

Morpher Perform FXs

Refill for Reason



USER MANUAL
version 1.0

Table of Contents

Morpher Perform FXs	1
1. Introduction	3
2. Installation	4
3. Usage	5
4. List of Patches	20

1. Introduction

Morpher Perform FXs is a collection of combinator patches built around the **Morpher Rack Extension** and **Reason 13** stock devices. These are designed to be playable instruments rather than “set and forget” effects. You can ride them live or automate them for transitions like breakdowns, pre-choruses, and drops. Or you can use them to add bursts of variation anywhere in your tracks.

The Refill features a wide range of effects, putting together reverbs, delays, modulation, and distortion into creative combinations. At the heart of the interface is Morpher’s X-Y pad, which enables real-time control by moving the cursor across eight snapshot slots. Each snapshot captures a unique configuration of parameters, designed to produce everything from subtle shifts in tone to dramatic transformations.

Beyond morphing between snapshots, certain patches include a “punch-in” option that lets you activate an effect instantly when needed. All effects can also be triggered via MIDI notes, making the Refill equally suited for studio production and dynamic live performances.

The Perform FXs work equally well in the Reason DAW or in the Reason Rack VST inside another DAW.

2. Installation

Please note: in order to use this Refill, you'll need a license for the Morpher Rack Extension (version 1.2.0 and up) from Retouch Control, and a Reason 13 (and up) license or R+ subscription. Additionally, you need the "RV7000 mkII patches" free refill, which is usually installed along with the Reason Factory Soundbanks.

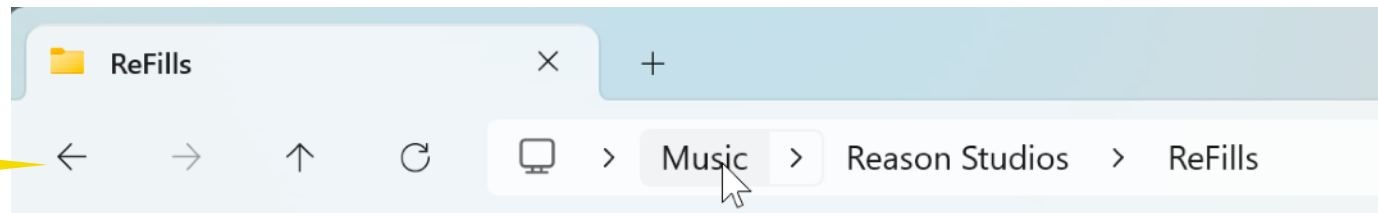
After downloading and unzipping the Refill zip package, you'll find two files. The first named "**Morpher Perform FXs.rfl**" contains all the patches. The second file named "**Morpher Perform FXs.rsmeta**" contains the tagging information for the Reason 13 (and up) browser.

These two files should be stored together in the same location on your drive. Reason Studios recommends that both files should be placed inside the "Reason Studios/ReFills" folder in the user's Music folder, as it's automatically indexed in Reason 13 (and up).

Mac path

Macintosh HD > Users > User > Music > Reason Studios > ReFills

Windows path



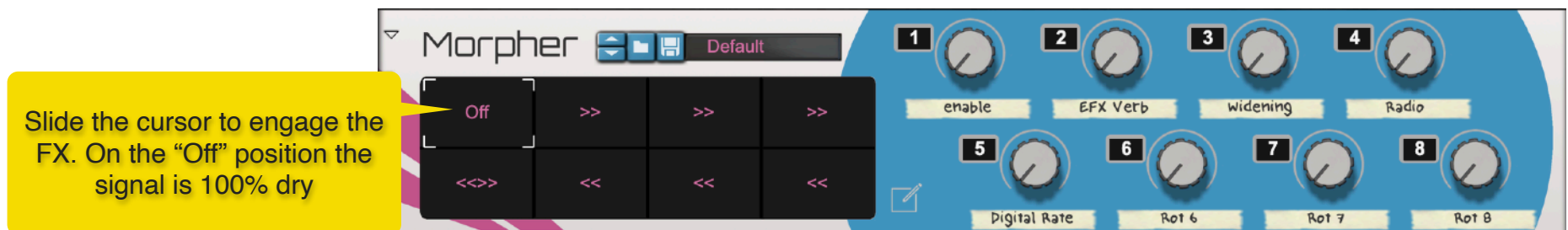
3. Usage

The combinators in the Refill can be inserted anywhere in the signal chain, except for inside other combinators (this is not possible in Reason). There are some slight differences when using the Perform FXs inside the Reason DAW and the Reason Rack VST, so they will be discussed separately in the following subsections. First some general information about the type of Perform FXs in the Refill.

3.1 Type of Perform FXs

There are two types of Perform FXs in this Refill.

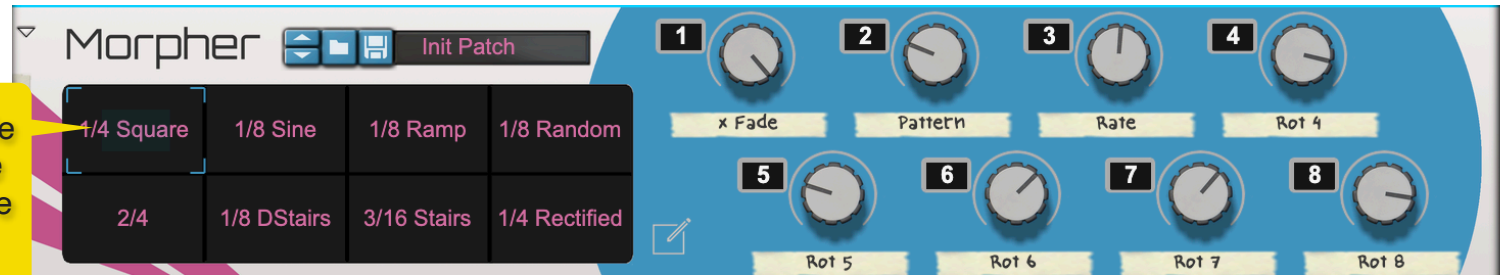
The first type is the “**slide and morph**” effect. It begins at a snapshot where the signal is fully dry. By moving the cursor across the X-Y pad, you engage the effect and morph its parameters. To return to the dry signal, simply move the cursor back to the Off position. This type of effect is ideal for creating smooth, evolving transitions.



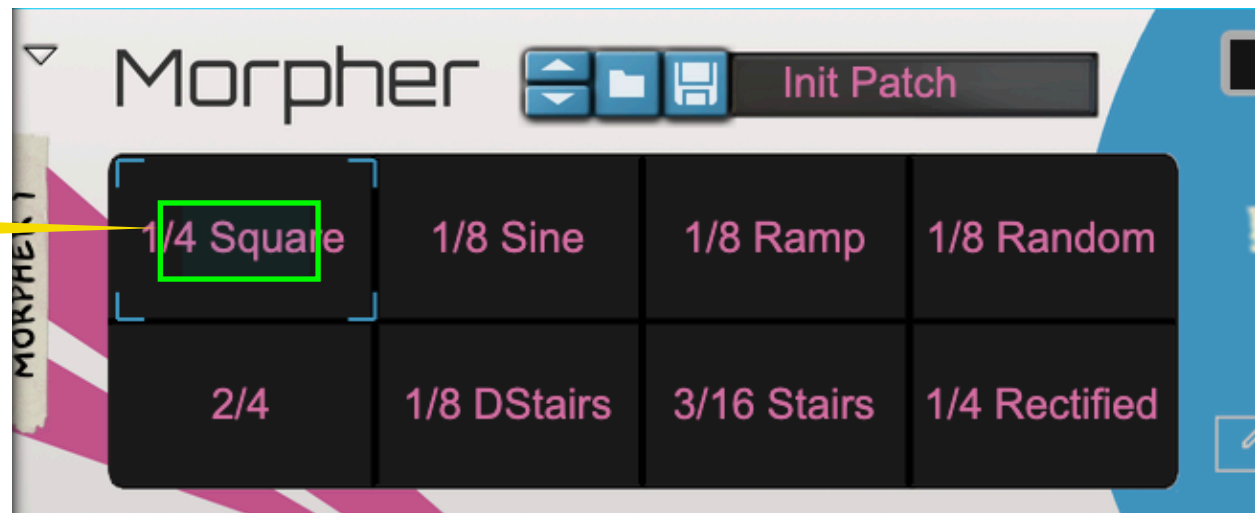
The second type is the “**punch-in, slide and morph**” effect. You activate it by clicking within the shaded rectangle inside the cursor area, then optionally move the cursor across the X-Y pad to morph the parameters. Once you release the mouse, the effect disengages and the signal returns to dry. This style works especially well for quick punch-in moments, letting you add bursts of variation that punctuate repeating sections before snapping right back to the original signal.

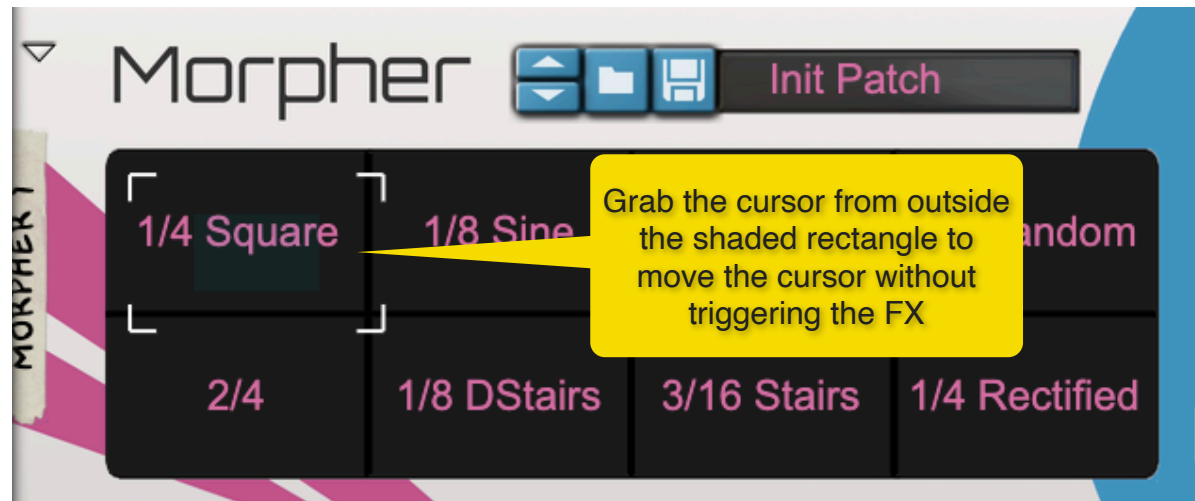
Click in the shaded rectangle inside the cursor to engage the FX, then optionally move the cursor to morph the parameters.

Release the mouse to return to the dry signal



Shaded Area for triggering the FX





3.2 Perform FXs in the Reason DAW

The Morpher Perform FXs can be used on the entire mix signal or on single parts (e.g. vocals, instruments, drums). Some patches are well suited to be used as insert FXs on the Master Section, especially for song transitions.

For transition effects, place the Perform FX inside the Master Section.

Turn OFF the Bypass button to hear the FX!

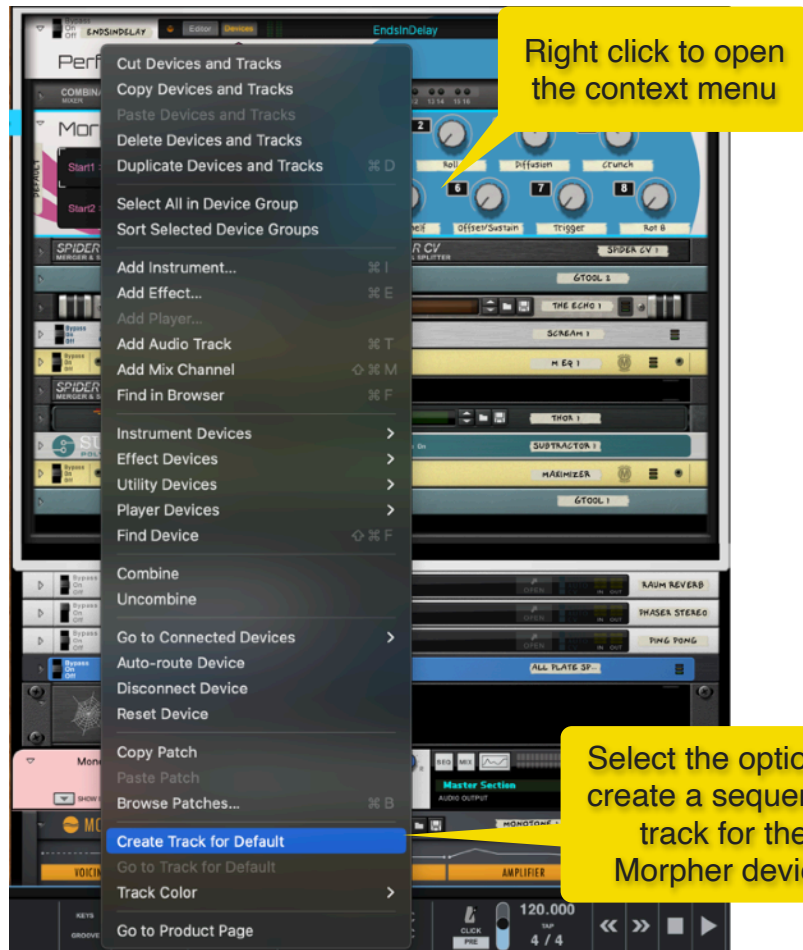


For single parts, you have the option to add the Perform FX inside the mixer channel or after the instrument, as shown below.

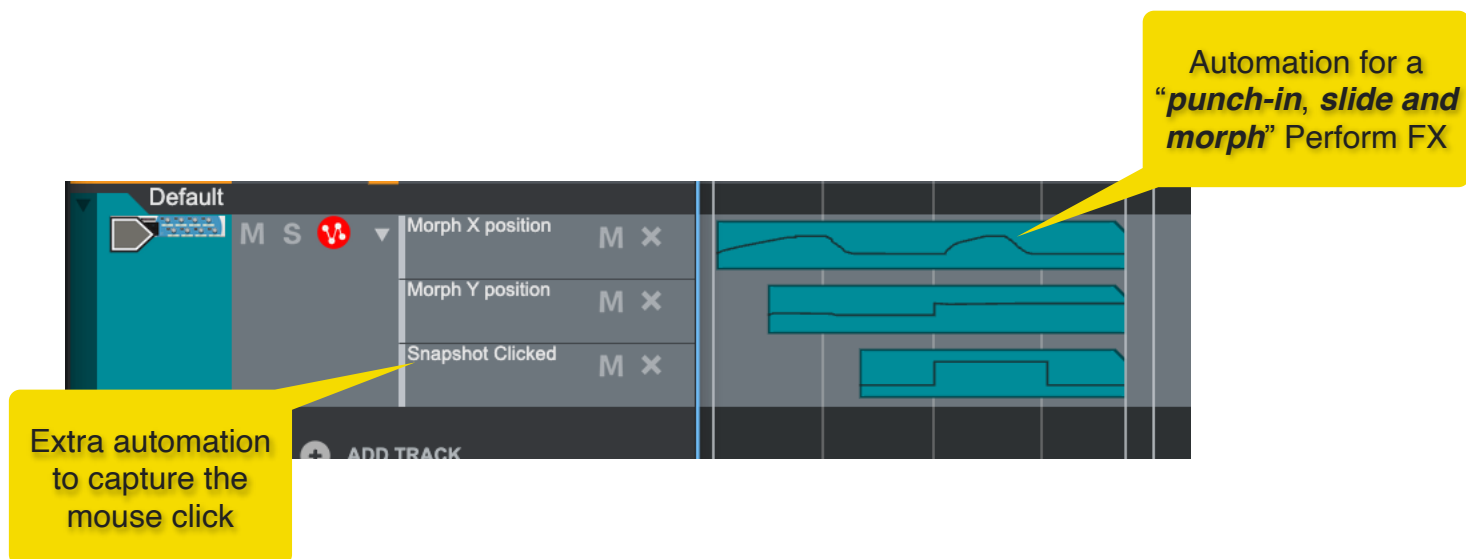
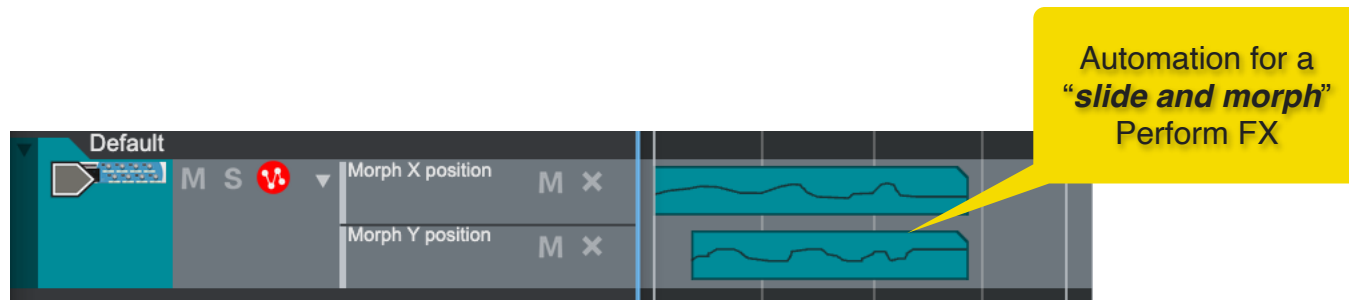




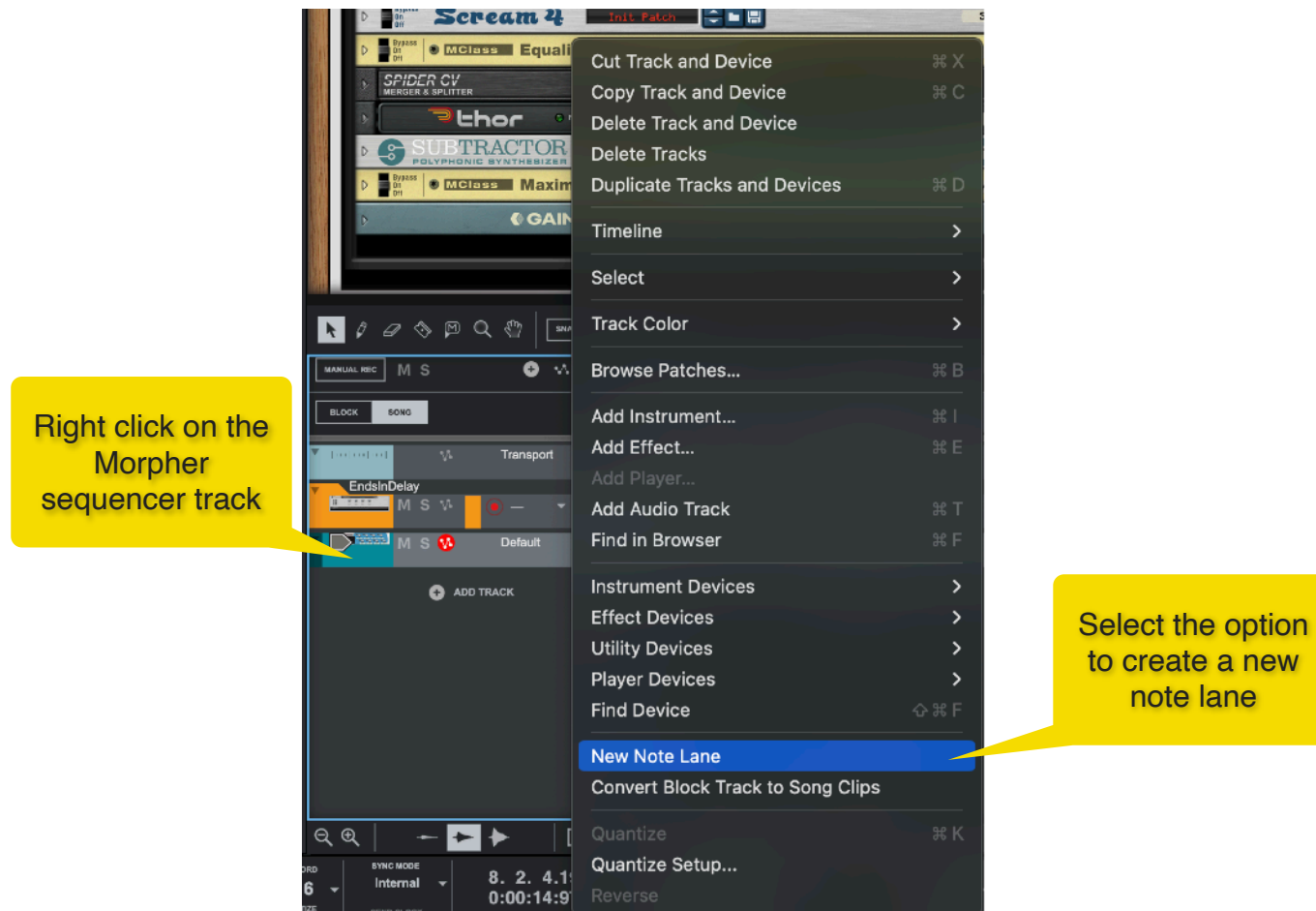
If you want to automate a Perform FX, it is important that a sequencer track is created for the automation. This can be accomplished in two ways. The first method is to right-click on the Morpher device inside the combinator and from the context menu choose “Create Track for xxxx”, where “xxxx” stands for the name assigned to the Mother device in question (usually “Default”). The second method consists of clicking and arming the sequencer handle (in light blue).

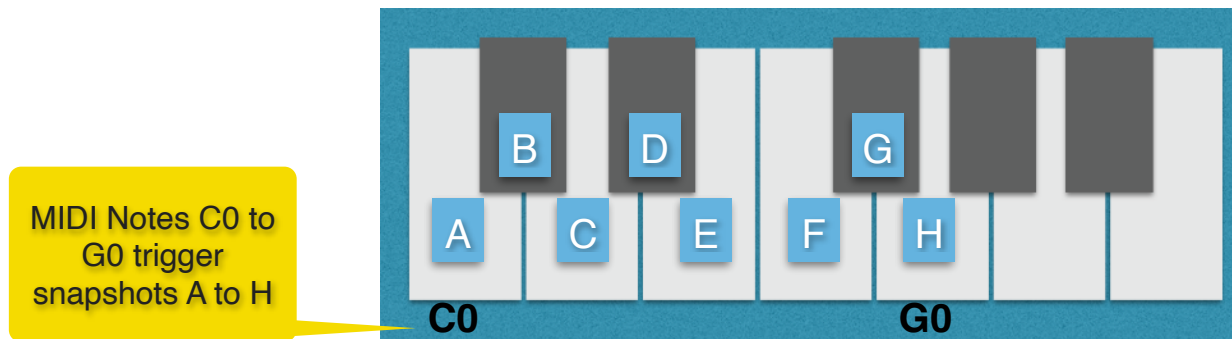
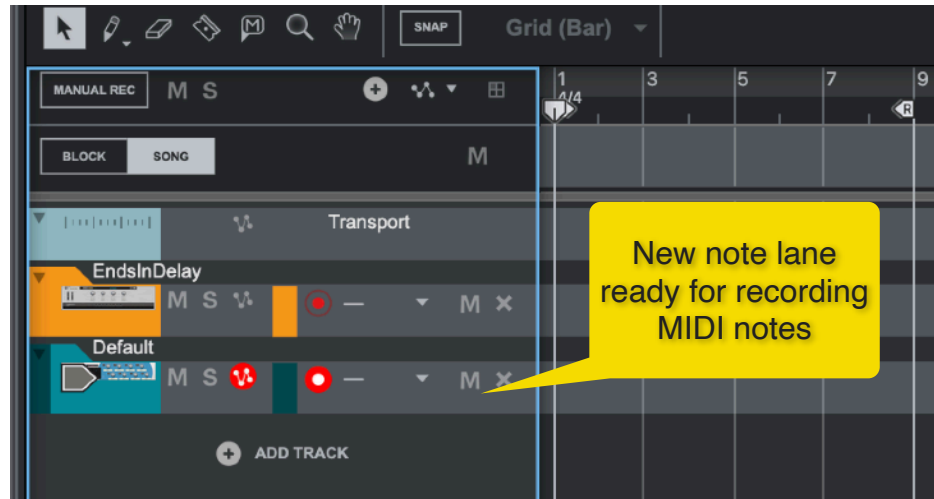


Select the option to create a sequencer track for the Morpher device



Similarly, if you want to control a Perform FX via MIDI notes, you need to create a track for the Morpher device inside the combinator (see above). If you want to record the midi, then right click on the sequencer track and from the menu choose “New Note Lane”. The snapshots can now be triggered using MIDI notes C0 to G0, and you can record the MIDI notes.





3.3 Perform FXs in the Reason Rack VST

The Perform FXs can be used in both the "Reason Rack Plugin" and the "Reason Rack Effect Plugin". In the first case, the FX can only be applied to the instrument(s) inside the Reason Rack. In the second case, the FX can be applied to tracks inside the Host DAW, including the main (master) track.

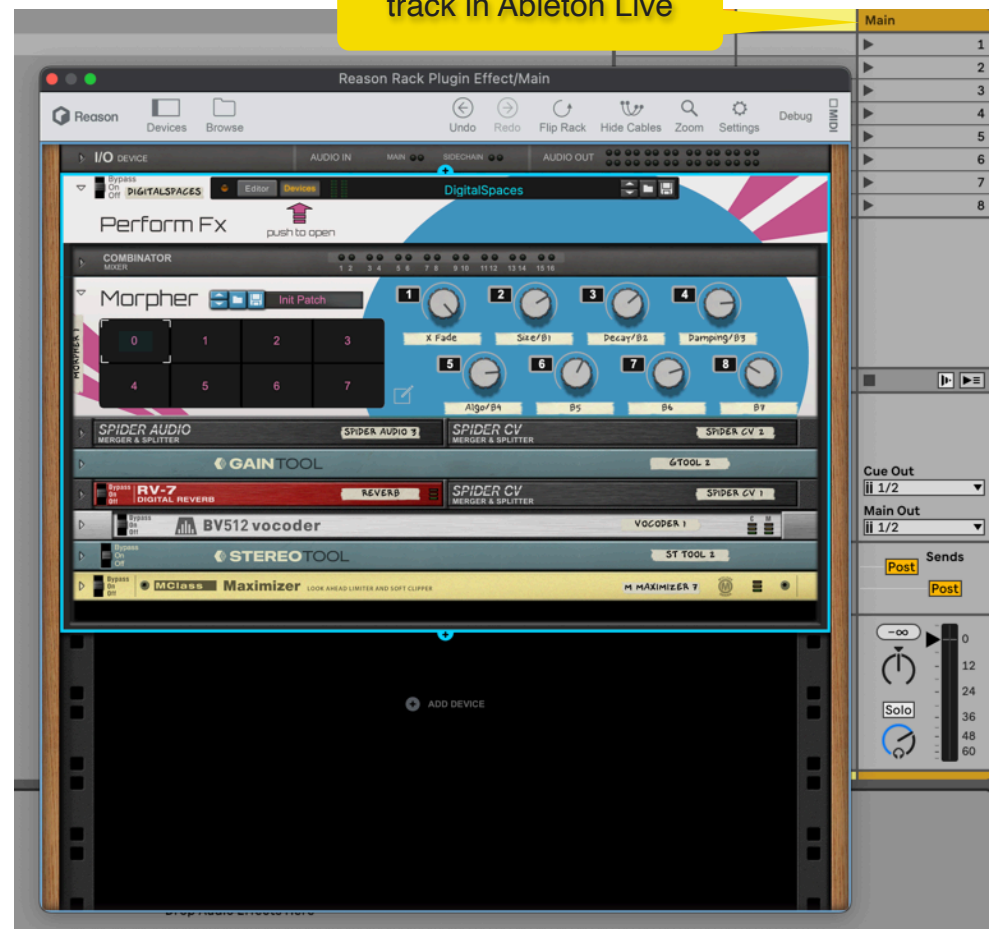


In the Reason Rack Plugin, the Perform FXs can only be applied to instruments inside the rack

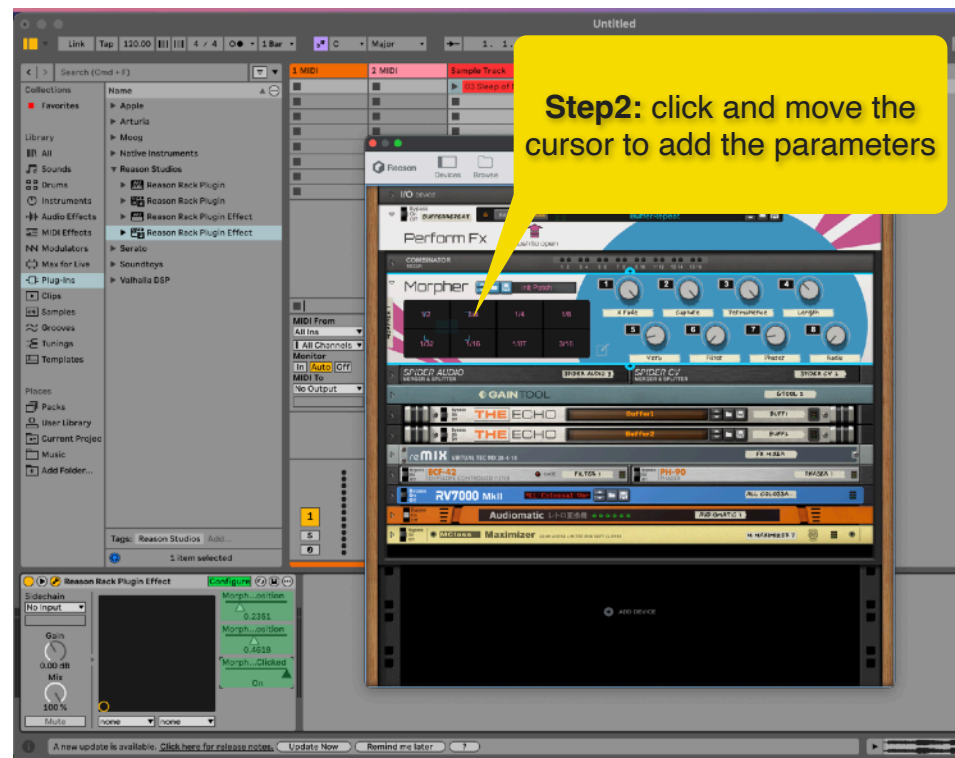
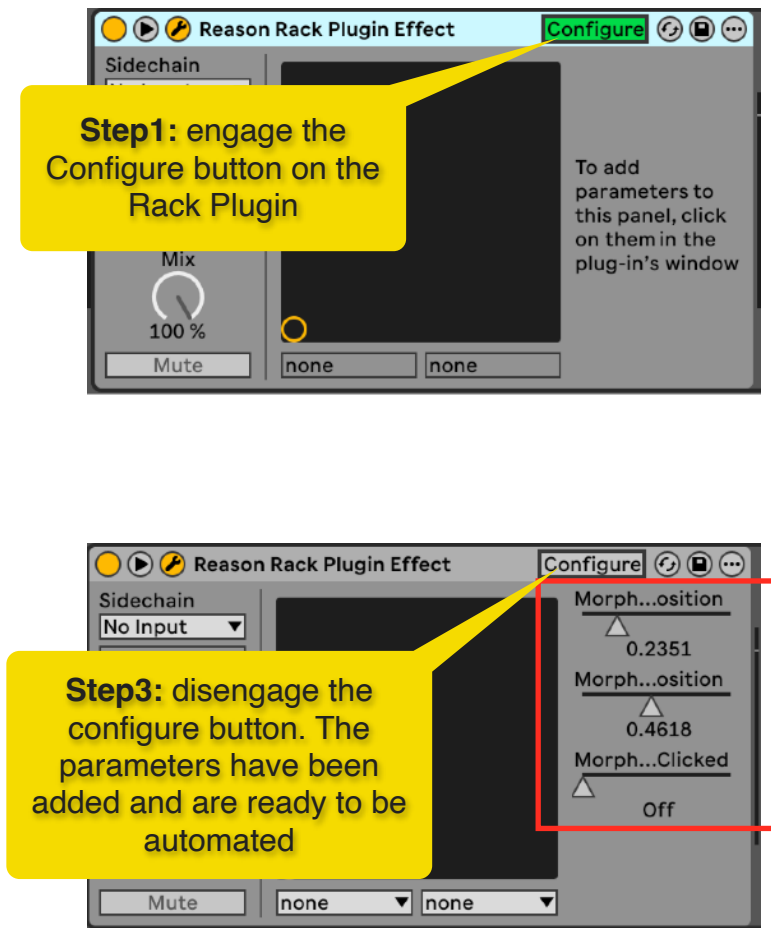
In the Reason Rack Plugin Effect, the Perform FXs can be applied to MIDI or Audio tracks in your DAW



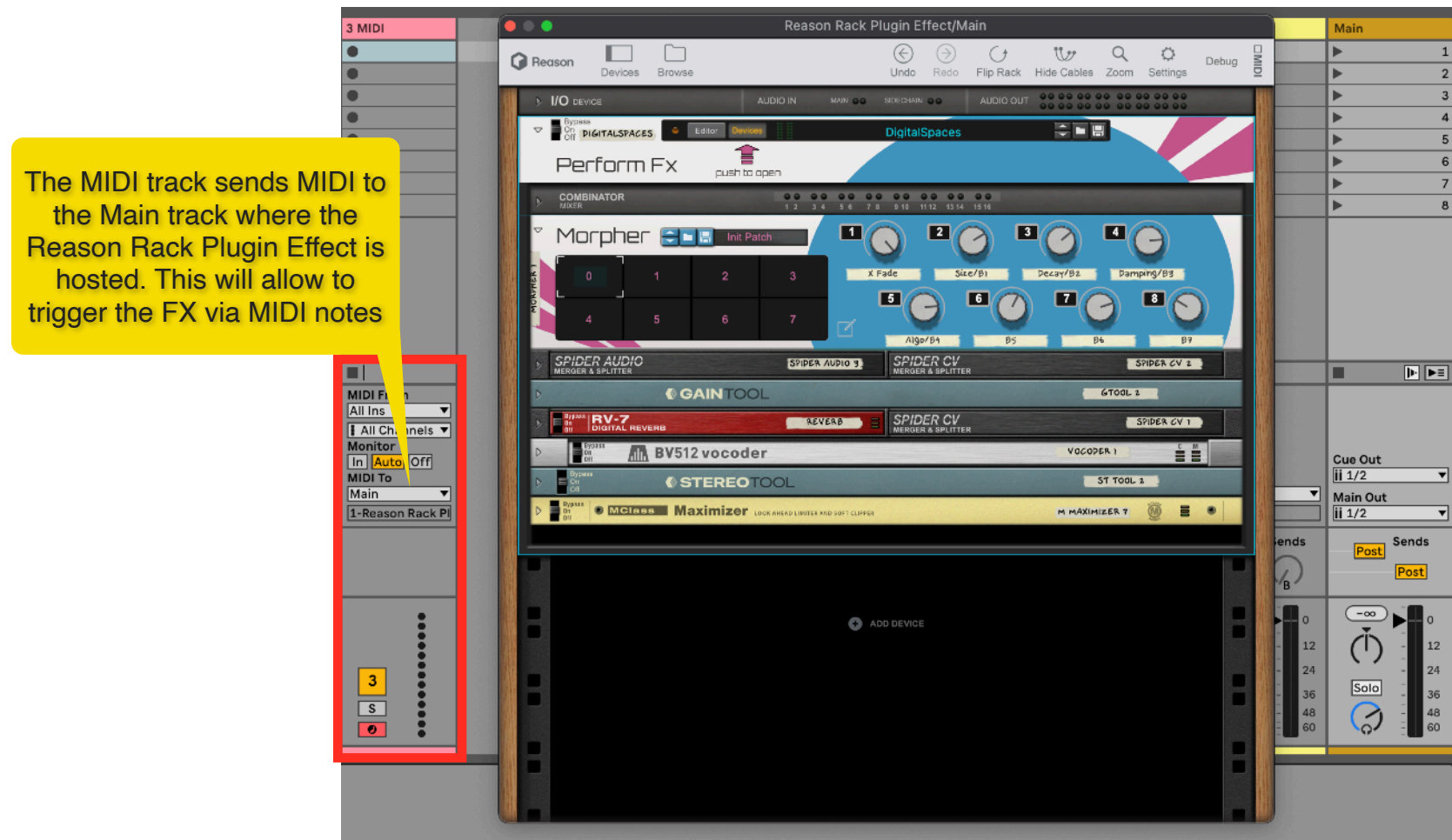
Reason Rack Plugin Effect applied to the Main track in Ableton Live

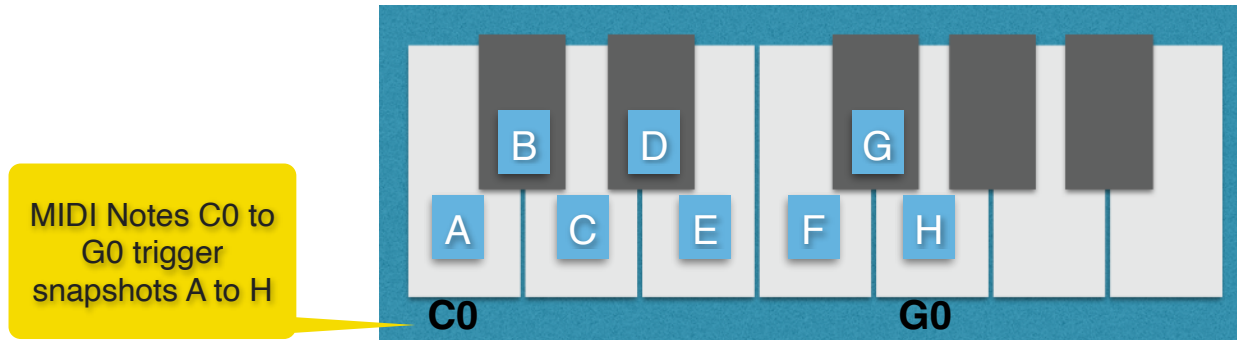


Depending on your Host DAW, recording automation might require some configuration. Here it is shown how to configure the Reason Rack Plugin inside Ableton Live.



For triggering the effects via MIDI notes, you need a MIDI track which sends MIDI notes to the track hosting the Reason Rack Plugin. In the example below, we show a MIDI track in Ableton Live sending MIDI notes to the “Main” track where the Reason Rack Plugin is hosted.

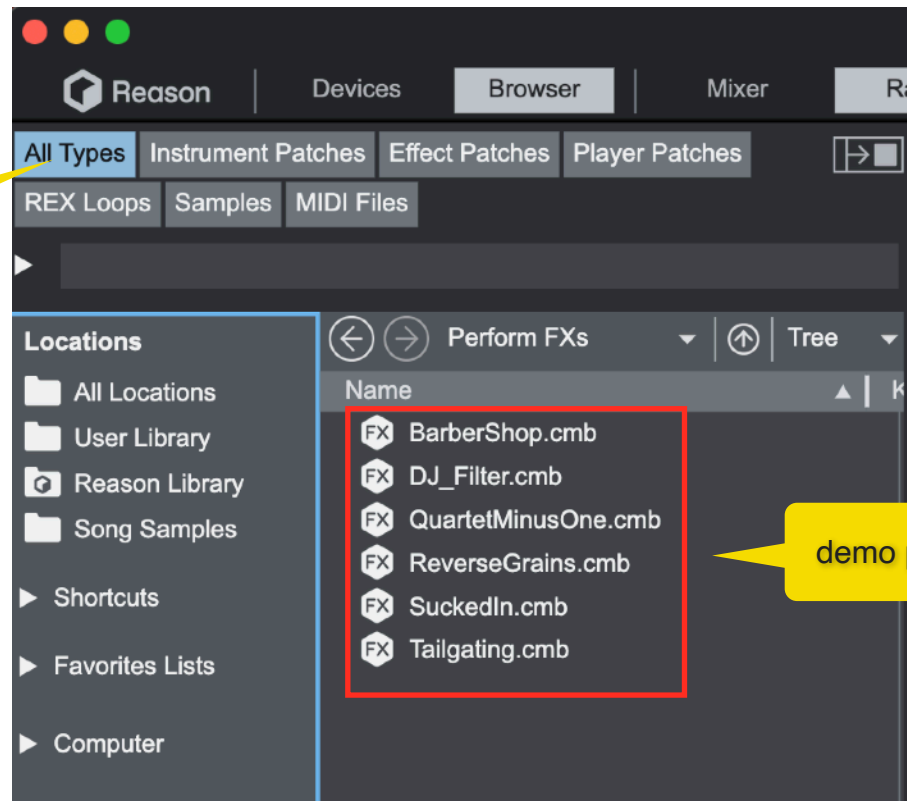




4. List of Patches

The Refill contains 100 original FX patches. An additional 6 demo patches are included in the Morpher Rack Extension home folder. After installing Morpher, go the “*Reason Library/Rack Extensions/Morpher CV Utility*” to find these patches. Please make sure the “All Types” tag is selected and there are no other filters active.

Make sure the “All Types” tag is selected to see the demo patches



Patch Name	Perform FX Type	Description
BarberShop (demo)	<i>slide and morph</i>	Comb filtering with Alligator buzzing
DJ_Filter (demo)	<i>slide and morph</i>	DJ style LowPass and High Pass filter with optional reverb
QuartetMinusOne (demo)	<i>punch-in, slide and morph</i>	3-band frequency split chorus, plus reverb and delay
ReverseGrains (demo)	<i>slide and morph</i>	Grain based chorus into reverse reverb
SuckedIn (demo)	<i>punch-in, slide and morph</i>	Filtering into reverb and delay with sound effect sample
Tailgating (demo)	<i>punch-in, slide and morph</i>	Synchronized gates with reverb tails
Alligates	<i>punch-in, slide and morph</i>	Compressed Alligator's FX bursts
AmCombMod	<i>punch-in, slide and morph</i>	Malstrom AM and Comb filtering with reverb
AudioFilters	<i>punch-in, slide and morph</i>	Band adjusted space delay
BandGang	<i>punch-in, slide and morph</i>	4-band split reverb and delay
BandMates	<i>punch-in, slide and morph</i>	Multi-band variable split with distortion, reverb and tremolo
BufferRepeat	<i>punch-in, slide and morph</i>	Synchronized delay repeats into various effects
BuzzingVerb	<i>slide and morph</i>	Special reverb with increasing buzz
CaptureFX	<i>slide and morph</i>	Audio fragment captured and send into various effects
ChasingTails	<i>punch-in, slide and morph</i>	Delay feedback tails of various lengths
ChorusManiac	<i>punch-in, slide and morph</i>	Chorus in various flavors
Comb@	<i>punch-in, slide and morph</i>	Stereo split into Thor's comb filters.
Comverb	<i>punch-in, slide and morph</i>	Pulveriser comb filter into various reverb patches
Convoluted	<i>punch-in, slide and morph</i>	Various flavors of convolution reverb

Patch Name	Perform FX Type	Description
CutterPFX	<i>punch-in, slide and morph</i>	Quantized audio slices into various effects
DarkPsyche	<i>slide and morph</i>	Progressively morphs into expansive reverse reverb
DelayMania	<i>slide and morph</i>	Split L and R delays in various configurations
DelayPunch	<i>punch-in, slide and morph</i>	Punch-in delays of various feedback lengths
DigitalSpaces	<i>punch-in, slide and morph</i>	Various forms of digital reverbs
Distomatic	<i>punch-in, slide and morph</i>	Audiomatic algorithms get the Pulveriser treatment
Downbit	<i>slide and morph</i>	Progressive downsampling, ends in (almost) static
DownTheDrain	<i>slide and morph</i>	Audio gets sped up into big reverb space, ending in silence
Dreamy	<i>slide and morph</i>	Reverb gets progressively bigger, along with phasing and distortion
DubDelay	<i>slide and morph</i>	Classic dub delay feedback that lives along the dry signal until terminated
EndsInDelay	<i>punch-in, slide and morph</i>	Manually controlled delay feedback which eventually ends in silence
EndsInDelay(Again)	<i>punch-in, slide and morph</i>	Different take on the above
FastTwitch	<i>punch-in, slide and morph</i>	Cut up audio segments sent into various effects for extra spice
FilterMad	<i>punch-in, slide and morph</i>	Filter types chosen randomly with unpredictable results
FilterPan	<i>punch-in, slide and morph</i>	Stereo split in envelope controlled filters with different settings
FilterPan II	<i>punch-in, slide and morph</i>	Different take on the above
FilterTransitions	<i>punch-in, slide and morph</i>	Various filter + FXs combinations to punch in a transition
FilterTreats	<i>punch-in, slide and morph</i>	Stereo filtering applied at different time divisions
FlangeRepeats	<i>punch-in, slide and morph</i>	Repeating frozen audio segments of various lengths get flanged

Patch Name	Perform FX Type	Description
FlangeTouch	<i>punch-in, slide and morph</i>	Incoming audio gets flanged, delayed and distorted
FollowIt	<i>punch-in, slide and morph</i>	Reverb and distortion modulated by audio loops
Freezeback	<i>punch-in, slide and morph</i>	Delay feedback frozen at regular intervals with various effects
FreezeStop	<i>punch-in, slide and morph</i>	Audio is frozen and then fades out in 1-bar or 2-bar choices
FrozenFrequencies	<i>punch-in, slide and morph</i>	Band isolated frozen feedback repeats
GatorsAttack	<i>punch-in, slide and morph</i>	Audio split and gated with different patterns, then upward compressed
GenderFluid	<i>punch-in, slide and morph</i>	Audio split and sent through Thor's Formant Filters
Harmony	<i>punch-in, slide and morph</i>	Fake harmonies using Neptune pitch adjuster
HighPitch	<i>slide and morph</i>	Audio gets morphed into a high pitch sound
HighVibrato	<i>slide and morph</i>	Chorus-led vibrato, plus filter, reverb and compression
HPFxx	<i>punch-in, slide and morph</i>	Stereo split High Pass filter into various effects
InAndOut	<i>slide and morph</i>	Audio feels like is entering a tunnel and then coming out on the other side
InnerRhythms	<i>punch-in, slide and morph</i>	Rhythmic gates, side-chained and compressed
K-Ring	<i>slide and morph</i>	Kong Ring Modulators at work
LandR	<i>punch-in, slide and morph</i>	Stereo panning through high and mid frequency gates with FXs
LaserScan	<i>punch-in, slide and morph</i>	Audio slices sent into various FXs
LottoFilter	<i>punch-in, slide and morph</i>	Pattern gated filter
LowLowsHighHighs	<i>punch-in, slide and morph</i>	DJ style EQ with either bass or high boost, and optional effects
MachineTranslator	<i>slide and morph</i>	Audio morphs into R2-D2 language

Patch Name	Perform FX Type	Description
Noistrum	<i>slide and morph</i>	Incoming audio gets destroyed and turned into noise
OneMoreTime	<i>punch-in, slide and morph</i>	Frozen delays with various effects
OuterWorld	<i>slide and morph</i>	Audio gets sent out of space
OverModels	<i>punch-in, slide and morph</i>	Kong's overdrive modules, upward compressed
PanAM	<i>punch-in, slide and morph</i>	Pseudo AM modulation on L and R signal
Pitch&Slide	<i>slide and morph</i>	Audio gets pitched up as and then slammed down
Potpourri	<i>punch-in, slide and morph</i>	Different effect combinations for different results
PseuDoppler	<i>slide and morph</i>	Audio morphs to sound "like" a doppler effect
Pssssttt	<i>slide and morph</i>	Audio gets progressively morphed into high frequency hiss sound
PulseAndFlange	<i>slide and morph</i>	Frequency pulses of various lengths are sent into a flanger
PulseFX	<i>slide and morph</i>	Audio cuts at different rates are sent through various FXs
PumpFX	<i>punch-in, slide and morph</i>	Side-chain audio carves sent through various FXs
QuantizeBitCrush	<i>slide and morph</i>	Mix of dry and distorted signal at rhythmic intervals
QuantizedDelay	<i>slide and morph</i>	Mix of dry and delayed signal at rhythmic intervals
QuantizedVerb	<i>slide and morph</i>	Mix of dry and reverb signal at rhythmic intervals
ResonantDelay	<i>punch-in, slide and morph</i>	Overdrive and Ring Modulator give a boxy, resonant vibe to the mix
Reversematic	<i>punch-in, slide and morph</i>	Audiomatic algorithms get special reverb treatment
RevSwoosh	<i>punch-in, slide and morph</i>	Filter swoosh sent into a reverse reverb and compressed
SampleLoop	<i>slide and morph</i>	Sampled audio gets faster before fading out

Patch Name	Perform FX Type	Description
SampleLoopDistort	<i>slide and morph</i>	Sampled audio gets distorted before fading out
SampleLoopPitchDown	<i>slide and morph</i>	Sampled audio gets pitched down before fading out
SampleLoopPitchUp	<i>slide and morph</i>	Sampled audio gets pitched up before fading out
SampleTransitions	<i>punch-in, slide and morph</i>	Filtering with sound effects
Scratcher	<i>punch-in, slide and morph</i>	Simulated DJ scratching -> wiggle the cursor side to side
Screams	<i>punch-in, slide and morph</i>	Scream distortion types with various FXs
SecretRhythms	<i>slide and morph</i>	Rex loops driven vocoder rhythms
ShadesOfDistortion	<i>punch-in, slide and morph</i>	Band limited distortion
SideEffects	<i>punch-in, slide and morph</i>	Side-chain audio sent through various effects
SimpleCutter	<i>punch-in, slide and morph</i>	Simple rhythmic audio cutter
SimpleRepeater	<i>punch-in, slide and morph</i>	Simple rhythmic audio repeater
Sliders	<i>punch-in, slide and morph</i>	Vocoder band slides into various FXs
SpectralChaos	<i>slide and morph</i>	Spectral modulation with progressively higher shift
SweepingFX	<i>punch-in, slide and morph</i>	Sweeping delay feedback into various effects
SweptAway	<i>slide and morph</i>	Audio detour into resonant bleeps
SynchSeven	<i>punch-in, slide and morph</i>	Audio gets mistreated by various Synchronous instances
TapeStops	<i>punch-in, slide and morph</i>	Tape stop effects, with optional effects
TechyVerb	<i>slide and morph</i>	Audio gets techyified and sent into reverse reverb
TimbreTransfer	<i>punch-in, slide and morph</i>	Timbre imprinting via convolution

Patch Name	Perform FX Type	Description
TrainWreck	<i>punch-in, slide and morph</i>	Stereo split and slightly delayed sent into L and R filters
TransAM	<i>slide and morph</i>	Audio goes through AM filters and frequency squeezed
UpDelay	<i>slide and morph</i>	Filter leaves only high frequencies which get delayed and compressed
VibroFlange	<i>slide and morph</i>	Tremolo-phaser combination at different settings
Voconice	<i>slide and morph</i>	Audio gets vocoded and sent to delay and reverb
WanderingBFs	<i>slide and morph</i>	BF Filters move around the stereo field at different rates
WarpFest	<i>punch-in, slide and morph</i>	Scream's Warp algorithm through different effects
WashedInFeedback	<i>slide and morph</i>	Audio drowned in feedback
WetDay	<i>punch-in, slide and morph</i>	Fully wet through the RV-7000 algorithms
Wobbling	<i>slide and morph</i>	Signal is pitch shifted, modulated and distorted
XoXo	<i>punch-in, slide and morph</i>	Redrum driven gate effects