

TRANSIENT MASTER

Manual



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1 Introduction

The TRANSIENT MASTER adds one of the most innovative dynamic processors of the 2000s to the GUITAR RIG 5 Rack. It successfully recreates the envelope modeling and sonic character of its renowned hardware predecessor while making your audio material even easier to shape.

1.1 What Does the TRANSIENT MASTER Do?

The TRANSIENT MASTER allows you to emphasize or attenuate the transients of your audio material, i.e. manipulate its attack and sustain phases. Unlike most dynamic processing units (e.g., compressors or limiters), the TRANSIENT MASTER does not use the level of your signal to decide when to come into effect, but rather modifies the envelopes of every attack and sustain phase. A notable benefit of this processing is that it affects all parts of the signal, whatever their level is. This musical approach retains the natural character of your sound while keeping operation simple and intuitive: Adjust the desired amount of accentuation for the attack and/or sustain phases and you're all set!

1.2 Common Applications

The TRANSIENT MASTER can be of great use in various studio and live music situations. Here are some typical examples:

- **Drums:** By increasing the attacks on a bass drum or snare drum track, you can build powerful percussive sounds without running the risk of damaging the natural sounding of your recording. Furthermore, shortening the sustain phase on a drum track or loop can help you define its position in your mix — at more extreme settings, this can add an electronic touch to your drums.
- **Guitar and bass:** The TRANSIENT MASTER provides a special Smooth mode that is specifically designed for guitar and bass sounds. Depending on your style of playing, you can use the unit as a versatile shaping tool for your guitar/bass sound. For example, increasing the attack of a rhythmic guitar or a funky bass line can make it sound more aggressive and bring it to the front of your mix. Inversely, reducing the attack allows you to soften your sound. By increasing the sustain, you can add a subtle reverb-like effect that unveils the acoustic character of your instrument.

In addition to these applications, there is room for your own experiments. Feel free to use the TRANSIENT MASTER in a way not listed here! Its intuitive handling allows on-the-fly tests on your audio material at any time.

2 Using the TRANSIENT MASTER

This section describes how to use the TRANSIENT MASTER.

2.1 Loading the TRANSIENT MASTER

Once installed, the TRANSIENT MASTER is found in the Component Pool in the SideKick of GUITAR RIG.

To load the TRANSIENT MASTER:

1. Click the [Components](#) button at the top of the SideKick (the left column in GUITAR RIG's window) to display the Component Pool.
2. Find the [Transient Master](#) component in the Pool, whether under the [Dynamics](#) category (if components are currently listed by categories) or under its own product name (if components are currently listed by products).
3. Double-click the component or drag and drop it onto the Rack to load it.

Sound Settings

Here are a few things you should be aware of when using the TRANSIENT MASTER in GUITAR RIG:

- By default, the input routing of GUITAR RIG is set to mono. To activate stereo input, switch on the right channel by clicking the [R](#) button (1) in GUITAR RIG's Global Header.
- By default, GUITAR RIG's noise gate is activated. To deactivate the gate, click the [Gate](#) button (2) in GUITAR RIG's Global Header.



Both inputs enabled (1) and noise gate disabled (2) in the Global Header of GUITAR RIG



For more info on these settings, please refer to the GUITAR RIG 5 Getting Started.

2.2 TRANSIENT MASTER Interfaces and Controls

This section describes the TRANSIENT MASTER's interface and controls in detail.



The TRANSIENT MASTER user interface

The TRANSIENT MASTER is very easy to use, as most of the time you will only need to tweak the [Attack](#) and [Sustain](#) knobs. Use the additional knobs and buttons to adjust the sound in greater detail. The full set of controls is as follows:

(1) **Component Preset display and menu:** Like in all GUITAR RIG Components, this shows the name of the current Component Preset and allows you to manage the Presets for this Component.



For more info on the Component Presets, please refer to the GUITAR RIG 5 Application Reference.

(2) **Attack knob:** Sharpens/softens the attack phases in your signal. With the knob at the middle position, the attack phases are not altered. From this position, turning the [Attack](#) knob to the left softens the attack phases, while turning it to the right sharpens them.

(3) **Smooth button:** Activates an operating mode specifically designed for guitar sounds. When [Smooth](#) is enabled, the attack shaping is slightly smoother. This notably produces less distortion on guitar sounds that already contain a substantial distortion component. When working on other audio material (e.g. acoustic guitar, drums, etc.), you can deactivate the [Smooth](#) button to achieve faster attacks.

(4) **Sustain knob:** Prolongs/shortens the sustain phases in your signal. With the knob at the middle position, the sustain phases are not altered. From this position, turning the [Sustain](#) knob to the left shortens the sustain phases, while turning it to the right prolongs them.

(5) **Gain knob:** Adjusts the make-up gain. This allows you to offset the overall output level once you have set the desired effect, in order to counterbalance the gain or loss of level that might occur.

(6) **Limit button:** Activates a hard limiter at the output, preventing the output signal from clipping. This can be useful when the [Attack](#) knob is set to a high value as this may produce amplified attack phases which become too loud.

3 Credits

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