ATOMIC LABS

EFFECT

SHATTER

Step-sequenced glitch processor

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



USER MANUAL

VERSION 1.0 · 2026

01 About Shatter

Shatter records the input into a 4-second buffer and a tempo-synced sequencer of up to 32 steps picks one glitch per step: Repeat, Pitch Repeat, Reverse, Tape Stop, Gate, Crush, Filter Sweep or Scratch.

Each step also has its own pitch, pan, mix and chance. A declicker smooths every jump, so glitches are sharp but never pop.

TYPE	FORMAT	SIGNAL	LATENCY
Effect	VST3 · Win x64	Stereo in → stereo out	none

FACTORY PRESETS	CONTROLS	WINDOW	VERSION
300 + Init	26 automatable	Resizable	1.0

02 Quick start

1. Insert Shatter on a beat or vocal and press Play.
2. Paint glitches into the step grid.
3. Set Sequence Length and Step Resolution.
4. Turn on Auto-Glitch for random edits that change every bar.

INSTALLATION

Install

Copy the folder `Shatter.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



Sequencer

Pattern Bank (A-D), Sequence Length, Step Resolution (1/8, 1/16, 1/32, 1/16T), Sequence Offset, Swing, Global Chance and Auto-Glitch.

Glitch settings

Repeat Slice and Repeat Decay, Tape Stop Curve, Gate Rate and Smooth, Crush Bits and Downsample, Filter Resonance and Direction, Scratch Speed, Ring Frequency, Echo Feedback, Vinyl Wobble.

Per step

Glitch type, Pitch, Pan, Mix and Chance (in the step grid).

Output

Wet Low Cut, Wet High Cut, Wet Width, Mix, Output and Bypass.

04 Presets

Shatter comes with **300** factory presets in 10 categories, 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.

30 Stutter Edits | **30** Tape Stops | **30** Reverse FX | **30** Pitch Rolls | **30** Gated Chops

30 Crushed & Ring | **30** Freeze & Sustain | **30** Scratch & Vinyl | **30** IDM Chaos | **30** Build-Ups

A FEW TO TRY

- Stutter Edit
- Flicker Roll
- Chop Stutter
- Jitter Edit
- Halt Brake
- Tape Stop
- Sink Halt
- Stop Brake
- Inverse Wash
- Mirror Tape
- Backward FX
- Reverse Wash
- Harmonic Shift
- Giant Run
- Falling Step
- Gate Chop
- Blink Pulse
- Stab Gate
- Shutter Chop
- Ring Ring
- Crushed Crush
- Fried Grind
- Static Ring
- Suspend Frame
- Drone Moment
- Hold Freeze
- Frozen Frame
- Spin Spin
- Platter Cut
- Wobble Deck
- IDM Chaos
- Error Pattern
- Quantum Matrix
- Glitch Chaos
- Climb Riser
- Build Build

05 Tips

Build-up: Repeat on every step with decreasing slice size over 4 bars.

Keep Global Chance under 50 % for subtle variation.

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\Shatter\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
Pattern Bank	A · B · C · D	A
Sequence Length	1 to 32	16
Step Resolution	1/8 · 1/16 · 1/32 · 1/16T	1/16
Sequence Offset	0 to 31	0
Swing	0 % to 100 %	0 %
Repeat Slice	1/16 · 1/32 · 1/32T · 1/64 · 1/64T · 1/128	1/32
Repeat Decay	0 % to 100 %	20 %
Tape Stop Curve	0 % to 100 %	50 %
Gate Rate	0 % to 100 %	50 %
Gate Smooth	0 % to 100 %	30 %
Crush Bits	0 % to 100 %	50 %
Crush Downsample	0 % to 100 %	40 %
Filter Resonance	0 % to 100 %	50 %
Filter Direction	Down · Up	Down
Scratch Speed	0 % to 100 %	50 %
Ring Frequency	0 % to 100 %	40 %
Echo Feedback	0 % to 100 %	50 %
Vinyl Wobble	0 % to 100 %	50 %
Global Chance	0 % to 100 %	100 %
Auto-Glitch	0 % to 100 %	0 %
Mix	0 % to 100 %	100 %
Output	-24.0 dB to +12.0 dB	0.0 dB
Bypass	Off · On	Off

Wet

CONTROL	RANGE / OPTIONS	DEFAULT
Wet Low Cut	20 Hz to 2.0 kHz	20 Hz
Wet High Cut	1.0 kHz to 20.0 kHz	20.0 kHz
Wet Width	0 % to 200 %	100 %



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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.

Version 1.0 · VST3 for Windows 64-bit · Manual generated 2026-11-13

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