

NEBULA SERIES

NEBULA DRIFT

Quick User Manual

Fluid modulation for movement, phase-like drift, and cinematic spatial motion.

Version 1.0 · 2026-05-28

Introduction + Installation

Short, practical, and fluid.

What Nebula Drift Is

Nebula Drift is a flowing modulation plugin with atmospheric, phase-like movement. It can stay subtle for gentle spatial drift or become expressive for cinematic motion.

Installation

- macOS: Run installer → choose AU/VST3 locations → rescan your DAW.
- Windows: Run installer → confirm VST3 path → rescan plugins in host.
- Formats: VST3 / AU (macOS) / AAX (optional build).
- If not visible: clear plugin cache and run a full rescan.



Interface Overview

Large visual reference with fast control mapping.



- 1. Preset Browser
- 2. Mode Selector
- 3. Drift Field
- 4. MOTION

- 5. DRIFT
- 6. WIDTH
- 7. BLUR
- 8. MIX

Parameters

Clear control roles with balanced visual rhythm.

CONTROL	WHAT IT DOES	MUSICAL RESULT
MOTION	Controls modulation speed and internal movement rate.	From calm glide to active, animated motion.
DRIFT	Sets amount of phase-like drift intensity.	From stable tone to wider flowing deviation.
WIDTH	Controls stereo spread of the modulation field.	From focused center to immersive wide image.
BLUR	Softens modulation edges and detail sharpness.	From defined ripple to smoother liquid texture.
MIX	Blends dry and processed drift signal.	Parallel-style depth with preserved source clarity.
MODE	Selects movement profile: SILK / TIDE / FRAC.	Smooth, balanced, or sharper modulation contour.

Musical Use Cases + Quick Tips

Intuitive workflows that translate quickly in session.

Use Cases

- | | |
|--------------------------------|--|
| Flowing Pad Motion | Add fluid width while keeping center focus stable. |
| Phase-like Guitar Drift | Introduce drifting motion without losing articulation. |
| Spatial Transition Lift | Automate movement for evolving section energy. |
| Ambient Texture Glue | Layer soft modulation behind leads without clutter. |
| Cinematic Movement Bed | Build atmospheric modulation tails for scene depth. |

Quick Tips

- Set MIX first for honest bypass A/B level matching.
- Use WIDTH before DRIFT when the image feels narrow.
- Raise MOTION carefully to avoid tempo masking.
- Add BLUR to smooth sharp modulation edges.

Simple flow: set MIX → shape WIDTH/DRIFT → add MOTION/BLUR → finalize MODE.

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