

WAVES
MANNY MARROQUIN
DISTORTION
User Guide

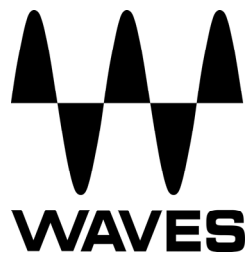


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Chapter 1 – Introduction

1.1 Welcome

Thank you for choosing Waves! In order to get the most out of your new Waves plugin, please take a moment to read this user guide.

To install software and manage your licenses, you need to have a free Waves account. Sign up at www.waves.com. With a Waves account you can keep track of your products, renew your Waves Update Plan, participate in bonus programs, and keep up to date with important information.

We suggest that you become familiar with the Waves Support pages: www.waves.com/support. There are technical articles about installation, troubleshooting, specifications, and more. Plus, you'll find company contact information and Waves Support news.

1.2 Product Overview

The Waves Signature Series is our exclusive line of application-specific audio processors, created in collaboration with the world's top producers, engineers, and mixing engineers. Every Signature Series plugin has been precision-crafted to capture the artist's distinct sound and production style. For experienced and aspiring audio professionals alike, the Waves Signature Series allows you to dial up the sound you're looking for quickly, without interrupting your creative flow.

Four-time GRAMMY® award-winning mixing engineer Manny Marroquin takes the Waves Signature Series to a new level with six hybrid plugins that bring his unique workflow to *your* studio. Alongside his personalized versions of tried-and-true favorites like EQ, reverb, delay and distortion, Manny introduces the innovative new Tone Shaper and Triple D plugins which are destined to become mixing essentials as well. Combining inspiration from his impressive collection of unique and boutique hardware, together with the fruits of his imagination, the Manny Marroquin Signature Series gives you direct access to the same tools Manny uses to mix hit after hit after hit.

The Manny Marroquin Signature Series consists of six plugins:

- **Manny Marroquin EQ** – A four-band equalizer, with each cutoff point inspired by a different hardware unit that Manny uses for that range.
- **Manny Marroquin Reverb** – 18 of Manny’s favorite reverbs in one plugin, topped off with a bit of EQ, compression, phasing and distortion.
- **Manny Marroquin Delay** – A delay plus multi-effect plugin with phaser, reverb, distortion and harmonizer for enhanced depth and groove.
- **Manny Marroquin Distortion** – A delicious, crunchy-style distortion for those times when you need to get down and dirty.
- **Manny Marroquin Triple D** – 3 “Ds” (DeEsser, DeHarsher, DeBoxy) that make it easy to remove those unpleasant – even painful – frequencies.
- **Manny Marroquin Tone Shaper** – Parallel compression per four frequency ranges plus EQ and ‘secret ingredients’ for added body and richness.

1.3 Concepts, Terminology & Interface



1. **Distortion Section** provides controls for the actual distortion, the amount of drive, a certain amount of control over the envelope, and the balance between the direct and distorted sound.
2. **EQ Section** allows signal shaping *before* it reaches the distortion.

1.4 A Few Words from Manny Marroquin

“One of the things I also love is distortion. Whether or not it’s audible, sometimes I just want to feel it. By adding just a touch of it, it will help get me that. And I’m not just talking just about guitars, either. A little bit of distortion on vocals, Rhodes, Wurlis, etc. can really add a lot of attitude and edge. So whether you like it ‘crunchy-style’ or ‘down-and-dirty,’ this Distortion is a simple but very effective plugin.”

1.5 Components

WaveShell technology enables us to split Waves processors into smaller plugins, which we call **components**. Having a choice of components for a particular processor gives you the flexibility to choose the configuration best suited to your material.

The Waves MannyM Distortion plugin has two components:

- MannyM Distortion – Mono
- MannyM Distortion – Stereo

1.6 WaveSystem Toolbar

Use the bar at the top of the plugin to save and load presets, compare settings, undo and redo steps, and resize the plugin. To learn more, click the icon at the upper-right corner of the window and open the WaveSystem Guide.

Chapter 2 – Controls



INPUT determines the level into the plugin.

Range: -18 – 18 dB

DIRECT LEVEL determines the overall level of the direct signal in the output.

Range: 0 – 100 (0 = no direct signal, 100 = direct signal is at unity gain with the input)

DRIVE determines the amount of signal sent to the distortion.

Range: 0 – 100

Please note: When Distortion Level is above zero, 0 indicates minimum drive rather than no drive whatsoever.

DISTORTION LEVEL determines the level of the distortion coming out of the plugin.

Range: 0 – 100

Please note: The output is the sum of the direct level and the distortion level. The Distortion level controls the level of the signal post Drive. Thus, raising the Distortion level will not result in more distortion introduced to the signal; rather, it increases the level of the distorted signal, like the return level of an Aux.

ATTACK determines how fast the distortion will attack the signal. Higher attack values result in less distortion at the beginning of a note; lower values cause the distortion to build up quickly.

Range: 0.1 – 500 milliseconds

RELEASE determines how fast the distortion will be released. Higher release values will result in more distortion on note tails; lower values cause the distortion to “clean up” more quickly.

Range: 5 – 5000 milliseconds

BASS determines the amount of low frequencies (a wide shelf around 100Hz) reaching the distortion engine. Lower values result in less distortion on low frequencies; higher values result in more distortion on low frequencies.

Range: -50 – 50 (0 = no process)

MID determines the amount of midrange frequencies reaching the distortion engine. This is a bell-shaped filter with a variable frequency cutoff. Lower values result in less distortion on midrange frequencies; higher values result in more distortion on midrange frequencies.

Range: -50 – 50 (0 = no process)

MID FREQUENCY determines the cutoff point of midrange frequencies reaching the distortion engine.

Range: 150 Hz – 5 kHz

TREBLE determines the amount of high frequencies (a wide bell around 9 kHz) reaching the distortion engine. Lower values result in less distortion on high frequencies; higher values result in more distortion on high frequencies.

Range -50 – 50 (0 = no process)

OUTPUT determines the plugin output level.

Range: -18 – 18 dB

Signal Flow

