

Elysa Morph User Guide

Elysa Morph is a deep evolving synth built for fast, musical pad design. The interface stays intentionally lightweight while a much deeper engine system works behind the scenes, so you can focus on sound, emotion, and movement instead of managing a crowded synth panel.

Version 1.0.2 | Uryan Audio



1. Design Philosophy

Elysa Morph is designed around musical macro interaction rather than full front-panel synthesis editing. Under the hood, the instrument runs a layered evolving engine with multiple internal motion paths, filtering, modulation behavior, and spatial shaping. On the surface, you work with a focused performance interface built to stay fast and inspiring.

The engine is deep, the GUI is intentionally simple. Much of the complexity stays hidden so the sound stays front and center.

2. Quick Start

1. Load Elysa Morph in your DAW as a VST3 instrument.

2. Choose a factory preset or press INSPIRE to generate a fresh direction.
3. Shape the main character with FLUX and TIDE.
4. Refine the mood with the smaller macro knobs. In version 1.0.2 the macro response has been strengthened, so front-panel changes are more audible and immediate.
5. Use the lower ADSR controls to shape the note envelope: Attack, Decay, Sustain, and Release.
6. Use EVOLVE when you want a related variation instead of a full reset.
7. Enable CPU Saver if you need a lighter operating mode on older or heavily loaded systems.
8. Store your favorite result with SAVE.

3. Interface Overview

Main Performance Area

- Left orb: FLUX
- Centre orb: visual core display
- Right orb: TIDE
- Top right: CPU Saver and ABOUT

Navigation and Utility

- Bottom centre: preset browser and save/load
- Bottom right: output level
- Left side: mode switch, INSPIRE, and EVOLVE
- Right side: effect toggles

4. Main Orbs

Control	Function
FLUX	Shapes movement, drift, evolving behavior, and the feeling of internal motion. Lower settings are steadier and more anchored. Higher settings become more alive, flowing, and animated.
TIDE	Shapes breadth, bloom, dimensionality, and the perceived sweep of the sound. Higher settings generally feel larger, wider, and more immersive.

5. Performance Buttons

Control	Function
ELYSA / WAELAR	Switches the core flavour of the instrument. Elysa mode focuses on the native Elysa Morph character, while Waelar mode gives access to an alternate voicing approach.
INSPIRE	Generates a fresh musical direction.
EVOLVE	Creates a related variation of the current sound rather than replacing the identity completely.
CPU Saver	Activates the lighter operating mode. Use it when you want to reduce the engine load while keeping the main creative workflow intact.

Version 1.0.2 removes the former INFINITE and BREATHE buttons from the main interface for a cleaner, more direct workflow.

6. Macro Controls

The macro controls are designed as musical front-panel targets, not narrow technical edits. One movement may influence multiple internal behaviors at once. Version 1.0.2 strengthens these macro ranges so changes are easier to hear while designing sounds.

Knob	Role
HUE	Tilts the tonal colour of the sound, shifting the pad character brighter or darker.
SWAY	Adds side-to-side movement and evolving modulation feel.
DIVE	Pushes the sound deeper, darker, and more submerged.
SPAN	Controls perceived spread and width.
AURA	Adds halo, glow, and surrounding harmonic atmosphere.

Knob	Role
MIST	Adds diffused softness, air, and haze to the upper texture.
HEAT	Adds warmth, body, and a more intimate tonal density.
ATTACK	Controls how quickly the sound starts after a note is played.
DECAY	Controls how the sound moves from its initial peak toward the sustain level.
SUSTAIN	Controls the held level while a note remains pressed.
RELEASE	Controls how long the sound fades after the note is released.
REVERB	Controls the main reverb depth and tail amount from the front panel.
GLOW	Enhances luminous detail and a more radiant top layer.

7. FX Toggles

The right-side buttons switch the corresponding effect stages on or off. Use them to quickly simplify or enlarge the sound without leaving the main performance surface.

- CHORUS: soft width and liquid modulation
- ENSEMBLE: extra layering and richer spread
- DIMENSION: wider, larger stereo perspective
- REVERB: space, depth, and tail

8. Presets

- Category menu: filters the visible preset collection
- Preset menu: opens the current preset list
- Star button: marks favourites
- Arrow buttons: step through presets
- SAVE: stores the current state as a user preset
- LOAD: recalls a saved preset

User presets are stored in **%APPDATA%\Uryan Audio\Elysa Morph - Deep Evolving Synth\Presets**.

9. Central Core Display

The central orb is a visual feedback element. It reflects the living state of the instrument and reinforces the evolving identity of the current sound. It is intended for feel and feedback rather than technical editing.

10. What Changed in Version 1.0.2

- Stronger macro response, so front-panel sound shaping is more audible and immediate.
- The lower control row now includes direct ADSR envelope controls: Attack, Decay, Sustain, and Release.
- The former INFINITE and BREATHE buttons have been removed to keep the main workflow cleaner and more focused.

11. Installation

1. Unzip the release package.
2. Copy the included Elysa Morph .vst3 package into **C:\Program Files\Common Files\VST3**.
3. Restart your DAW and rescan plugins if required.

12. Support

Publisher: Uryan Audio

Website: www.uryanmodular.com

Elysa Morph is designed to keep the creative process immediate, musical, and visually calm while the deeper engine handles the complexity under the hood.