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Analog

(DELAY)

ANALOG

(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

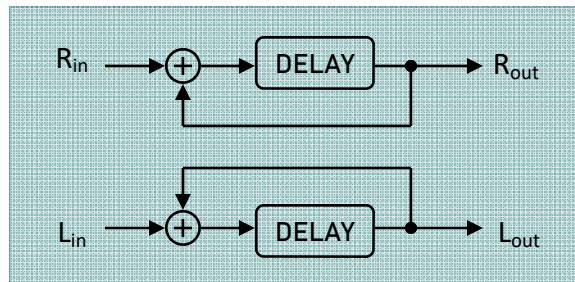
An analog-voiced delay with modulation, signal degrading, saturation, and self-oscillation. The delay time on the Right-channel can be offset to anywhere from 0ms to 200ms, or synced to a subdivision of the tempo, allowing wide range of stereo effects, such as stereo widening or ping-pong effects.

- **Param 1: REPEATS** - sets the amount of repeats. Delay starts to enter *self-oscillation zone* at >95%.
- **Param 2: TONE** - sets tonal voicing of the delay repeats.

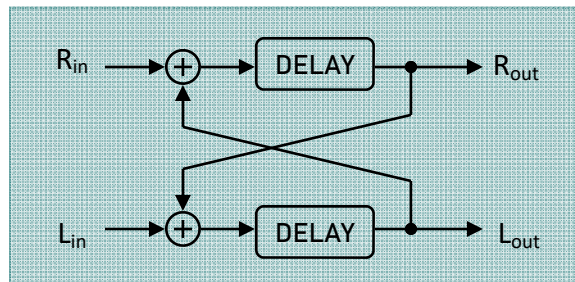
- **Soft** : smooth and soft attack, echoes nicely recedes into the background.
- **Dark** : somewhere between Soft and Warm.
- **Warm** : the vintage sound with punchy attack.

- **Param 3: DEGRADE** - sets the amount gradual high frequency loss and signal degradation.
- **Param 4: SATURATE** - set the amount of saturation on the delay repeats.
- **Param 5: MOD DEPTH** - sets the amount of delay modulation.
- **Param 6: MOD RATE** - sets the rate of the delay modulation.
- **Param 7: FEEDBACK ROUTING** - sets the type of the delay feedback scheme:

Standard Feedback

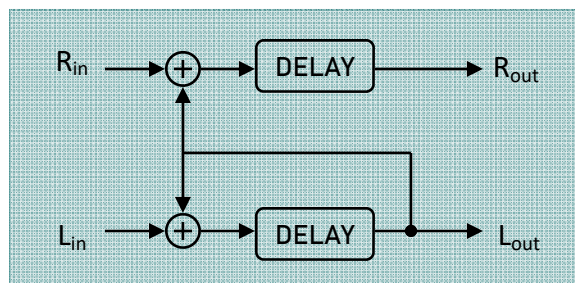


Cross-Coupled Feedback a.k.a ping-pong configuration



Left-Coupled Feedback

Feedback for both Left and Right delays are taken from the Left output. Use this together with L/R Slapback to create repeats that bounce left and right .



Tape

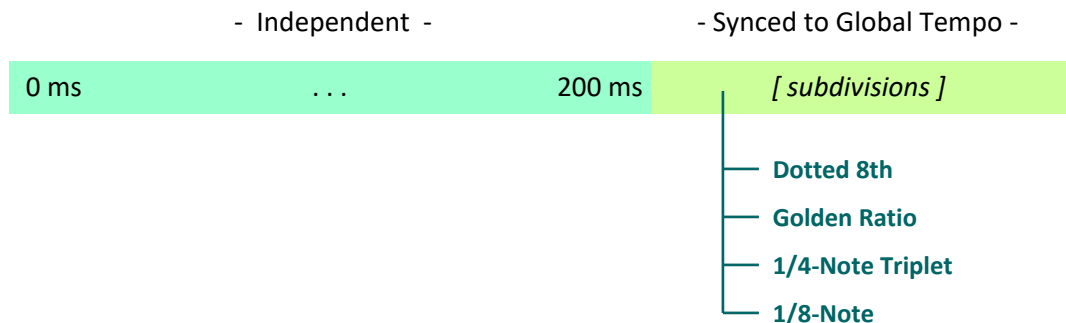
(DELAY)



- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

A warm tape delay with all the good stuff that makes it a beloved piece of gear.

- **Param 1: REPEATS** - sets the amount of repeats. Delay starts to enter *self-oscillation zone* at >95%.
- **Param 2: TONE** - sets the tone of the delay repeats.
- **Param 3: WOW & FLUTTER** - sets the amount of irregular tape speed fluctuation due to the wearing out of tape support mechanisms.
- **Param 4: SATURATION** - sets the amount of tape saturation.
- **Param 5: MOD DEPTH** - sets the amount of the delay modulation.
- **Param 6: MOD RATE** - sets the rate of the delay modulation.
- **Param 7: CRINKLE** - sets the intensity of simulated random mechanical glitches in the tape support mechanism. Whereas the Wow & Flutter is more nuanced, the Crinkle is rather 'unhinged', excellent for introducing unpredictable delay time wobbling and wild pitch glitches.
* You can get rid of all this by setting this parameter to zero.
- **Param 8: L/R SLAPBACK** - sets the amount of delay *time offset* on the RIGHT channel, with respect to the delay time on the LEFT channel. The control values of this parameter comprise of two distinct regions: 'Independent' and 'tempo-synced'.



Tips: This parameter can be used for:

1. Widening the stereo image of the delay - use lower settings (1 to 50 ms).
2. Introducing 'ping-pong effect' (use higher setting > 100 ms, or the time-synced settings).

Digital

(DELAY)

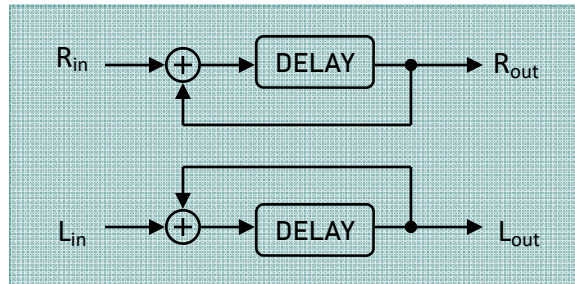
DIGITAL
(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

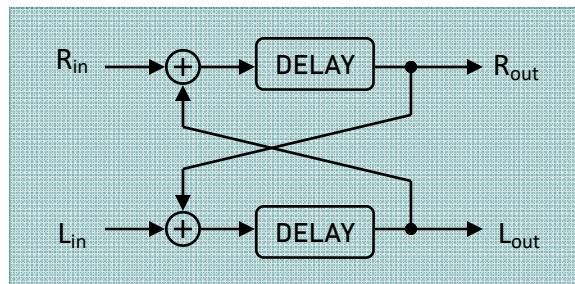
A pristine digital delay with modulation, filtering and smearing. The delay time on the Right-channel can be offset to anywhere from 0ms to 200ms, or synced to a subdivision of the tempo, allowing wide range of stereo effects, such as stereo widening or ping-pong effects.

- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: TONE** - sets the tone of the delay repeats.
- **Param 3: MOD DEPTH** - sets the amount of delay modulation.
- **Param 4: MOD RATE** - sets the rate of the delay modulation.
- **Param 5: SMEAR** - sets the amount of attack softening on the repeats. Softening the repeats attack keeps the delay out of the way of the dry signal, maintaining clarity and definition amid higher mix and repeats settings.
- **Param 6: LOW CUT** - sets the amount of low frequency cut of the delay repeats.
- **Param 7: FEEDBACK ROUTING** - sets the type of the delay feedback scheme:

Standard Feedback

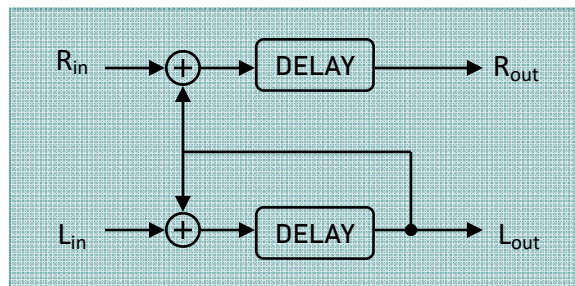


Cross-Coupled Feedback a.k.a ping-pong configuration



Left-Coupled Feedback

Feedback for both Left and Right delays are taken from the Left output. Use this together with L/R Slapback to create repeats that bounce left and right .



LoFi

(D E L A Y)

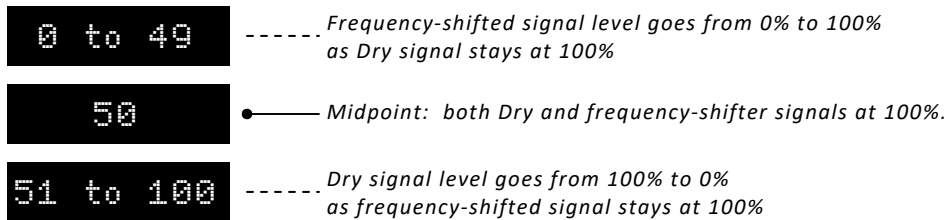
LOFI

(True Stereo)

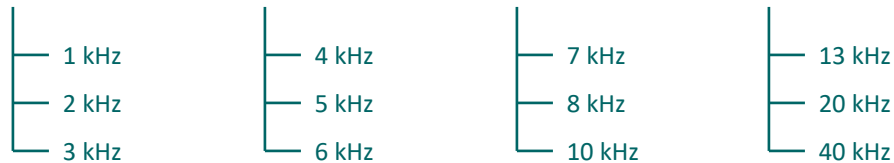
- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

This algorithm lets you to ‘destroy’ the delay repeats by squashing the sampling rate and bit depth, introducing all kinds of artifacts and noises. A special voicing filter puts the icing on top.

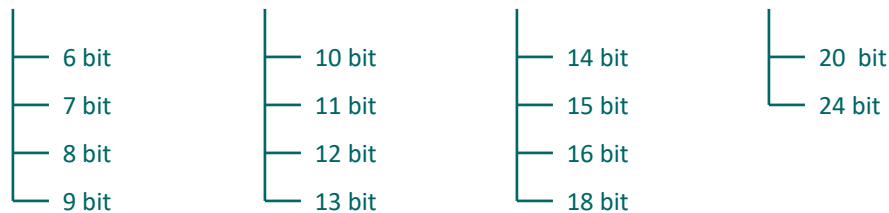
- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: LOFI MIX** - sets the blend between clear signal and lofi signal in the repeats.



- **Param 3: SAMPLE RATE** - sets the sampling rate.



- **Param 4: BIT DEPTH** - sets the bit depth.



- **Param 5: VOICING** - set the voicing.



- **Param 6: TONE** - sets the tone of the delay repeats.
- **Param 7: MOD DEPTH** - sets the amount of delay modulation.
- **Param 8: MOD RATE** - sets the rate of the delay modulation.

Modulated

(D E L A Y)

MODDLY

(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

This algorithm combines delay with detuning and chorusing/flanging to create lush swirling echoes. A flexible resonance control gives wide range flanging sounds that takes you from subtle to singing.

- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: DETUNE** - sets the amount of detuning on the delay repeats.
- **Param 3: DETUNE PITCH** - sets the detuning pitch.



- **Param 4: CHORUS** - sets the amount of chorusing / flanging on the delay repeats.
- **Param 5: MOD DEPTH** - sets the amount of delay modulation.
- **Param 6: MOD RATE** - sets the rate of the delay modulation.
- **Param 7: RESONANCE** - sets the amount of resonant overtones in the flanging.
- **Param 8: TONE** - sets the tone of the delay repeats.

Filter

(D E L A Y)

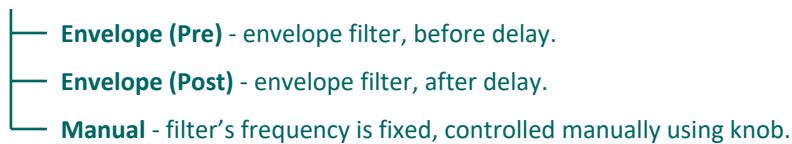


(True Stereo)

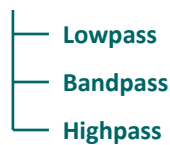
- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

A delay and multi-mode filter effect combo. Choose between Envelope Filter (*frequency sweep is controlled by picking dynamics*) or Fixed Filter (*frequency is fixed, manually controlled*). The filter can be positioned before (*pre*) or after (*post*) the delay.

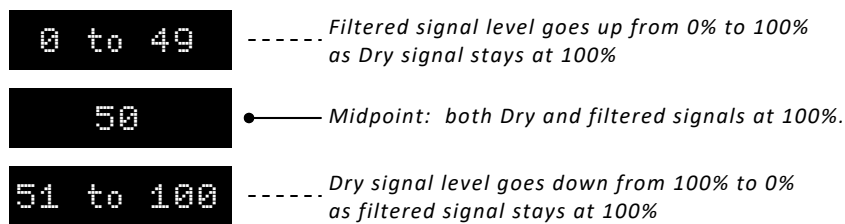
- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: FILTER MODE** - sets the operating mode of the filter.



- **Param 3: FILTER TYPE** - sets the filter type.



- **Param 4: FILTER/DRY MIX** - sets the blending between dry signal and filtered signal.



- **Param 5: SENSE/FREQ** - sets the sensitivity of the envelope tracker (for Envelope modes).
- sets the center frequency of the filter (for Manual mode).
- **Param 6: RESONANCE** - sets the resonance (Q factor) of the filter.
- **Param 7: MOD DEPTH** - sets the amount of delay modulation.
- **Param 8: MOD RATE** - sets the rate of the delay modulation.

Tips: Set the FILTER MODE to Manual, FILTER TYPE to Lowpass or Bandpass, then assign an expression pedal to control the SENSE/FREQ parameter. Now you can control the filter sweep with your foot, like a Wah pedal.

3-Heads

(D E L A Y)

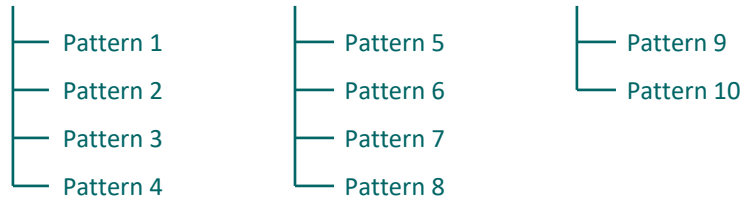


(True Stereo)

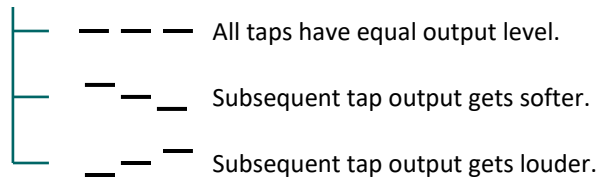
- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

A stereo delay with three output 'heads' or 'taps'.

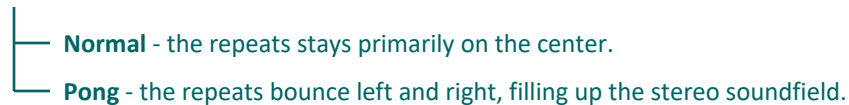
- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: TAPS PATTERN** - sets the operating mode of the filter.



- **Param 3: TAP TAPER** - sets the tapering of the taps



- **Param 4: TONE** - sets the tone of the delay repeats.
- **Param 5: RESONANT FREQ** - A resonant lowpass filter may be inserted at the output of delay Head#2. This parameter sets the frequency where the resonance happens. Set this parameter to zero to disable the lowpass filter.
- **Param 6: SMEAR** - sets the amount of attack softening on the repeats. Softening the repeats attack keeps the delay out of the the way of the dry signal, maintaining clarity and definition amid higher mix and repeats settings. This effect is applied only to the output of Head#2.
- **Param 7: MODULATION** - sets the amount of delay modulation.
- **Param 8: STEREO SPREAD** - sets the stereo spread of the delay repeats.



PingPong

(D E L A Y)



- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

A stereo delay with left-right bouncing repeats. The base delay engine can be configured as Digital or Analog.

- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: BOUNCE WIDTH** - sets the spread of the echo bounce in the stereo soundfield. The sonic effect of adjusting this parameter is apparent only when listening to the output in stereo.
- **Param 3: DELAY STYLE** - sets the delay style.



- **Param 4: TONE** - sets the tone of the delay repeats.
- **Param 5: SMEAR/DEGRADE** - sets the amount of attack softening on the repeats (for digital delay style).
- sets the amount of signal degradation o (for analog delay style).
- **Param 6: LOW CUT/SATURATE** - sets the amount of low frequency cut (for digital delay style).
- sets the delay repeats saturation (for analog delay style).
- **Param 7: MOD DEPTH** - sets the amount of delay modulation.
- **Param 8: MOD RATE** - sets the rate of the delay modulation.

Android

(D E L A Y)

NDROID

(True Stereo)

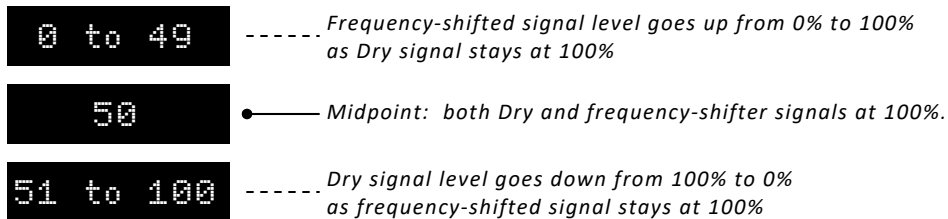
- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

A delay and Ring Modulator mash up! The Ring Modulator imparts gnarly robotic overtones to the delay repeats, with adjustable (manual or LFO modulated) shift frequency.

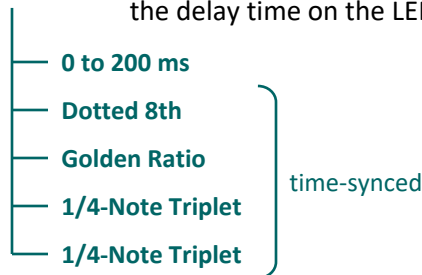
- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: FREQ SHIFT** - sets the amount of base frequency shift.
- **Param 3: LFO SHAPE** - set the shape of the LFO modulating the frequency shift.



- **Param 4: LFO SPEED** - sets the LFO speed.
- **Param 5: RINGMOD MIX** - sets the blending between dry signal and frequency-shifted signal.



- **Param 6: TONE** - sets the tone of the delay repeats.
- **Param 7: MODULATION** - sets the amount of delay modulation.
- **Param 8: L/R SLAPBACK** - sets the amount of delay *time offset* on the RIGHT channel, with respect to the delay time on the LEFT channel.



Tips: This parameter can be used for:

1. Widening the stereo image of the delay - use lower settings (1 to 30 ms).
2. Introducing 'ping-pong effect' (use higher setting > 100 ms, or the time-synced settings).

Ambiental

(D E L A Y)

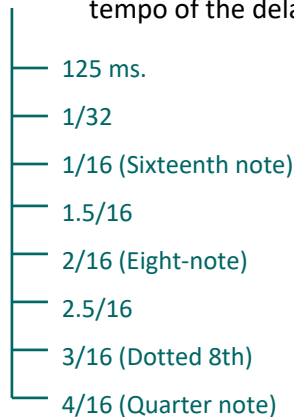
AMBIENT
(Inputs Summed)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

At the heart of this algorithm, is a special two-delays arrangement, time-synced to 'Golden Ratio' interval. At high feedback (Repeats) settings the echoes build up into a dense ambience wash, blurring the distinction between delay and reverb. A pitch-shifted overtone (Octave and Perfect 5th) can be added in to create a unique and hypnotic texture.

To summarize, this algorithm is about reverb-like ambience + pitch-shifted voices + stereo rhythmic groove. There are lots of wonderful delay sound palette to be discovered.

- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: OCTAVE** - sets the intensity of the Octave voice component.
- **Param 3: PERFECT 5TH** - sets the intensity of the Perfect 5th voice component.
- **Param 4: PITCH LAG** - sets the amount time lag of the voice component, the lags are synced to the tempo of the delay according to a selected time division.



- **Param 5: TONE** - sets the tone of the delay repeats.
- **Param 6: SMEAR** - sets the amount of attack softening on the repeats. Softening the repeats attack keeps the delay out of the way of the dry signal, maintaining clarity and definition amid higher mix and repeats settings.
- **Param 7: MOD DEPTH** - sets the amount of delay modulation.
- **Param 8: MOD RATE** - sets the rate of the delay modulation.

Dual D2D

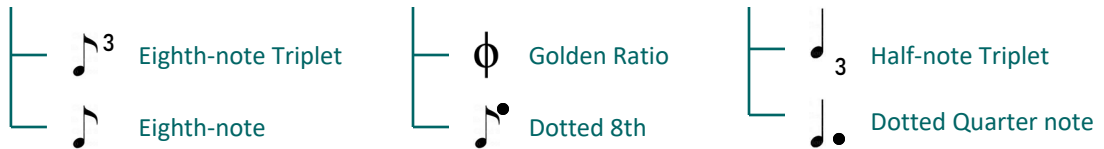
(D E L A Y)

DIGDIG
(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

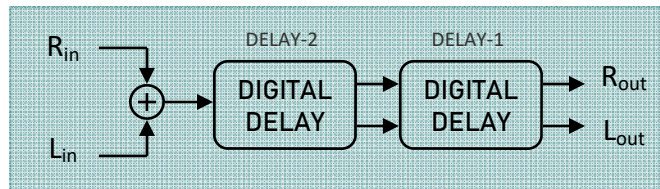
Two independent digital delays that can be combined in series, parallel, or dual-mono configurations. Delay-2 tracks the tempo of Delay-1 at selectable time ratios. The two delays have independent Re-generation (repeats) and Mix parameters.

- **Param 1: REPEATS (DELAY 2)** - sets the amount of repeats for delay 2.
- **Param 2: REPEATS (DELAY1)** - sets the amount of repeats for delay 1.
*When set to zero, Param1 will act as the Repeats control for both Delay 1 and Delay 2.
- **Param 3: MIX (DELAY 2)** - sets delay 2 wet/dry mix.
- **Param 4: MIX (DELAY 1)** - sets delay 1 wet/dry mix
- **Param 5: TIME RATIO** - sets the time ratio between the two delays.

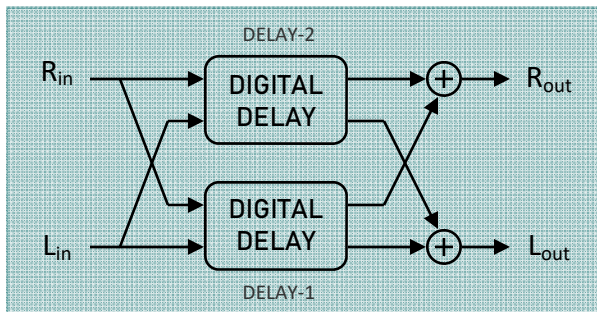


Param 6: ROUTING - the two delays can be combined in 3 different routing configurations.

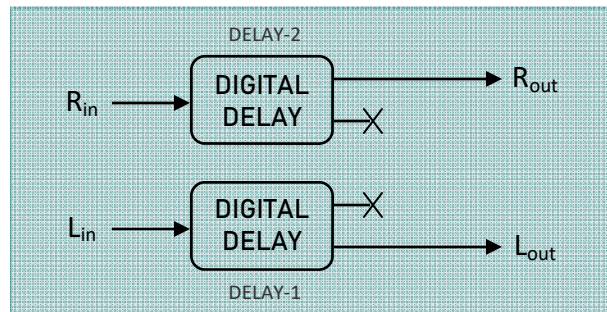
Series



Parallel



Dual Mono



- **Param 7: TONE** - sets the tone of the delay repeats.
- **Param 8: MODULATION** - sets the amount of delay modulation.

Dual D2A

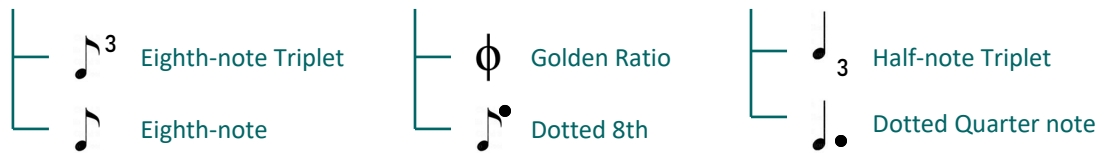
(D E L A Y)

DIGANA
(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

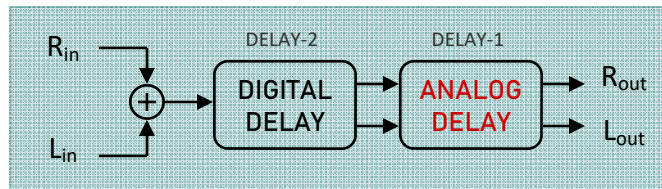
A digital delay and **analog delay** combo that can be combined in series, parallel, or dual mono configurations. Delay-1 tracks the tempo of Delay-2 at selectable time ratios. The two delays have independent Repeats and Mix parameters.

- **Param 1: REPEATS (DIG)** - sets the amount of repeats for delay 2 (digital delay).
- **Param 2: REPEATS (ANA)** - sets the amount of repeats for delay 1 (analog delay).
*When set to zero, Param1 will act as the Repeats control for both Delay 1 and Delay 2.
- **Param 3: MIX (DIG)** - sets delay 2 (digital delay) wet/dry mix .
- **Param 4: MIX (ANA)** - sets delay 1 (analog delay) wet/dry mix.
- **Param 5: TIME RATIO** - sets the time ratio between the two delays.

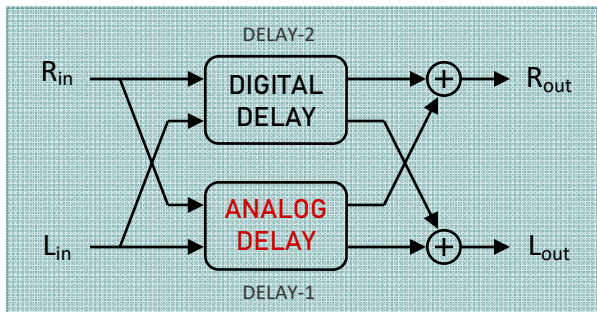


Param 6: ROUTING - the two delays can be combined in 3 different routing configurations.

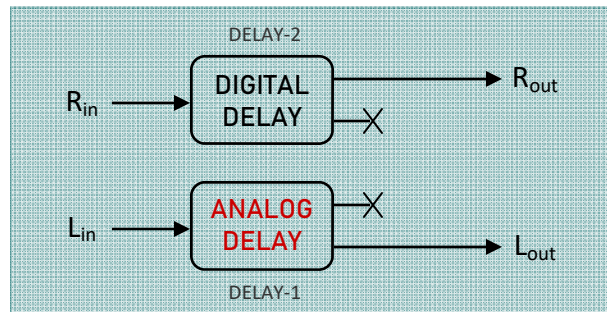
Series



Parallel



Dual Mono



- **Param 7: TONE** - sets the tone of the delay repeats.
- **Param 8: MODULATION** - sets the amount of delay modulation.

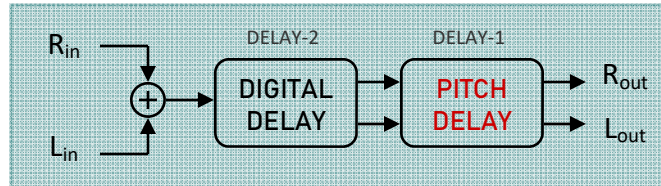
Dual D2P

(D E L A Y)

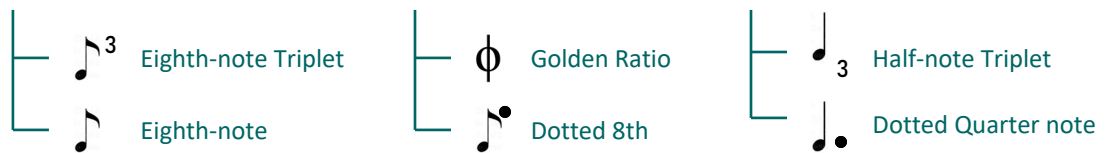
DIGFIT
(Inputs Summed)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

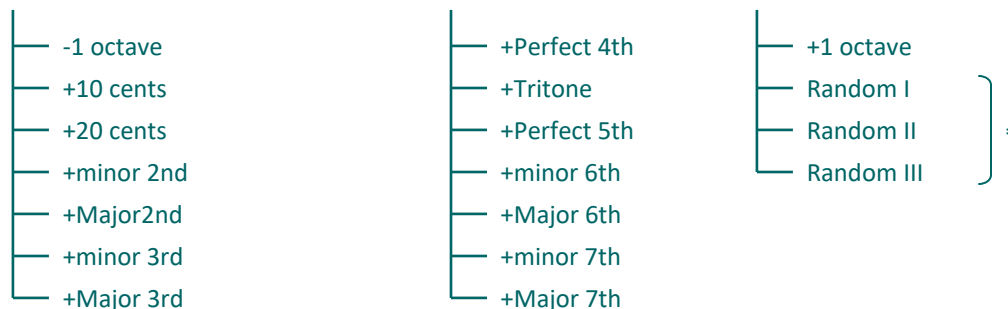
A digital delay and pitch delay combo in series configurations. Delay-1 tracks the tempo of Delay-2 at selectable time ratios. The two delays have independent Mix parameter, and share Repeats parameter.



- **Param 1: REPEATS** - sets the amount of repeats for both delays.
- **Param 2: TIME RATIO** - sets the time ratio between the two delays.



- **Param 3: MIX (PIT)** - sets delay 2 (pitch delay) wet/dry mix.
- **Param 4: MIX (DIG)** - sets delay 1 (digital delay) wet/dry mix.
- **Param 5: TONE** - sets the tone of the delay repeats.
- **Param 6: MODULATION** - sets the amount of delay modulation.
- **Param 7: PITCH** - sets the pitch interval for the pitch-shifted delay.



- **Random I** applies random pitch changes within [-12, +4, +5, +7, +9, +11, and +12 semitones] intervals. Note that this is the 'major' scale, sounds great with songs played in major keys.
- **Random II** applies random pitch changes within [-12, +3, +5, +6, +7, +10, and +12 semitones] intervals. Note that this is the 'blues' scale.
- **Random III** applies random pitch changes within the entire chromatic scales.

Param 8: LFO SPEED - sets the speed of the pitch randomizer. This parameter is relevant only when a randomized pitch mode is selected (see Param 7).

Diffuse

(D E L A Y)

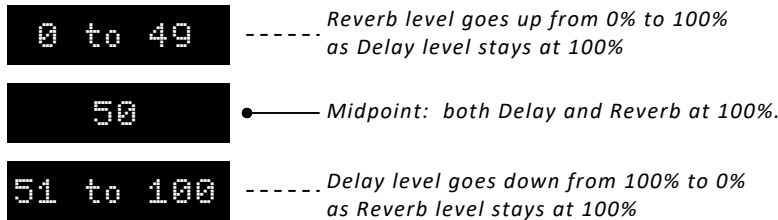
DIFFUSE

(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

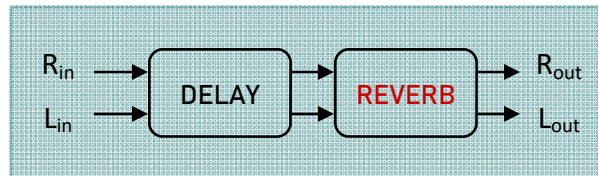
A digital delay and a Spatium style reverb combo that can be combined in series, parallel, or post-echo configurations.

- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: DLY/VERB MIX** - sets delay and reverb mix

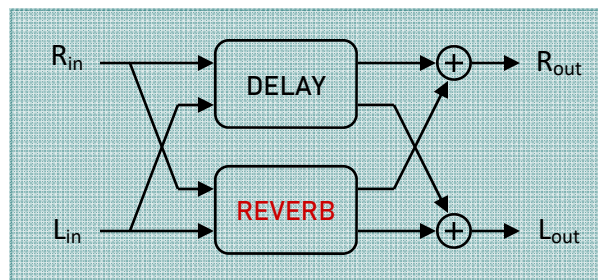


- **Param 3: VERB DECAY** - sets the reverb's decay.
- **Param 4: VERB TONE** - sets the tone of the reverb's tail.
- **Param 5: DELAY TONE** - sets the tone of the delay repeats.
- **Param 6: MODULATION** - sets the amount of delay modulation.
- **Param 7: ROUTING** - the delay and reverb can be combined in 3 different configurations.

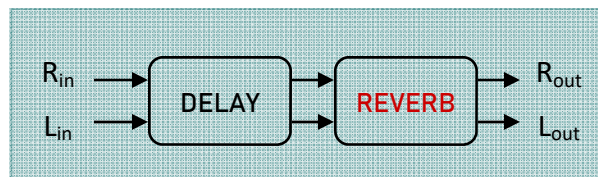
Series
Delay into Reverb.



Parallel
The delay and reverb run side-by-side and their outputs are mixed together.



Post-Echo
Similar to the Series mode, except that the reverb does not appear until the 1st echo.



Reverse

(D E L A Y)

REURSE

(Inputs Summed)

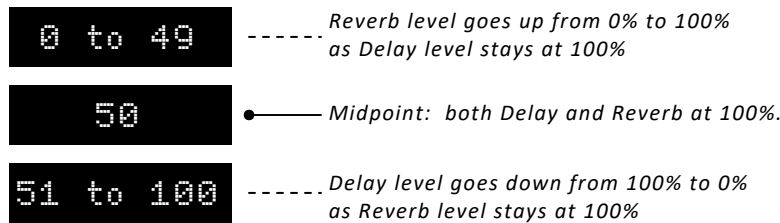
- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

This algorithm produces 'reversed' repeats of the incoming sounds. The delay is triggered by the input signal, this gives predictable and musical reversed echoes. A Spatium style reverb is built into the algorithm for an expansive reverse soundscape.

- **Param 1: REPEATS** - sets the amount of repeats.
- **Param 2: ENVELOPE**



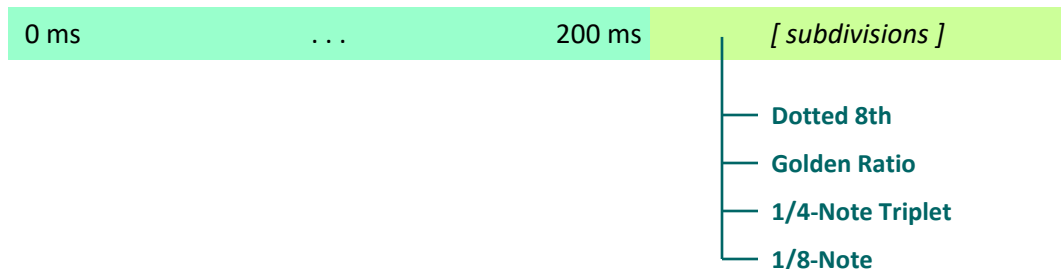
- **Param 3: TONE** - sets the tone of the repeats.
- **Param 4: MODULATION** - sets the amount of delay modulation.
- **Param 5: DELAY/VERB MIX** - sets the delay / reverb mix.



- **Param 6: VERB DECAY** - sets the reverb's decay.
- **Param 7: VERB TONE** - sets the reverb's tone.
- **Param 8: L/R SLAPBACK** - sets the amount of delay *time offset* on the RIGHT channel, with respect to the delay time on the LEFT channel.

- Independent -

- Synced to Global Tempo -



Tips: This parameter can be used for:

1. Widening the stereo image of the delay - use lower settings (1 to 50 ms).
2. Introducing 'ping-pong effect' (use higher setting > 100 ms, or the time-synced settings).

Reverse

(D E L A Y)

REURSE
(Inputs Summed)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

Tips: There are two ways how to approach a Reverse delay:

1. Play in time. This will result in precise echoes, just like ordinary delay, only in reverse.
2. Play sustained chords or melodies. This will give interesting rhythmic textures.

Blend in some reverb with generous amount of Decay to create lush reverse sound, then dial in some L/R Slapback (Param 8) to create bouncing and enveloping stereo echoes.

Algorithmic limitation:

1. Delay Time.

Maximum delay time is 2200 ms, just like the other delay algorithms in Solis Ventus. Normally this maximum delay time can be extended (up to 4400 ms) by applying certain subdivision settings, however in Reverse delay 2200ms is the absolute maximum.

2. Time Change.

Time Change mode is restricted to 'Instant'.

Aether

(R E V E R B)

AETHER

(True Stereo)

- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

This is a 'Hall' type reverb with low initial diffusion that grows into a rich and smooth modulated tail. This algorithm offers a full scale blend control between early reflection and late reverberation, allowing for high resolution ambience/reverb adjustment.

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: AIR ABSORB** - sets the amount of 'air absorption' effect, which manifests itself in the gradual darkening of the reverb tail.
- **Param 3: EARLY/LATE MIX** - sets balance between early reflection and late reverberation tail. This control goes from 100% early reflection to 100% late reverberation tail. High Early-to-Late ratio gives an impression of an intimate space, whereas high Late-to-Early ratio gives an impression of large immersive space.
- **Param 4: EARLY SIZE** - sets the size of the early reflection window.
- **Param 5: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 6: HIGH** - sets the amount of high frequency energy passed into the reverb.
- **Param 7: MOD DEPTH** - sets the amount of modulation.
- **Param 8: MOD RATE** - sets the modulation rate.

Chamber

(R E V E R B)

CHAMER

(True Stereo)

- ◆ TIME knob controls **DELAY TIME**
- ◆ MIX knob controls **WET** and **DRY**

This algorithm covers a lot of ground, from small room to concert halls. An excellent choice for intimate room type reverberation with short to medium long reverb times. Incorporation of a specially designed and tuned echo algorithm adds complexities and depth. The echo time can be set using the Time knob, just like a delay algorithm.

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: PREDELAY** - sets the delay to the reverb onset (0 to 200 ms).
- **Param 3: AIR ABSORB** - sets the amount of 'air absorption' effect, which manifests itself in the gradual darkening of the reverb tail.
- **Param 4: DIFFUSION** - sets the initial diffusion of the reverb.
- **Param 5: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 6: HIGH** - sets the amount of high frequency energy passed into the reverb.
- **Param 7: ECHO LEVEL** - sets the level of the echo.
- **Param 8: ECHO DEPTH** - sets the amount of echo regeneration.

Spring

(R E V E R B)

SPRING
(True Stereo)

- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

This is our take on the venerable spring reverberation. Beyond replicating the warmth and the ‘sprink’ we crafted a set of carefully tuned parameters plus a full-fledged tremolo section. This algorithm never fails to bring the smile on our faces!

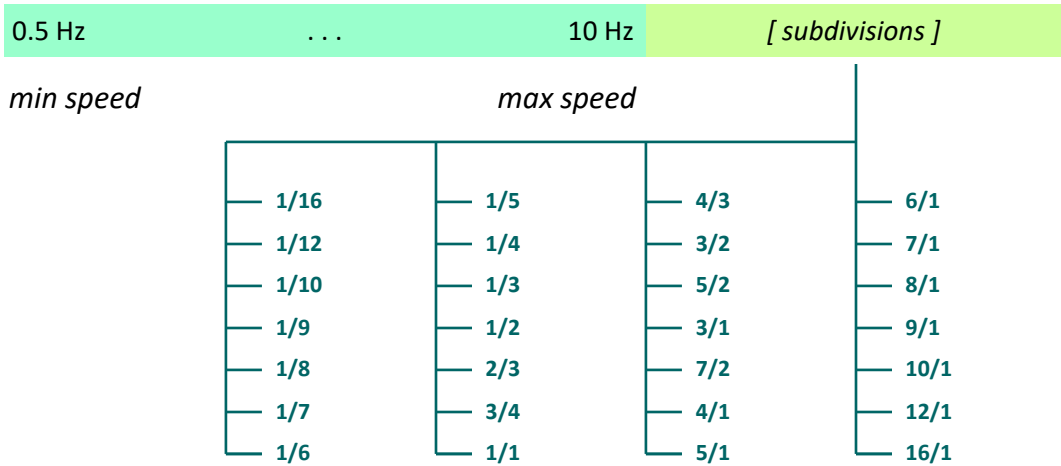
- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: SPRINGS** - selects the number of springs.



- **Param 3: DAMPING** - sets the amount of high frequency damping in the reverb.
- **Param 4: TREM SPEED** - sets the tremolo speed. The control values of this parameter comprise of two distinct regions: ‘Independent’ and ‘tempo-synced’.

- Independent -

- Synced to Global Tempo -



- **Param 5: TREM DEPTH** - sets the tremolo depth (intensity).
- **Param 6: TREM SHAPE** - sets the tremolo LFO shape



- **Param 7: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 8: HIGH** - sets the amount of high frequency energy passed into the reverb.

Plate

(R E V E R B)

PLATES

(Input Summed)

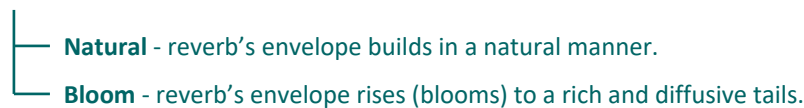
- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

The classic plate reverb, dense and smooth. This is a versatile algorithm that is suitable for a multitude of applications, from tight and subtle to thick and lush.

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: DAMPING** - sets the high frequency damping on the reverb. Higher damping value causes the high frequency energy in the tail to decay faster, giving an impression of a naturally darkening reverb.
- **Param 3: SIZE** - sets the size of the reverb.



- **Param 4: DIFFUSION** - sets the initial diffusion of the reverb.
- **Param 5: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 6: HIGH** - sets the amount of high frequency energy passed into the reverb.
- **Param 7: TAIL SHAPE** - sets the shape of the reverb's tail.



Param 8: BLOOM INERTIA - sets 'bloom time' (applicable only when Tail Shape is set to 'Bloom').

Spatium

(R E V E R B)



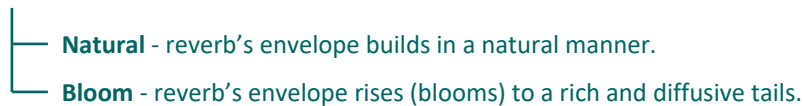
- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

A cathedral style reverb. Lush and spacious, with excellent clarity that never takes over your dry signal, even with extreme wet settings.

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: EARLY ENERGY** - sets the amount of early reflection energy, which adds an impression of 'space'.
- **Param 3: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 4: HIGH** - sets the amount of high frequency energy passed into the reverb.
- **Param 5: VOICE PITCH** - selects the pitch interval of a pitch-transposed overtone.



- **Param 6: VOICE INTENSITY** - sets the level of the pitch-transposed voice component.
- **Param 7: TAIL SHAPE** - sets the shape of the reverb's tail.



- **Param 8: BLOOM INERTIA** - sets 'bloom time' (applicable only when Tail Shape is set to 'Bloom').

Shimmer

(R E V E R B)

SHMMER

(True Stereo)

- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

A Spatium-style reverb infused with regenerative pitch-shifted voices. The harmonized decay resembles the presence of multiple string pads accompanying your instrument. You can blend in two voices, each with selectable pitch intervals. With flexible controls and multitudes of options, the Shimmer algorithm offers powerful sound design capability that lets you create anything from brilliance of string pads to eerie and haunting atmospheric moods.

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: INTENSITY** - sets the intensity of both voice 1 and voice 2.
- **Param 3: VOICE 1** - sets the pitch of voice 1.



- **Param 4: VOICE 2** - sets the pitch of voice 2.



- **Param 5: VOICE BLEND** - sets the mixture of the two voices. Set to zero to for voice 1 only, set to 100 for voice 2 only, and anywhere in between for a continuous blend of the two.
- **Param 6: EARLY ENERGY** - sets the amount of early reflection energy.
- **Param 7: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 8: HIGH** - sets the amount of high frequency energy passed into the reverb.

Marble

(R E V E R B)

MARBLE

(Input Summed)

- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

This algorithm emulates highly reflective acoustic spaces

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: SIZE** - sets size of the space.



- **Param 3: AIR ABSORB** - sets the amount of 'air absorption' effect, which manifests itself in the gradual darkening of the reverb tail.
- **Param 4: EARLY ENERGY** - sets the amount of early reflection energy.
- **Param 5: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 6: HIGH** - sets the amount of high frequency energy passed into the reverb.

Modulated

(R E V E R B)

MODRUB

(True Stereo)

- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

Aether style reverb + modulation stack

- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: REFLECTION** - sets amount of early reflection, which adds an impression of 'space'.
- **Param 3: INTENSITY** - sets the intensity of the chorus/flanger.
- **Param 4: RESONANCE** - sets the amount of feedback in the chorus/flanger.
- **Param 5: MOD DEPTH** - sets the modulation depth.
- **Param 6: MOD RATE** - sets the modulation rate.
- **Param 7: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 8: HIGH** - sets the amount of high frequency energy passed into the reverb.

Tremble

(R E V E R B)

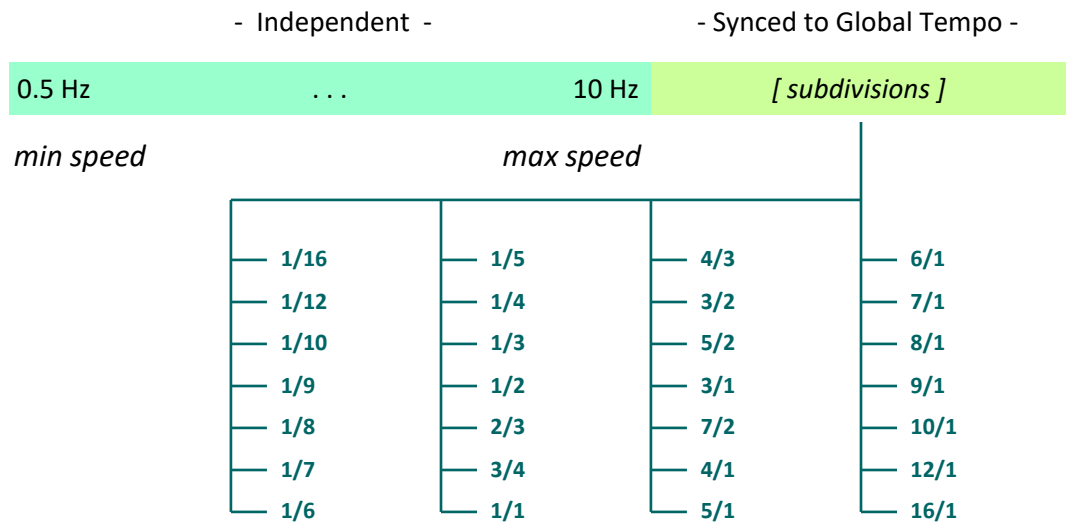
TRMBLE

(True Stereo)

- ◆ TIME knob controls **PREDELAY**
- ◆ MIX knob controls **WET** and **DRY**

Amplitude-pulsating ambience that injects rhythm to a lush reverb. Tempo of the tremolo may be adjusted freely from 0.5Hz to 10 Hz, or be synchronized to the global tempo.

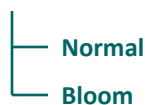
- **Param 1: DECAY** - sets the length of reverb decay.
- **Param 2: LOW** - sets the amount of low frequency energy passed into the reverb.
- **Param 3: HIGH** - sets the amount of high frequency energy passed into the reverb.
- **Param 4: TREM SPEED** - sets the tremolo speed. The control values of this parameter comprise of two distinct regions: 'Independent' and 'tempo-synced'.



- **Param 5: TREM DEPTH** - sets the tremolo depth (intensity).
- **Param 6: TREM SHAPE** - sets the tremolo LFO shape



- **Param 7: TAIL SHAPE** - sets the shape of the reverb's tail.



- **Param 8: BLOOM INERTIA** - sets 'bloom time' (applicable only when Tail Shape is set to 'Bloom').