



MORPHOSIS

Your creative ally to morph unique sounds

USER MANUAL

Introduction

MORPHOSIS is a powerful timbre-matching tool designed for both professionals and creative explorers. It applies the tonal qualities of one sound onto another — whether it's a human voice, an instrument, or even a sound effect. With an ever-growing library of hundreds of models available directly in the plug-in, MORPHOSIS makes it effortless to experiment, transform, and inspire. From turning a clarinet into a violin, a bird into a circular saw, or pizzicato strings into raindrops, MORPHOSIS unlocks endless sonic possibilities — all while remaining fast, intuitive, and reliable.

MORPHOSIS redefines what's possible with sound design. Instead of traditional synthesis or effects processing, it performs timbre matching: analyzing one sound and reshaping it with the tonal identity of another. The result is a hybrid sound that preserves the rhythm, articulation, and expression of the input, while taking on the color and texture of the chosen model.

MINIMUM SYSTEM REQUIREMENTS

-  macOS 10.15 or higher (Intel / Apple Silicon) (64-bit)*
-  Windows 8 or higher (64-bit) **available soon**
-  iLok 2 or higher

* we highly recommend an Apple Silicon processor for better performance

HAL Audio

Based in Paris (France), at the heart of POLYSON post-production studios, we work closely with sound engineers, sound editors, re-recording mixers and developers.

Our team has been supporting directors and artists since the early 2000s in designing and implementing the sound of their artistic creations. From international blockbusters to indie movies, podcasts, installation art and more, our work can be heard on hundreds of projects.

HAL seeks to develop innovative tools that are created by and destined for post-production professionals, focusing on innovation, audio quality and simplicity of use.

If you have any questions or, feel free to email us at support@hal-audio.com



How to install

1 RUN THE INSTALLER

The MORPHOSIS installer can be downloaded from the product page here: www.hal-audio.com/downloads/#morphosis

Note that MORPHOSIS is available in two versions, each with its dedicated installer: a standalone version, and an AAX AudioSuite plug-in version, which is only compatible with Pro Tools.

After downloading and launching the MORPHOSIS installer, please follow the on-screen instructions.

Standalone version

The required files will be installed into the app folder of your computer. Once the installation is complete, you can then activate your plug-in using iLok License Manager.

Plug-in version

The required files will be installed in the plug-ins folder of Pro Tools. Once the installation is complete, if needed, relaunch Pro Tools. MORPHOSIS will be detected automatically, and you will be prompted to authorize it using your iLok account.

2 ILOK REGISTRATION

MORPHOSIS uses the iLok licensing system. An iLok account is required to use the software. Creating an iLok account is free, and detailed instructions are available at www.ilok.com

After your purchase, you will receive an order confirmation email containing your iLok activation code in this format:

XXXX-XXXX-XXXX-XXXX-XXXX-XXXX-XXXX-XX

To activate your license:

1. Download and open the iLok License Manager application (available for free at www.ilok.com).
2. From the menu bar, select Licenses → Redeem Activation Code, or click the Redeem Activation Code icon in the upper-right corner of the application.
3. Copy and paste the full activation code into the entry field.
4. Choose your preferred activation location:
iLok USB dongle | iLok Cloud | your local computer
5. Confirm to complete the activation.

If you activate MORPHOSIS on an iLok USB dongle, the dongle containing the active license must be connected to your computer whenever you use the plug-in.



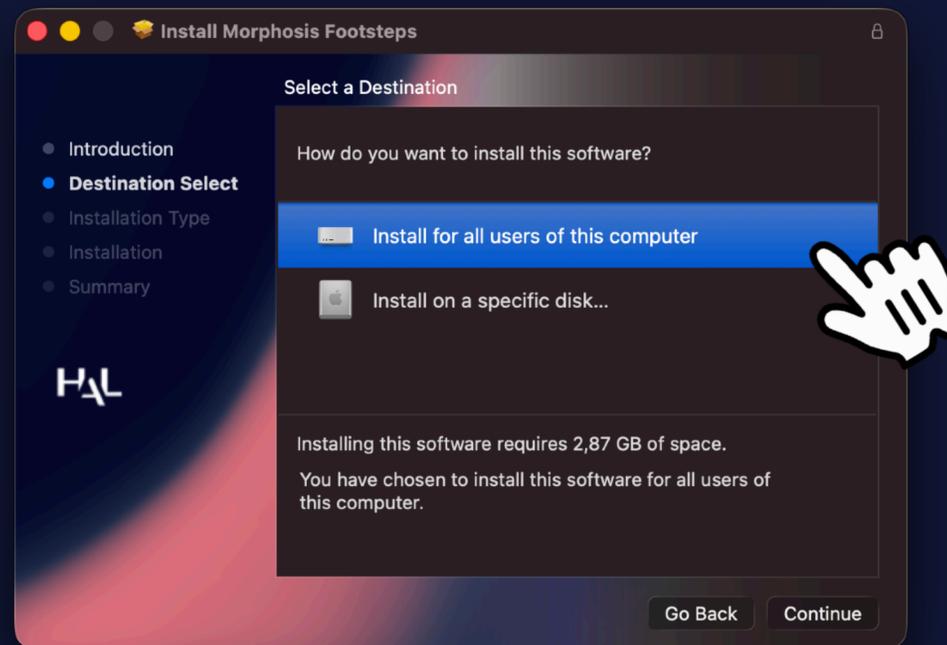
How to install models

INSTALLING MODELS

Audio models are essential for MORPHOSIS to function. You can download hundreds of free, high-quality and diverse models (voices, instruments, sound effects) from the HAL Audio website.

To install audio models, follow the steps below:

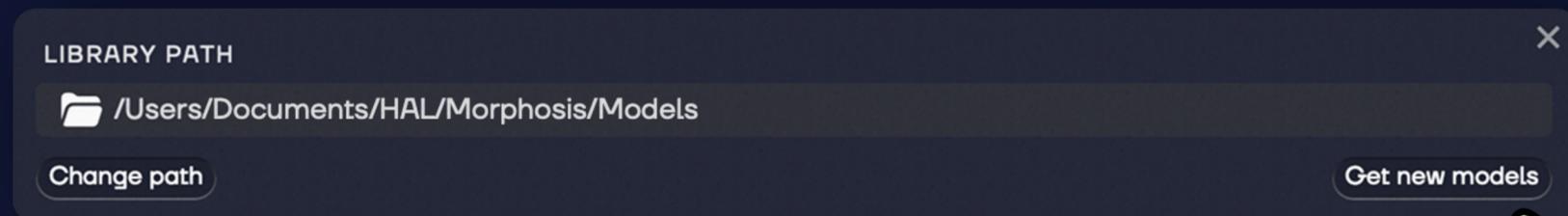
1. Download the audio models you are interested in from www.hal-audio.com/morphosis/models/
2. Launch the corresponding installers and follow the on-screen instructions.
3. When the installer asks for the installation path, by default it will suggest creating a dedicated folder in **/Documents/HAL/Morphosis/Models**. However, you are free to install the models anywhere on your computer or an external drive. Please note all models you wish to use must be installed in the same folder.



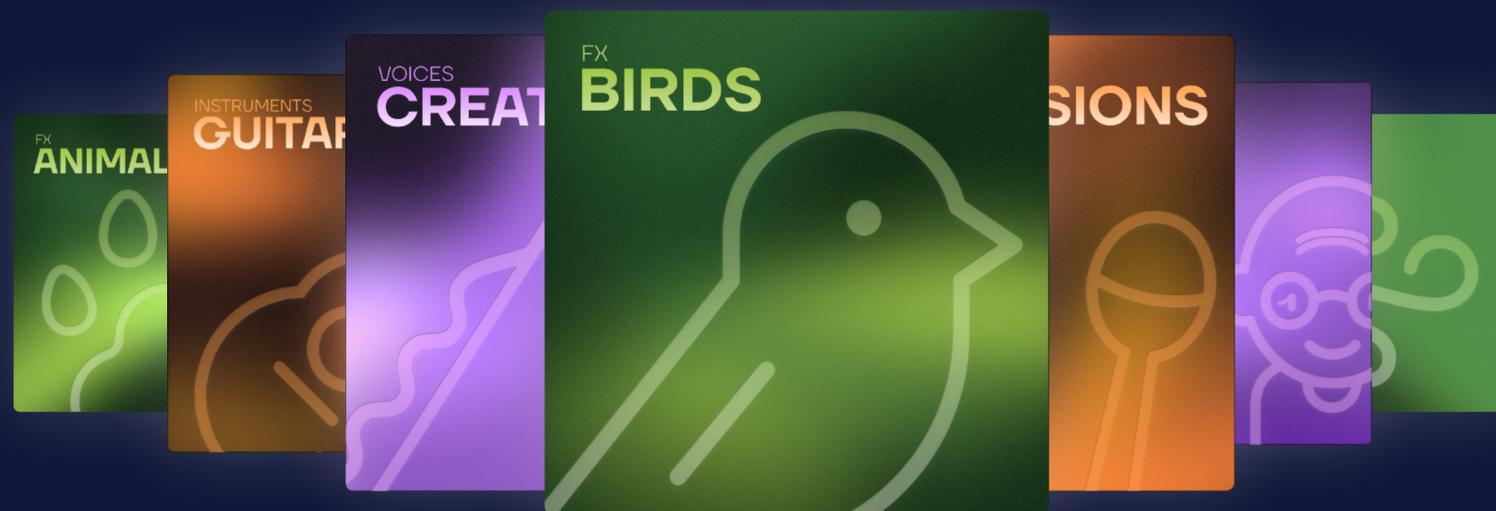
When installing new models, you can choose where to store them.

USING MODELS

1. Once the models are installed, launch MORPHOSIS to use them. By default, MORPHOSIS looks for models in **/Documents/HAL/Morphosis/Models**. If your models are stored elsewhere, specify the correct location in the Info page of MORPHOSIS by entering the appropriate path in the « LIBRARY PATH » field (see page 17).



2. In the MORPHOSIS Info page, click the « Get New Models » button to open the HAL Audio website (www.hal-audio.com/morphosis/models/) and download additional models. Hundreds of models are available on the HAL Audio website.





How to get started

STANDALONE VERSION



MORPHOSIS is available as a standalone app. To use it:

1. Launch MORPHOSIS from the app folder of your computer.
2. Drag and drop an audio file from your computer into MORPHOSIS.
3. Choose a model then press Play to monitor and adjust the desired parameters.
4. Click on the Export button to save the processed audio file to your computer.

You are now ready to start exploring MORPHOSIS.

1 SELECTING A MODEL

Click on the central area - with the butterfly icon - to open the model selection window. In this window (see page 17), you can select the audio model of your choice.

2 INFORMATION

Click the (i) button to open the Information page (see page 16). There, you can change the path to the Models folder. You will also find essential information to help you use MORPHOSIS.

STANDALONE VERSION

1 IMPORTING AN AUDIO FILE

To import an audio file, click in this area or drag and drop an audio file into it. Once the file is loaded, its waveform is displayed.

2 PLAY / PAUSE

Click the Play button to start playback of the loaded audio. If a model is selected in MORPHOSIS, the audio will be played back processed. During playback, you can adjust MORPHOSIS parameters and change the values of the different controls (Pitch, Color, etc.) to hear the result in real time. You can use the Volume knob to adjust the monitoring level.

3 UNDO / REDO

Use the Undo button to return the controls to their previous state, and the Redo button to cancel the last Undo action.

4 COMPARE

Use the Compare button during audio playback. While this button is pressed, you can temporarily listen to the original, unprocessed sound. This is very useful to quickly compare the original file with the MORPHOSIS processed version.

5 EXPORT

Click the Export button to save the processed audio file to your computer, or drag and drop the waveform directly out of MORPHOSIS and into the DAW of your choosing.



PLUG-IN VERSION

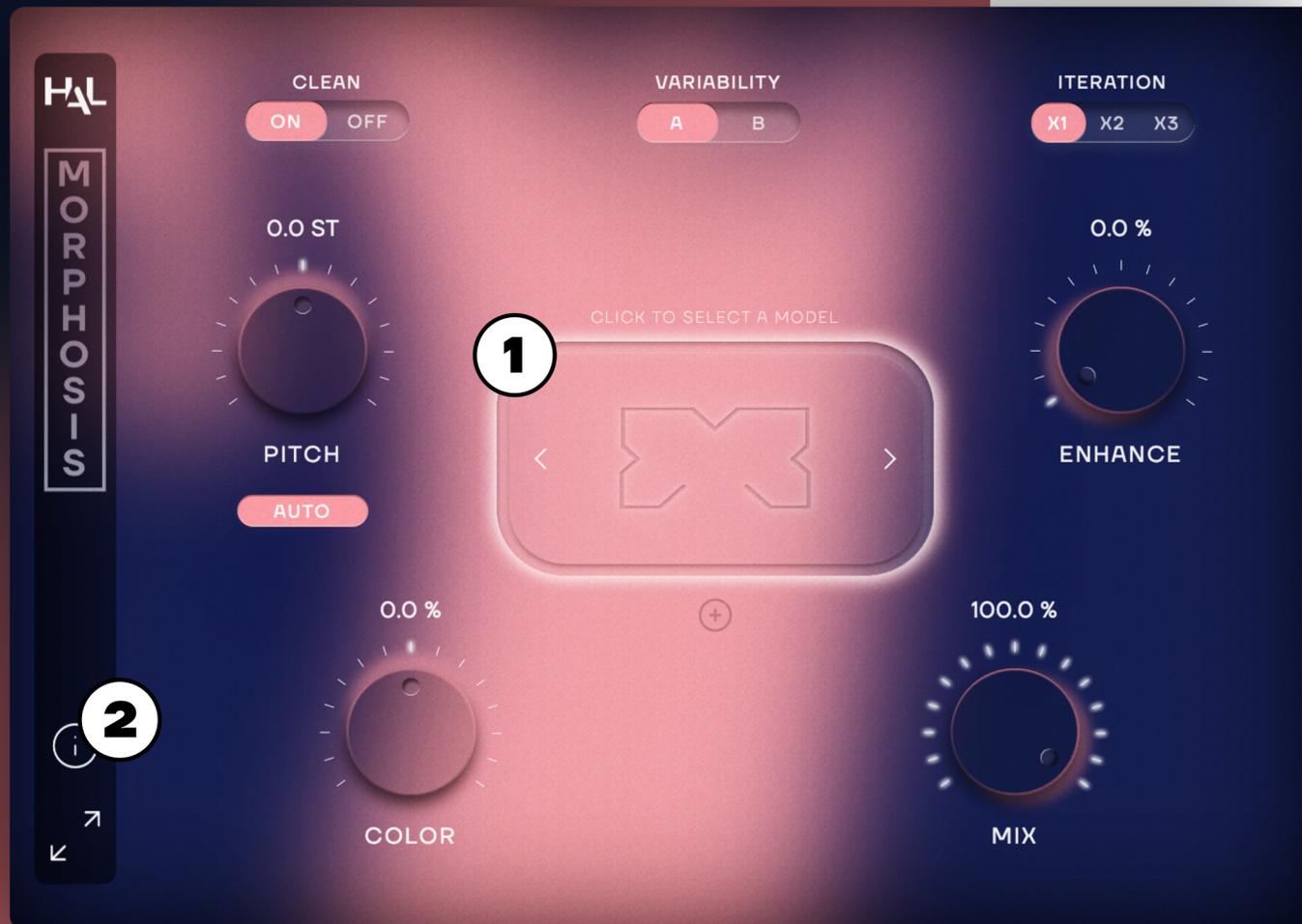
MORPHOSIS is available as an AudioSuite audio effect in Pro Tools.

To use it:

1. In Pro Tools, go to the AudioSuite menu and open **MORPHOSIS**.
2. Select an audio clip in your Pro Tools session.
3. Click « Preview » to monitor. If no model is selected, you will hear the original sound.
3. Choose a model and adjust the desired parameters.
4. Click « Render » to process the selected clip.

MORPHOSIS processes audio offline and replaces or creates new audio files directly in your session.

You are now ready to start exploring **MORPHOSIS**.



1 SELECTING A MODEL

Click on the central area - with the butterfly icon - to open the model selection window. In this window (see page 17), you can select the audio model of your choice.

2 INFORMATION

Click the (i) button to open the Information page (see page 16). There, you can change the path to the Models folder. You will also find essential information to help you use MORPHOSIS.

HAL

How to morph

MAIN PAGE

1 PITCH

The Pitch knob allows you to change the pitch of the input sound from -24 to +24 semitones before processing.

2 AUTO

Activating the « Auto » button disables the Pitch knob and automatically calculates the most appropriate pitch value based on the input sound and the selected model. This parameter works by analyzing the average pitch range of both the input sound and the selected model in order to achieve the most faithful timbre possible.

3 COLOR

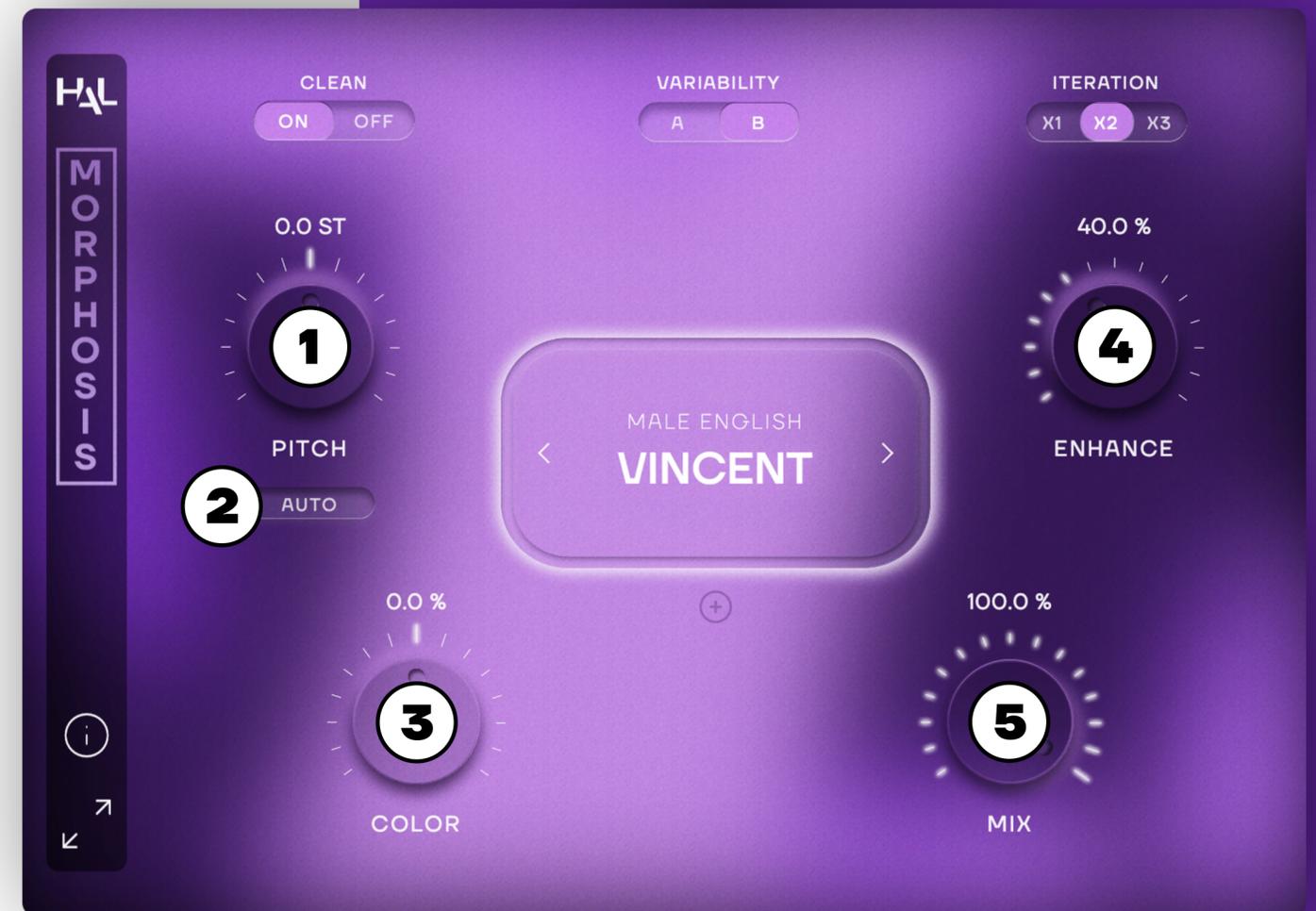
The Color knob dramatically changes the tonal character of the sound output by MORPHOSIS. At 0%, processing is as neutral and transparent as possible. Negative values (0 to -100%) favor low-frequency processing, while positive values (0 to +100%) emphasize high-frequency processing.

4 ENHANCE

The Enhance knob helps maintain an output level equivalent to the input level and slightly boosts the high frequencies that may sometimes be attenuated by the processing.

5 MIX

The Mix knob blends the dry signal (0%) with the processed signal (100%). If you only want to hear the result produced by MORPHOSIS, leave this control set to 100%.



MAIN PAGE



1 CLEAN

The Clean switch enables or disables a pre-processing audio cleanup stage. This is particularly useful when the sound being processed by MORPHOSIS is a voice with a significant amount of background noise. In such cases, enabling Clean is recommended to achieve better results.

2 VARIABILITY

MORPHOSIS offers two processing modes to switch between, called A and B, two different flavors to explore.

3 ITERATION

The Iteration switch allows MORPHOSIS to process the sound multiple times in a row. By default, x1 is selected, but you can choose x2 or x3 for two or three consecutive processing passes. Note that increasing the number of iterations will also increase the processing time.

4 ADDING A SECOND MODEL

Clicking the (+) button allows you to load a second model in order to create timbral combinations between the audio source and the two selected models. Use the slider to merge both models into something new.

INFORMATION PAGE

1 MODELS FOLDER PATH

Specify the path to the folder on your computer where the models are stored. Click the Folder icon, to the left of the path, to open this folder directly. Click the « Change path » button to define a new path. You can also click the « Get new models » button to access the HAL website, where you can obtain additional models.

2 HELPER

Here, hover over the MORPHOSIS interface to display contextual hints explaining the function of each parameter.

3 GETTING NEW MODELS

Click the « Get New Models » button to open the HAL Audio website (www.hal-audio.com/morphosis/models/) and download additional models.

4 MORPHOSIS VERSION

Click the MORPHOSIS version number to check whether a newer version of MORPHOSIS is available on the HAL website.



MODELS BROWSER

1 SEARCH BAR

Search for a specific model among all installed models. You can also enter a keyword or a category name to display more results. For example, typing « english » will display all English-language voice models.

2 RANDOM

Clicking the dice icon loads a random model.

3 TAGS

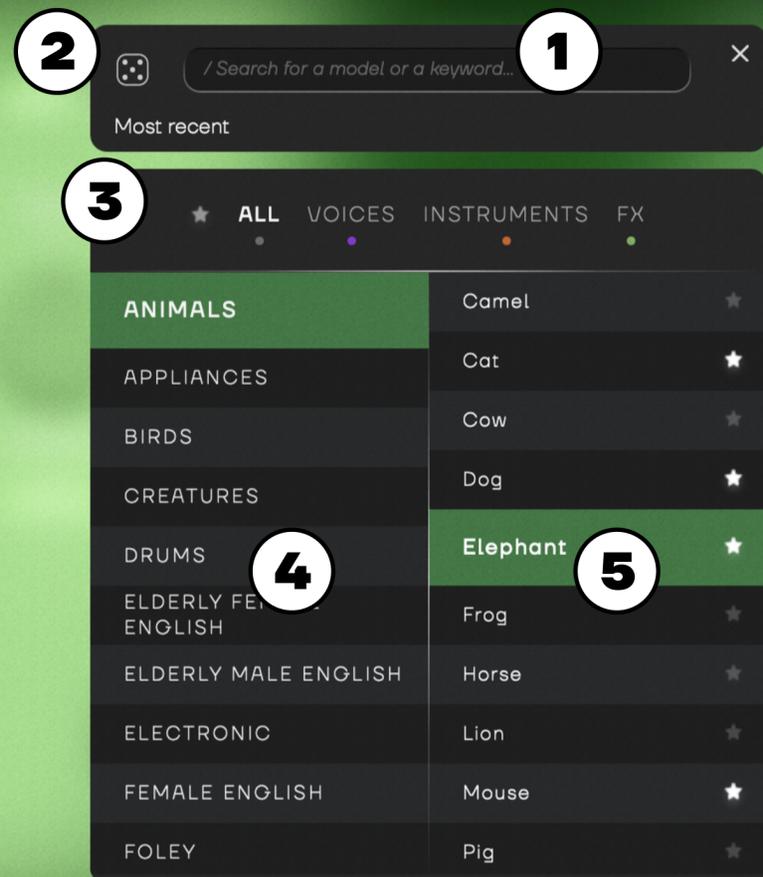
By default, the ALL tag is selected, meaning MORPHOSIS displays all installed models. You can use the other tags to display only the corresponding models (VOICE, INSTRUMENTS, FX). Clicking the star icon displays only your favorited models. To mark a model as a favorite, simply click the star located to the right of any model name.

4 CATEGORIES

The left column displays all installed model categories. Each category is assigned to one of the three tags: VOICE, INSTRUMENTS, or FX, represented respectively by pink, orange, and green colors. Clicking on a category name displays all models contained in that category in the right column.

5 MODELS

The right column displays the models contained in the selected category. Clicking on a model loads it. Clicking the star to the right of each model name marks it as a favorite.



HAL

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