Three-Body Technology Trinity Shaper



Plugin Alliance, a part of Native Instruments known for uniting talented audio developers, today released the Trinity Shaper by Three-Body Technology, makers of the celebrated Kirchoff-EQ and Cenozoix Compressor.

Unlike traditional transient shapers that only divide audio into transient and sustain components, Trinity Shaper introduces a "Body" stage, providing unprecedented control over the core of a sound and its tail. From taming the wildest peaks to sculpting the perfect punch, Trinity Shaper is a robust transient orchestration toolkit that offers a unique approach to controlling sound.

Key Features:

- Three-Stage Processing — The Trinity Shaper divides audio into Attack, Body, and Sustain stages, unlocking new possibilities in sound production.
- Body Knob — This innovative feature allows independent adjustment of the sound's core and its tail, such as the body of a snare drum and room reverb.
- Multiband Processing — Offers switchable processing between multiple frequency bands and a single frequency band, with fully customizable frequency ranges in multi-band mode.
- ADAA Algorithm — Anti-derivative antialiasing (ADAA) technology, developed by Native Instruments and first introduced in the Cenozoix Compressor, ensures ultimate sound quality without taxing your CPU.

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