



# Silence is overrated.

A noise and hum bed for mixes that feel a little too clean. Three macro knobs - LEVEL, COLOR, MOTION - cover everything you need; an Advanced view exposes the underlying parameters when you want them.



STEREO / M/S

CONTROLLABLE HUM + NOISE BED

ZERO ADDED LATENCY

VST3 / CLAP

## 01. FIRST MOVE

### 1 LINKED STEREO

Leave **LINK L/R** on for normal stereo work. v1.1.0 collapses both lanes into a single **STEREO** lane with one set of knobs and a full-height spectrum.

### 2 PULL LEVEL UP

**LEVEL** sets how present the hum bed is. Start at **-38 dB**: felt, not heard. The spectrum will show the harmonics rising above the noise floor.

### 3 KEEP COMPARISONS HONEST

Flip **OUTPUT AUTO GAIN** on while comparing to bypass. It targets a consistent working level so loudness is less likely to bias your tone decisions.

## 02. ANATOMY AT A GLANCE

### HEADER

Title, presets, undo/redo, A/B compare, copy/paste, menu. Trial chip on the right of the title until activated.

### LANE - STEREO

The three macro knobs **LEVEL / COLOR / MOTION** live below the spectrum. In Linked Stereo there is one set; in L/R or M/S there are two stacked lanes.

### SPECTRUM

Live spectrum of the noise bed. Coloured bars show the hum harmonic series; the smooth trace is the broadband floor.

### GLOBAL

Character, Region (50 / 60 Hz), Stereo width, Mismatch, plus Link L/R, M/S Mode, and Master Bypass.

### INPUT / OUTPUT

Per-lane gain with optional Link and lane-aware **AUTO GAIN**. Use **OUTPUT**, or Auto Gain where appropriate, to keep comparison levels honest before judging tone.

### FOOTER

Latency · sample rate · input/output meters · CPU · version.

### 03. THE THREE MACRO KNOBS

The lane row keeps the surface area small. Each macro folds in one or more underlying parameters; the Advanced panel exposes them individually when you want surgical control.

MACRO	FOLDS IN	WHAT YOU HEAR
LEVEL	Hum	How loud the hum bed sits. -60 dB near-silent / -30 dB a felt bed / 0 dB full.
COLOR	Bright + Warm	Tone of the bed. Left side is dark and warm (more low harmonics); right side adds brighter high-frequency grain.
MOTION	Drift + Ripple + Hash	How alive the bed feels. Low values give a static console hum; high values add PSU ripple, hash, and slow drift.

### 04. USEFUL STARTING POINTS

GOAL	MOVE	TIP
Subtle analog glue	LEVEL -40 dB / COLOR 30% / MOTION 20%	Felt, not heard. Bypass should feel a touch cleaner and less alive.
Tape-room vibe	LEVEL -30 dB / COLOR 45% / MOTION 35%	Slow stereo movement; pair with a tape or saturation plugin.
Lo-fi grit	LEVEL -20 dB / COLOR 70% / MOTION 60%	Open Advanced to push Hash if you want more sandpaper.
Cinematic tension	LEVEL -25 dB / COLOR 80% / MOTION 80%	Complex, unsettling harmonics behind dialog or pads.
Wider bed	STEREO 40% / MISMATCH 20% (GLOBAL)	Adds L/R difference while staying mono-check friendly. Check mono when using higher mismatch or side-heavy settings.

### 05. STEREO + MID/SIDE IN 30 SECONDS

**Linked Stereo (default).** **LINK L/R** on, **M/S MODE** off. v1.1.0 collapses both lanes into a single **STEREO** lane with one set of LEVEL / COLOR / MOTION knobs and a full-height spectrum.

**Independent L/R.** Turn **LINK L/R** off. Both lanes appear with their own knobs — use it to bias the noise bed across the stereo field or correct a stereo imbalance in the source.

**Mid/Side.** Turn **LINK L/R** off and **M/S MODE** on. Upper lane becomes **MID** (centre), lower becomes **SIDE** (width). Push hum on SIDE for a wider bed without smearing the centre; tame MID to keep the vocal pocket clean.

## 06. AUTO GAIN

Each of **INPUT** and **OUTPUT** has an **AUTO GAIN** toggle (centred under the gain knob). When on, that stage targets a consistent working level (around **0 VU / -18 dBFS RMS**) and the matching manual gain knob is hidden so the section has one clear gain mode. Available in linked Stereo, L/R, and M/S workflows.

Habit: switch **OUTPUT AUTO GAIN** on while you compare to bypass, so loudness is less likely to bias your tone decisions. Switch it off and reach for the OUTPUT knob when you want a deliberate level.

## 07. ADVANCED (WHEN YOU WANT THE KNOBS)

Open the **Advanced** panel from the menu to expose the underlying parameters individually:

MACRO	UNDERLYING	WHAT EACH DOES
LEVEL	HUM	Hum bed amplitude. The only one-to-one mapping.
COLOR	BRIGHT	High-frequency content and grain density.
COLOR	WARM	Low harmonic emphasis - the body of the bed.
MOTION	DRIFT	Slow pitch and amplitude wander.
MOTION	RIPPLE	PSU mains-ripple modulation depth.
MOTION	HASH	Random HF noise / sandpaper texture.

## 08. COMPARE HONESTLY

### A / B

The header has an **A / B** toggle. A and B start as the same snapshot. Make a move on A, click B to start a fresh path; flip back and forth to compare.

### MASTER BYPASS

**BYPASS** in the GLOBAL panel is for honest comparison. Match levels with **OUTPUT** before judging tone; louder almost always feels better.

## 09. RECIPES

**Console bed:** LEVEL -38 dB / COLOR 30% / MOTION 20%. "There's a box running" vibe, invisible until you bypass it.

**Tape-room ambient:** LEVEL -30 dB / COLOR 45% / MOTION 35% / STEREO 25%. Slow stereo movement behind pads or rooms.

**PSU buzz:** LEVEL -25 dB / COLOR 60% / MOTION 70%. Audible power-supply attitude without HF sandpaper.

**Broadcast snow:** LEVEL -30 dB / COLOR 80% / MOTION 85%. Lo-fi air and hash bed for texture.

## 10. INSTALL

FORMAT	FILE	DEFAULT LOCATION
VST3	StudioHum.vst3	Linux ~/.vst3/ / Windows C:\Program Files\Common Files\VST3\
CLAP	StudioHum.clap	Linux ~/.clap/ / Windows C:\Program Files\Common Files\CLAP\

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