GUÍA PRÁCTICA: CREA TUS PROPIOS PLUGINS E INSTRUMENTOS VST CON GOOGLE FLOW MUSIC

Diseña sintetizadores, samplers y efectos a medida, domina la arquitectura de prompts profesionales y llévalos a tu DAW paso a paso.



¿Qué es Google Flow Music y por qué cambia las reglas del juego?

Hasta hace muy poco, desarrollar un plugin de audio o un instrumento virtual requería meses de programación avanzada en C++, dominio de frameworks como JUCE y conocimientos profundos de matemáticas aplicadas al procesamiento digital de señales (DSP).

Google Flow Music cambia por completo este paradigma: permite a cualquier productor, compositor o diseñador sonoro transformar una descripción técnica en texto en un **procesador de efectos de audio o en un Instrumento VST completo** (sintetizadores, cajas de ritmos, samplers) en cuestión de minutos, generando tanto el motor de sonido en tiempo real como su interfaz gráfica (GUI) lista para usar.



El flujo de trabajo en 4 pasos y Compatibilidad (Windows vs. Mac)

1. **Define el concepto (Efecto o Instrumento VST)**: Decide qué herramienta necesitas en tu plantilla: desde un sintetizador polifónico controlado por MIDI hasta un procesador quirúrgico de fase o voz.

2. **Estructura tu Prompt técnico en inglés**: Para obtener resultados de nivel comercial, escribe tus instrucciones en inglés especificando cuatro pilares: Interfaz y distribución (GUI), Arquitectura de controles y módulos, Motor de síntesis o procesamiento (DSP Engine) y Sección Master.

3. **Itera y prueba en tiempo real**: Escucha cómo responde el instrumento a las notas MIDI o cómo procesa el audio de prueba dentro de Google Flow Music. Si necesitas ajustar la curva de un filtro o el rango de un potenciómetro, pídeselo en el chat para refinar la versión.

4. **Empaqueta y exporta a tu estudio**: Descarga el instalador de tu plugin para cargarlo en tus sesiones de producción.

Aviso importante sobre compatibilidad (Windows vs. Mac):

- **Creación y diseño (Windows y Mac): Puedes acceder a Google Flow Music, redactar tus prompts, diseñar interfaces y probar tus plugins desde cualquier ordenador, incluido Windows.**
- **Instalación y uso en el DAW (Exclusivo macOS por ahora): Actualmente, Google Flow Music solo permite instalar y ejecutar los plugins exportados en sistemas operativos de Apple (macOS). Puedes crear y guardar todos tus proyectos desde un PC con Windows, pero necesitarás un Mac para instalar el archivo final y abrirlo dentro de tu DAW (Logic Pro, Ableton Live, Cubase, Digital Performer, etc.).**

Cómo instalar y usar tus plugins en el DAW (VST3 y AU para macOS)

Para que tus instrumentos y efectos funcionen dentro de tu DAW en Mac, el sistema requiere una configuración inicial (one-time):

1. **Instalación única del contenedor base:** Descarga e instala en tu Mac los plugins contenedores oficiales de la plataforma: **Flow Effect** y **Flow Instrument** en formatos **VST3** y **AU (.component)**. Estos plugins actúan como el motor maestro dentro del cual correrán todas tus creaciones.

    - *Rutas de instalación en Mac:*
        - VST3: `Macintosh HD/Library/Audio/Plug-Ins/VST3/`
        - AU: `Macintosh HD/Library/Audio/Plug-Ins/Components/`

2. **Carga y arrastra tus creaciones:** Abre tu DAW (como Logic Pro o Ableton), inserta una pista e instancia **Flow Effect** (para procesadores) o **Flow Instrument** (para sintetizadores/samplers). A continuación, descarga el archivo de tu plugin personalizado desde Google Flow Music y **arrástralo directamente sobre la interfaz abierta de Flow Effect o Flow Instrument** en tu DAW para que cargue el preset y el motor gráfico al instante.

5 Ideas de Plugins e Instrumentos que puedes crear hoy mismo

- **1. Sintetizador Wavetable Polifónico (Estilo Xfer Serum):** Un instrumento virtual con dos osciladores de tabla de ondas, sub-oscilador, visualización 3D de la onda en tiempo real, filtros multimodo y matriz de envolventes/LFOs para diseñar bajos modernos, leads y pads.

- **2. Doblador Vocal e Impulsor de Presencia Estéreo:** Un procesador para voces que combina micro-desafinación estéreo (*micro-pitch widening*), voces dobladas con retardo de Haas y un excitador dinámico de alta frecuencia para abrir la voz en la mezcla sin volverla áspera.

- **3. Transformador de Tono y Formantes en Tiempo Real (Estilo Vocal Bender):** Un efecto creativo sin latencia para alterar simultáneamente la afinación (*Pitch*) y el carácter tímbrico vocal (*Formant*), permitiendo pasar de voces graves monstruosas a texturas agudas o robóticas con modulación integrada.

- **4. Sampler Multicelular y Estación de Baterías (Estilo NI Battery 4):** Un instrumento de percusión con una matriz de 16 pads asignados por MIDI, navegador interno de sonidos por carpetas generados mediante síntesis DSP y un canal de mezcla independiente por cada celda.

- **5. Transformador de Ondas y Utilidad Quirúrgica de Fase/Tiempo:** Una herramienta de precisión para mezcla e ingeniería que integra inversión de polaridad (fase L/R), reversa de audio en tiempo real (*Real-Time Reverse Buffer*), recorte de ganancia exacta, moldeado de onda (*Wavefolding*) y control de imagen Mid/Side.

MASTER PROMPTS PROFESIONALES (LISTOS PARA COPIAR Y PEGAR)

Copia cualquiera de estos 5 prompts en y pégalos directamente en **Google Flow Music** para generar herramientas con arquitectura de estudio:



1. Sintetizador Wavetable Avanzado (Inspirado en Serum)

"Build a professional polyphonic wavetable synthesizer instrument plugin inspired by Xfer Records Serum with 8-voice polyphony and full MIDI note and velocity support.

1. Interface & Visual Layout: Create a sleek dark-grey cybernetic studio interface divided into four zones: a Top Bar with Preset Selector and Master Polyphonic Voices indicator; a Upper Dual-Oscillator & Filter Deck with real-time 3D/2D animated waveform displays in neon cyan and magenta; a Middle Modulation Row containing 3 ADSR Envelopes and 2 tempo-synced LFOs with interactive curve graphs; and a Bottom FX Rack & Virtual Piano Keyboard (mapped to MIDI notes with visual key illumination).
2. Dual Wavetable Oscillators + Sub & Noise:

- Oscillator A & Oscillator B: Each includes a Wavetable Position morphing knob (smoothly interpolating between Sine, Triangle, Sawtooth, PWM Square, and Digital Formant Harmonic tables), Unison Voices selector (1 to 7 voices), Unison Detune, Stereo Spread, Octave (-2 to +2), Semitone, Fine Tune, Phase, and Level.
- Dedicated Sub Oscillator: Switchable Sine/Triangle/Square wave with -1 or -2 Octave toggle and Direct Out bypass switch (bypassing the filter for clean sub-bass).
- Noise Generator: White, Pink, and Vinyl Crackle noise models with level and pitch control.

3. Multimode State-Variable Filter & Modulation Engine:

- Include a zero-delay feedback filter accepting Osc A, Osc B, and Noise with selectable Low-Pass (12/24 dB), High-Pass, Band-Pass, and Comb/Phaser modes. Controls for Cutoff Frequency (20Hz to 20kHz), Resonance, Filter Drive, and Env 2 Modulation Depth knob.
- Modulation Controls: Envelope 1 (hardwired to Master Amp ADSR), Envelope 2 (wired to Filter Cutoff and Wavetable Position), and LFO 1 & LFO 2 with Rate (0.1Hz to 20Hz), Shape (Sine, Triangle, Saw, Sample & Hold), and assignable depth knobs for Pitch, Filter Cutoff, and Wavetable Morph.

4. Integrated Master FX Strip: Add four toggleable studio effects at the output stage: Hyper/Dimension Chorus, Tube Distortion with Drive and Mix, Stereo Ping-Pong Delay, and Lush Hall Reverb, followed by a Master Output Level and oscilloscope."

2. Doblador Vocal e Impulsor de Presencia Estéreo

"Build a professional vocal doubler, micro-pitch stereo widener, and high-frequency presence enhancer audio effect plugin designed for modern lead and backing vocals.

1. Interface & Visual Feedback: Design an elegant vintage-modern studio interface in brushed champagne gold and charcoal black. Place a central Circular Stereo Phase & Width Vectorscope that visually expands as stereo doubling increases, flanked by a Left Doubling Engine section, a Right Air & Presence Exciter section, and a central large 'Vocal Width' macro knob.
2. Quad-Voice Micro-Pitch Doubling Engine (DSP): Generate two independent stereo doubled voices (Left Voice & Right Voice) from the mono/stereo input using high-precision pitch-shifting delay lines:

- Detune Spread Knob (0 to 35 cents): Applies opposite micro-pitch offsets (e.g., -12 cents Left, +12 cents Right) with subtle slow random LFO drift (Humanize control) to avoid static phasing.
- Haas Pre-Delay Knob (1 ms to 45 ms): Independently offsets left and right doubled voices in time to create wide studio vocal thickness.
- Doubler High-Pass & Low-Pass Filters: Roll off lows below 180Hz and harsh highs above 9kHz on the doubled voices only, keeping the center lead vocal clean and punchy.

3. Harmonic Air & Presence Exciter Section:

- Air Band Boost (10 kHz to 16 kHz): A silky parallel harmonic saturation exciter that adds breathy top-end sheen without sibilance.
- Integrated De-Esser / Smooth Control: Dynamically tames harsh sibilance between 5.5 kHz and 9 kHz before hitting the exciter.

4. Mix & Output Controls: Include a 'Center Lead Level' knob, 'Doubles Level' fader, 'Mono Compatibility Check' toggle button, Dry/Wet Mix (0 to 100%), and Input/Output Gain meters with soft-clip protection."

3. Transformador de Tono y Formantes (Inspirado en Vocal Bender)

"Build a real-time zero-latency vocal pitch and formant manipulation effect plugin inspired by Waves Vocal Bender, designed for instant vocal transformation, harmonies, and creative sound design.

1. Interface & Dual-Hero Layout: Create a vibrant, high-contrast dark studio interface centered around two oversized illuminated rotary knobs: a left neon-pink 'PITCH' knob (-12 to +12 semitones with a Fine cents ring) and a right electric-blue 'FORMANT' knob (-12 to +12 throats/gender shift steps). Between them, place a dynamic real-time Vocal Pitch & Formant XY Visualizer and a 'Link Pitch/Formant' toggle button.
2. Real-Time Pitch & Formant DSP Engine: Implement a low-latency phase-vocoder and formant-preserving PSOLA pitch shifter algorithm:

- Pitch Shifting: Smoothly transposes incoming audio across a 2-octave range while maintaining transient clarity. Include a 'Flatten / Robotize' button that locks incoming vocal pitch to a fixed note (selectable from C to B) for instant vocoder/hard-tune textures.
- Formant Shifting: Independently shifts the resonant spectral envelope of the voice without altering the musical pitch, morphing the timbre from deep giant/monster chest tones (-12) to bright chipmunk/child vocal textures (+12).

3. Creative Modulation & Character Strip (Bottom Deck): Provide four internal modulators that can be blended into the Pitch and Formant parameters:

- Vibrato LFO: Rate and Depth knobs for natural or extreme pitch wobble.
- Envelope Follower (Talk/Growl): Modulates Formant position dynamically based on the incoming vocal volume transient.
- Drive & Bitcrush Knob: Adds warm tube grit or lo-fi digital crunch to the shifted vocal.
- Tone Filter (Bipolar Tilt EQ) and Global Mix Knob (0% to 100% Dry/Wet) for parallel octaver harmonies."

4. Sampler Multicelular y Estación de Baterías (Inspirado en Battery 4)

"Build a professional multi-cell drum sampler and percussion workstation instrument plugin inspired by Native Instruments Battery 4.

1. Interface & 4x4 Cell Matrix: Create a clean dark studio interface split into three sections: a top Folder & Sound Browser, a central 4x4 Drum Pad Matrix (16 cells mapped to MIDI notes 36 to 51, C1 to D#2), and a bottom Per-Cell Channel Strip. Each cell must trigger on mouse click or MIDI note with velocity sensitivity, display its assigned instrument name, and light up dynamically. Color-code cells automatically by category: Red for Kicks, Yellow for Snares, Cyan for Hi-Hats, Orange for Claps, Green for Toms, and Purple for Percussion/Cymbals. Clicking any cell selects it for editing in the browser and bottom strip without losing the state of the other 15 cells.
2. Categorized Folder Browser (Per Selected Cell): Include a structured two-tier browser for the currently selected cell:

- Folder Category Selector: Kicks, Snares, Closed Hi-Hats, Open Hi-Hats, Claps, Toms, Cymbals, and Percussion.
- Sound Variation Selector inside each folder with 5 distinct DSP models:
    - Kicks Folder: 808 Sub Sine, 909 Punch Kick, Acoustic Studio Kick, Tight Dry Kick, Distorted Hard Kick.
    - Snares Folder: Acoustic Crisp Snare, 909 Analog Snare, 808 Snappy Snare, Tight Funk Rimshot, Deep Fat Snare.
    - Closed & Open Hi-Hats Folders: 808 Metallic Hat, 909 Crisp Hat, Acoustic Tight Hat, Vintage Dark Hat, Sizzle Hat (link Closed and Open Hi-Hat cells into an automatic choke group).
    - Claps Folder: Classic 808 Multi-Tap Clap, Tight Studio Clap, Wide Room Clap, Crispy Snap, Lo-Fi Clap.
    - Toms, Cymbals & Percussion Folders: Acoustic Rack/Floor Toms, Electronic FM Toms, Metallic Ride/Crash, Woodblock, Cowbell, and Shaker.

3. DSP Synthesis Engine: Generate all drum sounds with high-precision real-time synthesis: fast exponential pitch-envelope sine/triangle oscillators with click transients for Kicks and Toms; dual-membrane modal resonators blended with filtered white/pink noise bursts for Snares; micro-delayed multi-burst bandpass noise for Claps; and a 6-oscillator inharmonic square-wave metallic network with high-pass and band-pass state-variable filters for Hi-Hats and Cymbals.
4. Per-Cell Editing Strip & Master Section: For the active cell, provide dedicated knobs for Pitch/Tune (-24 to +24 semitones), Attack Transient Click, Decay Time, Tone/Filter Cutoff (bipolar LP to HP), Drive/Saturation (warm waveshaper), Pan, and Cell Volume, plus Mute and Solo buttons. On the right side, include a Master Bus section with Master Punch Compression, Global Filter, and Master Output Level."

5. Transformador de Ondas, Fase, Reversa y Ganancia Quirúrgica

"Build a precision waveform transformer, phase utility, real-time audio reverser, and waveshaping studio tool plugin designed for mixing engineers and sound designers.

1. Interface & Dual Oscilloscope Display: Design a technical dark-mode mastering-grade interface featuring a large top Dual-Trace Waveform Oscilloscope (showing Input vs. Transformed Output in real time) and a Phase Correlation Meter (-1 to +1). Below the display, organize controls into four distinct hardware modules: Gain & Phase Utility, Real-Time Reverse Buffer, Waveform Shaper, and Stereo Mid/Side Routing.
2. Module 1 — Precision Gain & Phase Alignment:

- Clean Digital Trim Knob (-36 dB to +24 dB) with a 0.1 dB readout and a 'Unity Gain (0 dB)' reset button.
- Independent Left Polarity Invert (Ø L) and Right Polarity Invert (Ø R) buttons to flip the waveform 180 degrees.
- Continuous Phase Rotation All-Pass Filter Knob (0° to 360°) with a 'Phase Lock' toggle to fix phase cancellation between multi-mic recordings or layered kicks.
- DC Offset Removal filter switch.

3. Module 2 — Real-Time Audio Reverser & Buffer Flip:

- Include a circular audio buffer engine with an instant 'REVERSE AUDIO' toggle button (and momentary trigger pad) that plays incoming audio backwards in real time.
- Buffer Size Selector: 125 ms, 250 ms, 500 ms, 1000 ms, and 2000 ms window lengths, with a 'Crossfade Smoothing' knob to eliminate clicks at buffer boundaries and a Reverse Dry/Wet Mix control.

4. Module 3 — Waveform Transformer & Mid/Side Matrix:

- Wavefolder & Asymmetrical Rectifier: Knobs for 'Wave Fold' (folds peaks inward for complex harmonics), 'Symmetry/Bias' (shifts positive vs. negative half-cycles of the waveform), and 'Hard/Soft Clip Ceiling'.
- Stereo Routing Section: Channel Swap (L<->R), Mono Maker below selectable frequency (20Hz to 300Hz), Mid Gain, Side Gain, and Global Bypass."

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