PROCESS.AUDIO

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OVERLAY

CREATIVITY & SOUND DESIGN POWERED BY CONVOLUTION

Process.Audio releases **Overlay**, a creative convolution plugin that layers up to four impulse responses on your signal and blends them on an animated XY matrix. Any audio file becomes a texture.



$149 · 30-DAY FREE TRIAL

VST3 · AU · AAX · CLAP

PROCESS.AUDIO

NEW PLUGIN

PROCESS.AUDIO RELEASES OVERLAY, A CREATIVE CONVOLUTION PLUGIN BUILT FOR SOUND DESIGN

New York, 23 September 2026 · for immediate release

Convolution has been used for reverbs and guitar amps for twenty years. **Overlay** uses the same maths for something else entirely: taking the character of any recording (a field recording, a drum hit, a cassette hiss, a room) and printing it onto your own sound.

Overlay treats an impulse response as a creative layer rather than a space. Drop in any audio file and the plugin turns it into an impulse response, then applies it on top of the source signal. The result keeps what both sounds have in common: the most natural way to blend two sounds, closer to a photo filter or a multiply blend mode than to a reverb send.

Up to **four layers** run at once, each with its own impulse response, waveform controls (trim, speed, pitch, playback direction) and effect chain (filter, EQ, delay). They are blended on an **XY matrix** that can be moved by hand or driven automatically by animated shapes, so the texture keeps moving with the music. A Mix / Send switch decides whether the pad crossfades the four layers or feeds them like four parallel effect sends, while Gate and Duck shape the effect against the dry signal and a modulation panel assigns LFOs, envelopes, random generators and sequencers to any parameter.

Overlay ships with a library of **650+ sounds and presets**, organised and searchable, and users can upload their own files or save their own presets at any time.



> **"Overlay is a completely new and inspiring way to create unheard of sounds. The most inspiring swiss army knife of sound mangling."**
>
> **FAB DUPONT** · producer & mixing engineer (Shakira, Jennifer Lopez, Bad Bunny)

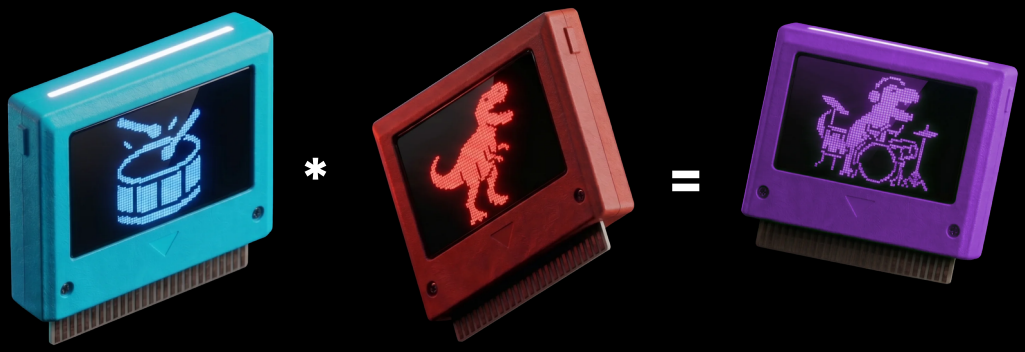
Overlay is **available now** for macOS and Windows in VST3, AU, AAX and CLAP. A lifetime licence is **$149**, including the sound library and all future updates. The full plugin can be tried free for **30 days**, with no credit card required.

PRICE	TRIAL	LIBRARY	LAYERS
$149	**30 days**	**650+**	**4**
Lifetime licence, updates included	Full version, no credit card	Sounds & presets included	Impulse responses at once

THE SCIENCE, MADE SIMPLE

HOW IT'S WORKING

Overlay uses **convolution** and a great variety of audio files as impulse responses. The impulse file is applied as a layer on top of your signal: what comes out keeps what the two sounds have in common: a drum hit, a room, a cassette hiss or a synth sweep, each printing its own character onto the source.



YOUR SOUND THE IMPULSE FILE A NEW TEXTURE

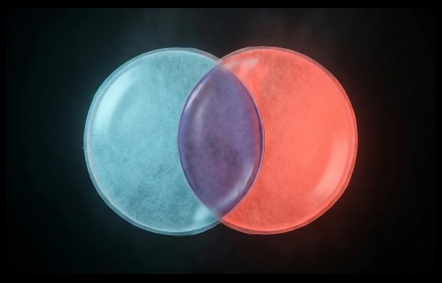
$$P_x * P_y = P_{x+y}$$

THE MOST NATURAL WAY TO BLEND TWO SOUNDS



1 It's like an Instagram filter

The texture of one sound is printed onto the other, tone and all.



2 It's like a multiply blend mode

Only what the two signals share survives the operation.



3 It's like looking through glass

The source stays recognisable: the surface it travels through does not.

FOUR LAYERS, ONE MATRIX

Four of those layers can run at the same time. The XY pad blends them: by hand, or driven by an animated shape that keeps the texture moving. In Mix mode the pad crossfades the layers like a fader; in Send mode each layer stays present and the pad feeds it more or less signal, like four parallel effect sends.

INSIDE THE PLUGIN

EVERY CONTROL, IN ONE WINDOW



1 Preset bar

Browse, save and switch presets to recall a full plugin configuration instantly.

2 Layer section

Four convolution layers, each with its own impulse response and effect chain.

3 Waveform section

See the loaded impulse response; set trim, speed, pitch and playback direction.

4 EQ + delay

Shape each layer's tone and add rhythmic echoes with filter, EQ and delay.

5 XY pad

Blend the four layers by hand, or let an animated shape drive the movement.

6 Pad settings

Choose the motion shape, speed, smoothing, phase and direction of the animation.

7 Mix / Send

Crossfade the layers like a fader, or feed them like four parallel effect sends.

8 Gate and duck

Gate quiet signals, or duck the wet layer under the dry input.

9 Modulation panel

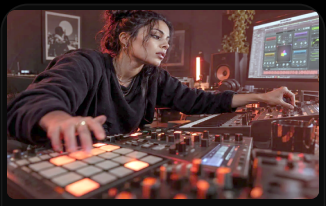
Assign LFOs, envelopes, random generators and sequencers to any parameter.

10 Sound library

650+ organised sounds and presets, plus your own files and user presets.

MADE FOR

WHO IT'S FOR



Beat makers

A signature sound nobody else has.



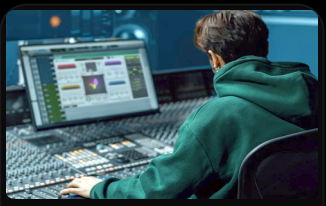
Sound designers

Turn any recording into a new texture.



Producers

A sonic signature no preset can match.



Sound engineers

Emulate spaces, amps and microphones.

SPECIFICATIONS

FORMATS & SYSTEMS

Formats	VST3, AU, AAX, CLAP: 64-bit only
macOS	10.13 High Sierra or newer, Apple Silicon native (M1+)
Windows	8.1, 10 and 11 (64-bit)
DAWs	Pro Tools, Cubase, Logic Pro, Ableton Live, Studio One, Luna and others

REQUIREMENTS & LICENCE

CPU	Intel Core 2 Duo, AMD Athlon 64 X2 or newer
RAM	4 GB or more
Licence	iLok account required: cloud, machine activation or USB dongle; no dongle needed
Price	$149 lifetime licence · 30-day free trial, no credit card

ABOUT PROCESS.AUDIO

Process.Audio makes audio plugins for producers, mixers and sound designers: Decibel, Sugar, Ripple, Comp.two, Spicerack, Filter Factory and Protility. The company is part of Puremix, the online education platform where engineers such as Fab Dupont teach mixing and production.

PRESS CONTACT

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Interface screenshots, plugin renders, logos and A/B demo videos on request.

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