SOUND FREAK STUDIOS

CINEMATIC PERSPECTIVE PROCESSOR

Distance Designer

INSTALLATION & USER MANUAL

macOS + Windows | Version 1.0.1

AAX Native + VST3 | AU on macOS

Place the sound in the scene.
Shape distance, space and perspective.



INSTALL. ACTIVATE. PLACE.

A practical guide to dialogue, Foley and sound effects.
Every control, environment and essential workflow.

SOUND FREAK STUDIOS

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START HERE

A clear path from install to scene

Distance Designer combines distance-related tone, level, transient shaping, reflections and ambience. Begin with the source, then choose how far away it should feel.

COMPATIBILITY	AUDIO PATH	AUTHORIZATION
Mac: macOS 12+, Intel + Apple Silicon Windows 11: Intel / AMD x64 AAX + VST3; AU on Mac	Insert audio effect Mono to multichannel Mono-to-stereo option	Payhip or Gumroad Two computers per license 14-day demo

In this manual

TOPIC	PAGE	TOPIC	PAGE
Install on macOS	03	Environments: interiors	11
Install on Windows	04	Environments: open spaces	12
Activate your license	05	Custom space and Real Delay	13
Demo and offline use	06	Factory presets	14
Find your way around	07	User presets and automation	15
Every control at a glance	08	AudioSuite and scene workflow	16
Distance, Detail and Width	09	Scene starting points	17
Pan, routing and surround	10	Troubleshooting	18
		Technical reference and support	19

START AT DISTANCE 0%

Insert on dialogue, Foley or an effect. Choose an environment and raise Distance. The default 0% setting is intentionally close and neutral; Pan, Width and Output can still change the sound.

INSTALLATION / MACOS

One installer. Three formats.

Use **macOS 12 Monterey or later** with a compatible 64-bit DAW. The installer contains native Intel (x86_64) and Apple Silicon (arm64) versions. Your DAW must also support your macOS version.

1 **Download the official Mac installer.**
Use your Payhip or Gumroad download. Extract a ZIP first if one is supplied.

2 **Close audio hosts.**
Save your sessions and quit Pro Tools, your DAW and any plug-in hosts.

3 **Run the package.**
Open **DistanceDesigner-1.0.1-Mac-Universal.pkg**. Follow Installer and enter your Mac administrator password if requested. Customize lets you choose formats.

4 **Reopen and insert.**
Allow the host scan to finish. Choose AAX in Pro Tools, AU in an AU host or VST3 in a VST3 host.

FORMAT	SYSTEM-WIDE LOCATION
AAX	/Library/Application Support/Avid/Audio/ Plug-Ins/Distance Designer.aaxplugin
VST3	/Library/Audio/Plug-Ins/VST3/Distance Designer.vst3
AU	/Library/Audio/Plug-Ins/Components/ Distance Designer.component

READY TO START

Your presets and activation are retained when updating. After installation, open your DAW and insert Distance Designer on the track you want to process. Choose a mono-to-stereo or stereo instance for left/right placement.

INSTALLATION / WINDOWS

AAX and VST3 for Windows

Use **Windows 11 (64-bit) on an Intel or AMD x64 computer** with a compatible audio host. Windows includes AAX Native and VST3. The host must support your Windows version and the selected 64-bit format.

1. **Download the Windows installer.**
   Choose the Windows download for Distance Designer 1.0.1. Extract a ZIP first if one is supplied.

2. **Close audio hosts and run Setup.**
   Save your sessions and quit Pro Tools and other DAWs. Run the supplied **.exe** installer and approve administrator access when requested.

3. **Choose AAX, VST3 or both.**
   Install AAX Native for Pro Tools and VST3 for compatible VST3 hosts. Retain complete plug-in bundles in their standard folders.

4. **Reopen and activate or start the demo.**
   Allow the host scan to finish, insert Distance Designer and open its editor. Choose Activate License or Try Demo - 14 Days. Initial authorization requires internet access.

FORMAT	SYSTEM-WIDE LOCATION
AAX	C:\Program Files\Common Files\Avid\Audio\Plug-Ins\Distance Designer.aaxplugin
VST3	C:\Program Files\Common Files\VST3\Distance Designer.vst3

PRO TOOLS, INCLUDING LEGACY VERSIONS

The Windows AAX build is **compatible with legacy Pro Tools versions, including Pro Tools 12**. Use a compatible 64-bit AAX Native host and the installer option appropriate to your Pro Tools version if offered. Available layouts and AudioSuite options depend on the host and edition.

ACTIVATION

Use the key from either store

Your Distance Designer purchase email and license key from Payhip or Gumroad authorize the same product. Distance Designer does not require a customer iLok license or USB dongle.

1 **Open the plug-in.**
On an unactivated instance, the editor is dimmed and the activation panel opens.

2 **Enter purchase details.**
Use the email from the order and the complete Distance Designer license key. An order number or product-link code is not a license key.

3 **Choose Activate License while online.**
Allow the service to validate your purchase and authorize this computer. The panel closes after success. An incorrect key or connection failure leaves it open so you can correct the details and retry.

4 **Use any installed format.**
The installed formats share authorization under the same user account on that computer: AAX/VST3 on Windows, and AAX/AU/VST3 on Mac. Save your session normally.

TOPIC	HOW IT WORKS
Two computers	One paid license supports two computers in total across Mac and Windows. Formats on the same computer share its authorization.
License panel	Before payment, the upper-right License or Trial button opens activation. After paid activation, the main licensing button and label disappear.
Move a seat	Contact support to release an old activation if needed. Reinstalling or uninstalling does not release a seat.
Support	If the old computer is unavailable, contact hello@soundfreakstudios.com with purchase details privately.

KEEP YOUR KEY PRIVATE

Use a Distance Designer key, not a key for another Sound Freak Studios product. Remove email and license details from public screenshots.

DEMO + OFFLINE USE

Try the sound. Keep your settings.

14-day demo

Choose **Try Demo - 14 Days** in the activation panel. The trial starts when you select it, requires one online start and does not require payment details. You can use the remaining trial time offline after this initial connection.

The deadline is fixed for that computer. Reopening, reinstalling or asking for the trial again does not extend it. The Trial button shows the remaining days.

After the demo ends

The processing interface dims and the plug-in passes audio through dry. Your parameter settings remain available for the session. Activate a license to resume processing. Mono-to-stereo instances still use the plug-in's normal centred mono-to-stereo output routing.

Paid offline authorization

A successful paid check provides up to **30 days of offline authorization**. This is a renewable offline window, not the demo period. Connect periodically so the plug-in can renew in the background.

STATE	EXPECTED BEHAVIOR
Unactivated	Activation panel available; dry audio passes through.
Demo active	Processing available until the original 14-day deadline.
Paid and valid	Processing available; the activation panel and main licensing button/label are hidden.
Demo or paid receipt expired	Dry audio until valid authorization is restored. Reconnect for paid renewal or activate a purchase after the demo.

TIME AND CONNECTION

Keep the computer date and time correct. If authorization fails, check the network and exact purchase details. Do not delete license files to troubleshoot a seat limit; contact support if needed.

INTERFACE

Find your way around

Use the central display to position the source, then refine its perspective with the surrounding controls. The example below shows the Room environment.



AREA	PURPOSE
Left	Distance sets perspective. Input meters show incoming level.
Centre	Drag the source point for left/right Pan and near/far Distance. The artwork follows the selected environment.
Right	Pan, Output Trim and left/right output meters.
Bottom	Environment, Detail, Width, Real Delay and the three Custom controls.
Upper right	Presets, plus License or Trial before paid activation. Paid activation hides licensing controls. Use your host's bypass for comparisons.

CONTROL REFERENCE

Every control at a glance

CONTROL	RANGE / CHOICE	DEFAULT	PURPOSE
Distance	0-100%	0%	Near-to-far perspective.
Environment / Space	28 choices	Room	Reflection and ambience character.
Detail	0-100%	50%	Strength of distance-related tonal and transient cues.
Width	0-100%	50%	Source and ambience spread.
Pan	100 L to 100 R	C	Left/right position where the layout supports it.
Output Trim	-12 to +12 dB	0.0 dB	Final output-level adjustment.
Real Delay	Off / On	Off	Optional propagation delay up to 200 ms.
Custom Size	0-100%	50%	Spacing/diffusion for Custom.
Custom Decay	0.20-4.00 s	1.35 s	Late decay for Custom.
Reflections	0-100%	60%	Early-reflection level for Custom.
Host Bypass	Off / On	Off	Dry comparison; no duplicate editor bypass button.

GUI AND HOST LABELS

Environment appears as **Space** in the host parameter list. Output Trim is **Output**; Reflections is **Custom Reflections**. Custom Size, Custom Decay and Reflections affect the sound only when Custom is selected.

Drag knobs or edit their value fields. Double-click a knob to restore its default. The central position display and the Distance/Pan knobs control the same parameters. Host automation can override a manual edit during playback.

PERSPECTIVE

Distance, Detail and Width

Distance

0-100% / default 0%
Raises the sense of distance through a coordinated change in direct level, high-frequency energy, presence, transient definition, reflection balance and ambience. Far settings are intentionally more pronounced.

How to use it: Start with the close recording in context, then raise Distance until it sits at the intended depth. Compare at a sensible listening level; a quieter signal alone can seem more distant.

Detail

0-100% / default 50%
Changes how strongly tonal and transient cues contribute to distance. Lower values retain more definition; higher values make distant material softer and less immediate. It is not a simple treble-boost control.

How to use it: If words lose too much intelligibility, reduce Detail or Distance. For a more obscured far effect, increase Detail while listening to consonants and impact edges.

Width

0-100% / default 50%
Changes the direct source and ambience spread. Distance also influences their widths, so the same Width value can sound different near and far. The result depends on input material and channel layout.

How to use it: Use a narrower setting for a compact source and a wider setting for a broader impression. Check the full mix and mono compatibility after making large changes.

> **PERSPECTIVE, NOT A MEASURING TAPE**
>
> Distance is a percentage control, not a calibrated metre value. Scene artwork is an interaction aid, not a physical acoustic simulation or a measured room model. Preset names such as Impact 20m are creative starting points.

PAN + CHANNEL ROUTING

Give mono sound a stereo destination

1 **Choose a suitable insert layout.**
In Pro Tools, use a mono-to-stereo AAX instance when the host offers it, or route the source to a stereo aux and insert there. Simply sending a mono-output plug-in to a stereo bus does not give that plug-in two outputs.

2 **Set the position.**
Turn Pan or drag the yellow point horizontally. Vertical movement changes Distance. Double-click the position display to reset close/centre.

3 **Check downstream routing.**
Confirm the host preserves separate left/right channels. A mono sum, mono wrapper slot or parallel dry path can hide the pan movement.

AU, VST3 and Blue Cat PatchWork

Load the format your host supports. In PatchWork, use an effect slot with stereo output and check the slot's Audio I/O mapping. Route mono input to a mono-to-stereo configuration if available; otherwise supply it through a stereo path. Start with the wrapper mix fully wet to hear the plug-in clearly. Native AAX can be used directly in Pro Tools; PatchWork is optional.

LAYOUT FAMILY	SUPPORTED INPUT / OUTPUT
Mono	Mono to mono; Pan cannot create left/right separation.
Mono to stereo	One input channel, two output channels.
Stereo	Stereo input and output.
Surround	Matching 5.0, 5.1, 7.0 or 7.1.
Height layouts	Matching 7.0.2 or 7.1.2.

HOST SUPPORT MATTERS

The host, edition, track and wrapper determine available layouts. These are channel-based formats, not Atmos objects or binaural/HRTF rendering. LFE avoids the main tonal/transient treatment and spatial spread; it can still follow direct attenuation, Output and Real Delay.

ENVIRONMENTS / INTERIORS

Choose the acoustic context

Environment changes the reflection and ambience character and the background scene. Choose the space that best suits the scene, then adjust Distance to place your source within it.

ENVIRONMENT	USE AS A STARTING POINT
Dry	Minimal space contribution for perspective with little ambience.
Room	General interior placement for dialogue and Foley.
Small Room	A more compact interior impression.
Hall	A larger, more open indoor setting.
Warehouse	A spacious industrial interior.
Corridor	A passage-like setting for footsteps or dialogue.
Stairwell	A vertical circulation space impression.
Car Interior	A confined vehicle context.
Cathedral	A large, reverberant interior character.
Bathroom	A small reflective interior.
Empty Office	An unfurnished room impression.
Parking Garage	A large covered concrete-space character.
Subway Platform	A broad transit-platform setting.
Custom	Your own Size, Decay and Reflections combination.

AUDITION IN CONTEXT

Choose the environment for the scene, then tune Distance and Detail. A preset or environment name is a starting point; the recording's existing room sound remains part of the result.

ENVIRONMENTS / EXTERIORS + BOUNDARIES

Open air, echoes and separation

ENVIRONMENT	USE AS A STARTING POINT
Street	Exterior depth with surrounding reflections.
Street Slapback	A more obvious street-echo character.
Narrow Alley	A confined outdoor passage.
Courtyard	An outdoor space enclosed by surfaces.
Open Field	A relatively open exterior impression.
Forest	An outdoor wooded context.
Valley	A broad outdoor echo setting.
Stadium	A large arena or stadium context.
Tunnel	An enclosed passage with a strong spatial character.
Underpass	A covered exterior space.
Adjoining Room	A source heard across an interior boundary.
Behind Door	A more obstructed source behind a boundary.
Upstairs	A source heard through a floor/ceiling boundary.
Downstairs	A complementary floor/ceiling transmission setting.

Boundary and echo environments

Adjoining Room, Upstairs, Downstairs and Behind Door add transmission-style attenuation and filtering as Distance increases. Upstairs and Downstairs suggest separation through a floor; they do not move a rendered source vertically.

> **BACKGROUND CHANGES**
>
> The display follows the environment you choose. It helps identify the scene while the yellow point controls Pan and Distance. The listener graphic and perspective grid do not turn the plug-in into a calibrated 3D panner.

CUSTOM SPACE + TIMING

Build the space. Decide the timing.

Select Custom first

Choose **Custom** from Environment to enable the three space controls. Other environments ignore those values, but the values remain stored for later recall.

CONTROL	WHAT CHANGES	STARTING APPROACH
Custom Size	Early-reflection spacing and diffusion.	Use smaller values for compact placement; raise for a larger impression.
Custom Decay	Late-tail decay, from 0.20 to 4.00 seconds.	Set by listening to the gap after the source stops.
Reflections	Early-reflection level, from 0 to 100%.	Raise to make early surface cues more apparent.

Real Delay

When enabled, Real Delay adds propagation timing that grows with Distance, reaching approximately **200 ms at 100%**. This is an audible creative delay, not a latency problem that you should expect the host to cancel.

Leave Real Delay off for dialogue that must stay in exact sync. Enable it deliberately for distant impacts, gunshots or effects where a delayed arrival supports the picture. Recheck edits and AudioSuite selections after enabling it.

Output Trim and host bypass

Output Trim provides -12 to +12 dB for level adjustment. It does not undo the tonal changes or act as a limiter. Use the host's bypass for comparison; the editor intentionally has no additional bypass button.

> **SAVE YOUR CUSTOM SPACE**
>
> Custom is an editable environment, not a saved preset by itself. Use **Presets > Save As...** to store the complete sound, including these three values and Real Delay.

FACTORY PRESETS

Start with the scene

Open **Presets > Factory presets**. All 18 programs store the full parameter state. Their names are creative suggestions, not calibrated physical measurements. Fine-tune after loading.

PRESET	DISTANCE	ENVIRONMENT	REAL DELAY
Default	0%	Room	Off
ADR Slightly Back	22%	Room	Off
ADR Across Room	48%	Room	Off
Dialogue Next Room	66%	Room	Off
Dialogue Down Hallway	73%	Hall	Off
Dialogue Across Street	72%	Street	Off
Footsteps Near	27%	Room	Off
Footsteps Hallway	58%	Hall	Off
Footsteps Far Exterior	82%	Street	Off
Impact 20m	52%	Street	On
Impact Across Street	70%	Street	On
Distant Explosion	94%	Street	On
Far Gunshot	88%	Street	On
Small Room Depth	52%	Room	Off
Warehouse Depth	68%	Warehouse	Off
Exterior Depth	65%	Street	Off
Extreme Distance	100%	Warehouse	Off
Dream Perspective	86%	Hall	Off

Factory programs start with centred Pan and 0 dB Output. A preset called Dialogue Next Room uses the Room environment; you can switch to Adjoining Room or Behind Door for a boundary treatment.

PRESETS + AUTOMATION

Keep the sound. Write the movement.

User presets

Save As... writes a new **.ddpreset** file. Files in the default folder appear in the User presets submenu. **Load preset...** opens a file from disk. **Save** updates the current user file when available. **Delete current user preset...** asks before deleting the file; current sound settings are retained.

> **USER PRESET FOLDERS**
>
> **Mac:** ~/Library/Sound Freak Studios/Distance Designer/Presets/
> **Windows:** %APPDATA%/Sound Freak Studios/Distance Designer/Presets/
> The DAW also stores settings with the session. Presets do not include licensing or host routing.

Automation

1. **Enable the parameters in your host.**
   Choose the desired controls in the DAW's plug-in automation list. The editor controls are mapped to host parameters; the central display controls both Distance and Pan.

2. **Choose the host automation mode.**
   Use Touch to write while touching a control, or Write for the host's write behavior. Arm the relevant track/parameters according to your DAW.

3. **Move and replay.**
   Play the passage, make the move, then switch to Read and listen back. Preset changes can alter many controls at once; use them deliberately around automation.

In native AAX, the controls expose parameter identity for Pro Tools automation gestures. Showing an automation lane uses the host's parameter menu or supported modifier shortcut; Modifier shortcuts vary between Mac, Windows and host versions. A wrapper such as PatchWork may require its own parameter mapping first.

> **CHECK RECALLED SETTINGS**
>
> Presets include the host bypass parameter as well as Real Delay and output settings. Check these before rendering. Loading a preset does not change your bus routing or authorize another computer.

AUDIOSUITE + WORKFLOW

Place the sound, then print the scene

1 **Choose the source and selection.**
In Pro Tools, select the clip or timeline region to process. Include sufficient duration after the source for the reverb or echo tail; the clip cannot contain audio beyond the rendered selection.

2 **Open Distance Designer in AudioSuite.**
Use the installed AAX effect and choose a suitable processing/output layout. For left/right placement of mono audio, the resulting path must preserve stereo output.

3 **Preview and adjust.**
Choose an environment, set Distance and Pan, then refine Detail and Width. Set Custom controls if needed. Listen to the end of the tail and decide whether Real Delay belongs in the scene.

4 **Render and check.**
Choose the desired Pro Tools file/playlist processing options, render, and audition the result in context. Confirm the rendered clip, timing and tail before committing edits.

A practical starting workflow

Dialogue: Start with Room or a relevant boundary environment. Raise Distance gently, retain intelligibility with Detail, and keep Real Delay off when sync matters.

Foley: Place footsteps or handling sounds in the scene, then compare perspective against dialogue and production ambience.

Effects: Try Street, Valley or Warehouse, and consider Real Delay for deliberately delayed arrivals.

> **DO NOT APPLY THE EFFECT TWICE**
>
> After rendering AudioSuite processing, check whether a live Distance Designer insert remains on the playback path. Bypass or remove that additional processing if you only intended one pass. Host render options and available layouts vary by Pro Tools version.

SCENE STARTING POINTS

Find the perspective that fits

Use these suggestions as starting points. Listen against the picture and the rest of the mix, then adjust for the recording and scene.

ADR that sits a little farther back

Start with **ADR Slightly Back**. It uses Room at 22% Distance. Keep Real Delay off for sync, then adjust Distance and Detail until the voice sits with the production sound. Use Output Trim to refine the balance.

A voice in another room

Choose **Adjoining Room** or **Behind Door**, then raise Distance while listening to speech clarity. Increase Detail for a more obscured impression, or reduce it when consonants become too soft. Match Pan to the location of the doorway or source.

Footsteps along a corridor

Start with **Footsteps Hallway**, or choose Corridor directly. Set the closest point first. Automate Distance for movement away and Pan for left/right position. Listen to the spaces between steps when judging the reflections.

A distant exterior impact

Try **Impact Across Street** or **Far Gunshot**. These presets enable Real Delay. Check whether the delayed arrival supports the picture; turn it off if you need the sound to remain aligned to the edit. Adjust Distance and Output in context.

A space of your own

Select **Custom**. Set Size for the impression of space, Decay for the length of the tail and Reflections for the early surface cues. Refine Distance and Width, then save the complete setup with Presets > Save As...

> **COMPARE IN THE MIX**
>
> Use host bypass for a quick comparison, then listen through the whole scene. Check dialogue intelligibility, the end of reverb tails and the balance when the source moves. Save a preset once the perspective works.

TROUBLESHOOTING

Get back to the scene

The plugin does not appear
Use AAX for Pro Tools, AU for an AU host or VST3 for a VST3 host. Fully quit the host, run the official installer, reopen and rescan. Check the system-wide folders on pages 3 and 4 and the host's own OS requirements.

Pan stays centred
Check the plug-in output layout, not only the track's final bus assignment. A mono-output instance cannot pan left/right. In PatchWork, verify the slot I/O and the wrapper's stereo output.

Distance makes little difference
Raise Distance above 0%, confirm valid authorization and turn host bypass off. Check for a parallel dry path or wrapper mix that dilutes the effect. Listen to a source with enough detail to reveal the change.

Custom controls are dimmed or ineffective
Choose Custom in Environment. The three Custom values are stored but do not override the other environments.

Audio is too soft, blurred or late
Reduce Distance or Detail, adjust Output carefully and check Real Delay. Real Delay deliberately shifts arrival time. Compare against the original and avoid excessive output boost.

The GUI is dimmed or activation fails
Check trial/paid status, purchase email, complete key, internet and date/time. Reconnect for expired paid authorization. At a two-computer limit, deactivate an old computer or contact support.

The tail ends abruptly or an old build loads
Extend the AudioSuite selection for tails. For an old build, quit the host completely and check for duplicate manually installed plug-in copies. Preserve preset and authorization data.

REFERENCE + SUPPORT

Made for the work behind the picture

PRODUCT DETAIL	DISTANCE DESIGNER 1.0.1
Developer	Sound Freak Studios
Category	Perspective-processing audio effect for dialogue, Foley and sound effects.
Compatibility	Mac: macOS 12+, Intel + Apple Silicon; AAX Native, VST3, AU. Windows 11: Intel / AMD x64; AAX Native, VST3. Windows AAX is compatible with legacy Pro Tools versions, including Pro Tools 12; a compatible 64-bit host is required.
Main audio	Mono, mono-to-stereo, stereo, matching 5.0/5.1, 7.0/7.1 and 7.0.2/7.1.2 where supported by host and format.
Spatial scope	Left/right and near/far perspective. No calibrated elevation, HRTF binaural engine or Atmos object output.
Timing and tail	Real Delay adds up to approximately 200 ms. The plugin reports a 10-second tail allowance; audible decay depends on settings and material.
Presets	18 factory programs; .ddpreset user files; settings recalled by the host.
Authorization	Payhip or Gumroad purchase email and key; two computers; 14-day demo; paid offline authorization up to 30 days.

Technical support

hello@soundfreakstudios.com
Include your computer model/CPU, Windows or macOS version, DAW/version, plugin format, track input/output layout and Distance Designer version. Describe the steps and control settings. Send purchase information privately and hide license keys in screenshots.

Product pages
Distance Designer on Payhip
Distance Designer on Gumroad

Distance Designer 1.0.1 - Mac + Windows User Manual
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