



# XenoVerb

(VST, AU, AAX)

produced by Luca Capozzi (Audiority), September 2017.

**Current Manual version:** v1.1 (updated December 2018)

**XenoVerb** is a versatile reverb processor featuring both classic and creative reverb algorithms delivering a wide range of reverbs with a clean and simple interface.

Please, read carefully both product specifications and system requirements **before** purchasing any **Audiority** products.

# XenoVerb

produced by Audiority, September 2017.

## Credits

Concept & DSP: Luca Capozzi (Progsounds / Audiority), September 2017.

GUI Design: Luca Capozzi

Code & DSP: Luca Capozzi

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## Specifications

- 10 Reverb Algorithms:
  - Room, Hall, Plate 1, Plate 2, Springy, Glass, Flow, Shimmer, Bode, Formant
- Pre Delay
- Diffusion
- Modulation
- Tone Control
- Reverb Freeze
- Soft Limiter

## System Requirements

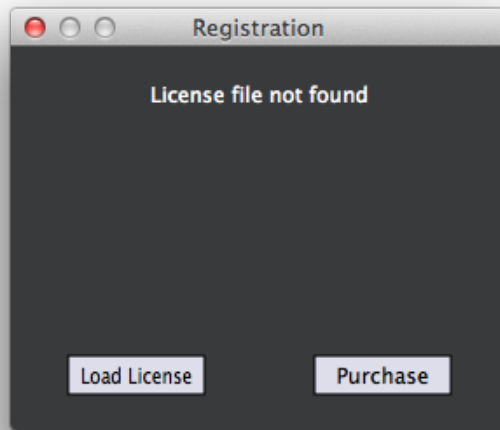
### PC

- Windows XP SP3 or later
- Intel Core 2 Duo 2GHz / AMD Athlon 64 or equivalent
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, AAX 32-bit or 64-bit host

### MAC

- OSX 10.7.5 or later
- Core Duo 2GHz
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, AU, AAX 32-bit or 64-bit host

## Product Activation



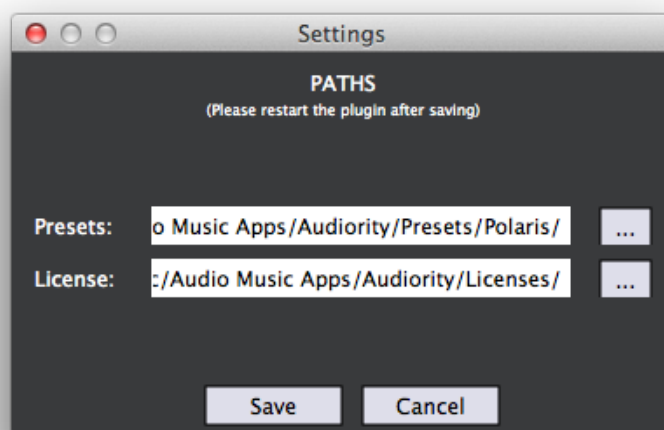
Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute.

Save the license file you got with your purchase email (or via our User Area) anywhere on your computer.

Then, to activate the plugin, click on the **Audiority** logo and select "**Register**". The Registration window will pop up allowing you to load the license file you got while purchasing the plugin.

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## User Paths Setting



By selecting "**Settings**" from the logo menu, you can change the path for **Presets** and **License** folders.

**Note:** Please do not move the **Settings** folder from its default location.

## Upgrading from v1.0.5 or lower

Please, read carefully if you are upgrading from any v1.0.5 or lower version of this plugin.

This version will replace your current XenoVerb installation. Please, backup your presets and license file before continuing.

Old presets, licenses and settings files were located to

### Mac

~/Music/Audio Music Apps/Audiority

### PC

Documents\Audiority

New Paths

### Mac

All presets, license files and settings will be now located in:  
/Users/Shared/Audiority/

AAX and VST plugins will be placed in their own Audiority sub-folder located in:

AAX: /Library/Application Support/Avid/Audio/Plug-Ins/Audiority  
VST: /Library/Audio/Plug-Ins/VST/Audiority

### PC

All presets, license files and settings will be now located to:  
C:\Users\Public\Public Documents\Audiority

AAX and VST plugins will be placed in their own Audiority sub-folder, usually located in:

AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority  
VST: {Your VST Path}\Audiority

If you are upgrading from a previous version, please remove the old plugin from their related folders.

## XenoVerb Global Parameters



### Global Parameters

<b>ALGORITHM</b>	Click this menu to select a reverb algorithm
<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures.
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully.

**PARAMETER LOCKING:** Each one of the 8 knobs can be locked so it won't change its value. This is very useful when you load the plugin on an AUX/SEND channel. To lock a knob, simply **RIGHT CLICK** it and select **LOCK PARAMETER**. You can unlock all the locked knobs with a single click by **RIGHT CLICKING** any knob and select **UNLOCK ALL**.

# XenoVerb Algorithms

## ROOM

A flexible room algorithm useful to create classic environments ranging from small studios to large dancing clubs.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>SIZE</b>	Room size in %. Affects the reverberation time
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully

### TIP

Use Tone and LF Cut to set the dampening and materials of the room, while Diffuse and Mod to set the scattering of the sound inside the room.

# XenoVerb Algorithms

## HALL

A classic yet versatile hall reverb ranging from small concert venues to huge canyons. The smooth reflections and soft building tail are beautiful on pianos, drums and vocals.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>MID</b>	Mid frequency gain (+/- 6dB @ 1500Hz)
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully



### TIP

Use Pre Delay to adjust the perception of space and size of the reverb. Usually a time of 20~25ms is perceived as "realistic" for concert halls.

# XenoVerb Algorithms

## PLATE 1

A simplified version of a classic plate algorithm found in late '70s hardware processors.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>MID</b>	Mid frequency gain (+/- 6dB @ 1500Hz)
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully



### TIP

Try using Tone to simulate an object dampening the plate, leaving TIME unchanged, to get a darker tail while reducing the decay.



# XenoVerb Algorithms

## PLATE 2

An extended version of a classic plate algorithm found in late '70s hardware processors. Very smooth, great on vocals, drums and pads.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>MID</b>	Mid frequency gain (+/- 6dB @ 1500Hz)
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully



### TIP

Use combination of Tone, Mid and LF Cut to tailor the plate colour, simulating different materials and make it sit in the mix.

# XenoVerb Algorithms

## SPRINGY

A fully algorithmic spring tank reverberator. Dirty, ringing and metallic, great on guitars and to add sparkle to synth and percussions.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>CHIRP</b>	Adjust the high frequency chirp of the spring
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully

### TIP

Balance Chirp and Tone to range from small amp spring reverbs to big empty metal tanks.

# XenoVerb Algorithms

## GLASS

A modern highly diffusive and transparent reverb. This versatile algorithm can be used on any source material and can range from small ambiances to outer world spaces.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb.
<b>MID</b>	Mid frequency gain (+/- 6dB @ 1500Hz)
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully



### TIP

Use no Diffuse, a short Time and tweak the Tone to create small vocal booths. Do the opposite to travel into another galaxy.

# XenoVerb Algorithms

## FLOW

A lush, smooth, hugely diffusive creative reverb based on the '90s hardware processors, where a lot of allpass blocks were used to create dense late reverberation. The result is a lush, soft building reverb, great for pads, guitars, voices and creative sound design.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb
<b>BLOOM</b>	Increase the diffusive blocks, slowing down the reverb building
<b>LF CUT</b>	Low frequency cut filter (20Hz ~ 500Hz)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully

### TIP



Combine Pre Delay and Bloom to get a "fake" reverse reverb effect.

# XenoVerb Algorithms

## SHIMMER

A smooth reverb with a dual pitch shifter in a feedback loop creates an evolving harmonizing soundscape. That's a classic effect pioneered by Eno, Lanois and U2's The Edge.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount. Also affects both pitch shifters tune by few cents.
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb
<b>PITCH A / B</b>	Pitch shifting in semitones (+/- 24st)
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully

### TIP

Reverb Time influences how "shimmery" the sound will be. Use a long reverb time to get a dramatic effect. Use Modulation to create a subtle chorus or combine both positive and negative shifting to get huge soundscapes.

# XenoVerb Algorithms

## BODE

A weird sound design oriented algorithm made by placing a frequency shifter in the reverb feedback loop. Useful to create metallic resonances and drones.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb
<b>FREQ</b>	Frequency shifting in Hz (0 ~ 5000)
<b>BAND MIX</b>	Shifter sideband mixer
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully

### TIP

Frequency shifting creates sidebands. Use the Band Mix parameter to mix both upper and lower sidebands. Automate the Freeze switch to get endless drones.

# XenoVerb Algorithms

## FORMANT

A creative reverb algorithm featuring a formant filter before the reverb tank.



### Parameters

<b>PRE DEL</b>	Pre Delay time in ms (0 ~ 1500ms)
<b>DIFFUSE</b>	Diffusion amount
<b>TIME</b>	Reverb time in ms / secs
<b>MOD</b>	Modulation amount
<b>TONE</b>	Reverb damping. Lower the value to get a darker reverb
<b>FORMANT</b>	Smoothly fades between vowels (AH / EH / IY / O / OO)
<b>PEAK</b>	Formants peak gain
<b>MIX</b>	Dry and wet signal balance
<b>ACTIVE</b>	Effect bypass
<b>FREEZE</b>	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
<b>LIMITER</b>	Enables a soft limiter that compress the wet signal if too loud. Use carefully



### TIP

Use Modulation to get the vowel changing over time.

# CHANGELOG

## **v1.1 (December 2018)**

- FIX: Reverb time now showing as ms/secs instead of %
- FIX: Clicking on knob will now show its current value on the display
- NEW: Framework update with new paths
- NEW: Unlock all knobs

## **v1.0.5 (June 2018)**

- FIX: INIT preset not correctly recalled when modified
- FIX: Wrong presets order on OSX High Sierra
- FIX: Buttons not automating
- FIX: Mono to Stereo noise when bypassed (AAX only)

## **v1.0.4 (October 2017)**

- FIX: Parameter label not updating during automations
- FIX: Improved modulations for several algorithms
- FIX: Fixed stereo image on Glass algorithm
- FIX: Pre Delay not correctly updated when randomized

## **v1.0.3 (September 2017)**

- FIX: Room algorithm randomly crashing at higher sample rates

## **v1.0.2 (September 2017)**

- FIX: Channel initialization causing a spike
- FIX: Improved file size

## **v1.0.1 (September 2017)**

- FIX: Plugin crashing on some configurations

## **v1.0 (September 2017)**

- Original release



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Last updated on August 1, 2018

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Luca

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