Rodec + Sherman MiniStyler

The MiniStyler is a compact evolution of the legendary Sherman ReStyler. It offers the same analog circuitry as the original, but with a more streamlined control layout and new creative tools: **dual CV inputs** and **sidechain modulation**. This makes it both easier to operate and more versatile, with enhanced automation possibilities for studio and live performance.

Top Row: Gain Staging

- **Drive**
  Controls the input level, with up to **+30 dB gain** when fully pushed.

- **Make-Up**
  Sets the output level after the Drive stage, allowing precise volume matching.

- **Dry/Wet**
  Balances between the unprocessed (dry) and processed (wet) signal.

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- **ON** *(pushbutton)*
  Engages or bypasses the MiniStyler's effect section.

- **INT/SC** *(pushbutton)*
  Selects the modulation source:

  - **INT**: internal audio signal

  - **SC**: external sidechain input
    (See *Modulators* section for details.)

Second Row: Modulators

- **MOD (Freq)**
  Modulates the filter frequency positively or negatively, using a fixed envelope derived from the selected modulation source (INT or SC).

- **FM**
  Frequency modulation of the filter, based on the selected modulation source.

- **MOD (Type)**
  Modulates the filter type (Low Pass / Band Pass / High Pass) positively or negatively, using a fixed envelope derived from the selected modulation source.

Third Row: Filter Section

- **Frequency**
  Sets the filter's cutoff frequency.

- **Resonance**
  Boosts the resonance at the selected frequency for more pronounced peaks and harmonics.

- **Type**
  Smoothly sweeps the filter from Low Pass to Band Pass to High Pass modes.

- **24dB/12dB** *(pushbutton)*
  Selects the filter slope:

  - **12 dB/octave** for a gentler roll-off

  - **24 dB/octave** for a steeper, more dramatic cutoff

Quick Start

1. **Engage the Effect**
   Press **ON** to activate the MiniStyler. Set **Dry/Wet** to fully wet processed sound.

2. **Set Gain Staging**

   - Adjust **Drive** for desired input punch or saturation (watch the levels—full boost gives +30 dB).

   - Match overall output with **Make-Up** so volume stays consistent when bypassing.

3. **Choose Your Modulation Source**

   - Press **INT** to modulate from the main signal.

   - Press **SC** to use an external source via the sidechain input (e.g., drum loop to make the filter pump).

4. **Shape the Sound**

   - Turn **Frequency** to sweep through the tonal range.

   - Add **Resonance** to emphasize and sharpen the cutoff point.

   - Use **Type** to morph between Low Pass → Band Pass → High Pass.

5. **Add Motion**

   - Use **MOD (Freq)** to have the cutoff follow a fixed envelope from your modulation source.

   - Use **FM** for audio-rate frequency modulation and extra grit.

   - Use **MOD (Type)** to sweep the filter style automatically.

6. **Fine-Tune the Filter**
   Press **24dB/12dB** to switch between a steep, dramatic cutoff or a gentler slope.

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