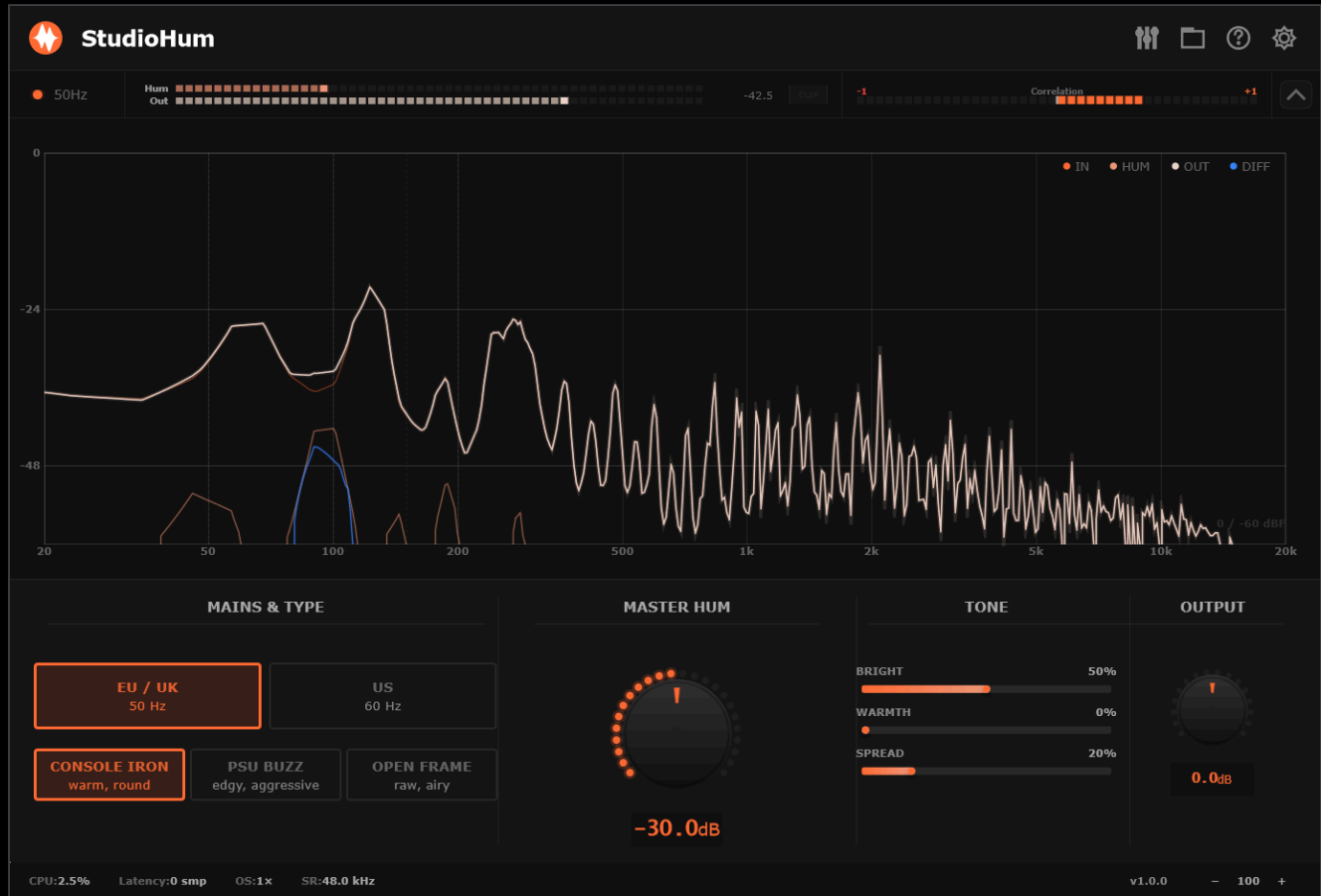




Get a good sound in 5 minutes.

Theory later. Focus on the signal path and starter calibrations.



01. CHAINS (PICK ONE)

Solo - Just StudioHum

Drop StudioHum on a track or the mix bus. Pick a character, dial Hum Level, shape with Brightness / Warmth / Spread. Done — no companion plugins required.

Or chain it with the family (HysteresisShaper, Tape):

A: Clean Warmth

Last three inserts on your mix bus, in order: StudioHum → HysteresisShaper → Tape.

B: Upstream Hum

AUX send → StudioHum → return to mix bus (pre-dynamics/EQ) → HysteresisShaper → Tape.

C: Full Chaos

AUX send → StudioHum → HysteresisShaper → return to mix bus (pre-everything) → Tape.

02. 3 STARTER SETTINGS

PRESET	CHARACTER	HUM LEVEL	TONE PROFILE
Console Bed	Console Iron	-38 dB	Warmth 12%, Spread 12%
PSU Buzz	PSU Buzz	-30 dB	Brightness 55%, Hash 20% <i>(Advanced)</i>
Broadcast Snow	Open Frame	-34 dB	Brightness 70%, Hash 85% <i>(Advanced)</i>

03. MICRO-RECIPES

- | **Subtle Analog Glue:** Console Iron, -40 dB, Warmth 30%. Listen for low-end presence without boom.
- | **Gritty Lo-Fi:** PSU Buzz, -20 dB, Hash 40%, Ripple 50% *(Advanced)*. Listen for mains-ripple buzz (100/120 Hz) and grain.

04. DON'T DO THIS

- **Don't** place before a gate — hum keeps the gate open.
- **Don't** drive into a limiter (especially fast release) — mains-cycle pumping.
- **Don't** use high Spread on mono masters — phase cancellation.

05. LICENSE

Demo is fully functional with periodic noise bursts (0.5s every 60s). **Noise bursts will be printed in renders/exports.** To unlock: buy at mouseplugins.com, click the license badge in the header, enter your key, and activate. Offline validation — no internet required, ever.