



TOMALAB

3D SPACE ENGINE · VST3 / AU · MACOS

TripRama

Put your sound anywhere in the room.

TRIPRAMA BY TOMALAB

HEADPHONES ON

Stop panning left and right. Start placing.

TripRama places your sound anywhere around the listener: in front, behind, above, below, far away, or whispering right in one ear. It does this with real psychoacoustics instead of a simple pan law.

Time between your ears

Up to 0.66 ms of interaural delay from a real head model.

The shadow of your head

Up to about 13 dB of high-frequency shade on the far ear.

Front and back colour

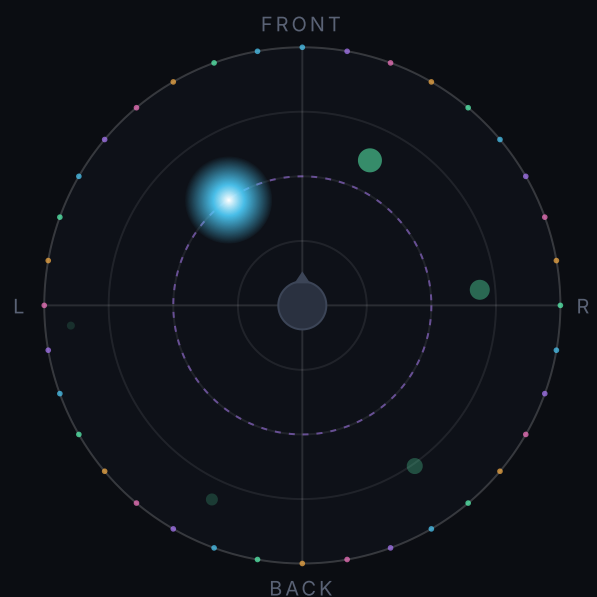
Directional filtering tells the brain a sound is behind you.

Height from your ears

A moving ear-shape notch lifts sounds above or below you.

Distance and Doppler

Level, air, proximity bass, real travel time and a room that grows.



FIVE ENGINES, ONE RADAR

Everything you hear, you can see.



Space

Place it



Motion

Move it



Swarm

Multiply it



Pitch

Shift it



Trip

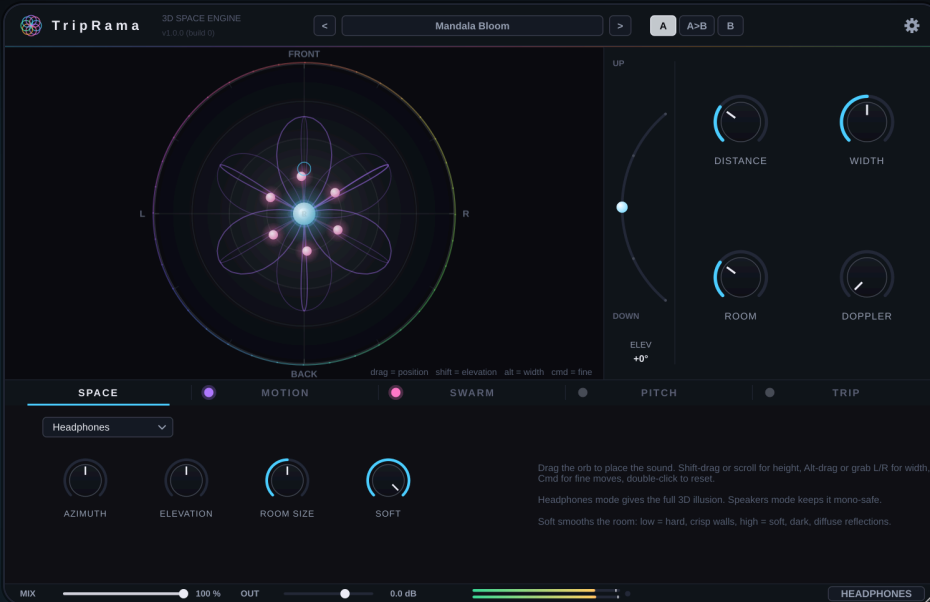
Spin it

Drag the orb to place the sound. Watch motion paths, swarm voices and echo ghosts move live around the listener's head.

SPACE

Drag it anywhere. Hear it there.

Azimuth all the way around you, elevation from below your feet to straight overhead, and distance from a whisper at 0.25 m to 30 m away. Width spreads a stereo source as two virtual speakers.

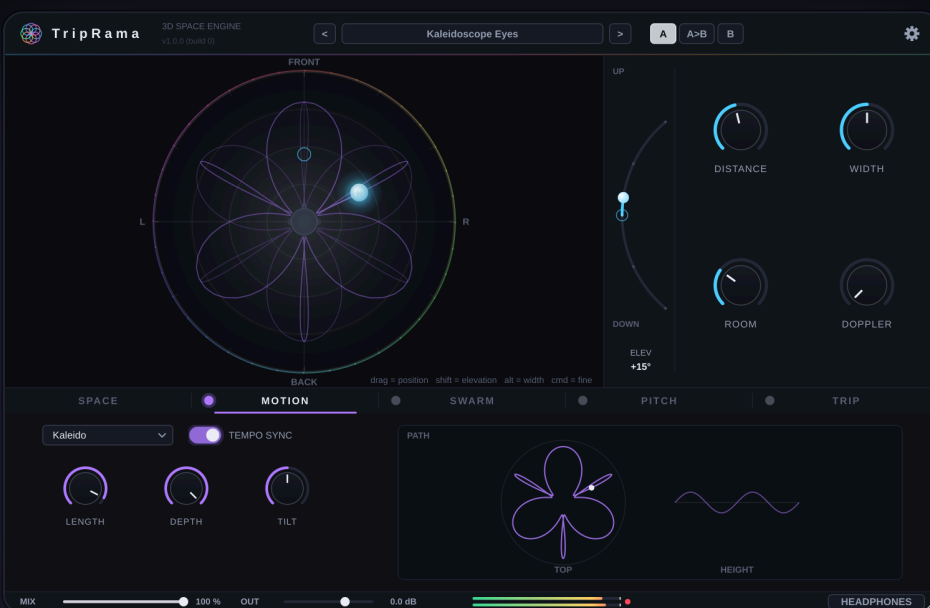


- **Doppler** bends moving sources like a passing car
- **Room** with venue reflections that grow with distance
- **Headphones or Speakers** mode, mono-safe on monitors

MOTION

Let it orbit, in time with your song.

Seven motion paths, locked to your song position from 1/32 to 8 bars so they land the same way every playback. Or let them run free from 0.01 to 10 Hz.



- **Orbit, Figure-8, Pendulum, Spiral**
- **Drift, Bounce** and the rotating **Kaleido** flower
- **Depth and Tilt** for how far and how high it travels

One sound becomes a whole room.



SWARM

A chorus that surrounds you.

Split one part into 2 to 8 voices, each gently detuned and placed at its own angle around the listener.

- Spread 0 to 360°, Rotate either way
- Unison, Octaves, Fifths, Dream Chord, Chaos



PITCH

Five modes, picked for the material.

Beats keeps drum hits tight, Tones stays smooth on vocals, Texture turns pads into shimmer, Complex and Complex Pro handle full mixes.

- ± 24 semitones plus fine tune
- Keep Formants in Complex Pro



TRIP

Echoes that spin through your head.

A tempo-synced echo where every repeat lands at a new angle and further away. Set Spin to 180° and they ping-pong straight through the listener.

- Note divisions or free time
- Spin -180° to $+180^\circ$ per repeat

READY TO PLAY

From **Whisper In Your Ear** to **Ego Death**.

SPACE 7

Init Wide Front Stage Behind You Whisper In Your Ear
Above The Clouds Underground Far Away Radio

MOTION 9

Slow Orbit Tilted Halo Figure Eight Dance
Pendulum Hypnosis Spiral Staircase Drunk Firefly
Bouncing Ball Kaleidoscope Eyes Racing Doppler

SWARM 6

Swarm Of Bees Choir Of Angles Octave Halo Fifth Dimension
Chaos Garden Wide Unison Chorus

PITCH 5

Octave Down Beats Chipmunk Tones Shimmer Cloud
Clean Fifth Up Deep Voice

TRIP 4

Spin Cycle Ping Pong Universe Galaxy Tape Rising Ghosts

COMBOS 4

Lucy In The Sky Tunnel Of Light Mandala Bloom Ego Death

VENUE 4

Stadium PA Warehouse Rave Club Fly-By Back Of The Hall

39

FACTORY PRESETS

40

AUTOMATABLE
PARAMETERS

8

SWARM VOICES

5

PITCH MODES

~1%

CPU FOR PLAIN PANNING

800–1600

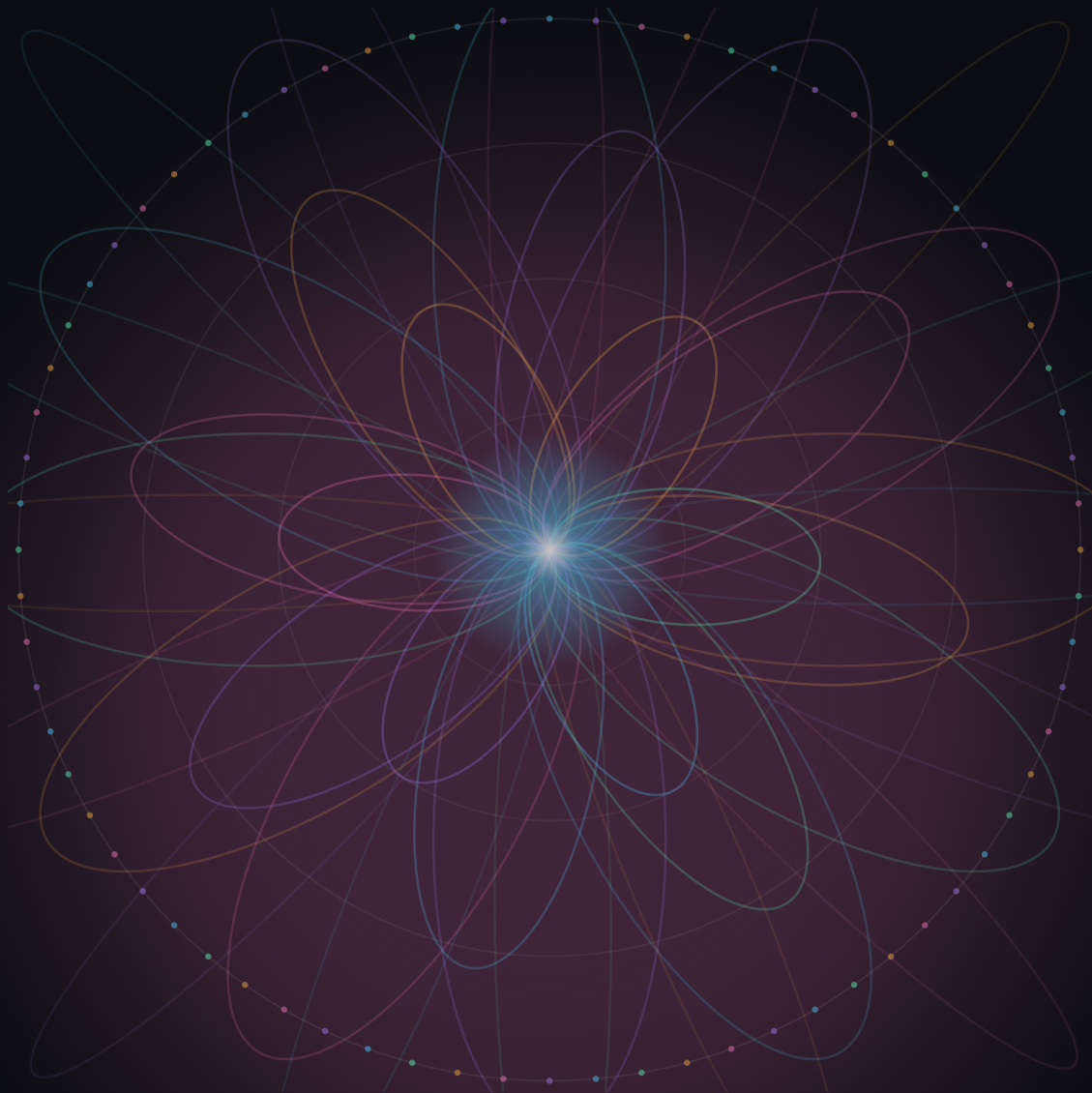
PX RESIZABLE VECTOR UI

ALSO INCLUDED

- A/B compare with copy
- Global Mix (latency-aligned) and Output gain
- Stereo meter with peak hold and clip light
- Save, import and export your own presets

SYSTEM REQUIREMENTS

- macOS, Apple Silicon or Intel (universal)
- VST3 or AU host, tested in Ableton Live
- Headphones recommended for full height and front/back
- Speakers mode for mono-safe mixes



Headphones on. Turn it up.

TripRama by TomaLab · 3D space engine for macOS · VST3 + AU

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