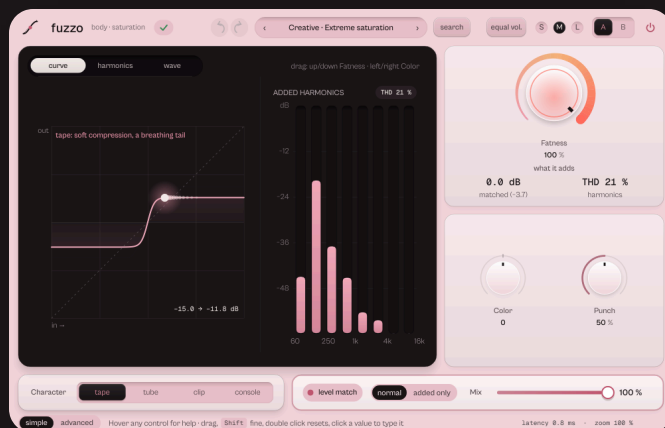


fuzzo manual

Effect, saturation · version 0.7.4

Saturation in four characters, with a true peak ceiling on the output.



What it does

fuzzo adds body and density: saturation with five characters (Classic, Tape, Tube, Clip, Console), transient control, a low split with its own saturation, an output clipper and a true peak ceiling.

Saturation with transient control, a low-band split, an output clipper and a true peak ceiling. Tape, tube, clip or console: the interface takes the colour of the character. Before 19 October 2026 it was called DENSITY; sessions and presets made with the old name open as before.

- Tape, tube, clip and console: the skin follows the character.
- Fatness, Color and Punch are the three main gestures.
- True peak ceiling measured at 4x, Level match, parallel Mix.

Quick start

- 1 Choose a **Character**: tape, tube, clip or console (the interface colour follows it).
- 2 Raise **Fatness**. **Punch** lets the attacks through cleaner.
- 3 Keep **level match** on to compare at the same loudness.

The display

Three views. **curve**: the saturation curve with the point of the current level; **clip zone** marks where it cuts. **harmonics**: the energy fuzzo adds in each band, with a live **THD** chip. **wave**: the peak envelope of the last 8

seconds, output filled, input outlined, the ceiling dashed. On the display drag up and down for Fatness and sideways for Color (Shift for fine).

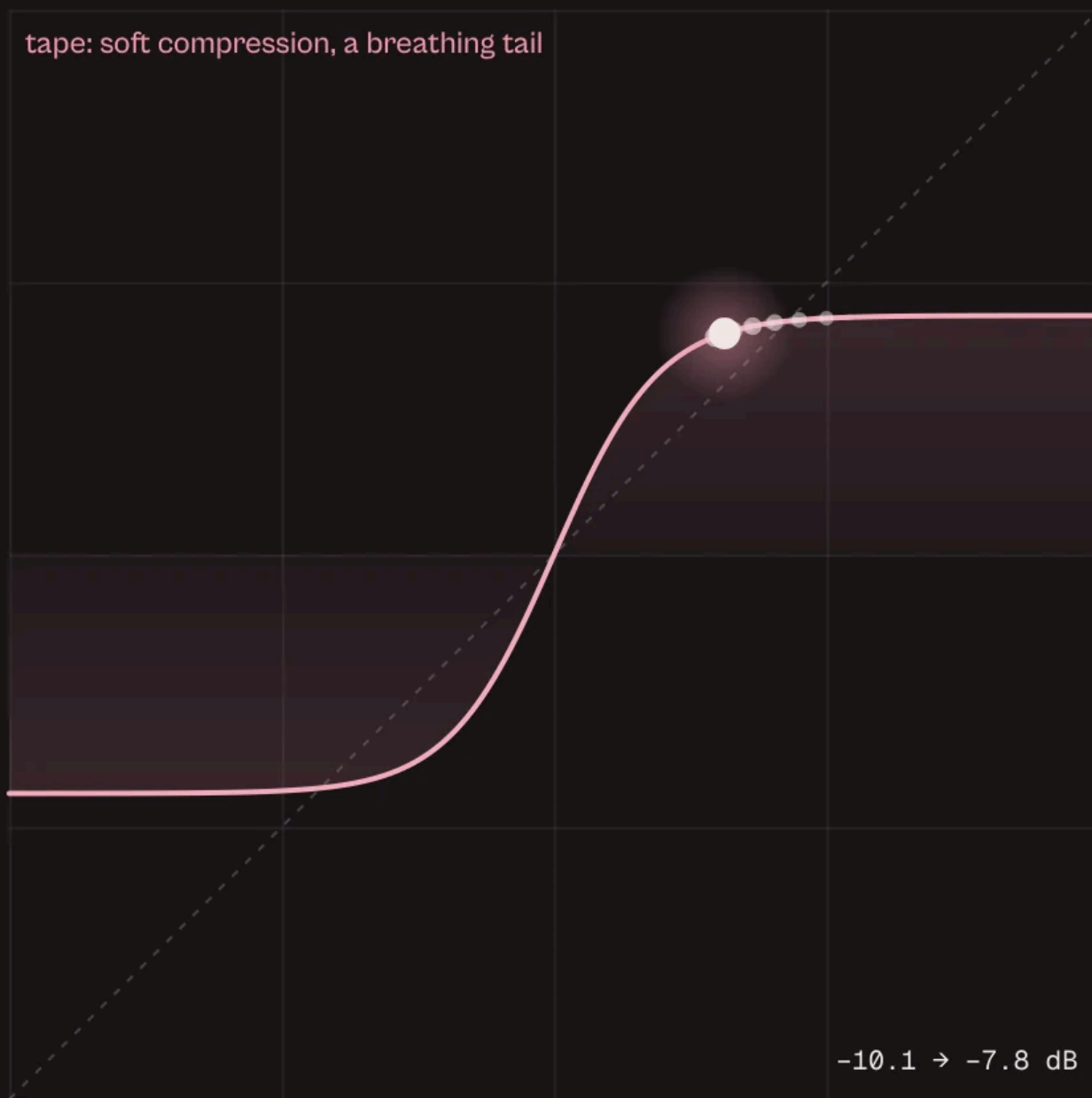
curve

harmonics

wave

out

tape: soft compression, a breathing tail



in →

-10.1 → -7.8 dB



The transfer curve. The character's real saturation curve, with a point at the current level after Input and a short trail; in silence it returns to zero. When the character, Fatness or Symmetry change, the previous curves fade out. On the display, drag up and down for Fatness and sideways for Color; harmonics and wave are the other views.

ADDED HARMONICS

THD 9.5 %

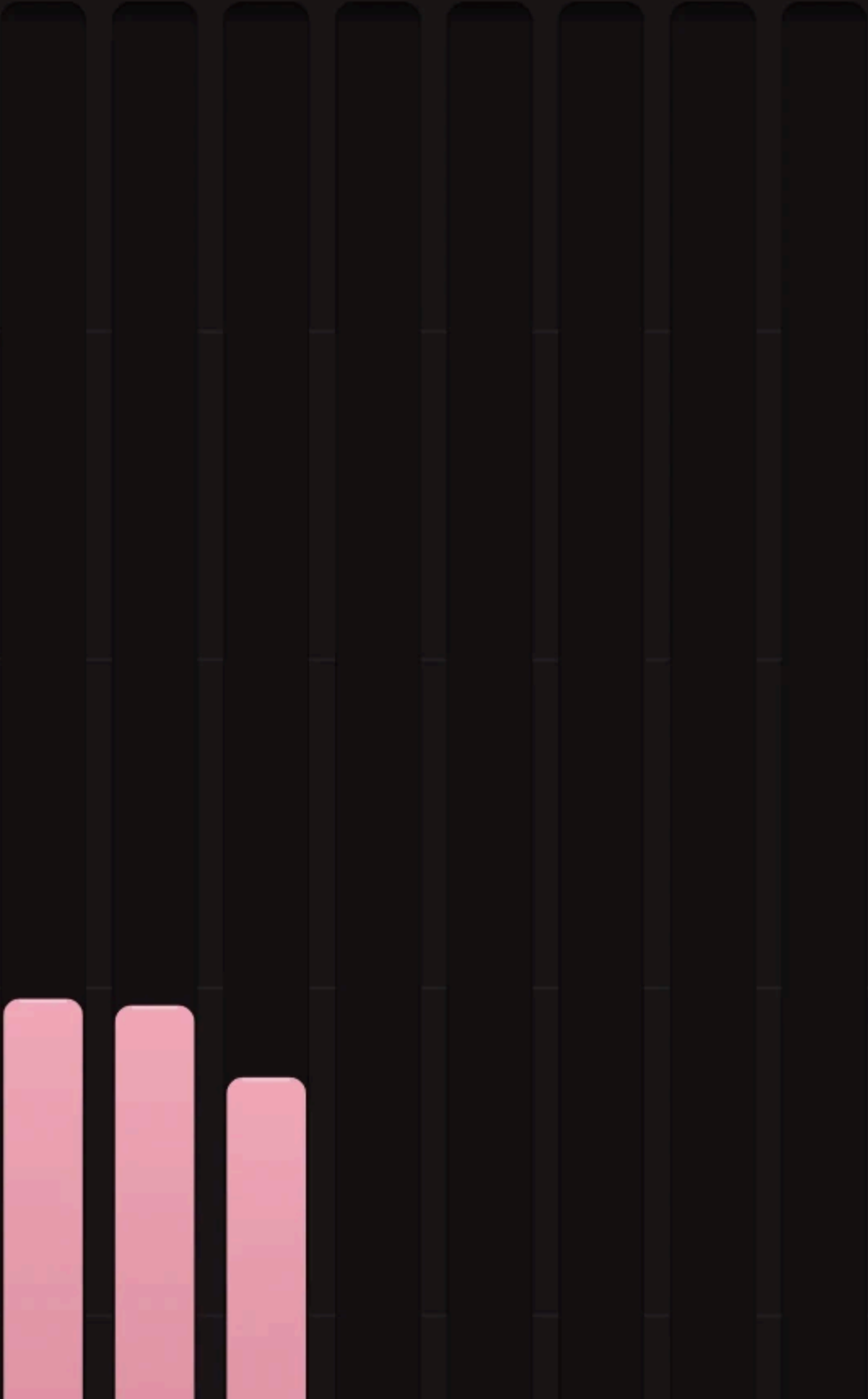
dB

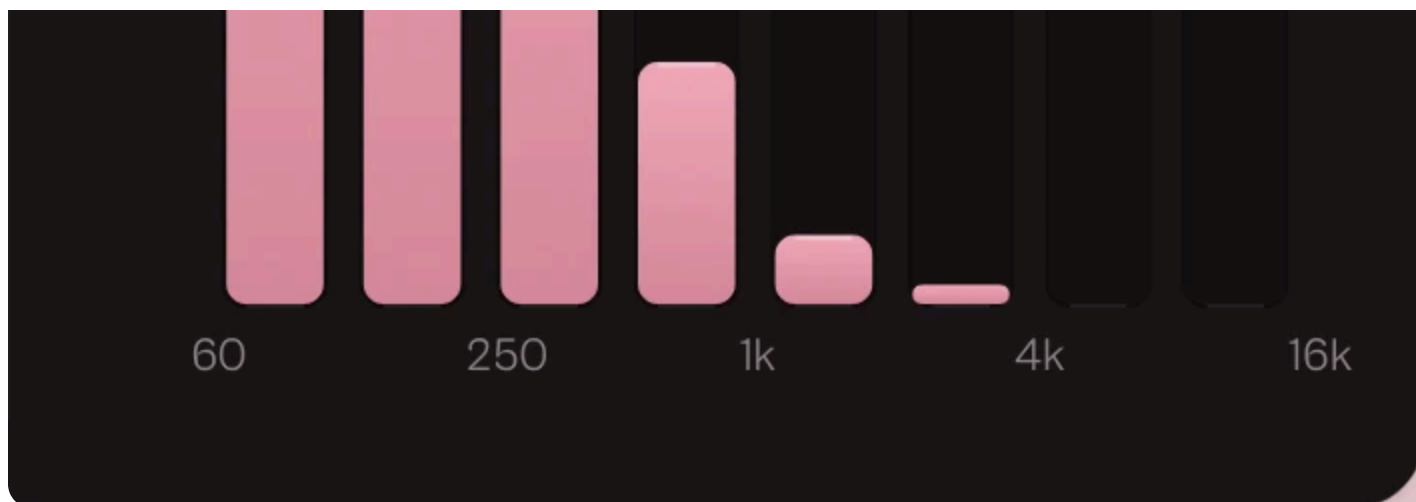
-12

-24

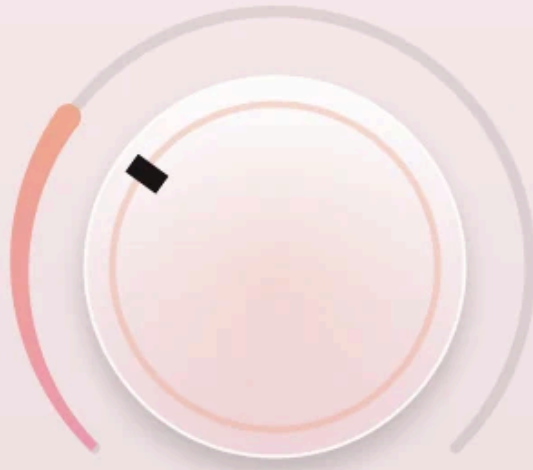
-36

-48





Added harmonics. The energy fuzzo adds in each band, relative to the output, from -60 to 0 dB. The THD chip shows the share of added harmonics, live.



Fatness

30 %

what it adds

0.0 dB

matched (-3.0)

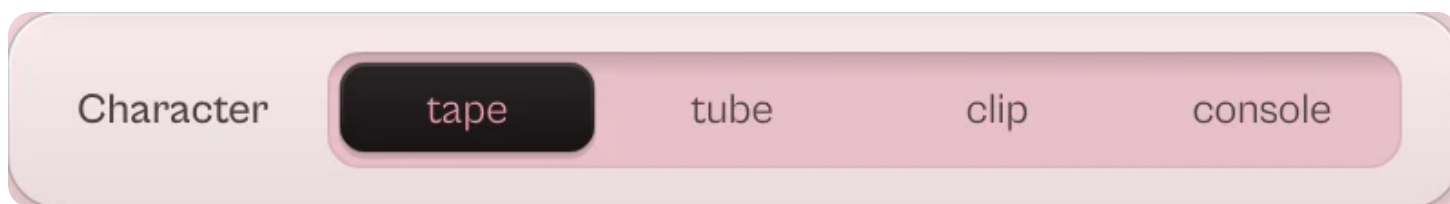
THD 9.5 %

harmonics

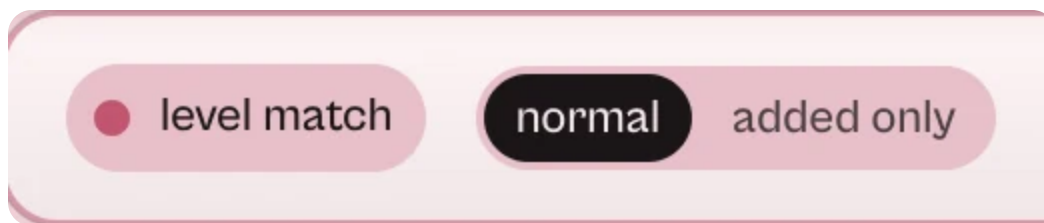
Fatness. How much saturation. Under it, what it adds shows how much louder the sound gets before Level match and Trim, and the harmonics it adds as THD.



Color, Punch, Ceiling, Trim. Color moves the harmonics darker or brighter without changing the base tone. Punch protects the transients, Ceiling is the output limit and Trim the final level.



Four characters. tape, tube, clip and console, each with its own curve, and the interface takes the colour of the character. Symmetry, in advanced under drive, adds even harmonics.



Level match and added only. level match compensates the volume fuzzo adds by comparing the whole output with the input, so it works with Mix below 100 % too: keep it on to compare at the same loudness. added only plays just what fuzzo adds; it is for listening and is never saved.

Every picture on this page is a capture of the real interface, from the current build.

Controls

The names are the ones your DAW shows for automation, read from the plugin itself; ranges and defaults are the plugin's own. Every knob: drag (Shift for fine), wheel for small steps, double-click for the default, Enter or a click on the value to type it with units (`6k3` , `250ms` , `-3 dB`).

Main controls

Control	Range	Default	What it does
Fatness	0 % to 100 %	0 %	How much saturation.
Character	Classic · Tape · Tube · Clip · Console	Tape	Classic, Tape, Tube, Clip or Console.
Color	0 % to 100 %	0 %	Moves the harmonics down (dark) or up (bright) without changing the basic tone.
Punch	0 % to 100 %	50 %	Protects the transients: from Fatness 60 % up they stand at most 2 to 3 dB above the saturated sound.
Mix	0 % to 100 %	100 %	Parallel saturation.
Level match	Off · On	Off	Compensates the added level; works with Mix below 100 % and with the low cut.
Input	-18 dB to 18 dB	0 dB	Level into the saturation.
Output trim	-24 dB to 12 dB	0 dB	Final level.
Ceiling	-12 dB to -0.1 dB	-0.1 dB	The output ceiling.
Clipper	0 % to 100 %	0 %	Shown as <i>softness</i> : the output clipper before the ceiling. Off; a few % is a hard cut at the ceiling; 100 % a soft knee from 8 dB below.

Control	Range	Default	What it does
True peak	Off · On	Off	The ceiling also stops inter-sample peaks (4x), within about 0.05 dB. Adds 23 samples of latency.
Band split	0 Hz to 800 Hz	0 Hz	Splits the lows below this frequency (0 = off).
Low fatness	0 % to 100 %	0 %	Saturation of the split lows.
Dynamic fatness	-100 % to 100 %	0 %	Saturates loud passages more (+) or quiet ones (-).
Symmetry	0 % to 100 %	0 %	Unbalances the curve for even, warmer harmonics. The DC shift is removed without losing bass.
Stereo mode	Stereo · Mid/Side	Stereo	Stereo or Mid/Side.
Side fatness	0 % to 200 %	100 %	In Mid/Side: how much the sides saturate (0 % clean, 200 % double).
Width	0 % to 200 %	100 %	Output stereo width.
Low cut	10 Hz to 500 Hz	10 Hz	Before the saturation, so deep lows do not muddy the harmonics.
High cut	2 kHz to 22 kHz	22 kHz	After the saturation.
Air	0 dB to 12 dB	0 dB	Brightness at 10 kHz on the saturated signal.
Oversampling	2x · 4x · 8x	4x	2x, 4x or 8x: higher means less aliasing and more CPU.
Classic drive	Off · On	On	The engine of sessions saved before the ZOKKU characters (Classic).

Every parameter (26)

Numbered parameters are grouped in one row (for example Band 1-8), with the number of copies.

Parameter	Range	Default
Fatness	0 % to 100 %	0 %
Legacy color	-100 to 100	0
Input	-18 dB to 18 dB	0 dB
Output trim	-24 dB to 12 dB	0 dB
Mix	0 % to 100 %	100 %
Punch	0 % to 100 %	50 %
Ceiling	-12 dB to -0.1 dB	-0.1 dB
Level match	Off · On	Off

Parameter	Range	Default
Bypass	Off · On	Off
Classic drive	Off · On	On
Color	0 % to 100 %	0 %
Gain	-24 dB to 24 dB	0 dB
Character	Classic · Tape · Tube · Clip · Console	Tape
Band split	0 Hz to 800 Hz	0 Hz
Low fatness	0 % to 100 %	0 %
Clipper	0 % to 100 %	0 %
Oversampling	2x · 4x · 8x	4x
Dynamic fatness	-100 % to 100 %	0 %
Stereo mode	Stereo · Mid/Side	Stereo
Side fatness	0 % to 200 %	100 %
Width	0 % to 200 %	100 %
Low cut	10 Hz to 500 Hz	10 Hz
High cut	2 kHz to 22 kHz	22 kHz
Air	0 dB to 12 dB	0 dB
True peak	Off · On	Off
Symmetry	0 % to 100 %	0 %

Presets

62 presets in 9 categories, each with a description the search can read.

Basics 2
Clean start, Warm body

Vocals
9

Drums 9
Drum pressure

Bass 8
Bass growl

Synth 6
Synth presence

Guitar 5
Acoustic glue

Bus 8

Punch bus

Master 8

Gentle master

Creative 7

Full crush

Click the preset capsule in the top bar to open the **preset sheet**: search (every word must appear in the name, category or description), categories with their counts, ★ **Favourites**, tags on every row, and **in B**, which loads a preset into the slot that is not playing so you can compare. A click loads a preset and leaves the sheet open;   move,  loads and closes,  closes. The arrows < > beside the capsule step through the list; a dot says the sound was changed.

All 62 programs, as the DAW lists them

Basics / Clean start

Vocals / Vocal weight

Drums / Drum pressure

Bass / Bass growl

Basics / Warm body

Synth / Synth presence

Guitar / Acoustic glue

Bus / Parallel crunch

Bus / Punch bus

Bus / Dense parallel

Master / Gentle master

Creative / Full crush

Vocals / Warm tape

Vocals / Present tube

Vocals / Aggressive rap

Vocals / Soft backing vocals

Drums / Thick kick

Drums / Crispy snare

Drums / Room bus

Drums / Lo-fi loop

Bass / Warm 808

Bass / Growling synth bass

Bass / Electric bass

Synth / Thick pads

Synth / Bright lead

Synth / Pluck on the edge

Guitar / Full acoustic

Guitar / Dirty electric

Bus / Mix bus glue

Bus / New York parallel

Bus / Tape on the bus

Master / Light warmth

Master / Safe loudness

Creative / Broken radio

Creative / Dynamic breath

Creative / Extreme saturation

Vocals / Even warmth

Vocals / Gentle on the esses

Vocals / Parallel grit

Vocals / Close podcast

Drums / Full snare

Drums / Soft kick clipper

Drums / Hard kick clipper

Drums / Soft cymbals

Bass / Phone 808

Bass / Distorted 808

Bass / Parallel growl

Bass / Tube DI

Synth / Lo-fi keys

Synth / Wide M/S pad

Guitar / Softened DI

Guitar / Even fuzz

Bus / Tube on the bus

Bus / Parallel tape

Master / Soft clipper -1 dBTP

Master / Hard clipper -1 dBTP

Master / Streaming -1 dBTP

Master / M/S warm centre

Master / M/S airy sides

Creative / Cassette

Creative / Telephone

Creative / Wrecked sides

A/B and undo

A and **B** hold two complete settings. **equal vol.** plays B at the loudness of A, so louder never fools you. **in B** in the preset sheet loads a preset straight into the other slot. Undo and redo (the curved arrows, **Ctrl** + **Z** and **Ctrl** + **Shift** + **Z**) are kept separately for A and B; switching slot is not a step.

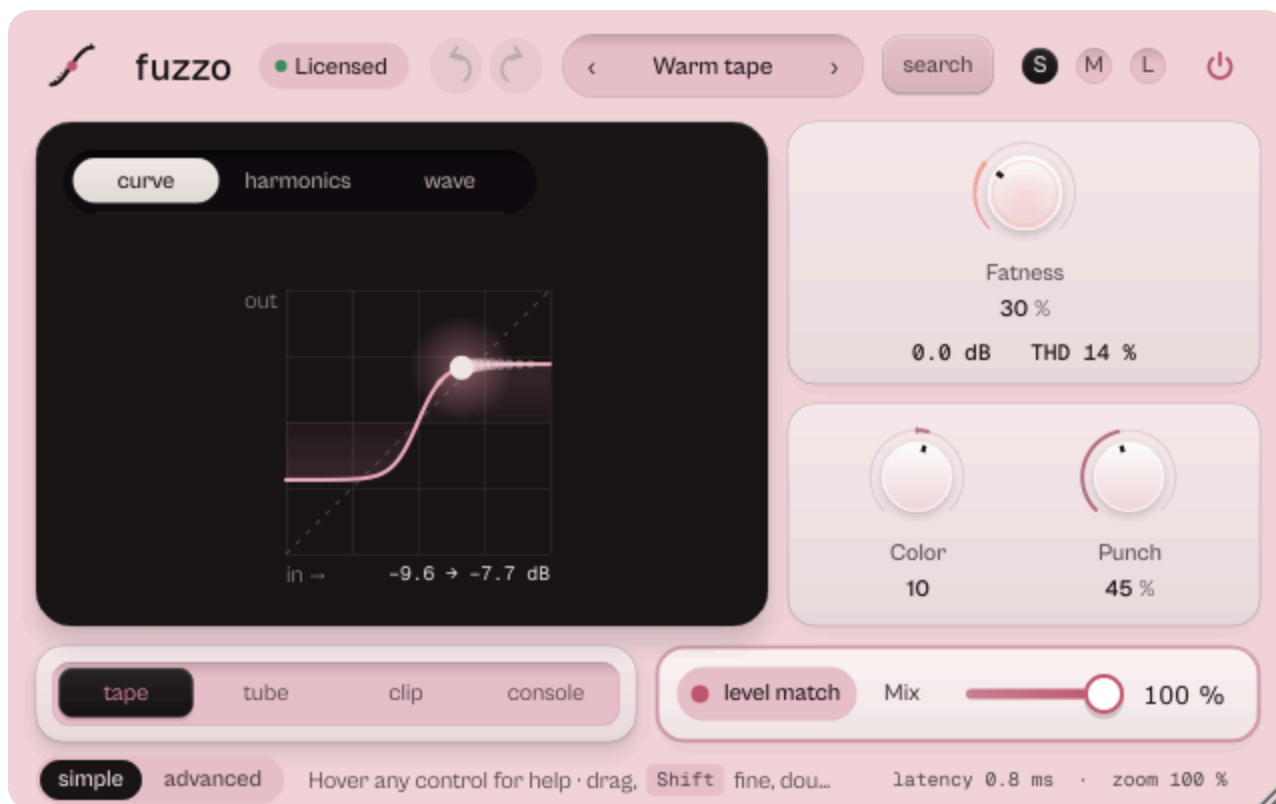
Listen modes

normal / **added only** sits next to **level match**. **added only** plays only what fuzzo adds; it is never saved and never reaches the meters.

Simple, advanced and sizes

simple shows the display, Fatness, Punch, Character, level match and Mix. **advanced** opens a drawer with five tabs: *drive* (input, symmetry, dynamics, oversampling, split and low fat), *output* (ceiling, softness, trim, true peak), *stereo & tone* (mid/side, side, width, low cut, high cut, air), *engine* (ZOKKU or classic, save and open) and *assistant*.

Pick a size with **S**, **M** and **L** in the top bar, or drag the window corner. A click on the status line zooms the contents from 75 to 200 %. The **help strip** in the footer describes the control under the pointer.



Essential (S), 640 × 400



Studio (M), 1000 × 640



Full (L), 1280 × 800

More features

Assistant

Capture 4 seconds of the track and type a goal. **Propose** computes a proposal on this computer, offline. **Ask AI** (optional) uses an online AI service with your own API key and sends only measurements, never audio. The proposal goes into slot B, to compare with A.

Tips by genre

Rap and vocals

Warm tape for light warmth, *Aggressive rap* for edge; keep Punch around 50.

808 on phones

Phone 808: harmonics that make the 808 audible on small speakers while the sub stays clean (use Band split).

Drums

Soft kick clipper or *Hard kick clipper* for a louder kick; *Punch* to keep the click.

Master and streaming

Streaming -1 dBTP: true peak on, ceiling -1 dB.

Lo-fi

Cassette or *Broken radio*, with the low and high cuts.

CPU and latency

Latency

Under 1 ms at 48 kHz (37 samples in our test), reported to the host. The true peak option adds 23 samples.

Quality

Oversampling 2x, 4x (default) or 8x. At 8x the four characters stay below -80 dBc on a high tone at -20 dBFS, even at full Fatness.

CPU

About 2.3 % of one core at 4x; about 0.02 % after 4 s of silence.

CPU: one stereo instance at 48 kHz, 512-sample blocks, on a test signal, as a percent of one core of a recent desktop CPU. Indicative only: your system will differ.

Version and changes

This manual describes **fuzzo 0.7.4**. Updates never change how a saved session sounds: when the sound changes, it arrives as a new option or only in new instances.

Latest builds

0.7.4 2026-10-24 [“Its own product now: its licence, the Beat Kit’s (KIZAMI, KITTO, TATAKIT, FUZZO, ASCENT) or ZOKKU All’s unlocks it; old beta trials keep working. Sound and saved sessions unchanged.”]

0.7.3 2026-10-24 [“Activate online and Activate offline in the licence sheet activate ZOKKU All; a saved session stays byte for byte the same after it is reopened.”]

0.7.2 2026-10-24 [“A ZOKKU All licence unlocks it too; the free trial is the ZOKKU All one: 7 days, one trial for all eleven.”]

Before

0.7 Revisited interface: added only, simple/advanced drawer with the assistant.

0.6 New name, fuzzo (before: DENSITY).

Common to every plugin: windows, presets, keyboard and typed values.

