

SEQ-S — Powerful sonic sculpting in surround

SEQ-S is a surround EQ supporting up to 7.1.4 channels with “match” and “morph” functionality. The plug-in uses a direct-draw interface with three independent curves that can be assigned to specific channels.

With three assignable EQ curves and precise linear phase, SEQ-S is a powerful solution for surgical sonic sculpting, and its secret weapon is the “match” function. Say you’re recording ADR and struggling to match the frequency response of the original take — set the original as your reference track and analyse to create a perfectly matched EQ curve. Say your voiceover is fighting against a music bed — set the voiceover as your reference then invert the curve and apply it to the bed in order to carve out perfect space.

SEQ-S is also capable of curve-morphing; transitions between two EQ curves that can be either manually automated or locked to the project tempo. Try the “morph” function to transform the sonic environment, either for controlled scene transitions or for extreme mindbending sound design.

- Match EQ.
- Curve reset.
- EQ cut, copy and paste between instances.
- Curve invert.
- EQ banding:
 - Thirds
 - Sixths
 - Chromatic
 - Bark
 - Mel
 - Bark Thirds