



XenoVerb

(VST, AU, AAX)

produced by Luca Capozzi (Audiority), September 2017.

Current Manual version: v1.0

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

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Credits

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

GUI Design: Luca Capozzi

Code & DSP: Luca Capozzi

Published under Audiority brand by Progsounds by 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

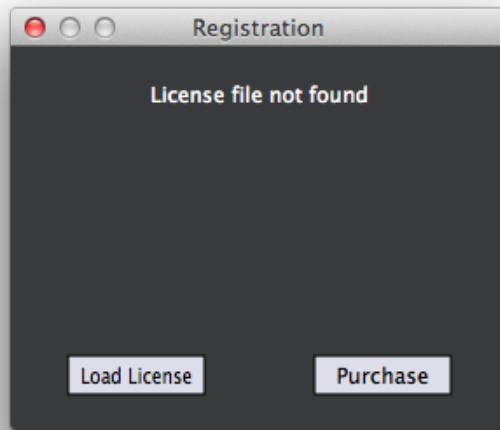
PC

- 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

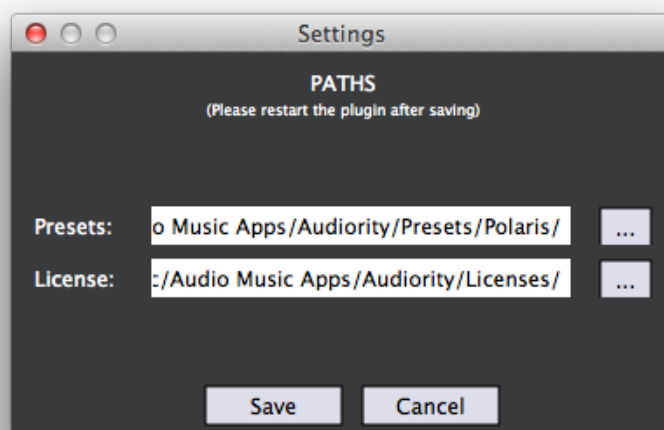


Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute.

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.

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.

XenoVerb Global Parameters



Global Parameters

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

XenoVerb Algorithms

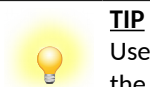
ROOM

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



Parameters

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

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

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

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

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

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

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

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

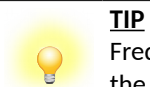
BODE

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

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

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

v1.0 (September 2017)
- Original release

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Luca

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