Texture Loom

USER MANUAL | FINAL RELEASE | VERSION 1.0

VST3 • AU • Max for Live • Free Plugin

Inside The Manual

A clean path from installation to your first evolving texture, now aligned with the final v1.0 release.

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What Texture Loom Is

Texture Loom is a playable ambient texture generator built around two sample layers, a blend stage, a responsive filter, motion modulation, spacious reverb, and master output control. The final v1.0 release now exists as VST3, AU, and Max for Live.

Core Idea

Load two samples, blend them into one texture, then shape the result as a single instrument.

Formats

Use it as VST3 and AU on desktop, or as the Max for Live device inside Ableton Live.

Best Use

Drones, soft motion, layered atmospheres, and evolving ambient beds.

Support

Texture Loom is free. Your support, shares, and use of the tool are deeply appreciated.

Product Snapshot

The final release centers around the native desktop interface while preserving the same core sonic concept across all formats.

Formats
VST3, AU, and Max for Live

Platform
Desktop DAW or Ableton Live 12

Engine
Two-sample atmosphere engine

Motion
Dual LFO control

Space
Stereo reverb

Price
Free plugin

What Changes Between Formats

- The native desktop plugin is the final wide-interface v1.0 release and runs as VST3 and AU where supported.
- The Max for Live edition remains useful for Ableton Live users and installs by copying the .amxd file into the User Library path shown later in this manual.
- The sonic concept remains the same across formats, though some labels and interface details may differ slightly between the desktop build and the Max for Live version.

Formats And Installation

macOS uses an installer for the desktop plugin. Windows uses manual folder placement. Max for Live installs by copying the device into Ableton Live.

macOS Desktop Plugin

Run the included installer, then open your DAW and rescan plugins if needed. The installer handles the AU and VST3 desktop formats.

Windows Desktop Plugin

There is no Windows installer. Copy the provided Texture Loom plugin folder into the correct VST3 location, or into the custom VST3 folder your DAW scans.

Max for Live

Copy Texture Loom.amxd into Ableton Live's User Library at Presets/Audio Effects/Max Audio Effect. Then drag it onto a track inside Live 12.

Quick Installation Notes

- After installation, rescan plugins inside your DAW if Texture Loom does not appear immediately.
- If your DAW uses custom plugin scan folders, place the Windows VST3 content in the location your DAW is actually scanning.
- The Max for Live device is separate from the desktop plugin and should still be copied into the Ableton User Library path if you want to use that version.
- Texture Loom is a free plugin. Thank you for the support and for spending time with the release.

Detailed Install Paths

Use the workflow that matches your platform and format. If you install both versions, place each one in its proper location.

macOS Desktop Plugin

- Run the included macOS installer.
- Open your DAW after installation and allow a plugin rescan if needed.
- Common system locations are /Library/Audio/Plug-Ins/VST3 and /Library/Audio/Plug-Ins/Components.
- If the plugin does not show up, confirm your DAW supports the format and rescan the plugin database.

Windows Desktop Plugin

- There is no installer for Windows.
- Copy the included Texture Loom plugin folder into the correct VST3 location.
- A common default is C:\Program Files\Common Files\VST3\, though your DAW may scan a custom folder.
- After copying the folder, launch your DAW and trigger a plugin rescan if Texture Loom is not visible.

Max for Live Device Location

Copy Texture Loom.amxd into Ableton Live's User Library:

User Library/Presets/Audio Effects/Max Audio Effect/

- macOS default: Macintosh HD/Users/[username]/Music/Ableton/User Library/Presets/Audio Effects/Max Audio Effect/
- Windows default: C:\Users\[username]\Documents\Ableton\User Library\Presets\Audio Effects\Max Audio Effect\
- If your User Library is custom, right-click User Library inside Ableton Live and choose Show in Finder or Show in Explorer to reveal the correct location.

Loading The Plugin

Once installed, the first sound is quick: load two samples, start playback, blend, filter, then add movement and space.

Desktop Plugin Workflow

- Open your DAW and insert Texture Loom as a plugin instrument or effect in a supported host.
- Load or drag a source into Sample A and another into Sample B.
- Use the transport controls to start playback, then set level, pan, start position, and pitch or rate.
- Adjust Blend to place the texture between Sample A and Sample B.
- Shape the combined signal with Filter, add Motion routing, then place the result in Space and set Output level.

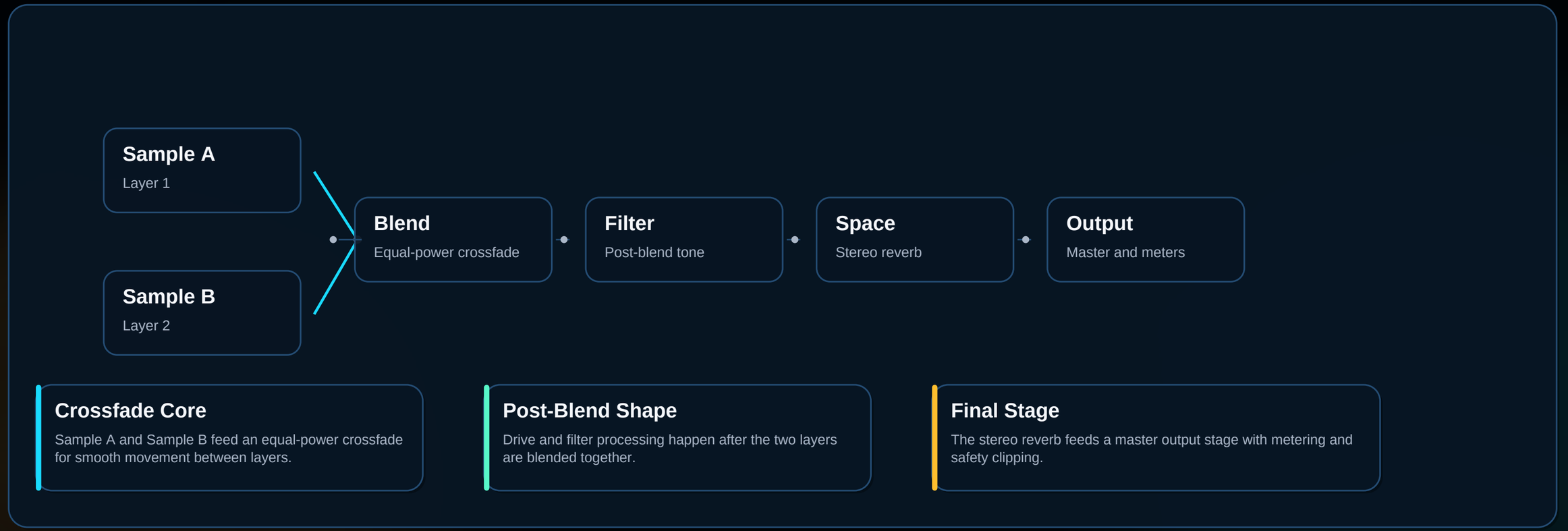
Ableton Live Max for Live Workflow

- Open Ableton Live 12 and locate Texture Loom.amxd in User Library > Presets > Audio Effects > Max Audio Effect.
- Drag the device onto an audio track or MIDI track.
- Drop samples into Sample A and Sample B, enable playback, and begin shaping the texture.
- The Max for Live layout follows the same signal flow, though a few labels or transport options may differ from the desktop build.

Tip: start with two contrasting samples. One can supply body while the other contributes air, texture, or motion.

Signal Flow

The device path is intentionally clear: two layers become one texture, then move through tone, space, and level.



Crossfade Core

Sample A and Sample B feed an equal-power crossfade for smooth movement between layers.

Post-Blend Shape

Drive and filter processing happen after the two layers are blended together.

Final Stage

The stereo reverb feeds a master output stage with metering and safety clipping.

Sample A And Sample B

Each side is a playable sample layer with its own transport, balance, position, and pitch or speed controls.

Layer Controls

- Load field: load a source file into the layer.
- Playback controls: the desktop version uses Start/Stop and Reverse. The Max for Live build may also show Loop depending on the version.
- Level and Pan balance the layer in the stereo field.
- Start sets where playback begins inside the loaded sample. Rate or Semi controls playback behavior.

Position And Speed

Start chooses the playback position inside the loaded sample. Rate or Semi determines how the layer moves, ranging from natural-time playback behavior to more pitched and tonal use. Dropped files become the raw material for everything that follows.

Ambient Move

Use different start positions in A and B so the two layers reveal their source material differently.

Reverse Texture

Reverse a layer after the other runs forward to create a less literal phrase.

Pitch Identity

Use Semi on one layer to turn a sample into a tonal layer under the other source.

Layer Contrast

Texture Loom is richer when the two sources play different roles.

Blend / Crossfade

Blend controls the boundary between Sample A and Sample B using an equal-power crossfade.

How To Use It

Move left for Sample A, right for Sample B, or stop between them for a combined ambient bed. The best textures often live in the in-between zone, where neither source dominates completely.

Blend Behaviors

Layer Morph

Animate the A/B balance slowly to make a texture feel alive without adding new notes.

Offset Motion

Route an LFO to Blend for movement that hovers around a manual resting position.

Center Weight

Keep Blend near the middle when the two samples are meant to fuse into one shape.

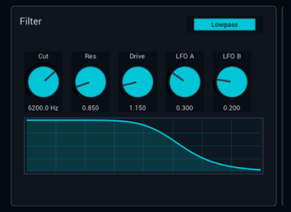
Boundary Play

Use stronger contrast when you want the blend motion to be clearly audible.

A — FUSED BED — B

Filter

The filter sits after the blend stage and shapes the combined sample signal.



Filter Controls

- Cutoff
- Resonance
- Drive
- LFO A amount
- LFO B amount
- Response display

Modes

- Lowpass
- Highpass
- Bandpass
- Notch
- Peak
- Allpass

Tone Strategy

Use Cutoff to move between warmth and clarity. Resonance adds focus or edge. Drive increases density. The LFO amount controls animate tone movement. Because the filter is post-blend, it treats both sample layers as one combined instrument.

Warm Bed

Lower the cutoff and add gentle drive to keep the texture soft and dense.

Air Motion

Use Highpass or Bandpass with slow filter modulation to reveal the top end in waves.

Peak Focus

Peak mode can pull a band of the sound forward when the texture needs clarity.

Carved Space

Try Notch or Allpass when the texture needs a more unusual contour.

Motion

Two internal LFOs provide visible movement, selectable shapes, and routable modulation destinations.

LFO Shapes

- Sine
- Triangle
- Ramp Up
- Ramp Down
- Random
- Drift
- Glider

Destinations

- Blend
- Filter
- Space mix
- Sample A start
- Sample B speed

Motion Use Cases

Slow Evolution

Use slow rate and low depth to keep the texture gently moving across Blend, Filter, or Space mix.

Organic Drift

Drift and Glider often feel more natural and less mechanical than obvious cyclic shapes.

Micro Variation

Route to Sample A start or Sample B speed for gentle changes inside the source itself.

Readable Motion

Use the scope to confirm movement, then keep depths modest unless the motion is featured.

Space And Output

The final stage places the filtered texture in a stereo environment and controls its level before it leaves the device.

Space

- Size
- Decay
- Damping
- Mix
- Width

Output

- Master level
- Stereo meters
- Safety clipping in the Max version
- Final stage level control

Space Design

Use Space to decide how far away the texture feels. Size and Decay form the world around the sound. Mix controls how exposed or enclosed the result becomes, and Width expands or tightens the stereo image. Output gives you a final level check before the signal leaves the plugin.

Large Wash

Longer size and decay, plus careful mix, create a broad atmospheric bloom.

Controlled Depth

Lower mix and decay when the source needs to stay present and readable.

Safe Exit

Watch the meters and keep the master level controlled.

Stereo Choice

Width decides whether the texture spreads or stays centered and intimate.

Creative Starting Points

Use these as simple launch pads for ambient beds, drones, and evolving sample environments.

Single-Source Expansion

Load one sample into A and let it run. Use Space to widen it before adding motion.

Two-Sample Weave

Load contrasting samples into A and B, then move Blend until a third texture appears.

Reverse Memory

Run one layer forward and one layer in Reverse. Keep levels close and filter darker.

Spectral Breathing

Route a slow LFO to Filter and another to Space mix. Use small depth values.

Pitch-Texture Layer

Use Semi mode on one side so the source becomes tonal support.

Subtle Instability

Choose Drift or Glider and route it to Sample A start or Sample B speed.

Manual habit: after the texture feels good, reduce one thing. Lower a modulation depth, shorten a decay, or move Blend slightly away from center. Texture Loom often rewards small decisions.

Troubleshooting

Most issues can be traced to installation location, playback state, level, or routing.

Plugin does not appear	Desktop: rescan plugins and confirm the Mac installer completed or the Windows VST3 folder was copied to a scanned location. Max for Live: confirm Texture Loom.amxd is in the User Library path.
No sound	Load a sample, enable Play on the layer, raise Level, confirm Master is up, and check the output meters.
Only one layer is audible	Check the level for both slots, confirm both samples are active, and move Blend toward the missing side.
Motion is not obvious	Select a destination, raise Depth or the related LFO amount, and watch the scope for movement.
Reverb feels too large	Lower Mix or Decay, then adjust Width so the texture stays spacious without swallowing the source.
Signal is too hot	Lower Sample A or B Level or Output Master. Use the meters as your guide for clean gain staging.

Thanks For The Support

Texture Loom is a free plugin, and I genuinely appreciate everyone who downloads it, uses it, shares it, or supports the wider S1gns Of L1fe ecosystem.

A free release, made to help you create

If Texture Loom becomes part of your workflow, thank you. Your support helps future tools, music, presets, education, and new releases continue to grow.

You can keep going with the links on the next page for the website, Patreon, Material by Synphaera, and the Synphaera catalog.

Links And Resources

Continue into the S1gns Of L1fe and Synphaera world.

More ambient production tools, music, presets, and education

Use the links below to keep exploring the S1gns Of L1fe ecosystem, Material by Synphaera sound design releases, and the Synphaera catalog. If Texture Loom helps your work, these are the best places to stay connected and support future releases.

Official Website

www.s1gnsofl1fe.com/

Patreon

www.patreon.com/cw/s1gnsofl1fe

Material by Synphaera

material.bandcamp.com/

S1gns Of L1fe on Synphaera Records

https://synphaera.bandcamp.com

Texture Loom | Designed for evolving ambient textures in Ableton Live and desktop DAWs