

Lapidary

Version 1.0.0 (1)

A modulated granular delay effect — part flanger, part reverb, part soundscaper. Incoming audio is split into randomly sized grains (5–100 ms half-cosine windows on an aperiodic grid) dealt round-robin across three streams per channel; the streams drift, separate and regenerate through modulated delays, sink into a velvet reverb with a coupled darkening filter, and the whole output can sway on a slow stereo wander. Ranges from subtle to howling cavernous drone monster.

Installation (macOS)

1. Open the DMG
2. Drag **Lapidary** to the **Applications** folder shortcut
3. Run **Lapidary** from Applications — this registers the Audio Unit with the system
4. Lapidary is now available as an AU effect in any compatible host: Logic Pro, GarageBand, REAPER, Ableton Live, etc.

You only need to run the app once to register the AU. After that you can load it directly from your host’s plugin list.

Controls

Control	Function
Granularity	Movement range of the grain streams (drift up to 50 ms each).
Incoherence	Spatial and temporal inconsistency of the grain streams.
Impatience	Feedback on the stream delays — inert without Granularity or Incoherence .
Gravitas	Reverb level, time (0.5 – 10 s) and darkness.
Premix	Dry/wet mix coming into Nausea .
Nausea	Overall stereo drift (up to 120 ms) — acts even if everything else is off.

Knob Interaction

- **Drag diagonally** to adjust: ↗ up-right to increase, ↙ down-left to decrease
- **Double-click** (macOS) or **double-tap** (iOS) any knob to reset it to its default value

About

Lapidary is an AUv3 Audio Unit effect by [Matthew Caldwell](#). It runs on iOS and macOS.