

# Scissor Hands

User Guide, 2.0.x



## Introduction

Scissor Hands is a dual filter with internal drive and modulation options to boot. You can use it for clean tone shaping as well as brutal sonic destruction.

Scissor Hands is an audio effect plug-in for macOS, Windows, and iOS. It is available in the AAX, AUv2, AUv3, CLAP, and VST3 formats.

# Installation

Download the installer from [sketchaudio.com](https://sketchaudio.com) and run it. You can choose which formats you want to install. Our installers place the plug-ins at the standard system directory for each plug-in format.

To uninstall a plug-in, just delete it from the system directory and remove the user data folder.

## AAX

macOS: `/Library/Application Support/Avid/Audio/Plug-Ins/`

Windows: `C:\Program Files\Common Files\Avid\Audio\Plug-Ins\`

## AUv2

macOS: `/Library/Audio/Plug-Ins/Components/`

## AUv3

*Your AUv3 plug-in is bundled inside the app. Your DAW will find it automatically.*

macOS: `/Applications/`

## CLAP

macOS: `/Library/Audio/Plug-Ins/CLAP/`

Windows: `C:\Program Files\Common Files\CLAP\`

## VST3

macOS: `/Library/Audio/Plug-Ins/VST3/`

Windows: `C:\Program Files\Common Files\VST3\`

*The VST3 installer also places factory presets in a special folder so they appear in your DAW.*

macOS: `/Library/Audio/Presets/Sketch Audio/`

Windows: `C:\ProgramData\VST3 Presets\Sketch Audio\`

Folder: `Scissor Hands - Filter Effect`

## User Data

*License file, user presets, preferences, etc.*

macOS: `~/Library/Application Support/Sketch Audio/`

Windows: `C:\Users\{YOUR_USER_NAME}\AppData\Roaming\Sketch Audio\`

Folder: `Scissor Hands`

# Modules

## Hi-Pass

**Cutoff:** Sets the cutoff frequency of the high-pass filter. Frequencies below the cutoff are attenuated.

**Order:** Sets the order of the high-pass filter. Choosing a higher order makes the filter steeper.

**Q:** Sets the Q factor (resonance) of the high-pass filter. Increasing the resonance boosts the signal at the cutoff frequency.

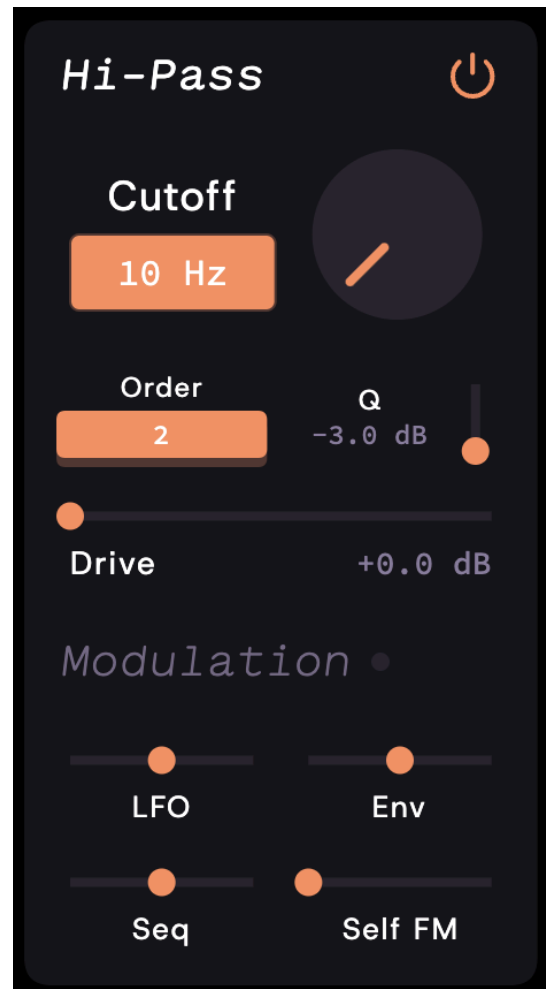
**Drive:** Sets the level of the signal going into the high-pass filter. At 0 dB, the signal path is perfectly clean and linear. As you increase the drive, the signal is dynamically routed through a pair of soft clippers embedded in the filter.

**LFO:** Sets the amount and direction by which the LFO modulates the high-pass filter's cutoff.

**Env.:** Sets the amount and direction by which the envelope follower modulates the high-pass filter's cutoff.

**Seq.:** Sets the amount and direction by which the sequencer modulates the high-pass filter's cutoff.

**Self FM:** Sets the amount of self FM (filter output to cutoff modulation). Spicy!



## Lo-Pass

**Cutoff:** Sets the cutoff frequency of the low-pass filter. Frequencies above the cutoff are attenuated.

**Order:** Sets the order of the low-pass filter. Choosing a higher order makes the filter steeper.

**Q:** Sets the Q factor (resonance) of the low-pass filter. Increasing the resonance boosts the signal at the cutoff frequency.

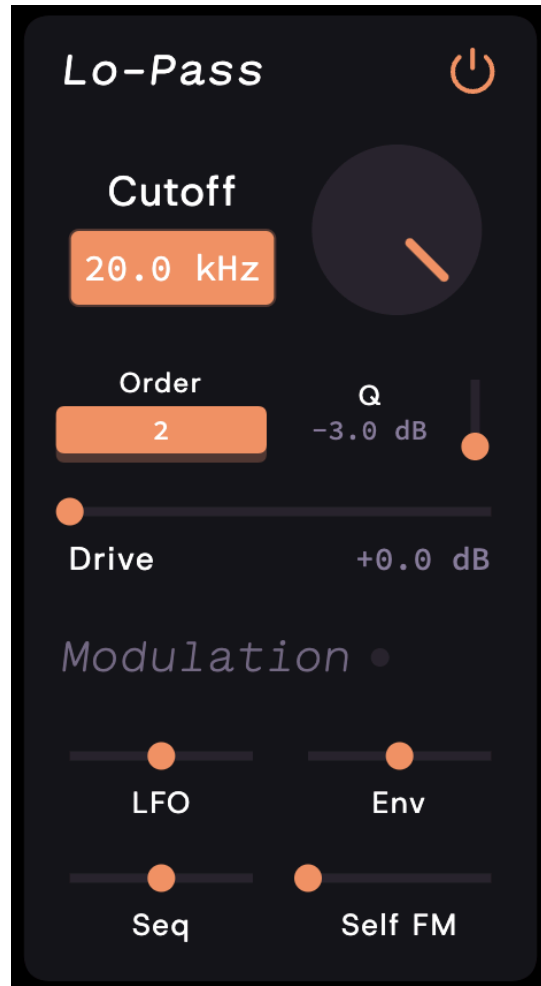
**Drive:** Sets the level of the signal going into the low-pass filter. At 0 dB, the signal path is perfectly clean and linear. As you increase the drive, the signal is dynamically routed through a pair of soft clippers embedded in the filter.

**LFO:** Sets the amount and direction by which the LFO modulates the low-pass filter's cutoff.

**Env.:** Sets the amount and direction by which the envelope follower modulates the low-pass filter's cutoff.

**Seq.:** Sets the amount and direction by which the sequencer modulates the low-pass filter's cutoff.

**Self FM:** Sets the amount of self FM (filter output to cutoff modulation). Spicy!



## LFO

**Rate:** Sets the speed of the LFO. Value depends on sync.

**Shape:** Sets the shape of the LFO.

*Available shapes: sine, triangle, square, saw down, saw up, random, smooth random, stereo random, stereo smooth random.*

**Sync:** Sets whether the LFO runs independently or syncs its speed to the host tempo.

**Mult.:** Applies a multiplier to the LFO speed.

**Polarity:** Sets whether the LFO outputs values from 0 to 1 (uni) or -1 to 1 (bi)

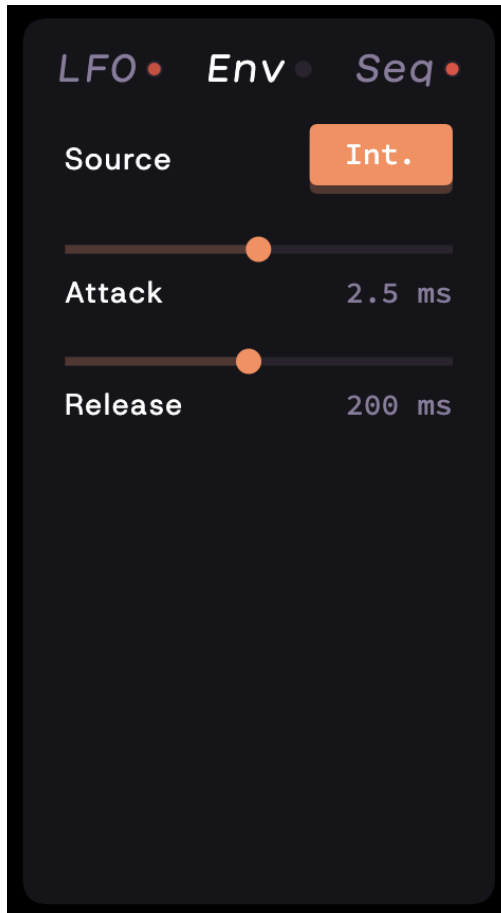
**Stereo:** Sets the relative phase offsets of the left and right LFO channels.

**Phase:** Sets the starting phase of the LFO relative to the timeline origin. Mostly useful when synced.

**Warp:** Alters the shape of the LFO waveform. When set positive, the LFO is warped so it spends more time at extreme values. When negative, the LFO spends more time at neutral values.

**Swing:** Expands or contracts every other waveform cycle to create an additional rhythmic effect. Set to 67% for classic triplet feel.





## Envelope

**Source:** Sets whether the envelope follower follows the plug-in's own input or the sidechain input.

**⚠** Be sure to check your DAW's user manual for instructions on routing audio to the sidechain input.

**Attack:** Sets the envelope follower's attack time. A shorter attack time means that the envelope follower will adapt more quickly to sudden increases in level.

**Release:** Sets the envelope follower's release time. A shorter release time means that the envelope follower will return to its neutral state more quickly when the level decreases.

## Sequencer

**Step Values:** Sets the sequencer step values.

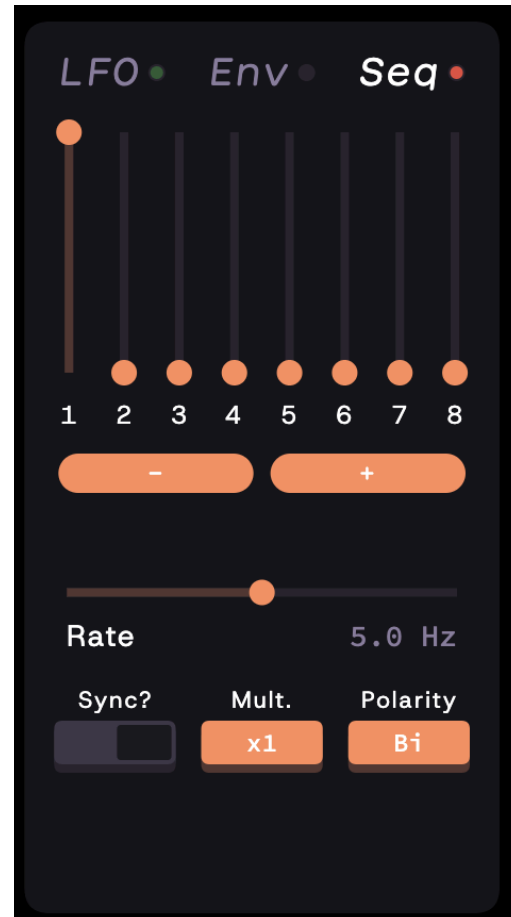
**Steps:** Sets the number of steps in the sequence.

**Rate:** Sets the speed of the sequencer. The units of this control depend on the sequencer mode. When *free* the rate will be displayed in Hertz. When *synced*, it will be displayed as a musical note value.

**Sync?:** Sets whether the sequence runs independently or syncs its speed to the host clock.

**Mult.:** Applies a multiplier to the sequencer speed.

**Polarity:** Sets whether the sequencer outputs values from 0 to 1 (uni) or -1 to 1 (bi)



# Common Features

## General Usage

**Adjust a control's value** by dragging *anywhere* inside the control's general region.

**Fine-adjust a control's value** by holding the shift key while you drag.

**Restore the last-loaded preset value** by double clicking on the control.

**To restore a default value**, right click and select the "Restore Default" option.

**To type in a value**, right click and select the "Enter Value" option.

**To see a brief description of what a control does**, hover (desktop) or long press and select the "Enter Value" option (iOS).

## Top Bar

**Bypass Button:** Globally enables or disables the plug-in's processing.

**Undo & Redo Buttons:** Our plug-ins have their own undo/redo stack. Only user actions are recorded into the undo/redo stack. The undo button restores the state before the most recent user interaction. The redo button restores the state before the most recent undo.

**AB Settings Buttons:** Toggles between two sets of plug-in settings. Use the "A" and "B" buttons to select which set is *active*. Tap the arrow to copy settings from the *active* to the *non-active* settings. This operates independently from the Morph Settings feature, and morph values are not changed by using the AB settings.

**Morph Button:** Toggles Morph Edit mode off and on. Also displays Morph Actions (right click on macOS). For a full guide to the Morph Settings feature, see here: [Manuals – Sketch Audio](#)

## Side Bar

**Morph Slider:** Transitions between the current parameter values and the morph values. Can be set to the left side of the plug-in in the settings menu.

**GO! Button:** Immediately sets the Morph Slider to the top position. Useful for a quick cut to the morph values. Momentary by default, can be set to latch mode in the settings menu.

## Bottom Bar

**Preset Menu:** Displays the name of the current preset (with a “\*” if the preset is modified). Tap the preset name to display the presets menu. The die button changes to a random factory preset. The L/R arrows cycle through the presets.

**Quality Mode:** Toggles between the *Standard* and *High* quality modes. High quality mode enables oversampling plus additional advanced anti-aliasing techniques where relevant. Read more about our quality modes on our blog.

**Out:** Sets the global output gain of the plug-in (pre-mix). Useful for output level matching in conjunction with Match Gain (see below).

**Mix:** Sets the global dry/wet for the effect.

**Match Gain:** Sets the Out gain such that the perceived input and output levels match. Match Gain uses the signal’s K-weighted RMS value with a 400 ms integration time to estimate perceived loudness. This means the Match Gain value will vary somewhat depending on when you tap the button.

**Settings Button:** Shows the settings menu.

## Menu

**Auto Bypass:** When enabled, automatically bypasses the plug-in’s processing when the input is silent. Saves with preset.

**Q–Gain Comp.:** When enabled, automatically reduces the output gain of each filter according to its resonance setting. Helps limit output at high resonance settings. This is how Moog-style filters typically behave. Saves with preset.

**Repeatable Random:** When the “Seed” value is unlocked, you’ll hear a different random timeline on every playback. When locked, every timeline playback uses the same pattern for all modulation sources so you can have a repeatable bounce.

## Presets

**Save Preset Button:** Saves a user preset. Your user presets are synced across all your devices. To save to a user-selected location, see *Swipe Actions*.

**Import Preset Button:** Imports a user preset from a user-selected location.

**User Presets:** Right-click on a user preset to share or delete it.