



User Manual

SevenTeamMusic

TEND THE EARTH

Read the Interface at a Glance

Interface Overview



1 SUMMING AMPS

2 L.L.H.

3 SOUL & TAPE

4 HPF / TREMOR

Top Toolbar

The preset strip has Default, 17 MixBus, Yu MixBus, Kinghand artist presets and user presets; click the name to save or save as. UNDO / REDO records interface edits; TIPS controls hover help; UI: IVORY switches to Instrument; MODE A / B changes internal motion; the right side offers 75%, 100%, 125% and 150%. These controls change workflow or appearance, not an extra tone module.

Installation, Formats and Basics

Before You Start

macOS

macOS 11 or later; Apple Silicon and Intel.
Release packages may include AU, VST3 and AAX.

Windows

64-bit Windows. Release packages may include VST3 and AAX.

Channels and MIDI

Mono and stereo are supported; input and output layouts must match. MIDI is neither received nor sent.

Install and Find Gaea in Your Host

1

Quit the DAW, open the installer for your system, and complete the installation.

2

Reopen the DAW. If Gaea is missing, rescan from the plug-in manager.

3

Use AAX in Pro Tools, usually AU in Logic Pro, and VST3 in most other hosts.

4

Start with Default, or try 17 MixBus or Yu MixBus for a ready-made mix-bus starting point.

Interface Controls

Knobs

Drag; Shift = fine; double-click = reset.

Switches and Selectors

Click: left back, right forward.

Window Zoom

75 / 100 / 125 / 150%; window size only.

Top Bar State

UI: IVORY / UI: INSTRUMENT changes the appearance only; Quick Tips is on by default and hides hover help when off; UNDO / REDO records parameter and mode edits.

A Good First Pass

Quick Start

Change one area at a time. The default is ready to hear; learn the main path before adding extra modules.

1 Stay in Mode A

A is steadier; B is more continuous and obvious. Learn the plug-in in A first, or start with a factory preset.

2 Set Soul to 0.65

This is the current reference position.

3 Leave IMPACT at 0

It is an independent control and does not follow Soul.

4 Leave Tape / HPF / TREMOR off

Add them one at a time when needed.

5 Start with SUMMING AMPS and FINISH

One shapes the overall structure; the other shapes the final character.

6 Use Output after big moves

Match the level before deciding whether the tone is actually better.

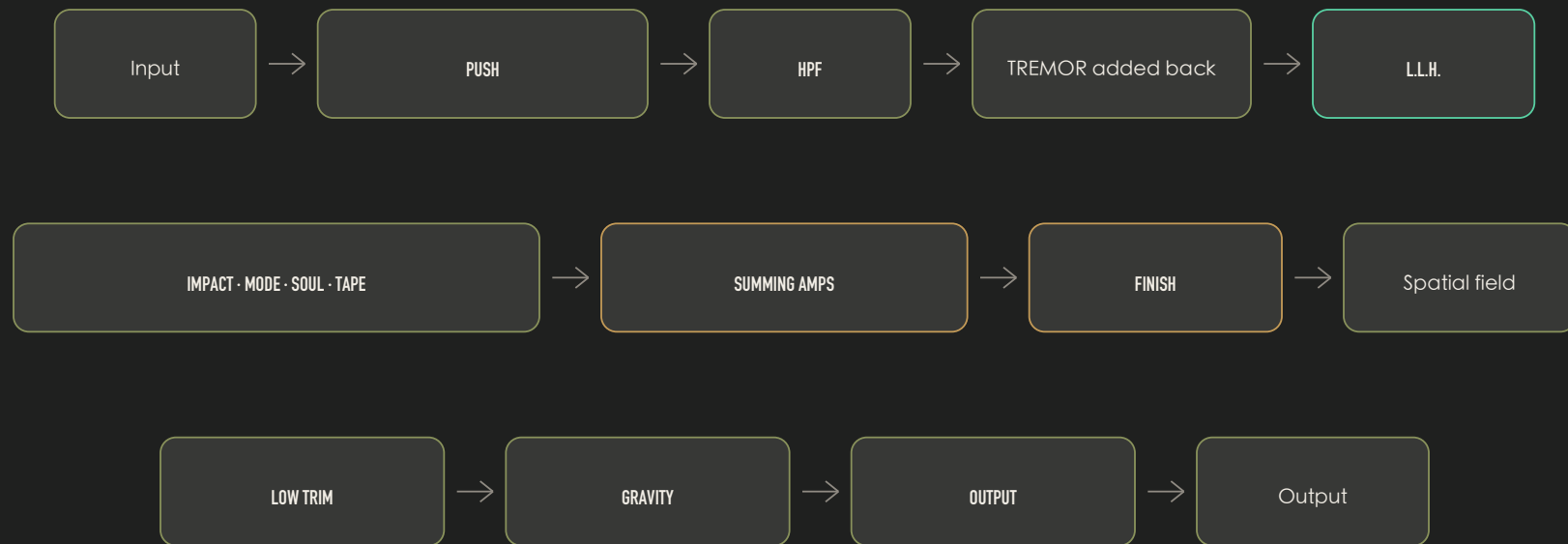
Match the Level First

Push, SUMMING AMPS, Soul, Tape and IMPACT can all make a signal feel more forceful. After a large change, use Output to bring the processed and bypassed levels close.

Signal Order

Actual Signal Flow

The interface is grouped by module; the actual internal order is:



Two Easy-to-Miss Boundaries

TREMOR extracts low-frequency support before HPF and adds it back in the centre after HPF. Low Trim follows the spatial stage and does not change the Tape operating point.



Heat Bus saturation

Range 0.00 to 1.00, default 0.00. Turn right for more bus saturation and glue; peaks become rounder, but too much gets crowded.

Headroom Internal margin

Range 0.00 to 1.00, default 0.47. The direction is easy to misread: right is cleaner and looser; turn left for more heat.

Crosstalk Channel bleed

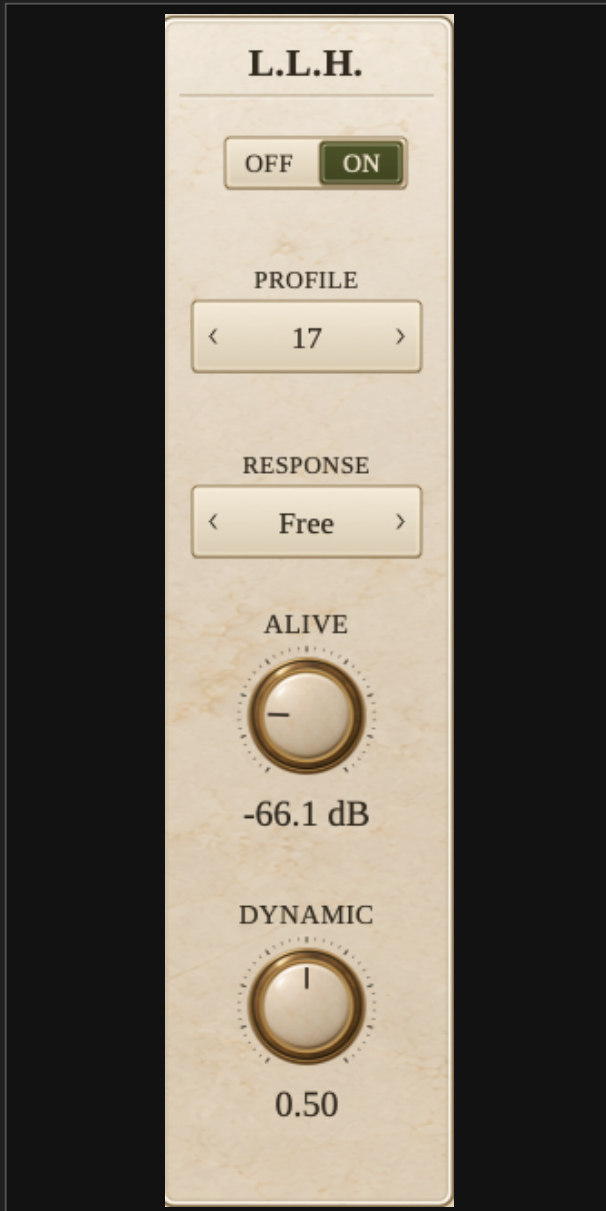
Range 0.00 to 1.00, default 1.00. Turn right for a more unified image and less left-right separation.

Spread Spatial character

Range 0.00 to 1.00, default 1.00. Turn right to strengthen the current Bus Mode's side and width treatment.

Bus Mode

Clean is the most even; Forward is tighter, more focused and forward; Depth is wider, thicker and deeper. Default: Depth.



LOW-LEVEL HARMONIC NOISE FLOOR AND ANALOG COMPONENT NON-LINEARITIES

On and ALIVE / Amount

On controls the whole module. ALIVE ranges from -70 dB to -50 dB, default -66.1 dB; less negative values make the texture more obvious.

Dynamic

Range 0.00 to 1.00, default 0.50. Turn right to add more in quiet passages while backing off on louder material.

Response

Free follows the programme continuously; Transient appears mainly at note starts. Default: Free.

Profile

17 is natural and even; Yu is lighter; 02 emphasises high-frequency air; Finn emphasises upper mids; kvyw is stronger than Finn. Default: 17.

Practical Limit

At small settings it feels like presence and air. If you can clearly hear continuous noise, turn ALIVE left or switch L.L.H. off.



Soul Overall character

Range 0.00 to 1.00, default 0.65. Turn right for more harmonic density, equipment feel and path participation; higher settings are denser with rounder peaks.

IMPACT Independent density

Range 0.00 to 1.00, default 0.00. It no longer follows Soul; 0.50 is step 1 and 1.00 is step 2. Turn right for more weight, grip, saturation and peak control.

Tape Amount

Range 0.00 to 1.00, default 0.00. Controls tape memory, low-frequency lift, harmonics and transient rounding; 0 is a true bypass.

Voice

Clean leaves more headroom with less distortion; Thick colours earlier with denser harmonics.

Speed

Tight keeps the low end firm and the top open; Full gives more sub weight and a softer top when driven.



Tone LO 392 Hz

Range -3.25 dB to $+3.25$ dB, default 0 dB. Turn right for more body and chest; turn left to clear the low mids.

Tone HI 2.6 kHz

Range -6.88 dB to $+6.88$ dB, default 0 dB. Turn right for more presence and brightness; turn left for a more restrained tone.

Place Before / After

Before places both shelves ahead of Tape, so boosts drive the tape harder; After only changes tone. With both Tone controls at zero, they sound the same.

Bias LO / Bias HI

Both range from -1.00 to $+1.00$, default 0. They change the bias operating point, not EQ, and act only when Tape Amount is raised.

Placement

Tone LO / HI in Before changes how hard Tape is driven; After changes only the printed tone. Bias response is not perfectly symmetrical.

HPF and TREMOR

Cleanup and Low-Frequency Support



HPF

Off by default. Frequency ranges from 5 Hz to 200 Hz, default 7.83 Hz; Resonance ranges from 0.400 to 2.000, default 0.707. Higher frequency removes more low end.

TREMOR On and Tune

Off by default. Tune offers 7.83 / 14.3 / 20.8 / 27.3 / 33.8 Hz; higher settings move the resonance up and make it easier to hear.

Intensity and Resonance

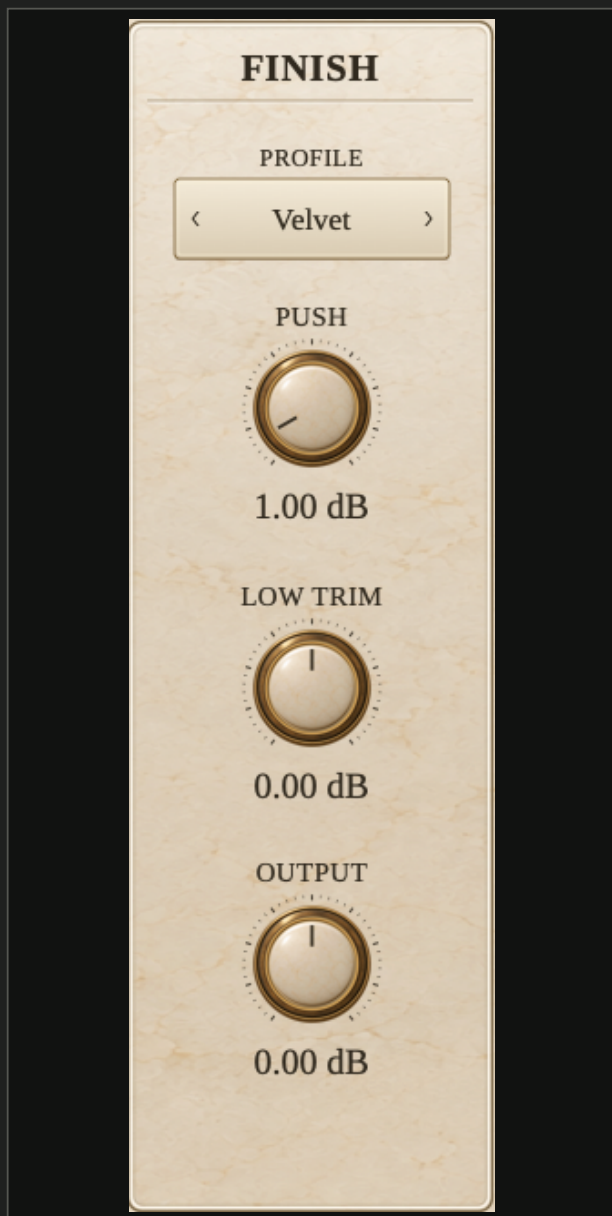
Intensity is 0.00 to 1.00, default 0.50, and sets how much support is added back. Resonance is 1.00 to 30.00, default 8.00, and sets its concentration.

Drive

Range 0.00 dB to 6.00 dB, default 2.00 dB. Turn right for more texture and a dirtier support signal.

Important Boundary

TREMOR builds a pitched, centred support signal from the low end before HPF and adds it back after HPF; it is not a normal low shelf EQ.



Profile / Mode

Neutral adds the least colour; Forward is clearer and more forward; Depth is rounder and thicker; Grip has more low-end grip; Velvet is smoother and more open. Default: Velvet.

Push

Range 0.00 dB to 12.00 dB, default 1.00 dB. Pushes the signal harder into the nonlinear path while applying inverse level compensation to the wet signal.

Low Trim

A 45 Hz low shelf, ranging from -6.00 dB to +6.00 dB, default 0 dB. It follows the spatial stage and does not change the Tape operating point.

Output and Monitoring

Output ranges from -12 dB to +12 dB, default 0 dB. The meters, Earth Cycle, correlation and Side / Mid displays are for monitoring only.

Keep Them Separate

Bus Mode shapes the overall structure; FINISH shapes the end of the analogue path. They are serial stages, not alternatives.

Two Faces, Gravity and Monitoring

The Interface Does Not Decide for You



UI: IVORY Default warm panel



UI: INSTRUMENT Olive panel

UI: IVORY / INSTRUMENT

Appearance only; both faces keep the same five public processing groups.

MODE A / MODE B

A is steadier; B is more continuous. This changes internal motion only.

Quick Tips

On by default. Hover a control for help; turn it off for a quieter interface.

Gravity

0 is dry and 1 is fully processed; default 1.00. It sets the processed share of the whole plug-in.

Earth Cycle

Shows the movement of the output modulation; monitoring only.

Output Field

Correlation and Side / Mid show the stereo relationship; monitoring only, with no automatic

Top-Bar Workflow

The preset strip provides Default, 17 MixBus, Yu MixBus, Kinghand artist presets, and user presets from Save / Save As. UNDO / REDO records parameter and mode edits; the window offers 75%, 100%, 125% and 150%. Nine retained host parameters preserve old projects but are hidden on both current faces.

Core Parameter Reference

Ranges, Defaults and Direction

Gravity

Knobs

Mixes dry and processed signal.

0.00 to 1.00 • 1.00

Turn right for more processing.

Output Gain

Knobs

Final clean output gain.

-12 to +12 dB • 0 dB

Use it for level-matched comparisons.

Bypass

Switch

Bypasses the whole plug-in while preserving host timing.

Off / On • Off

Match Output before an A/B comparison.

Push

Knobs

Pushes the internal nonlinear path and compensates wet level.

0 to 12 dB • 1 dB

Turn right for deeper colour.

Soul

Knobs

Overall equipment feel and harmonic density.

0.00 to 1.00 • 0.65

Turn right for a thicker, denser sound.

IMPACT

Knobs

Independent weight, grip and peak control.

0.00 to 1.00 • 0.00

0.50 is step 1; 1.00 is step 2.

Tape Amount

Knobs

Overall tape print amount.

0.00 to 1.00 • 0.00

0 is a true bypass.

Mode A / B • OS 2×

Mode / display

A is steadier; B is more continuous and obvious.

A / B • Default A; fixed OS 2×

OS is not a switchable parameter.

Module Parameter Reference

Ranges That Are Easy to Forget

BUS Heat / Headroom

Knobs

Bus heat and internal headroom.

Heat 0..1 / Headroom 0..1

More heat: Heat right, Headroom left.

BUS Crosstalk / Spread

Knobs

Channel bleed and spatial character.

Both 0..1 · default 1

Turn left first if it is too wide.

L.L.H. ALIVE

Knobs

Very-low-level texture amount.

-70 to -50 dB · -66.1 dB

Turn left if audible noise is excessive.

Soul / IMPACT

Knobs

Overall character and independent impact density.

Soul 0..1 / IMPACT 0..1

Defaults 0.65 / 0.00.

Tape Circuit

Knob / selector

Tone, Place and Bias operating points.

Bipolar Tone / Bias ranges

Inactive when Tape Amount is 0.

HPF

Switch / knobs

Resonant high-pass filter.

5..200 Hz / Q 0.4..2.0

Off by default.

TREMOR

Switch / knobs

Pitched low-frequency support added after HPF.

5 Tune steps / Intensity / Q / Drive

Off by default.

FINISH Profile

Selector

Final analogue path character.

5 settings · default Velvet

This is not a full plug-in bypass.

Where to Start When It Sounds Wrong

Quick Troubleshooting

Too crowded or distorted

Reduce Push, BUS Heat, Tape Amount or Soul. Turn Headroom right; back off IMPACT first.

Too wide or hollow in the centre

Reduce Spread and Crosstalk. Try Clean / Forward for Bus Mode and Grip / Forward for Finish.

Too much low end or tail

Turn off TREMOR first, then reduce Tape Amount. Turn Low Trim left and lower HPF Resonance.

Noise or a textured tail

Turn off L.L.H. or turn ALIVE left; then check gain staging before and after the plug-in.

The processing feels too strong

Turn Gravity left, or return to Mode A and bypass added modules one at a time.

It is only louder

Use Output to match bypassed and processed levels before comparing.

Transients feel dull

Reduce Tape Amount and Soul first; back off IMPACT, then check whether FINISH is too heavy.

Too many changes to undo

Return to Mode A, turn Tape, HPF and TREMOR off, then add modules back one at a time.

I/O

Mono or stereo main input; output layout must match. No MIDI in or out.

State and automation

Public audio controls are managed by host parameters; legacy IDs and migration data remain compatible.

Interface memory

Window size, theme and zoom are stored in local UI preferences, not audio state.

Oversampling

The interface shows OS 2x; this is a fixed internal state, not a switchable parameter.

Parameters and compatibility

The current interface shows 34 automatable parameters; 9 more remain in the host contract but are hidden to preserve old projects and automation.

Document scope

This manual describes Gaea 1.0.5 current visible interface and behaviour.

Uninstall Locations

macOS

AU:/Library/Audio/Plug-Ins/Components/Gaea.component.VST3:/Library/Audio/Plug-Ins/VST3/Gaea.vst3.AAX:/Library/Application Support/Avid/Audio/Plug-Ins/Gaea.aaxplugin.

Windows

VST3: C:\Program Files\Common Files\VST3\Gaea.vst3. AAX: C:\Program Files\Common Files\Avid\Audio\Plug-Ins\Gaea.aaxplugin. Delete the matching folders and rescan.

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