

SHARK PLUGS · DIMENSION SERIES

PLACE SOUND IN THREE DIMENSIONS.

Shark Orbit turns spatial placement into one tactile instrument: direction, height, depth, width, focus, room and controlled movement around the listener.

3D SPATIAL ENGINE

AU · VST3 · 80 PRESETS · FOUR LIVE THEMES



THE INSTRUMENT

One map. Six controls. One orbit.

Build a believable position first, then decide how large, diffuse and alive that source should feel.

01

AZIMUTH

Place the source around the horizontal plane.

02

ELEVATION

Move the image above or below the listener.

03

DISTANCE

Create near, intimate placement or deep perspective.

04

WIDTH

Expand the source without losing its center.

05

FOCUS

Choose precise localization or a softer field.

06

ROOM

Add reflection context and environmental depth.

MOVEMENT AND TRANSLATION

Move the source. Keep the mix.

Orbit adds spatial motion while Mono Safe, Gain Match and Delta keep the result controlled and useful in real production.

01

Four motion paths

Clockwise, Pendulum, Figure Eight and Random Drift cover continuous travel, rhythmic swings and evolving atmosphere.

02

Headphones and speakers

Binaural strengthens headphone localization. Mono Safe constrains unstable side energy for speaker translation.

03

Honest comparison

Gain Match, Delta, Bypass, A/B/C and Undo/Redo keep creative spatial choices easy to trust.

04

Live visual feedback

Input/output meters, position object and correlation indication show level, placement and stereo stability.

EIGHTY STARTING POINTS

Find the position before you chase it.

Orbit ships with practical categories for real tracks and deliberate creative movement.

01

VOCALS

02

BACKING VOCALS

03

GUITARS

04

KEYS & SYNTHS

05

DRUMS & PERCUSSION

06

PADS & CINEMATIC

07

SPEAKER SAFE

08

CREATIVE

MAKE SPACE. KEEP THE DECISION MUSICAL.

Search and favorite presets, save your own, resize the interface from 80% to 140%, and open the manual directly from the hamburger menu.

[SHARKPLUGS.COM](https://sharkplugs.com)