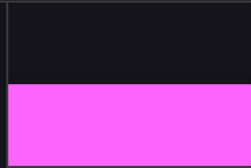


sync  
 unison  
 smooth



TUNING



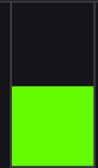
ADSR



BEND



VEL



SPD



OUT

# ORBINATOR

## KVR Developer Challenge 2026

Orbinator is a wavetable synth where the wavetables are not fixed – they evolve.

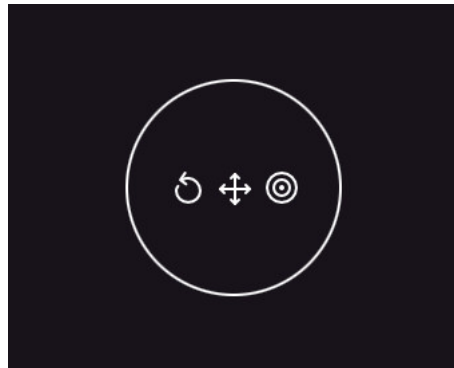
Place one or more orbs and give them a speed, direction and rotation radius. The line that connects the orbs describes a single cycle of the waveform that gets played. Because the orbs move, the wave is always changing shape.

This plug-in was inspired by an obscure method known as *scanned synthesis* where the wavetable is dynamically generated from a physical model of masses and springs. In Orbinator, the "physical model" consists of dots spinning around circles with an imaginary string between them.

# HOW TO USE

**Double-click** anywhere in the window to add a new orb. You can add up to 8 orbs.

Hover near the center of a circle to reveal additional controls.



From left-to-right, these do the following:

- **SPEED** Click on the icon and drag up or down to change the rotation speed and direction. Double-click to stop the orb from moving.
- **MOVE** Drag to reposition the circle. Double-click to delete this orb.
- **SIZE** Drag up or down to change the circle radius. Double-click to restore default size.

**ORBiNATOR**



NEW Preset\*

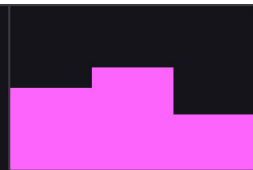


The bar at the top lets you select a preset or save new presets (the + icon).

Clicking the **X** icon removes all orbs and restores the session to a clean slate.

The **DICE** generates random orbs.

sync  
unison  
SMOOTH



TUNING



ADSR



BEND



VEL



SPD



OUT

**SYNC** If enabled, the rotation speed of the orbs is relative to the BPM. Speeds range from one 1/16th note per revolution (fast!) to 16 bars (slow).

**UNISON** Adds extra detuned voices.

**SMOOTH** If enabled, uses smooth interpolation between the orb positions, otherwise uses linear interpolation. (The UI always shows straight lines even if smooth is enabled.)

**TUNING** Pitch adjustment in octaves, semitones, and cents.

**ADSR** Your typical envelope controls.

**BEND** Amount of pitch bend in semitones, for the **pitch wheel**.

**VEL** Velocity sensitivity. If off, velocity is ignored.

**SPD** Sets the simulation speed, from 0.1 – 10x. This affects the speed of the orbs. You can also use the **mod wheel** for this. (Note: The animation speed in the UI doesn't change.)

**OUT** Output level in dB.

## INSTALLATION INSTRUCTIONS

### Windows

1. Copy **Orbinator.vst3** to the folder **C:\Program Files\Common Files\VST3**
2. In your DAW, look for **audiodev.blog > Orbinator**. This is an instrument plug-in.

### Mac

The Mac version of the plug-in is signed and notarized.

1. Copy **Orbinator.component** to the folder **/Library/Audio/Plug-Ins/Components**
2. Copy **Orbinator.vst3** to the folder **/Library/Audio/Plug-Ins/VST3**
3. In your DAW, look for **audiodev.blog > Orbinator**. This is an instrument plug-in.

---

**TIP:** If the AU version of the plug-in is not visible in your DAW, open **Applications/Utilities/Terminal**. Type the following into the Terminal window and press the enter key:

```
killall -9 AudioComponentRegistrar
```

Then restart your DAW. Now the plug-in should be visible. If not, reboot your Mac.

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