

Three-Body Technology Trinity Shaper



Plugin Alliance, a part of Native Instruments known for uniting talented audio developers, today released the Trinity Shaper by Three-Body Technology, makers of the celebrated Kirchhoff-EQ and Cenozoix Compressor.

Unlike traditional transient shapers that only divide audio into transient and sustain components, Trinity Shaper introduces a "Body" stage, providing unprecedented control over the core of a sound and its tail. From taming the wildest peaks to sculpting the perfect punch, Trinity Shaper is a robust transient orchestration toolkit that offers a unique approach to controlling sound.

Key Features:

- **Three-Stage Processing** — The Trinity Shaper divides audio into Attack, Body, and Sustain stages, unlocking new possibilities in sound production.
- **Body Knob** — This innovative feature allows independent adjustment of the sound's core and its tail, such as the body of a snare drum and room reverb.
- **Multiband Processing** — Offers switchable processing between multiple frequency bands and a single frequency band, with fully customizable frequency ranges in multi-band mode.
- **ADAA Algorithm** — Anti-derivative antialiasing (ADAA) technology, developed by Native Instruments and first introduced in the Cenozoix Compressor, ensures ultimate sound quality without taxing your CPU.

www.plugin-alliance.com