

PSP Audioware Announce PSP Saturator



PSP Audioware, creators of plugin legends such as PSP VintageWarmer2, PSP InfiniStrip, and the PSP 2445 EMT, announce their latest plugin PSP Saturator.

PSP Saturator emulates the way that analog devices such as tape recorders and valve circuits warm up and “saturate” audio material. This is achieved by adding harmonics, dedicated filtering, and dynamic processing. PSP Saturator uses three algorithms to emulate these devices, and offers eight different shape modes for loads of flexibility from subtle 'mix mojo' to outright audio destruction.

PSP Saturator Features At A Glance

- 8 different saturation shapes for a variety of tonal flavors.
- Three signal sculpting engines (low, high, overall saturation).
- Adjustable Low and High band processing engines for adequate, band related warming effects.
- Parallel mix option, with internal intelligent phase alignment.
- Multiple metering modes for signal analysis.
- Additional control panel for fine-tuning of various saturation parameters and smoothing.
- Three output modes (off, sat, lim) for shaping the final output stage.
- Input and Output gain controls, with optional relative link.
- Optional "FAT" quad-sampling for pristine saturation quality.
- Very low internal latency of 6 samples.
- 200 presets designed by top engineers and producers around the globe including Michael Brauer, Jason LaRocca, Ronan Chris Murphy, Jurij Ricotti, and John Kurzweg.

PSP Saturator is based on the concept of the PSP MixSaturator which was developed 21 years ago. About two years ago, we decided it was time to reintroduce this concept and bring it up to modern standards, as well as use this opportunity to implement what we've learned in the last few decades of plug-in development.

During the long months of the development cycle, it became apparent to PSP Audioware that each part of its algorithms had to be written from scratch, or at least seriously redesigned based on what we've learned in our DSP escapades in the last 21 years.

PSP Audioware didn't want to simply copy the older engines, and they quickly realized this was time for a total refresh of one of our most lauded plug-ins while still keeping true to its roots. By extending the development process and critically analyzing all they had learned, not only would be be able to address some of the original's weaknesses; they could adopt support for retina screens, design scalable interfaces, and introduce oversampling support up to a whopping 384Khz for the most pristine sonic quality available.

With changes comes compromise though - in many cases, PSP Audioware realised that keeping backwards compatibility was no longer possible due to the range of changes to virtually every aspect of the plugin and the number of new parameters to add even more detailed control that wasn't possible before.

By this point, PSP Audioware realized they could further fine-tune the plug-in by refreshing every single algorithm inside of PSP Saturator to ensure it was the best possible form of saturation no matter what flavor you choose. With the support of top mixing engineers and producers, and a relatively long beta process, they meticulously refined each algorithm to win the hearts (and more importantly, ears) of some of the most discerning and demanding users in the industry.

The result of all this cooperation, testing, development, and teamwork is truly stunning - while at its core, the concept stems from our classic PSP MixSaturator. PSP Audioware are confident that this plugin represents the best form of what they can currently offer by combining our 21 years of development experience to create something with unrivalled quality and versatility that is ready to stand the test of time for the next 20 years.

With that said, it is now time to retire and say a bittersweet farewell to their long-time friend PSP MixSaturator. Going forward, it will be considered a legacy product with no further support as it has been replaced and redesigned with its legacy living on in this new release.

PSP Saturator brings an all-new product that implements the latest and greatest in terms of both DSP and support for modern systems with compatibility for Windows 11, Mac OS Silicon, extensive oversampling, and the most pristine saturation PSP Audioware can offer.

As usual, PSP Audioware recommends you rely on your own ears, experience and needs when it comes to plug-ins. They'd encourage all users to download the free demo version and play with it for 30 days before making any decision. Up to date iLok License Manager application installed (an iLok dongle not required).

Until November 14th PSP Saturator will be offered at the special introductory price. Starting from November 15th PSP Saturator regular price will be applied. Current users of the PSP MixPack bundle can buy PSP Saturator with additional 70% discount.

Minimum System Requirements

PC

VST3

- Windows 7 – Windows 11
- 64-bit VST3 compatible application

VST

- Windows 7 – Windows 11
- 64-bit VST compatible application

AAX

- Windows 7 – Windows 11 64-bit Pro Tools 11, 12 or Pro Tools HD 11, 12 or Pro Tools Ultimate
- macOS Intel or macOS Silicon AudioUnit
- macOS 10.10 – macOS 12.01 Monterey

- 64-bit AudioUnit compatible host application VST
- macOS 10.10 – macOS 12.01 Monterey
 - 64-bit VST compatible host application VST3
- macOS 10.10 – macOS 12.01 Monterey
 - 64-bit VST3 compatible host application AAX
- macOS 10.10 – macOS 12.01 Monterey
 - 64-bit Pro Tools 11, 12 or Pro Tools HD 11, 12 or Pro Tools Ultimate

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