



K-DEVICES  
FOR  
SOUND  
CREATIVES



Totem/

Manual Version 1.0 (09/2022)

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# 1. TOTEM/ SERIES

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Thanks for choosing totem/ series plugins!

We've been working on these plugins with a vision in mind: for them to be **wild, odd, raw**.

Though being all explicable in *classic DSP terms*, totem/ plugins come in rather unconventional shapes: we intersected different processes through unusual combinations, resulting in sound processors that act according to the user's settings, while also **sparkling an untamable character**.

We're confident they'll become the secret ingredient for your most feral sound design dreams.

They'll add their own thing to your sound; tools with a personality you'll have to deal with: rough energy.

We like to think about them to be the first of their kind, effects coming to life without heritage nor strict references. Their legacy will be their contribution to your music.

First of their kind (fitting no other category), bringing an alternative and (let's say) mysterious power, far from what we already acknowledge: here's why we call them the totem/ series. A totem is supernatural, it's beyond, it's something out of the ordinary. A different, **alter energy**.

Totem/ series will have a big impact on our catalog: we're going to release multiple plugins. They'll be compact, **easy to use** and they'll come at a **lower, convenient price**.

We hope you'll have fun with these wild tools!

This document will guide you through a complete overview of the products. After reading it, you should be able to use them on perfect, so we recommend that you take the time to read this guide, in its entirety.

We suggest to follow us via **[Facebook](#)** and **[Twitter](#)**, or sign up our **[Newsletter](#)**, in order to stay updated with K-Devices news and future free updates.

Follow us also on **[YouTube](#)** for video tutorials, or via **[Instagram](#)**.

## 2. INSTALLATION

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1. Unzip the downloaded file
2. Double click on Windows or MacOS package
3. Follow the instructions

### 2.1 REQUIREMENTS

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- Any 64bits compatible DAW
- MacOS 10.9 or higher
- Windows 8.1 or higher

### 2.2 FORMATS

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- MacOS: VST3 / AU
- Windows: VST3

## 3. MAGMA

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Magma is an audio effect that generates sound textures by blending past and present: at the very crossroad between a **micro-looper**, a **granular** engine, a **sustainer**, and a **sound warmer**, Magma can squash sounds with reverb-like big shaking auras, or sprinkle air and make lines ethereal.

Magma continuously records the incoming signal in a short buffer, it then plays back the content by blending different moments in time, creating a **texture**.

User can set the density and the persistence of the texture, that can sound as a reverb, an infinite sustain, a sort of spectral shadow, creating everything in between dark drones, shimmery textures and weird percussive timbres.

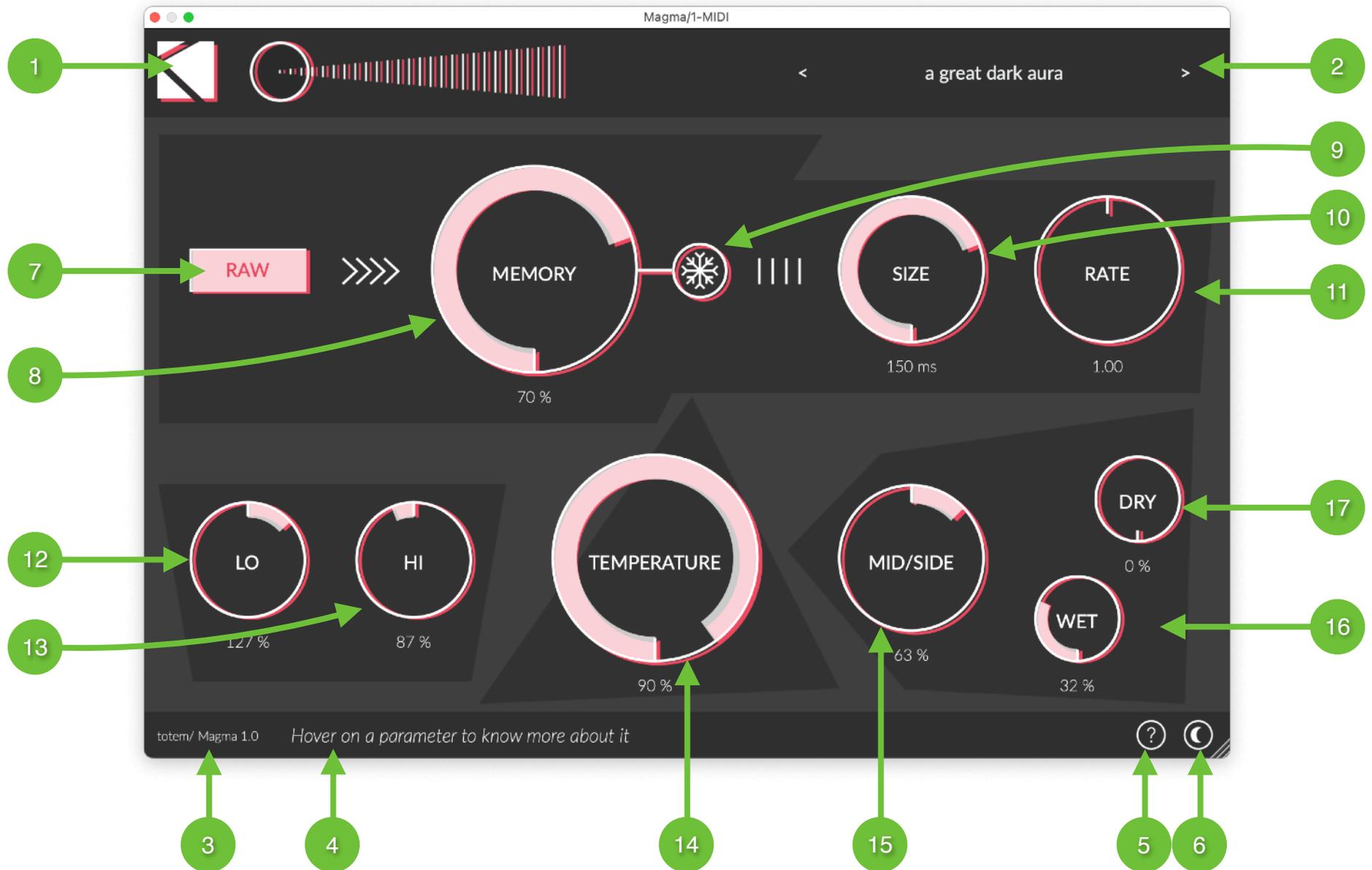
Several parameters let user **sculpt** the texture: an EQ section, a Temperature knob (a specifically designed distortion that adds a noise-based amplitude modulation on higher values), and a Mid/Side knob to handle its weight in space.

Magma is a sound processor with its very own character. Magic when paired with acoustic sounds, it can transfigure all kind of sources in unexpected ways: it will react differently, according to the input.

It can either **magnify** or **disintegrate**. Magma can be molten lead, screaming metal, frozen wind.

Conceived for the most adventurous **sound designers**, Magma can give sounds a new identity.

### 3.1 PARAMETERS AND CONTROLS



1. **Logos** - Click on K-Devices logo for infos and link to this manual
2. **Presets** - Click on arrows to change presets, click on preset name to enter preset manager
3. **Version** - Product name and version
4. **Infos** - When Infos toggle is enabled, hover on a parameter to get its description here
5. **Infos Toggle** - Enable to show in-GUI parameters details
6. **Skin** - Set dark/light mode
7. **Raw** - Disable an envelope follower applied to the input by default. Set it ON for a sharpen sound, or OFF for a smooth texture
8. **Memory** - Blend past and present, set the persistence of memories
9. **Freeze** - Equal to 100% Memory, if enabled buffer content is frozen, resulting in an infinite sustained texture
10. **Size** - Set the length of the recorded buffer, control the density of the texture
11. **Rate** - Set speed of playback head
12. **Lo** - Cut/boost low frequencies
13. **Hi** - Cut/boost high frequencies
14. **Temperature** - Add distortion - on higher values a noise-based amplitude modulation is added
15. **Mid / Side** - Control weight of texture in space
16. **Wet** - Set volume of processed signal
17. **Dry** - Set volume of original signal

Double click on an object restores its **default** value.

**Please note:** Magma reads from a selected (Size) buffer section - when you increase Size values, or when you change presets, depending also on Memory value, you can play/hear parts of buffer never recorded before, or recorded previously.

This can be exploited in a creative way, but it can also potentially produce unexpected sounds. This is how Magma has been designed.

Learn Magma!  
If you prefer videos, be sure to  
check our [YouTube](#) channel.