ATOMIC LABS

INSTRUMENT

RESONATA

Modal percussion and resonator instrument

INSTRUMENT · VST3 · WINDOWS 64-BIT · 300 PRESETS · V1.0



USER MANUAL

VERSION 1.0 · 2026

01 About Resonata

Resonata strikes virtual objects. An exciter (a mallet plus a noise burst) hits two modal resonators, each with up to 32 modes and eight object models: Marimba, Beam, String, Membrane, Plate, Tube, Bell and Glass.

Hit position, material damping, inharmonic stretch and the 'Ripple' shimmer shape the ring. The two resonators can be coupled in parallel or series, followed by a filter, vibrato and effects.

TYPE	FORMAT	SIGNAL	LATENCY
Instrument	VST3 · Win x64	MIDI in → stereo out	none

FACTORY PRESETS	CONTROLS	WINDOW	VERSION
300 + Init	46 automatable	Resizable	1.0

02 Quick start

1. Pick a preset (marimba, bells, plates, glass, drums, shimmer).
2. Play with velocity: harder hits are brighter.
3. Change Model and Material on resonator A to turn wood into metal.
4. Raise Ripple for a shimmering, moving tail.

INSTALLATION

Install

Copy the folder `Resonata.vst3` into `C:\Program Files\Common Files\VST3\`, then restart your DAW or rescan plug-ins. It appears under the manufacturer **Atomic Labs**.

This manual

A copy of this PDF lives inside the plug-in folder, next to `Contents`. Your DAW ignores it; it is there so the manual always travels with the plug-in.

03 The interface



Exciter

Mallet Stiffness, Mallet Noise, Mallet Level and a Noise burst with attack, decay and colour. Velocity > Brightness.

Resonators A and B

Model, Decay, Material, Inharmonic, Brightness, Hit Position, Tune, Fine and Level for each.

Coupling

Coupling (parallel or series), A / B Balance, Ripple and Ripple Rate, Release Damping.

Filter and Vibrato

Filter cutoff and resonance, vibrato depth and rate.

Effects

Chorus, delay (mix, feedback, time), reverb (mix, size), Width, Master and Mono.

04 Presets

Resonata comes with **300** factory presets, plus an **Init** program to start from scratch. Every preset was designed for this plug-in and level-matched, so you can browse without jumps in volume.

A FEW TO TRY

- Rosewood Marimba
- Bright Xylophone Soft
- Bass Marimba Hard
- Rosewood Marimba Shimmer
- Wind Chimes
- Temple Bowl Soft
- Tubular Bells Long
- Wind Chimes Shimmer
- Steel Pluck
- Harp String Hard
- Hammered Dulcimer Long
- Steel Pluck Shimmer
- Floor Tom Soft
- Tabla Tone Hard
- Timpani Long
- Gong
- Sheet Metal Soft
- Spring Tank Hard
- Gong Shimmer
- Ice Shards
- Prism Keys Soft
- Crystal Glass Long
- Ice Shards Shimmer
- Clavinet Tine
- Tine Piano Hard
- Toy Piano Long
- Clavinet Tine Shimmer
- Gamelan Gong Soft
- Mbira Hard
- Slit Drum Long
- Bowed Strings
- Singing Plate Soft
- Drone Strings Hard
- Bowed Strings Shimmer
- Rain Stick
- Haunted Bowl Soft

05 Tips

Tuned percussion: low Inharmonic, hit position near 0.2.

Gongs and bells: plate or bell model, high Inharmonic, long Decay.

06 Atomic Labs essentials

These work the same way in every Atomic Labs plug-in.

Preset browser

Use the arrows next to the preset name to step through the presets, or click the name to open the menu sorted by category. The current category is shown above the name.

SAVE: your presets and banks

SAVE stores the complete state as your own preset (.atp) in Documents\Atomic Labs\Resonata\Presets. From the same menu you can delete presets and export or import a whole bank (.atb) to share or back up. Your presets appear at the end of the preset menu.

DICE

DICE rolls a brand-new patch: it starts from a factory design and changes the main settings at random. Not happy? Roll again, or step back to a preset.

SIZE and resizing

Drag the bottom-right corner to resize the window, or pick a fixed zoom from SIZE. The size is remembered with the project.

Automation

Every control can be automated and is listed with its full name in your DAW. Changes are smoothed, so automation never clicks.

Project recall

The whole state (including drawn waves, patterns, steps and window size where available) is saved with your project.

STABILITY

Every Atomic Labs plug-in is tested at sample rates from 44.1 to 192 kHz and at block sizes from 1 to 8192 samples, before and after the host prepares it, and with every factory preset. The audio code never allocates memory while playing, and signals are protected against invalid values, so it stays quiet and stable in long sessions.

07 Control reference

Every automatable control as your DAW lists it, with its range and default value. Where a set of controls repeats (for example several identical layers, bands or slots), it is shown once.

General

CONTROL	RANGE / OPTIONS	DEFAULT
Velocity > Brightness	0 % to 100 %	50 %
Coupling	Parallel · Series	Parallel
A / B Balance	A to B	A50 B50
Ripple	0 % to 100 %	0 %
Ripple Rate	0 % to 100 %	30 %
Release Damping	0 % to 100 %	50 %
Filter Cutoff	40 Hz to 20.0 kHz	20.0 kHz
Filter Resonance	0 % to 100 %	10 %
Vibrato Depth	0 % to 100 %	0 %
Vibrato Rate	0 % to 100 %	40 %
Chorus	0 % to 100 %	0 %
Reverb Mix	0 % to 100 %	0 %
Reverb Size	0 % to 100 %	60 %
Stereo Width	0 % to 100 %	60 %
Master	-48.0 dB to +24.0 dB	-3.1 dB
Mono	Off · On	Off

Mallet

CONTROL	RANGE / OPTIONS	DEFAULT
Mallet Stiffness	0 % to 100 %	50 %
Mallet Noise	0 % to 100 %	10 %
Mallet Level	0 % to 100 %	100 %

Noise

CONTROL	RANGE / OPTIONS	DEFAULT
Noise Level	0 % to 100 %	0 %
Noise Attack	0 ms to 2.00 s	2 ms
Noise Decay	5 ms to 5.00 s	80 ms
Noise Color	0 % to 100 %	50 %

Resonator

CONTROL	RANGE / OPTIONS	DEFAULT
Resonator A On	Off · On	On
Resonator A Model	Marimba · Beam · String · Membrane · Plate · Tube · Bell · Glass	Marimba
Resonator A Decay	50 ms to 12.0 s	775 ms
Resonator A Material	Metal to Felt	Wood
Resonator A Inharmonic	-100 % to +100 %	0 %
Resonator A Brightness	0 % to 100 %	50 %
Resonator A Hit Position	Edge to Centre	60 %
Resonator A Tune	-24 st to +24 st	0 st
Resonator A Fine	-100 ct to +100 ct	0 ct
Resonator A Level	0 % to 100 %	80 %
Resonator B On	Off · On	Off
Resonator B Model	Marimba · Beam · String · Membrane · Plate · Tube · Bell · Glass	Marimba
Resonator B Decay	50 ms to 12.0 s	775 ms
Resonator B Material	Metal to Felt	Wood
Resonator B Inharmonic	-100 % to +100 %	0 %
Resonator B Brightness	0 % to 100 %	50 %
Resonator B Hit Position	Edge to Centre	60 %
Resonator B Tune	-24 st to +24 st	0 st
Resonator B Fine	-100 ct to +100 ct	0 ct
Resonator B Level	0 % to 100 %	80 %

Delay

CONTROL	RANGE / OPTIONS	DEFAULT
Delay Mix	0 % to 100 %	0 %
Delay Feedback	0 % to 92 %	35 %
Delay Time	20 ms to 2.00 s	375 ms



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Atomic Labs makes original instruments and effects with futuristic, animated interfaces, deep sound design and hundreds of presets in every plug-in.

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