

# QUANTARA

Professional Multilingual User Manual • English • Español • Deutsch • Nederlands

Beta version 0.7.6 • VST3 Instrument Manual



QUANTARA combines four oscillator lanes, two OBSCURA engines, dual filters, five envelopes, five LFOs, four independent sequencers, a flexible multi-FX rack and a protected master stage in one scalable VST3 instrument.

## Included in this manual

- Installation instructions and quick-start workflow.
- Overview of the main tabs and synthesis engines.
- Modulation, sequencing, FX routing and master section notes.
- Practical usage notes in four languages.

## Manual structure

This PDF is organized as four self-contained language sections. Each section covers the same core topics so you can share the manual with different users without needing separate files.

- English section — overview, installation, engine tour, workflow and tips.
- Sección en español — resumen, instalación, motores, flujo de trabajo y notas.
- Deutscher Abschnitt — Überblick, Installation, Module, Workflow und Hinweise.
- Nederlandse sectie — overzicht, installatie, modules, workflow en gebruikstips.

## Main pages inside QUANTARA

| Page / Tab        | Purpose                                                                      |
|-------------------|------------------------------------------------------------------------------|
| Performance       | Global shaping and performance macros.                                       |
| OSC 1-2 / OSC 3-4 | Four oscillator lanes, wavetable selection, tuning, morph, unison and glide. |
| OBSCURA 1 / 2     | Sample-based layers with granular-style playback controls.                   |
| Filters           | Dual-filter tone shaping, drive, body and routing.                           |
| Filter Mod        | Tempo-synced filter motion and accent/post-saturation controls.              |
| Envelopes         | Five envelopes with ADSR and DRAW modes, each with 4 routes.                 |
| LFOs              | Five LFOs with host sync, draw mode and 4 routes.                            |
| Sequencer         | Four independent sequencers, selectable as SEQ OSC 1/2/3/4.                  |
| Multi FX          | Four FX slots assignable per oscillator, by pairs, or ALL.                   |
| Dist / Master     | Distortion, output level and limiter/safety section.                         |

## Visual references used in this manual

The screenshots in this manual show the main working pages of the instrument: Performance, Oscillators, OBSCURA, Filters, Envelopes, LFOs, Sequencer, Multi FX and Dist/Master.

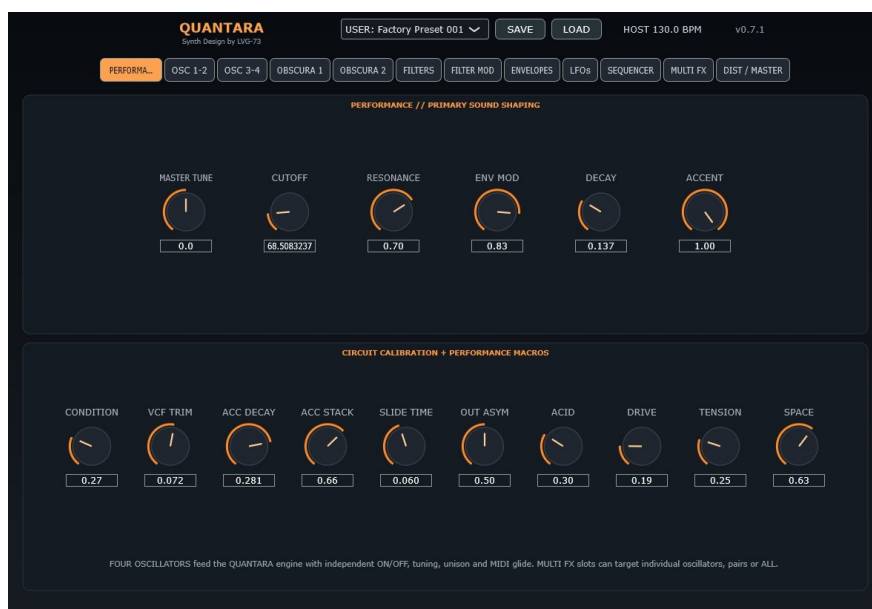
## English • EN

This section gives an English overview of the instrument, setup and daily workflow.

QUANTARA is a scalable multi-engine VST3 synthesizer that combines four oscillator lanes, a large wavetable workflow, two OBSCURA sample/granular engines, dual filters, deep modulation, four independent sequencers and a routable four-slot FX rack.

### Installation & quick start

- Run QUANTARA\_Setup\_v0.7.6\_Win64.exe.
- Install the plugin to the standard VST3 folder.
- Open your DAW and rescan VST3 plugins if needed.
- Load QUANTARA on an instrument track.
- Start with the INIT preset for a clean neutral sound.



Performance page: primary sound-shaping macros.

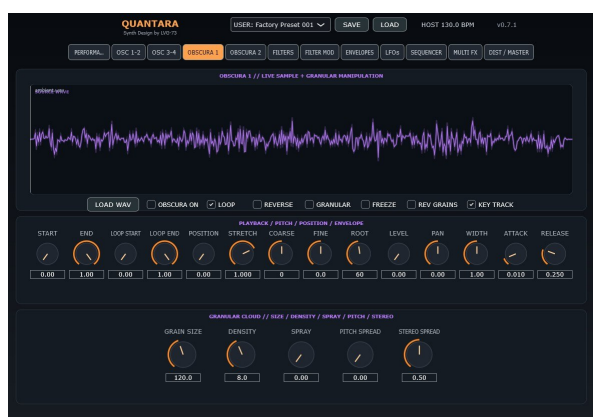
## Recommended sound-design workflow

- Load INIT and choose a page: OSC 1-2 or OSC 3-4.
- Select a wavetable or oscillator source and set level, tune and morph.
- Add movement with ENV or LFO routes.
- Shape the tone with Filter 1/2 and optional Filter Motion.
- Add texture with OBSCURA 1 or OBSCURA 2.
- Program one of the four per-oscillator sequencers if rhythmic playback is needed.
- Finish with Multi FX, Dist/Master and limiter safety.

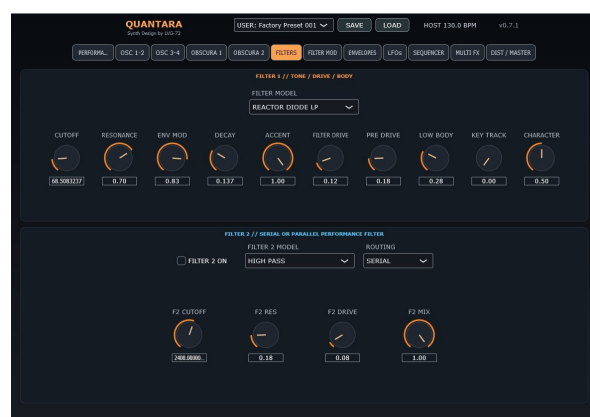
# English • Engines & Modulation

## Key pages and concepts

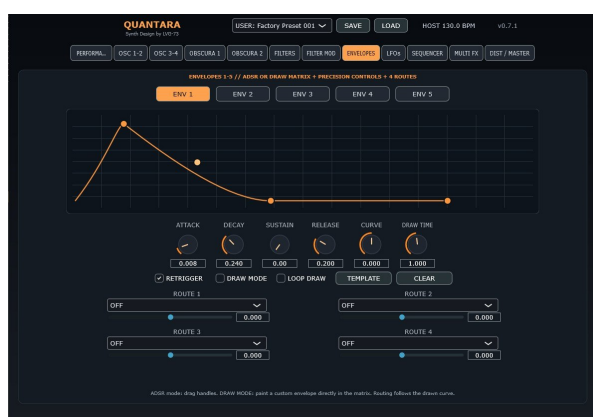
| Module            | Function                                                                     |
|-------------------|------------------------------------------------------------------------------|
| Performance       | Global shaping and performance macros.                                       |
| OSC 1-2 / OSC 3-4 | Four oscillator lanes, wavetable selection, tuning, morph, unison and glide. |
| OBSCURA 1 / 2     | Sample-based layers with granular-style playback controls.                   |
| Filters           | Dual-filter tone shaping, drive, body and routing.                           |
| Filter Mod        | Tempo-synced filter motion and accent/post-saturation controls.              |
| Envelopes         | Five envelopes with ADSR and DRAW modes, each with 4 routes.                 |
| LFOs              | Five LFOs with host sync, draw mode and 4 routes.                            |
| Sequencer         | Four independent sequencers, selectable as SEQ OSC 1/2/3/4.                  |
| Multi FX          | Four FX slots assignable per oscillator, by pairs, or ALL.                   |
| Dist / Master     | Distortion, output level and limiter/safety section.                         |



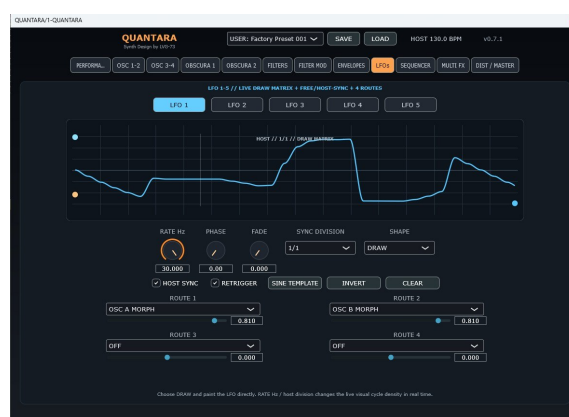
OBSCURA engine



Dual filter page



Envelope page

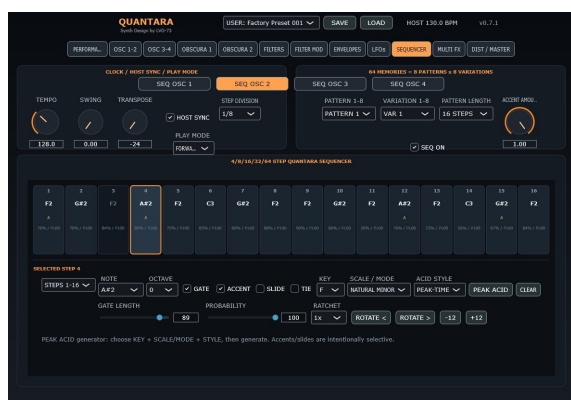


LFO page

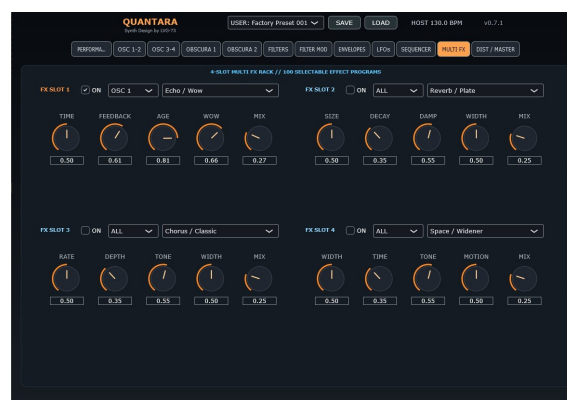
# English • Sequencing, FX & Tips

## Usage notes

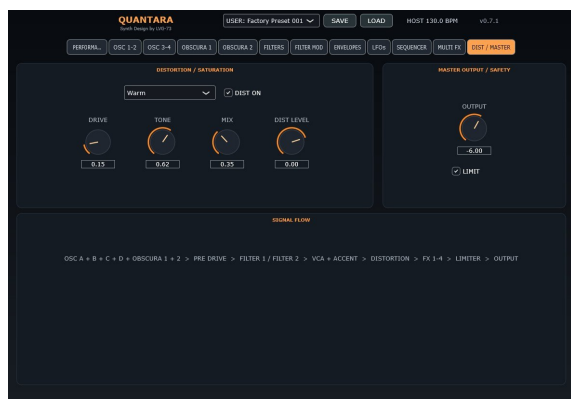
- Scalable interface with proportional resizing.
- INIT preset at the top of the preset list for a neutral starting point.
- Real-time visual modulation feedback: knobs move when controlled by envelopes or LFOs.
- Wavetable morphing with visible movement in the wavetable display.
- Four independent sequencers, one per oscillator, saved per preset.
- Multi-FX routing to OSC 1, OSC 2, OSC 3, OSC 4, OSC 1-2, OSC 3-4 or ALL.
- Current build target: Windows x64 VST3.



Sequencer page



Multi FX page



Dist / Master page



QUANTARA visual identity

### Quick reminder

Use INIT, build the core oscillator tone first, then add modulation, filters, sequencing and final FX.

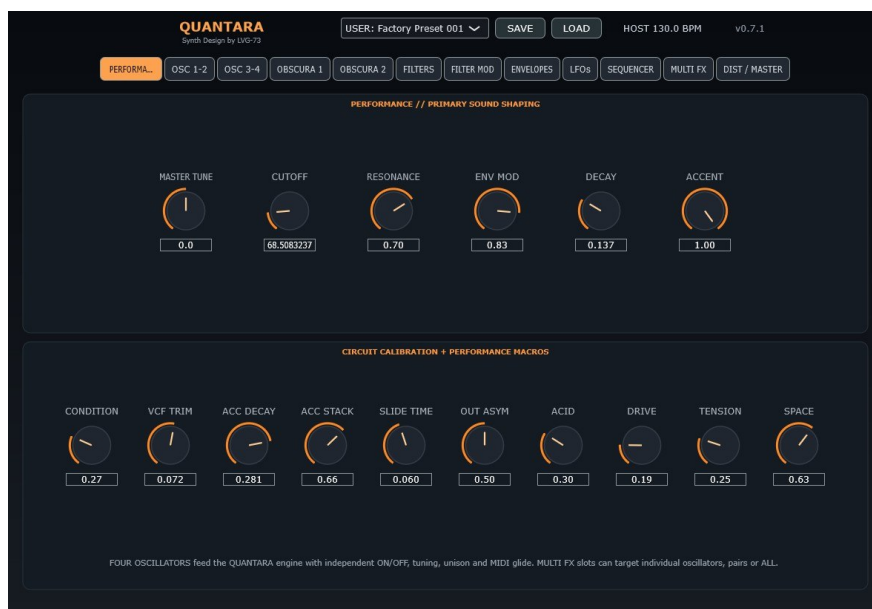
## Español • ES

Esta sección ofrece una visión práctica en español para instalar y utilizar QUANTARA.

QUANTARA es un sintetizador VST3 multi-motor y escalable que combina cuatro rutas de oscilador, un flujo de trabajo basado en wavetables, dos motores OBSCURA de sample/granular, doble filtro, modulación profunda, cuatro secuenciadores independientes y un rack de FX de cuatro ranuras con ruteo flexible.

### Instalación y arranque rápido

- Ejecuta QUANTARA\_Setup\_v0.7.6\_Win64.exe.
- Instala el plugin en la carpeta VST3 estándar.
- Abre tu DAW y vuelve a escanear los plugins VST3 si hace falta.
- Carga QUANTARA en una pista de instrumento.
- Empieza con el preset INIT para obtener una base neutra.



Página Performance: macros y moldeado principal.

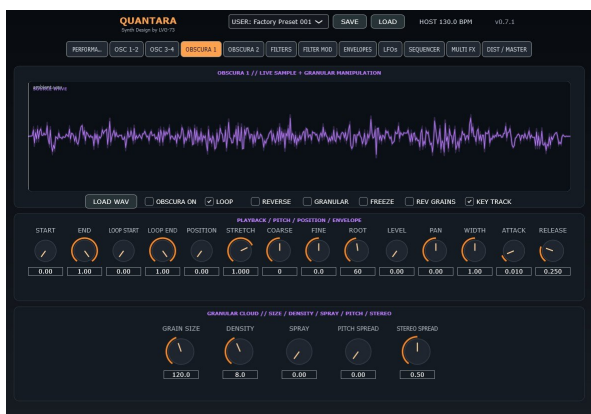
## Flujo de trabajo recomendado

- Carga INIT y entra en OSC 1-2 u OSC 3-4.
- Elige una wavetable o fuente de oscilador y ajusta nivel, afinación y morph.
- Añade movimiento mediante rutas ENV o LFO.
- Moldea el tono con Filter 1/2 y Filter Motion si lo necesitas.
- Agrega textura con OBSCURA 1 o OBSCURA 2.
- Programa uno de los cuatro secuenciadores por oscilador si quieres un patrón rítmico.
- Termina con Multi FX, Dist/Master y la protección del limiter.

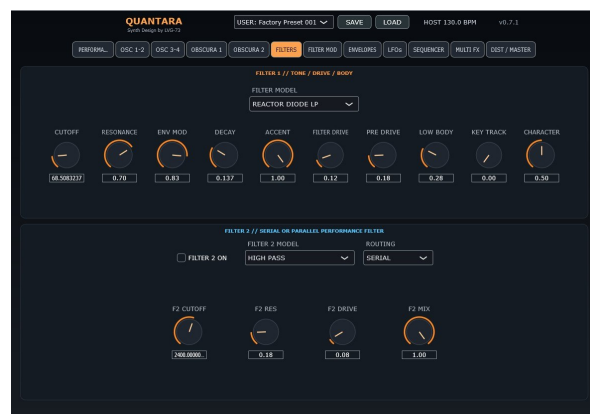
# Español • Engines & Modulation

## Key pages and concepts

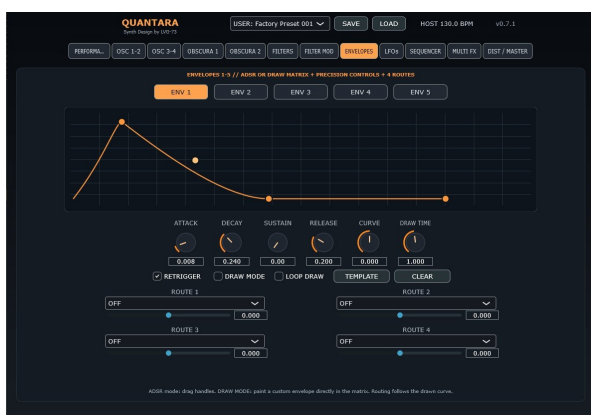
| Module            | Function                                                                     |
|-------------------|------------------------------------------------------------------------------|
| Performance       | Global shaping and performance macros.                                       |
| OSC 1-2 / OSC 3-4 | Four oscillator lanes, wavetable selection, tuning, morph, unison and glide. |
| OBSCURA 1 / 2     | Sample-based layers with granular-style playback controls.                   |
| Filters           | Dual-filter tone shaping, drive, body and routing.                           |
| Filter Mod        | Tempo-synced filter motion and accent/post-saturation controls.              |
| Envelopes         | Five envelopes with ADSR and DRAW modes, each with 4 routes.                 |
| LFOs              | Five LFOs with host sync, draw mode and 4 routes.                            |
| Sequencer         | Four independent sequencers, selectable as SEQ OSC 1/2/3/4.                  |
| Multi FX          | Four FX slots assignable per oscillator, by pairs, or ALL.                   |
| Dist / Master     | Distortion, output level and limiter/safety section.                         |



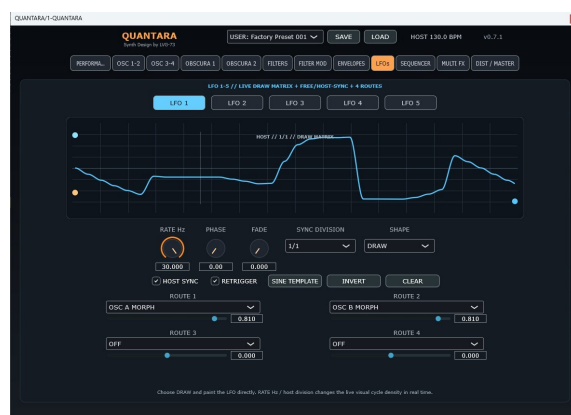
OBSCURA engine



Dual filter page



Envelope page

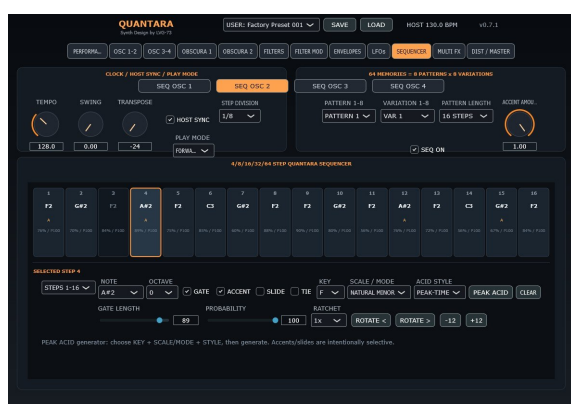


LFO page

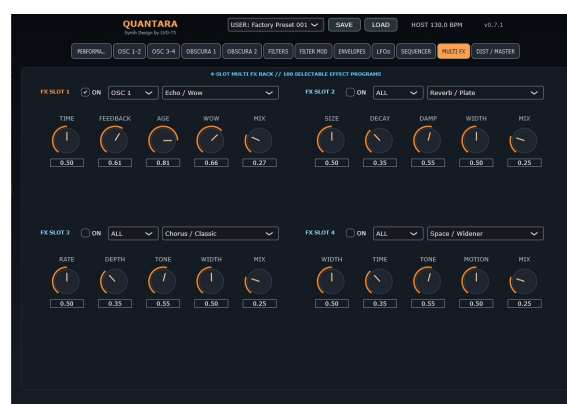
# Español • Sequencing, FX & Tips

## Notas de uso

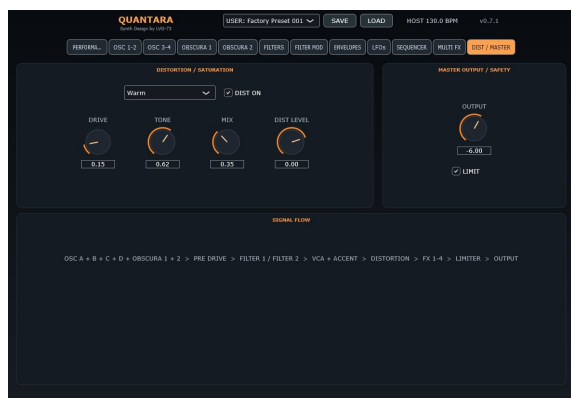
- Interfaz escalable con proporciones conservadas.
- Preset INIT al principio de la lista para empezar desde cero.
- Retroalimentación visual en tiempo real: los knobs se mueven cuando son modulados por envolventes o LFOs.
- Morph de wavetable con movimiento visible en la pantalla.
- Cuatro secuenciadores independientes, uno por oscilador, guardados en cada preset.
- Ruteo Multi-FX a OSC 1, OSC 2, OSC 3, OSC 4, OSC 1-2, OSC 3-4 o ALL.
- La compilación actual está orientada a Windows x64 VST3.



Sequencer page



Multi FX page



Dist / Master page



QUANTARA visual identity

### Quick reminder

Use INIT, build the core oscillator tone first, then add modulation, filters, sequencing and final FX.

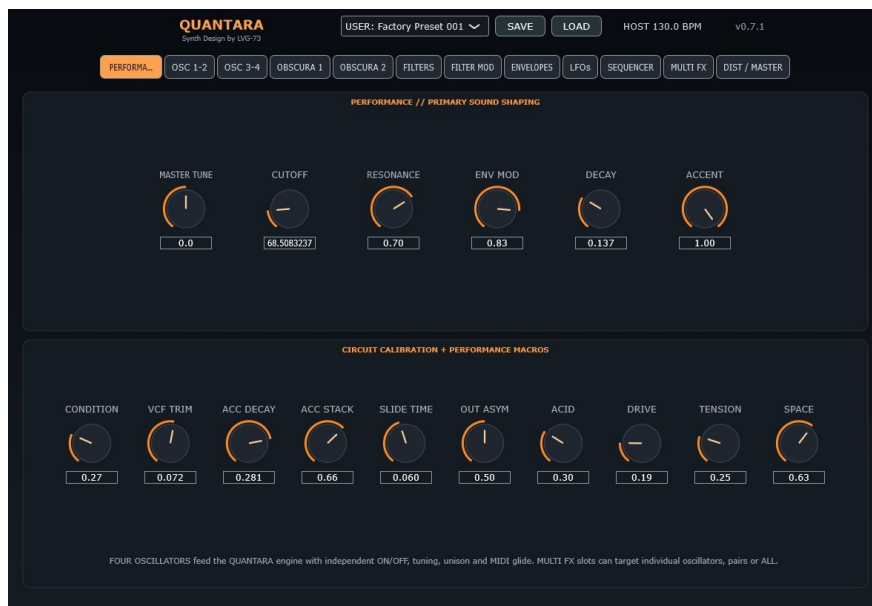
## Deutsch • DE

Dieser Abschnitt erklärt QUANTARA auf Deutsch – vom Setup bis zum kreativen Workflow.

QUANTARA ist ein skalierbarer Multi-Engine-VST3-Synthesizer mit vier Oszillator-Pfaden, großem Wavetable-Workflow, zwei OBSCURA Sample-/Granular-Engines, Doppelfilter, tiefer Modulation, vier unabhängigen Sequenzern und einem flexibel routbaren Vier-Slot-FX-Rack.

### Installation & Schnellstart

- Starte QUANTARA\_Setup\_v0.7.6\_Win64.exe.
- Installiere das Plugin in den Standard-VST3-Ordner.
- Öffne deine DAW und scanne VST3-Plugins bei Bedarf neu.
- Lade QUANTARA auf eine Instrumentenspur.
- Beginne mit dem INIT-Preset für einen neutralen Ausgangspunkt.



Performance-Seite: globale Makros und Klangformung.

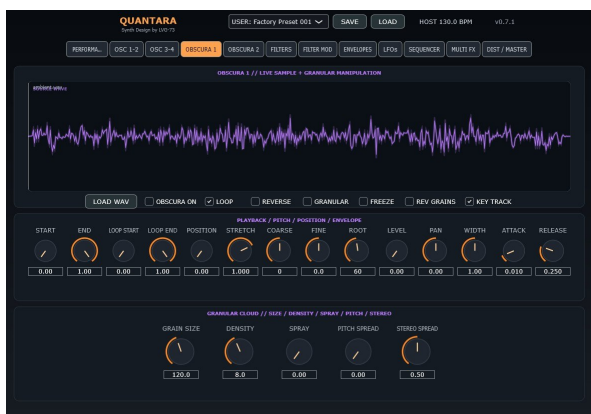
## Empfohlener Workflow

- Lade INIT und öffne OSC 1-2 oder OSC 3-4.
- Wähle eine Wavetable oder Oszillatorquelle und stelle Level, Tuning und Morph ein.
- Füge Bewegung mit ENV- oder LFO-Routings hinzu.
- Forme den Klang mit Filter 1/2 und optionalem Filter Motion.
- Erweitere den Klang mit OBSCURA 1 oder OBSCURA 2.
- Programme bei Bedarf einen der vier oszillatorbezogenen Sequencer.
- Schließe mit Multi FX, Dist/Master und Limiter-Schutz ab.

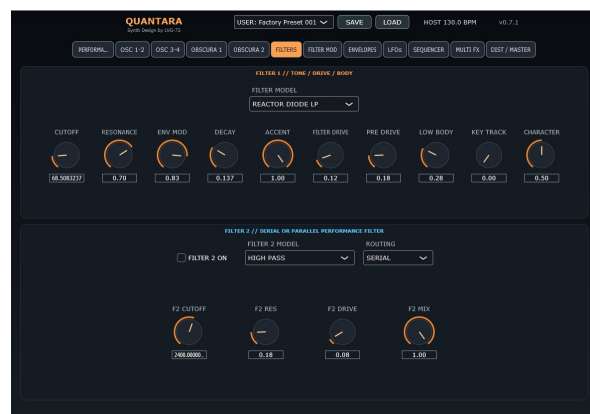
# Deutsch • Engines & Modulation

## Key pages and concepts

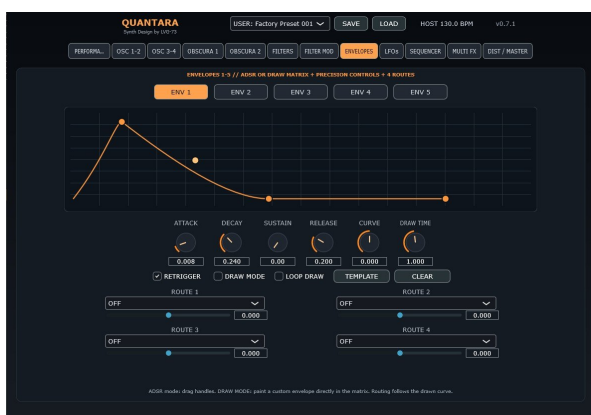
| Module            | Function                                                                     |
|-------------------|------------------------------------------------------------------------------|
| Performance       | Global shaping and performance macros.                                       |
| OSC 1-2 / OSC 3-4 | Four oscillator lanes, wavetable selection, tuning, morph, unison and glide. |
| OBSCURA 1 / 2     | Sample-based layers with granular-style playback controls.                   |
| Filters           | Dual-filter tone shaping, drive, body and routing.                           |
| Filter Mod        | Tempo-synced filter motion and accent/post-saturation controls.              |
| Envelopes         | Five envelopes with ADSR and DRAW modes, each with 4 routes.                 |
| LFOs              | Five LFOs with host sync, draw mode and 4 routes.                            |
| Sequencer         | Four independent sequencers, selectable as SEQ OSC 1/2/3/4.                  |
| Multi FX          | Four FX slots assignable per oscillator, by pairs, or ALL.                   |
| Dist / Master     | Distortion, output level and limiter/safety section.                         |



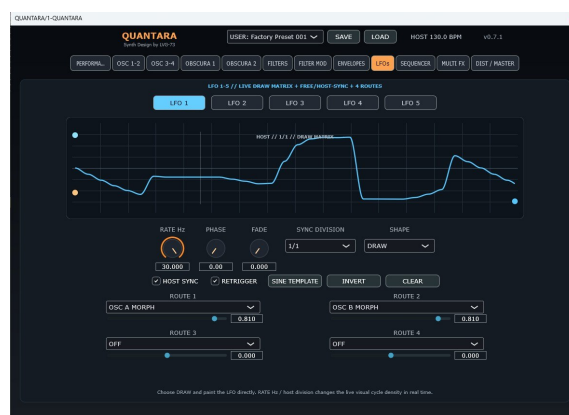
OBSCURA engine



Dual filter page



Envelope page

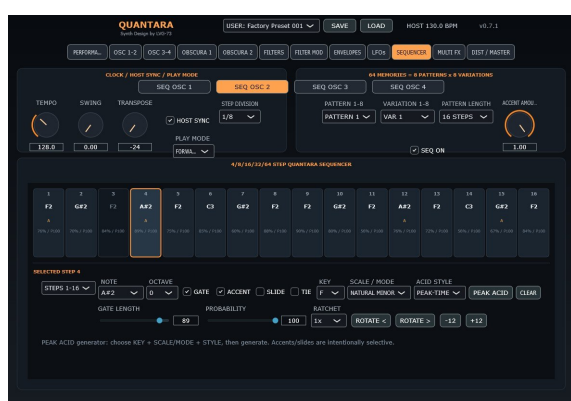


LFO page

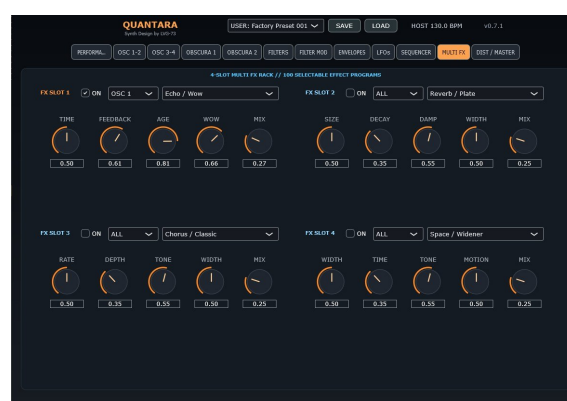
# Deutsch • Sequencing, FX & Tips

## Hinweise zur Nutzung

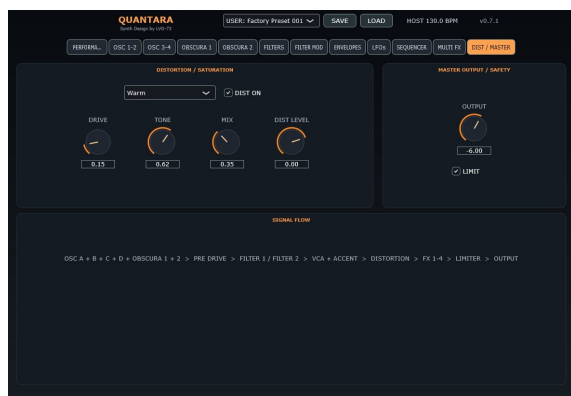
- Skalierbares Interface mit erhaltenen Proportionen.
- INIT-Preset am Anfang der Preset-Liste für einen neutralen Start.
- Visuelles Echtzeit-Feedback: Regler bewegen sich bei Hüllkurven- oder LFO-Modulation.
- Wavetable-Morphing mit sichtbarer Bewegung im Display.
- Vier unabhängige Sequencer, einer pro Oszillator, im Preset speicherbar.
- Multi-FX-Routing auf OSC 1, OSC 2, OSC 3, OSC 4, OSC 1-2, OSC 3-4 oder ALL.
- Aktueller Build-Zieltyp: Windows x64 VST3.



Sequencer page



Multi FX page



Dist / Master page



QUANTARA visual identity

Quick reminder

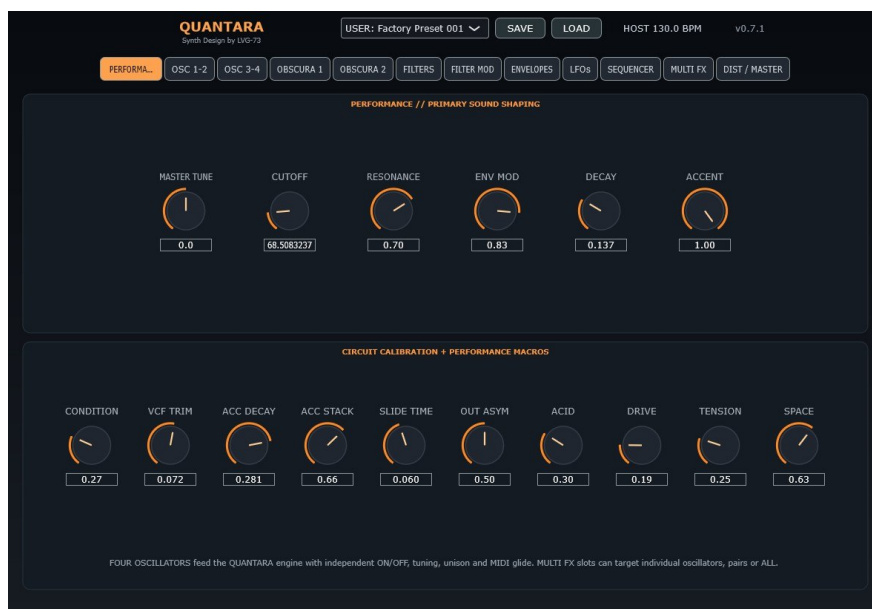
Use INIT, build the core oscillator tone first, then add modulation, filters, sequencing and final FX.

## Nederlands • NL

Deze sectie geeft een praktische Nederlandstalige handleiding voor installatie en gebruik van QUANTARA.

QUANTARA is een schaalbare multi-engine VST3-synthesizer met vier oscillatorpaden, een uitgebreide wavetable-workflow, twee OBSCURA sample-/granular-engines, dual filters, diepe modulatie, vier onafhankelijke sequencers en een flexibel routeerbare vier-slot FX-rack.

- Installatie & snelle start
- Start QUANTARA\_Setup\_v0.7.6\_Win64.exe.
  - Installeer de plugin in de standaard VST3-map.
  - Open je DAW en scan VST3-plugins opnieuw indien nodig.
  - Laad QUANTARA op een instrumenttrack.
  - Begin met de INIT preset voor een neutraal startpunt.



Performance-pagina: globale klankvorming en macro's.

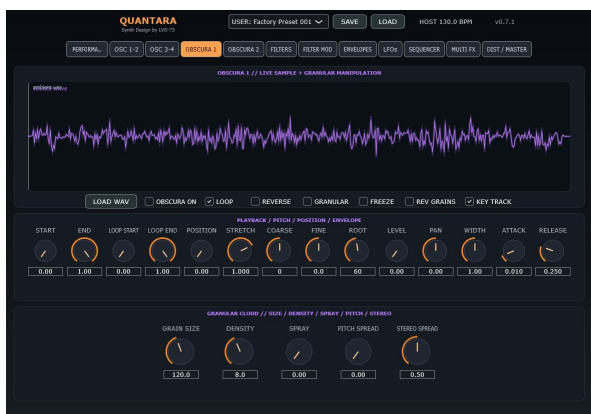
## Aanbevolen workflow

- Laad INIT en ga naar OSC 1-2 of OSC 3-4.
- Kies een wavetable of oscillatorbron en stel level, tuning en morph in.
- Voeg beweging toe met ENV- of LFO-routes.
- Vorm de klank met Filter 1/2 en eventueel Filter Motion.
- Voeg extra textuur toe met OBSCURA 1 of OBSCURA 2.
- Programmeert desgewenst één van de vier sequencers per oscillator.
- Werk af met Multi FX, Dist/Master en limiter-beveiliging.

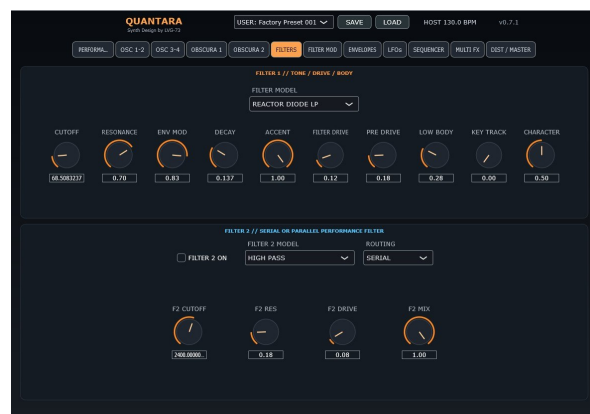
# Nederlands • Engines & Modulation

## Key pages and concepts

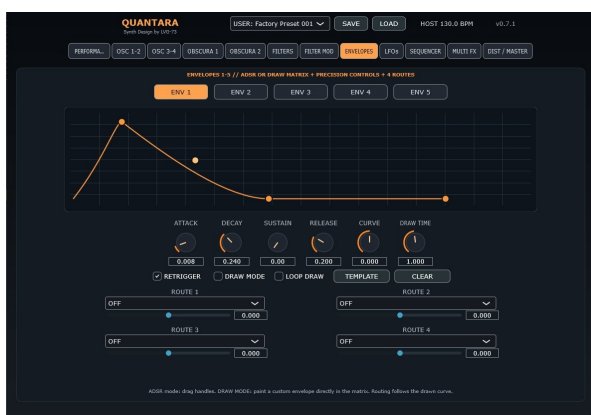
| Module            | Function                                                                     |
|-------------------|------------------------------------------------------------------------------|
| Performance       | Global shaping and performance macros.                                       |
| OSC 1-2 / OSC 3-4 | Four oscillator lanes, wavetable selection, tuning, morph, unison and glide. |
| OBSCURA 1 / 2     | Sample-based layers with granular-style playback controls.                   |
| Filters           | Dual-filter tone shaping, drive, body and routing.                           |
| Filter Mod        | Tempo-synced filter motion and accent/post-saturation controls.              |
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| Multi FX          | Four FX slots assignable per oscillator, by pairs, or ALL.                   |
| Dist / Master     | Distortion, output level and limiter/safety section.                         |



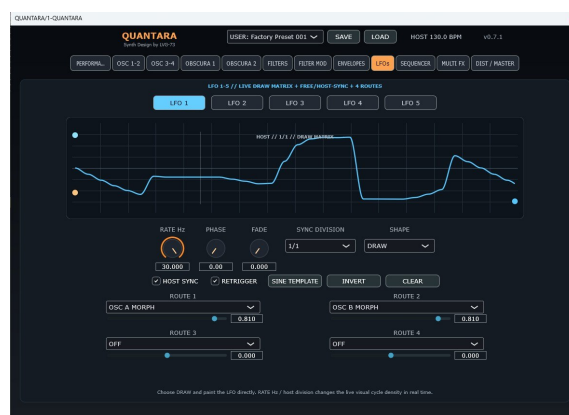
OBSCURA engine



Dual filter page



Envelope page

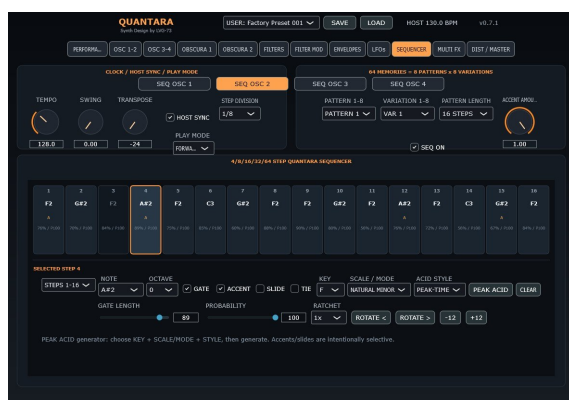


LFO page

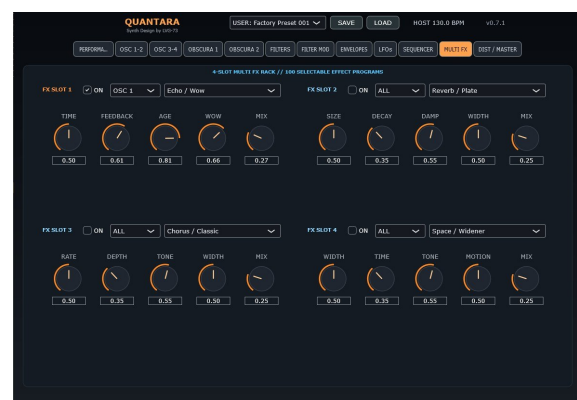
# Nederlands • Sequencing, FX & Tips

## Gebruiksnotities

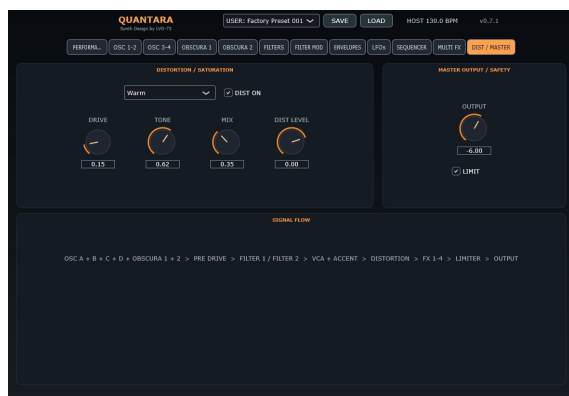
- Schaalbare interface met correcte verhoudingen.
- INIT preset staat bovenaan de presetlijst als neutrale start.
- Live visuele modulatie-feedback: knoppen bewegen mee bij envelope- of LFO-modulatie.
- Wavetable morphing is zichtbaar in het wavetable-display.
- Vier onafhankelijke sequencers, één per oscillator, opgeslagen in de preset.
- Multi-FX routing naar OSC 1, OSC 2, OSC 3, OSC 4, OSC 1-2, OSC 3-4 of ALL.
- Huidige builddoel: Windows x64 VST3.



Sequencer page



Multi FX page



Dist / Master page



QUANTARA visual identity

### Quick reminder

Use INIT, build the core oscillator tone first, then add modulation, filters, sequencing and final FX.

## End of manual

QUANTARA Beta v0.7.6 manual generated from the current project screenshots and feature set. If you want, this manual can later be expanded with preset examples, step-by-step tutorials, or a dedicated troubleshooting chapter.

