

# KARANYI SOUNDS: DIGITAL INSTRUMENTS

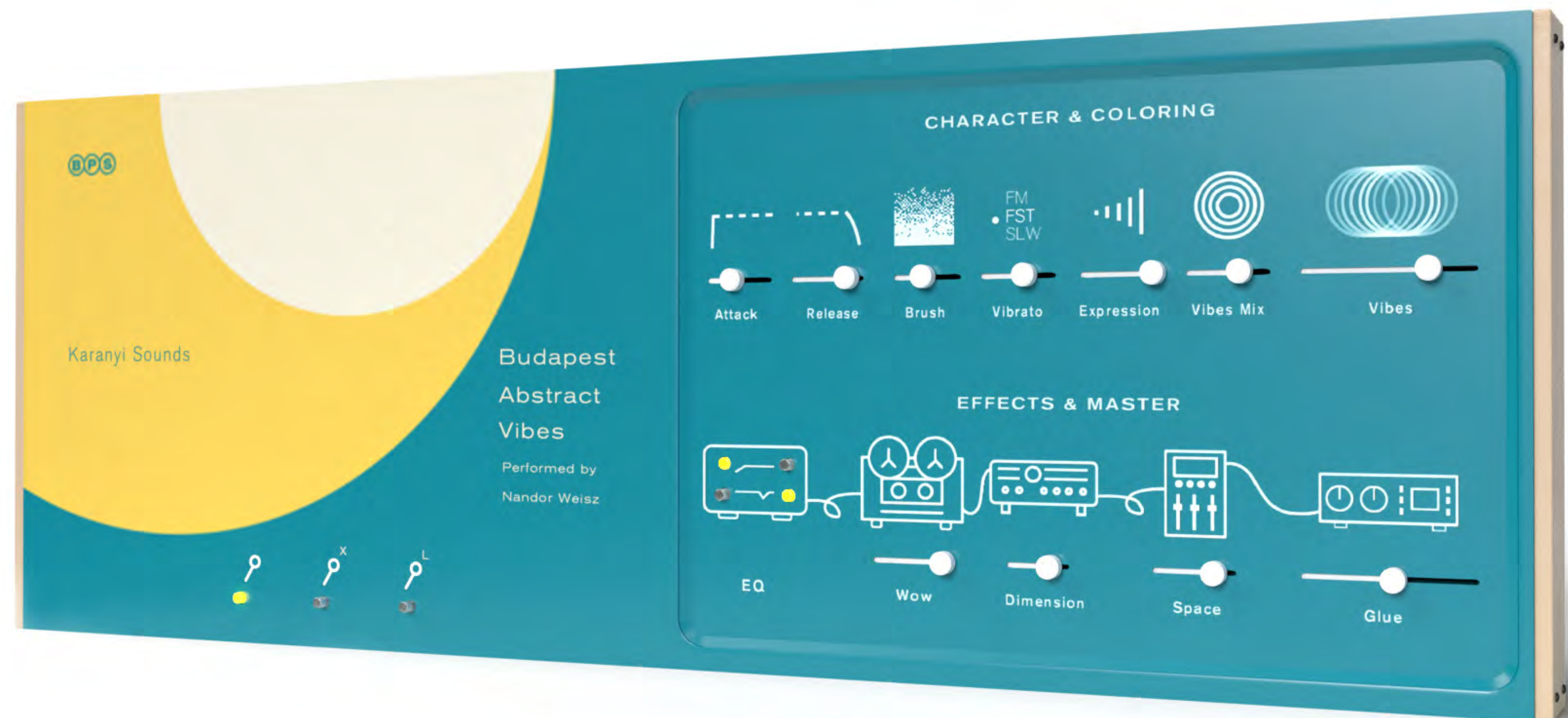
## THE ASSIGNMENT

Karanyi Sounds creates high-quality, digital audio plugins and instruments that inspire musicians and content creators worldwide.

The task is to visualize and re-create these instruments in 3D as if they were physical products - including materials and graphics - based on their reference images.

The briefing also included details on their body's depth, materials to use, knob specs and font styles.

[Website](#)

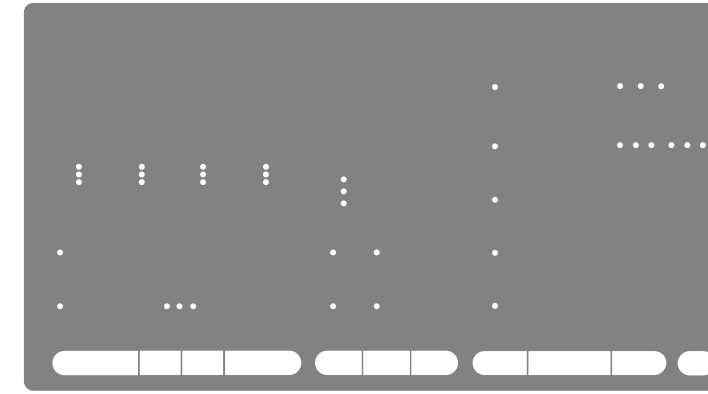


# THE PROCESS

A quick overview on the design steps. Every instrument's designing process was following the same strategy and approach.



Reference image (png)



1. Vectorised base of the body

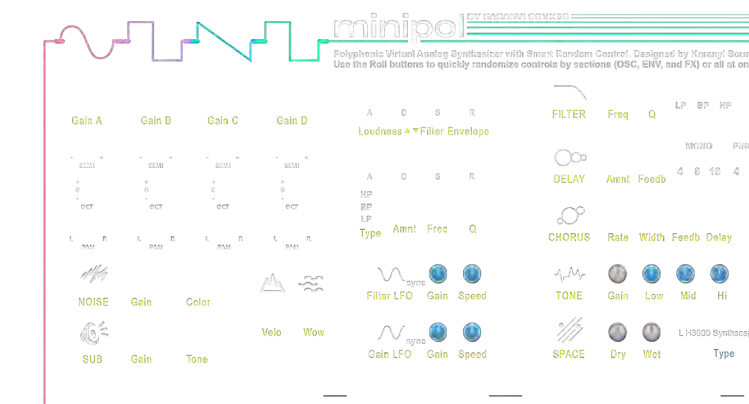
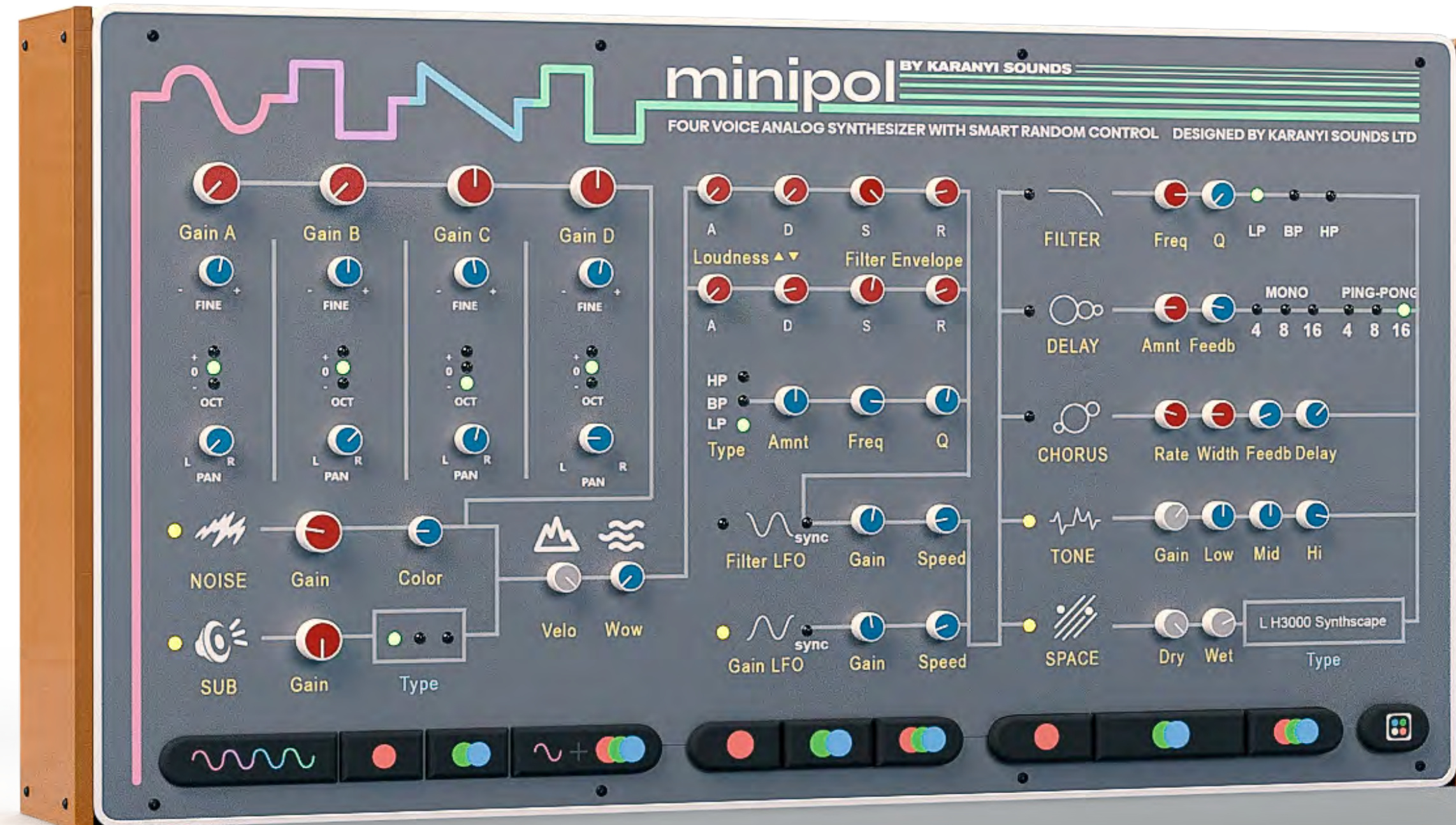


2. Extruded 3D body



2.b. Extruded 3D buttons

Final version



3. Vectorised graphic elements



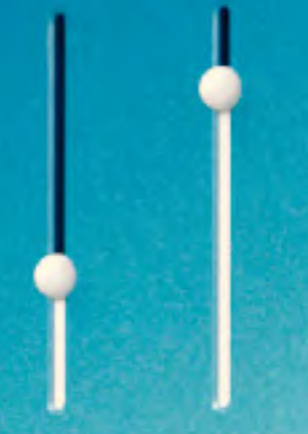
5. Assembling in 3D: body, panels, screws, knobs, lamps



6. Test render



ENVELOPE



ATT REL

EFFECTS



DIMENSION



PHASE

SCORING EQ



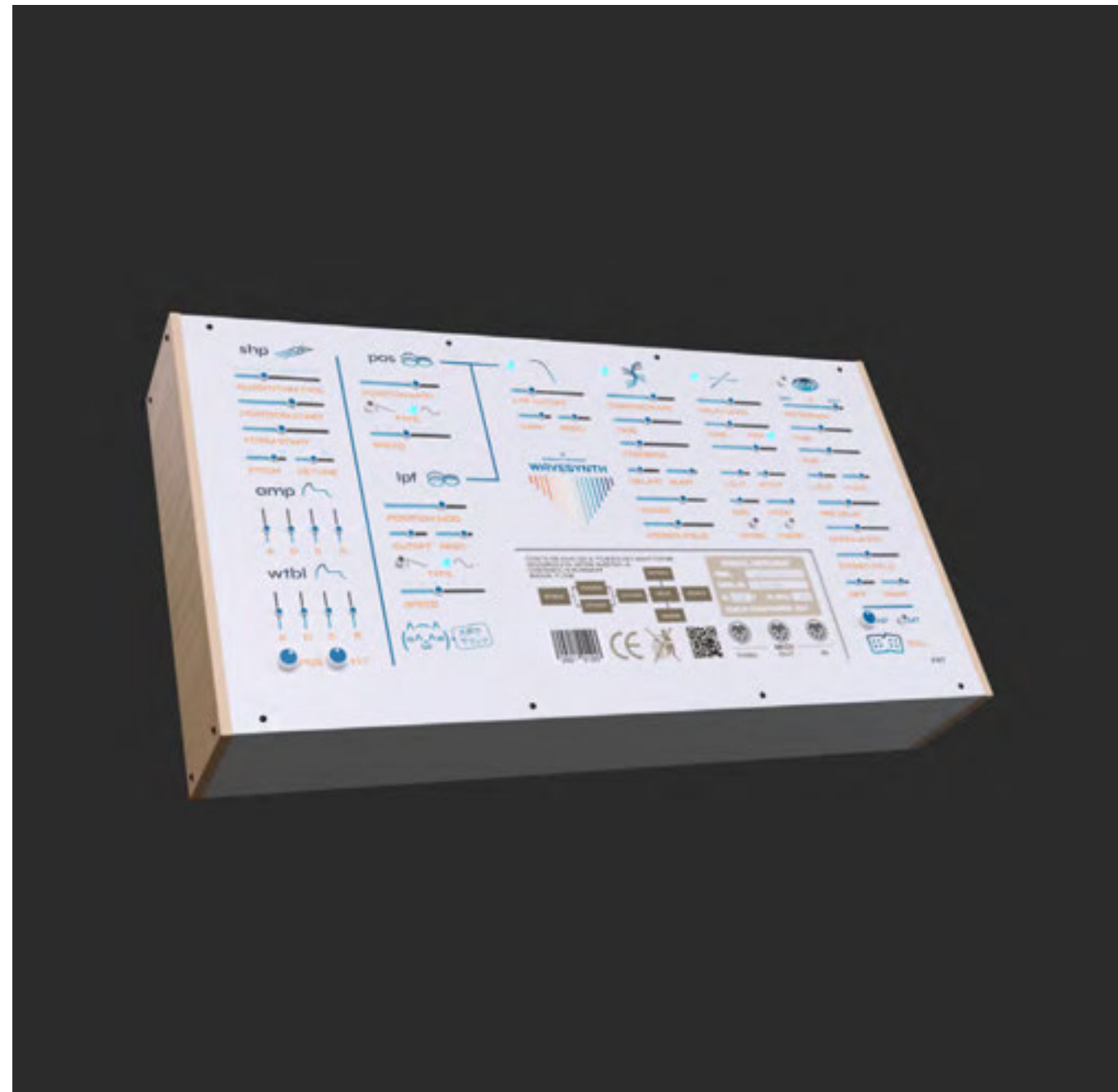
SOFTEN



SHARPEN

DESIGNED IN LOS ANGELES, CA

KARANYI SOUNDS  
VAPORKEYS 2  
soft fm waves



Wavesynth GUI - Light version

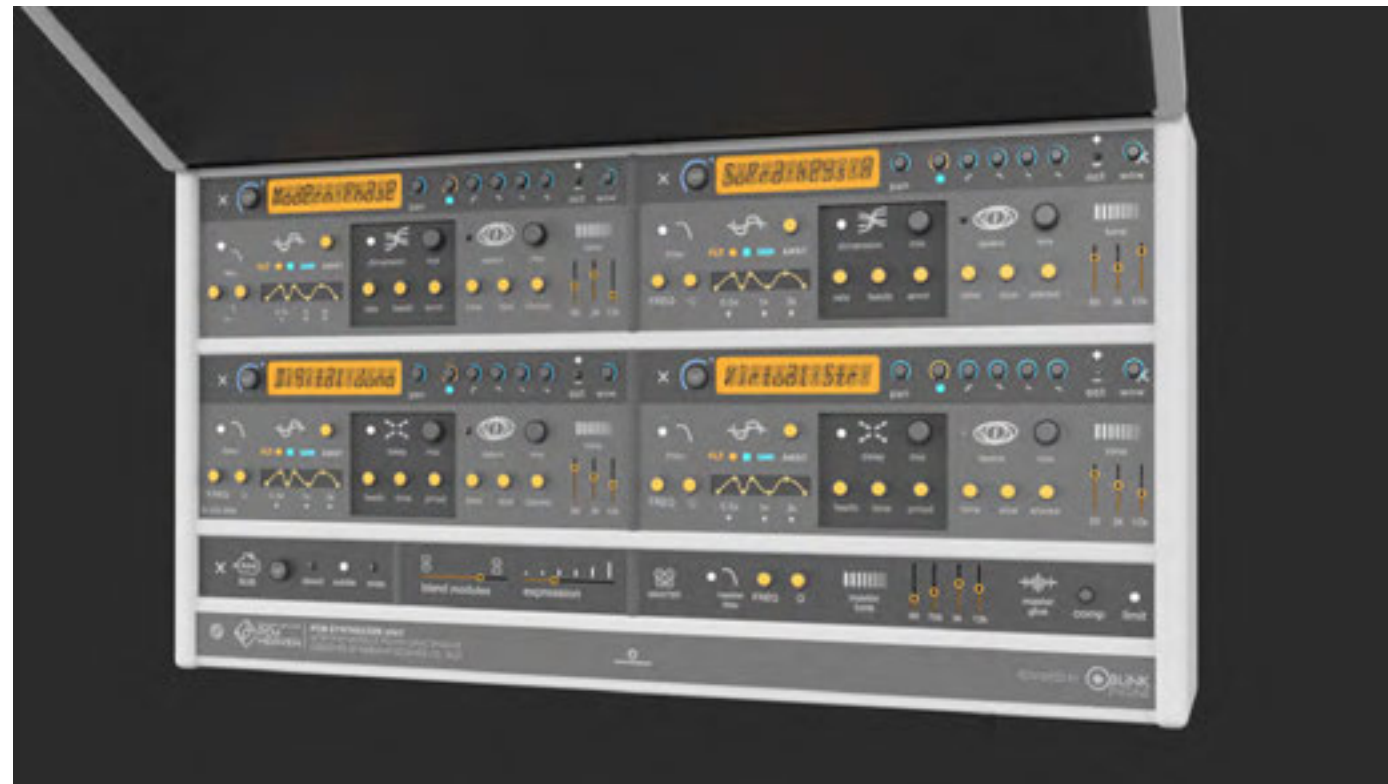


Wavesynth cover GUI - Dark version



Wavesynth cover GUI - Light version

# PCM & ANALOG TALES



## PCM

Attention to detail was crucial in making the products feel as if they were fully functional, even in a digital space. It was essential to visualize the sliders as if they could be moved, the knobs as though they could be rotated, and the small lamps as if they would light up to provide feedback, just like on a physical device. The text display on the LED screen also needed to give the impression of real-time functionality, further enhancing the realism and interactivity of the design.

In addition to these interactive elements, the detailed textures of the instrument's body, covers, and frames played a significant role. The surface textures were carefully chosen to mimic real materials, such as brushed metal or smooth plastic, adding depth and tactile realism. There was also a functional cover or lid that opened up, which was designed to appear as if it could be physically manipulated, enhancing the interactive experience. These details brought the entire visualization to life, making it feel like a high-end physical product.



# PCM & ANALOG TALES



## ANALOG TALES

The design was based on the body of the PCM, but with notable differences in materials, colors, and overall aesthetic. The LED screen was reimagined to provide a modern look, aligning with the distinct functionality and purpose of the instrument compared to the PCM. Despite these changes, the same level of intricate detail was maintained throughout, ensuring the textures, body design, and interactive elements all felt as realistic and functional as in the PCM. This attention to detail helped distinguish Analog Tales while preserving a cohesive design language within the product family.

