

NEBULA SERIES

NEBULA RIFT

Quick User Manual

Experimental granular fracture for destructive texture, elastic tone motion, and cinematic rift worlds.

Version 1.0.0 - 2026-07-02

Introduction + Installation

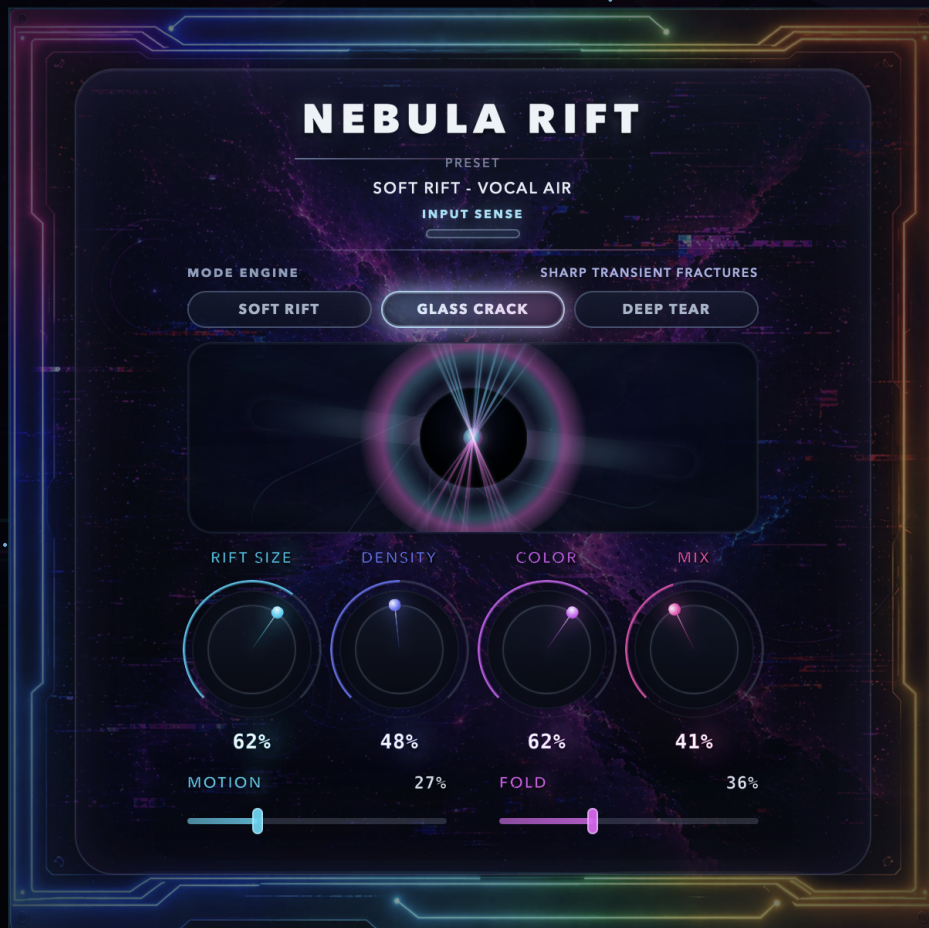
A practical guide to the current Nebula Rift build.

What Nebula Rift Is

Nebula Rift is a creative granular fracture effect. It listens to incoming audio, captures small fragments, and rebuilds them as animated rift fields: fog, shards, reverse-like pulls, and low-mid rupture. It is designed for musical destruction: the original performance can transform heavily, while the gesture and source identity still remain recognizable.

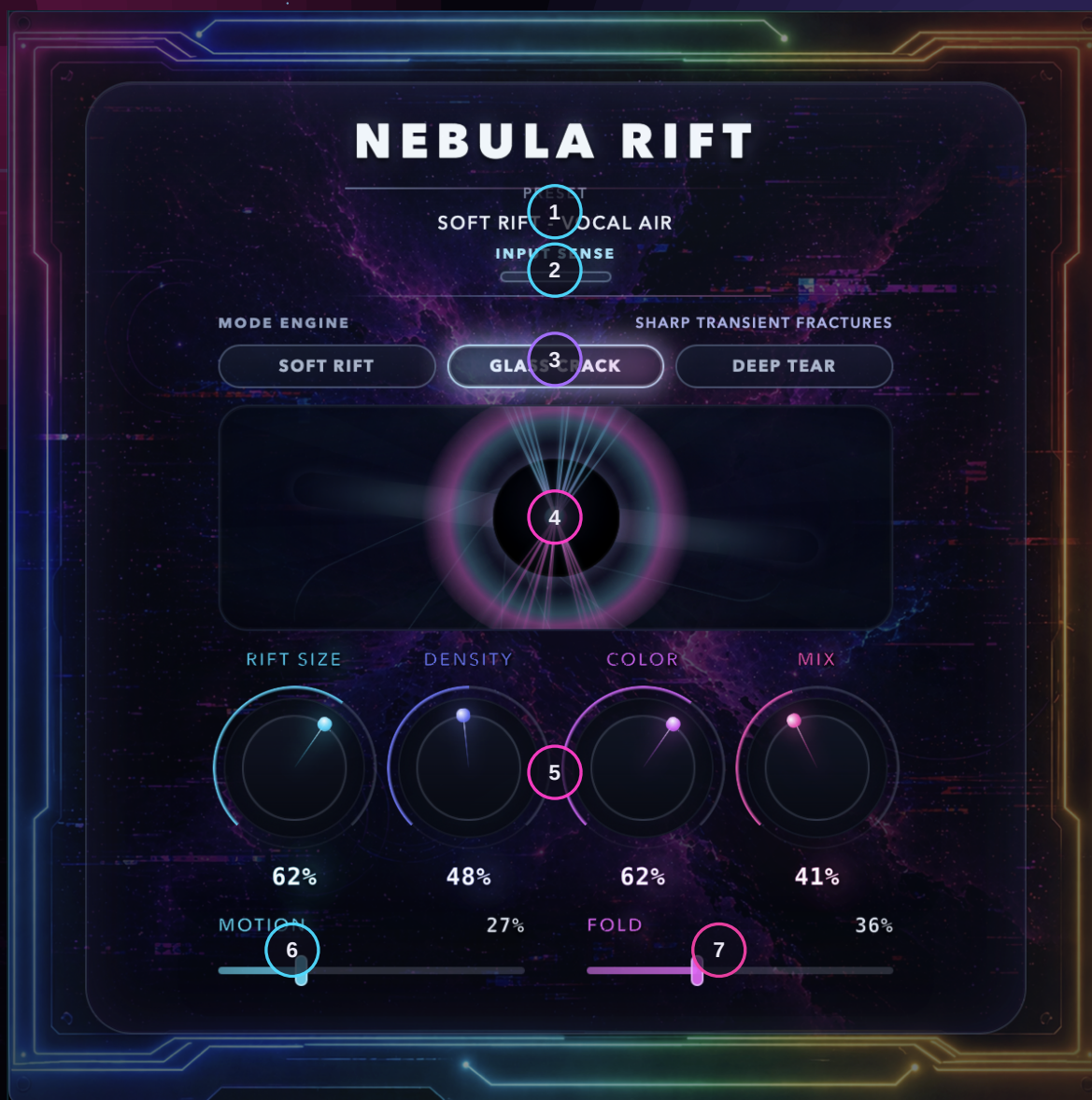
Installation

- macOS VST3: install Nebula Rift.vst3 to ~/Library/Audio/Plug-Ins/VST3/.
- macOS AU: install Nebula Rift.component to ~/Library/Audio/Plug-Ins/Components/ if the AU format is included.
- Rescan plugins in your DAW, then load a new Nebula Rift instance.
- If the plugin is not visible, clear the host plugin cache and run a full rescan.
- If both user and system plugin locations contain Nebula Rift, use the current user-path build for testing.



Interface Overview

Large visual reference with fast control mapping.



1. Preset Browser

Opens 15 curated presets. Presets recall the rift contour, but Mix stays manual.

2. Input Sense

Visual input reaction meter. It helps you see response without acting as a tone control.

3. Mode Engine

Switches Soft Rift, Glass Crack, and Deep Tear.

4. Rift Field

Animated visualizer for internal movement and source reaction.

5. Main Controls

Rift Size, Density, Color, and Mix.

6. Motion

Controls drift, orbit, read movement, and re-entry feel.

7. Fold

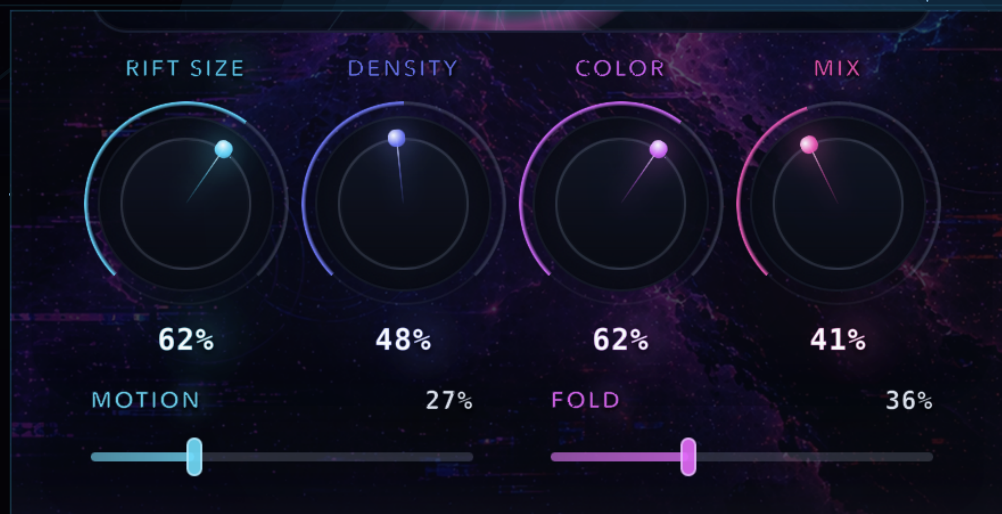
Adds tearing, topology bend, and nonlinear fracture pressure.

Parameters

Clear control roles for destructive but musical transformation.

Core Controls

CONTROL	WHAT IT DOES	MUSICAL RESULT
Mode	Chooses the DSP world.	Soft fog, glass shards, or dark gravity rupture.
Rift Size	Sets grain window, time spread, and spatial scale.	Tight and close at low values; wider, longer, and more immersive as it rises.
Density	Sets grain overlap, event pressure, and cloud thickness.	Sparse broken movement to thick, near-continuous fracture fields.
Color	Shapes spectral material and body-to-edge balance.	Dark or hollow low settings; glassy, electric, and brighter high settings.
Mix	Balances dry signal with the processed rift signal.	Low for subtle strangeness; mid for transformation; high for destruction.
Motion	Moves read position, stereo drift, orbit, and re-entry behavior.	Stable at low values; animated and reverse-like at higher values.
Fold	Adds fracture topology, nonlinear tearing, and instability.	Clean rift texture to cracked pressure, warped attacks, and broken shards.



Creative Applications + Tips

Mode identity, preset behavior, and quick session workflows.

Mode Identity

Soft Rift

Elastic fog grain field. Best when the source has pitch, chords, vocals, guitars, or pads and you want the center to remain musical.

Glass Crack

Crystalline grain shards. Best for drums, synth attacks, accents, transitions, and sharp transient fractures.

Deep Tear

Dark gravity field. Best for low-mid pressure, heavy collapse, cinematic pulls, and intentionally extreme destruction.

Preset Vault

Nebula Rift includes 15 curated presets grouped by mode. Preset selection recalls Mode, Rift Size, Density, Color, Motion, Fold, and internal engine contour. Mix intentionally stays where you set it. An asterisk marks a preset after you edit it.

SOFT

Vocal Air
Velvet Bloom
Halo Drift
Mist Choir
Silk Fog

GLASS

Prism Slice
Neon Shard
Mirror Split
Crystal Static
Shard Pulse

DEEP

Gravity Sink
Black Tide
Submerge
Event Horizon
Hollow Pull

Tips + Workflow

- Start with a mode or preset, then set Mix before fine-tuning the other controls.
- For pitched sources, begin with Soft Rift, lower Fold, and tune Color before raising Density.
- For drums and transitions, use Glass Crack with stronger Density or Fold, then automate Mix.
- For heavy gravity and low-mid rupture, use Deep Tear with larger Rift Size and active Motion.
- Use Nebula Rift on a send when the dry source must stay fully anchored underneath.

Simple flow: choose mode -> load preset -> set Mix -> tune Size, Density, and Color -> animate Motion or Fold.

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