18 to -0.1 dBFS	-0.1 dBFS	The ceiling Soft Clip holds. Signals more than about 4 dB under it pass untouched.
OVERSAMPLING	Off / On	On	Runs the saturation and clipping at a higher rate to keep the top end clean: four times at 44.1 and 48 kHz, twice from 88.2 kHz up.
OUTPUT	-24 to +12 dB	0 dB	Final level, after everything else.
BYPASS	Off / On	Off	Passes the sound through unprocessed, still in time with the rest of the project. The eye stays dark and grey until it is switched off again.

Two things to know about the ceiling. Soft Clip holds sample peaks, not true peaks; if a delivery needs a true-peak limit, put a true-peak limiter after EYETURATE. And OUTPUT comes after the clipper, so turning OUTPUT above 0 dB lifts the signal above the ceiling again.

7. The eye



LIVE EYE on: the eye has turned toward the pointer.

It shows your sound

The rings around the pupil light up with the signal going into the saturation. There are three, one for each part of the spectrum:

- the **inner** ring follows the bass, below 250 Hz;
- the **middle** ring follows 250 to 900 Hz, the body of drums and guitars;
- the **outer** ring follows everything above 900 Hz, where a lead or a voice stands out.

The more saturation you use, the brighter they can get. The rings adapt to the material, so they move on quiet and loud tracks alike. The display is a meter only; it never changes the sound.

Click the eye to pin a quiet, steady glow if the movement distracts you. Click again to let it follow the sound.

LIVE EYE

LIVE EYE is off when you first open EYETURATE: the eye looks straight ahead and holds still. Switch it on, with the switch at the top right or by **Ctrl+clicking** anywhere in the window, and the eye follows your pointer, looks around when left alone, and blinks. Your choice is remembered for every EYETURATE window, in every project.

The painted eye

The moving eye is drawn in 3D by your graphics card. If the graphics driver cannot do that, EYETURATE shows a painted eye instead, in the same place and with the same glow, and the LIVE EYE switch is greyed out. Everything else works the same.

8. Getting the most from it

- **Match the level before you judge.** Louder nearly always sounds better. Use OUTPUT so that bypassed and processed are equally loud, then listen to what the saturation actually does.
- **Drive is input level plus saturation.** A quiet track may need INPUT GAIN up before the saturation knob has much to work on. A hot one may need it down.
- **Boost what you want driven.** LOWS and HIGHS come before the saturation. A few dB of LOWS on a bass adds harmonics that let small speakers suggest the note. A few dB of HIGHS on a dull vocal or snare adds presence that sits in the sound rather than on top of it.
- **Use Soft Clip as a safety net.** On drums and buses, a ceiling a few dB below the loudest hits shaves them off cleanly and lets you bring the whole track up.
- **Leave Oversampling on.** It costs nothing while saturation is at 0% and Soft Clip is off, and with them on it is what keeps cymbals and high synths free of harsh artefacts. Switch it off only if you want to save processor time on a track with no top end to protect.
- **Several light stages beat one heavy one.** A little on each of several tracks often sounds more natural than a lot on the mix bus.

9. Signal path and latency

Input gain → LOWS shelf → HIGHS bell → saturation → Soft Clip → Output gain

With Oversampling on, the saturation and Soft Clip stages run at the higher rate and are filtered back down before the output gain.

EYETURATE adds 47 samples of latency at every sample rate, about one millisecond at 48 kHz, whether Oversampling is on or off. It reports this to the host, which compensates for it, and bypassed sound is delayed by the same amount so that nothing shifts when you switch.

10. Projects and automation

Your DAW saves every setting with the project and recalls it when the project opens. Every control can be automated. EYETURATE has no preset browser of its own in this version; use your DAW's preset or plug-in state functions to store favourites.

Three things are kept for you rather than for the project, so they are the same everywhere: the window size, the LIVE EYE choice, and your license.

11. If something is wrong

What you see	What to do
EYETURATE is not in the plug-in list.	Rescan plug-ins (section 2). Check that your DAW has VST3 switched on and scans <code>C:\Program Files\Common Files\VST3</code> . EYETURATE is 64-bit; a 32-bit host cannot load it.
The eye is a still picture and LIVE EYE is greyed out.	The graphics driver has no Vulkan support. Updating the driver for your graphics card usually fixes it. The sound is not affected.
The eye does not move.	LIVE EYE is off until you switch it on. Ctrl+click the window, or use the switch at the top right.
The sound passes through unchanged.	Check BYPASS. If the trial has ended, activate a license (section 3). With saturation at 0%, both boosts at 0 dB and Soft Clip off, EYETURATE is meant to leave the sound alone; as it opens, with Soft Clip on, it only touches peaks within about 4 dB of the THRESHOLD.
Peaks go above the THRESHOLD.	OUTPUT is above 0 dB, which lifts the signal after the clipper, or your meter shows true peaks, which Soft Clip does not limit.
Activation fails.	Check the internet connection and that a firewall is not blocking your DAW. If the license is already on three computers, deactivate one. For a computer that is never online, use offline activation.
The button at the top right says ACTIVATE on a computer that was activated.	Open the license card; it says why. Most often the computer was removed in your account, has been offline for more than a week, or had a main part replaced, which makes it a new computer to the license. Choose Activate, or Check now.
The window opens too small or too large.	Drag its edge; the size is remembered. To go back to the default size, delete <code>%LOCALAPPDATA%\EYETURATE\ui-settings.ini</code> .

12. Support and credits

Help, updates and the license agreement: georgeergemlidze.com/support

Write to: support@georgeergemlidze.com. Say which version you have, your Windows version, your DAW and its version, and what happened.

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