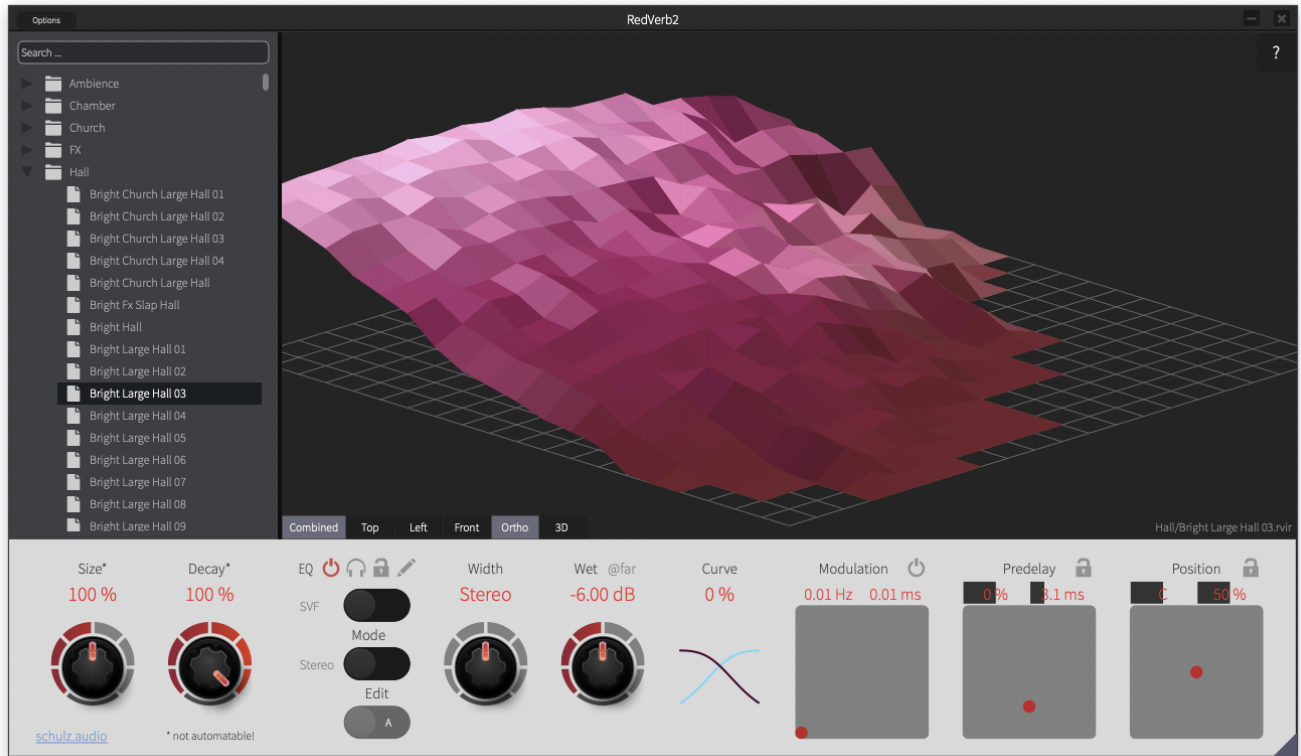


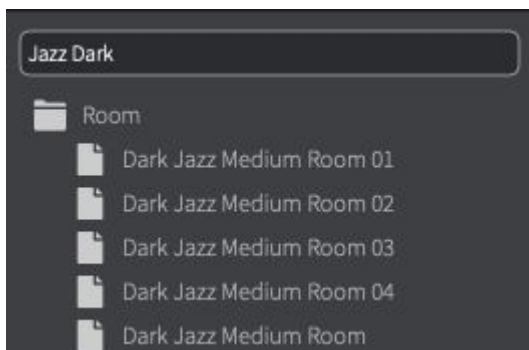
RedVerb 2 Manual



Preset Browser

Search / Filtering

The preset browser allows you to quickly browse through the presets. You can filter the presets by entering search terms into the “Search” box above the tree view. All words (or parts of words) entered into the search box must appear in the preset name. This allows you to filter by multiple words quickly:

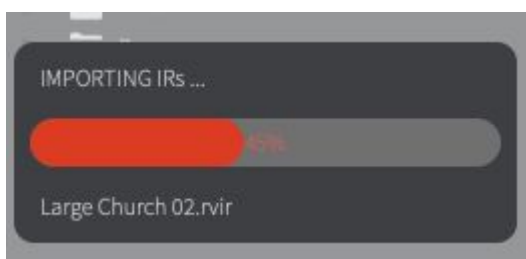


Importing User Impulse Responses

You can either drop impulse responses in common audio file formats (WAV, AIFF, FLAC, etc.) into the main section of the RedVerb 2 window to load them directly - or you can import them as user presets.

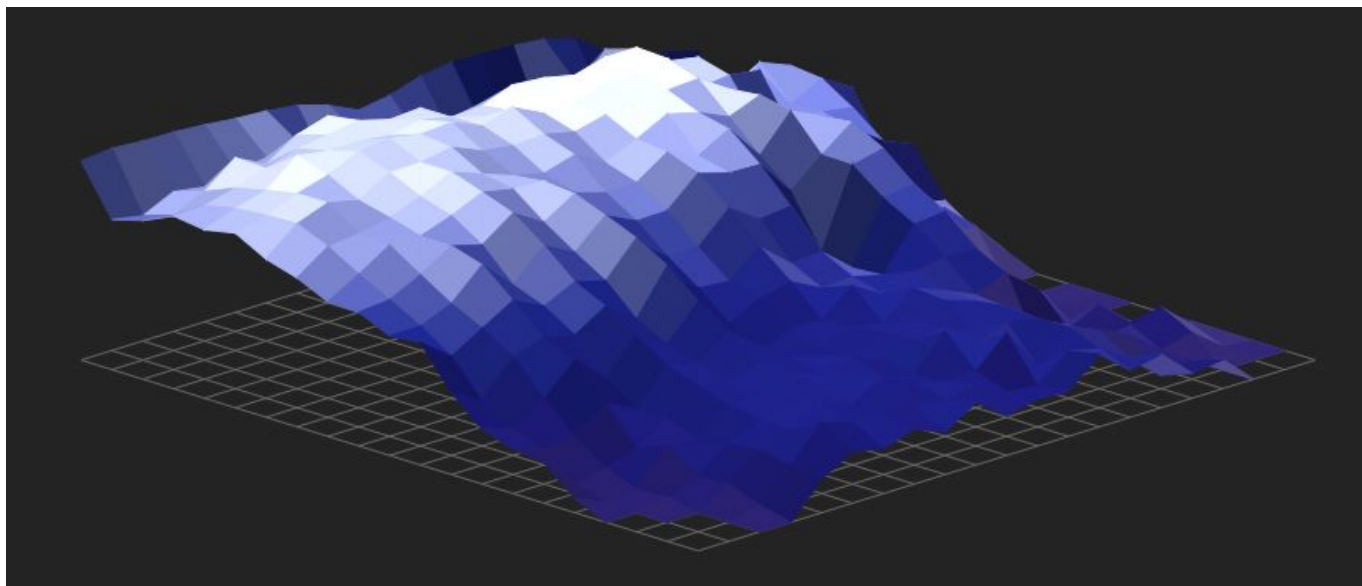
When you drag a supported audio file over the main section of the window an overlay will appear to make you aware that the format is supported. Files that are longer than 60 seconds will be rejected.

You can also drop impulse responses or directories of impulse responses onto the preset browser to import them into the “User” presets directory. A preset will be created for each support IR found during scanning the dropped directories. The created presets link to the dropped IRs to preserve disk space. So please make sure to not move them - or delete the imported presets and re-import if you do so.

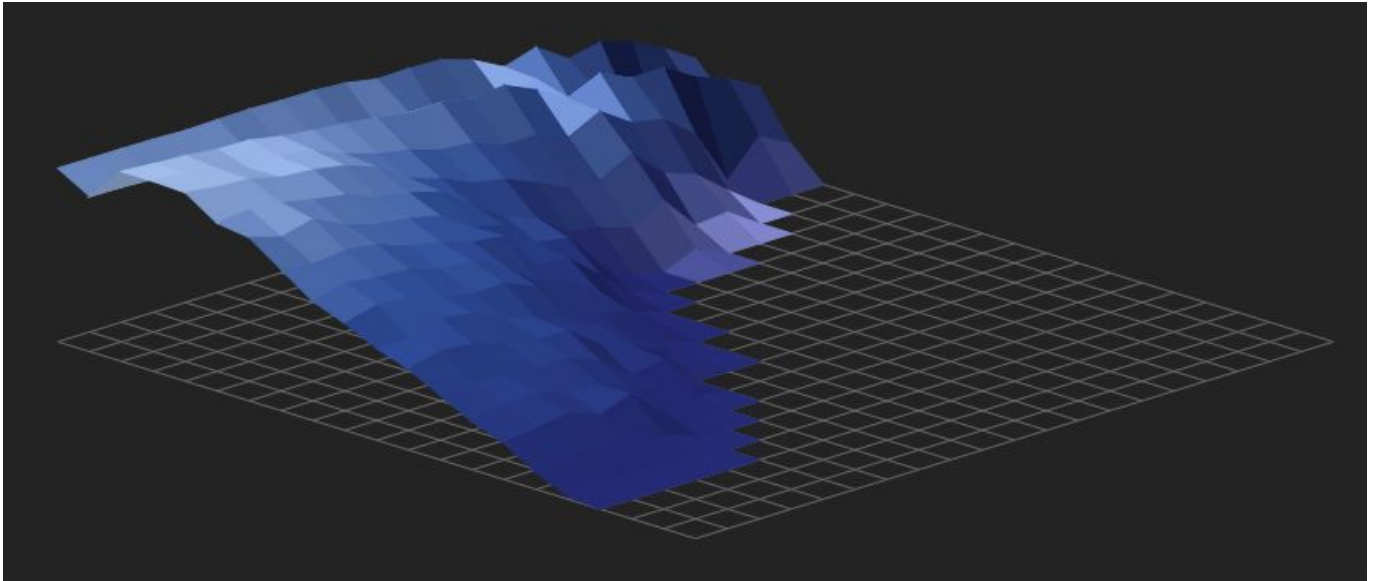


Waterfall Display

At the right side of the preset browser is the waterfall display. It shows a 3D rendering of the current reverb sound. One Axis shows frequency and the other axis shows time. This allows you to see quickly how the reverbs sound develops over time.

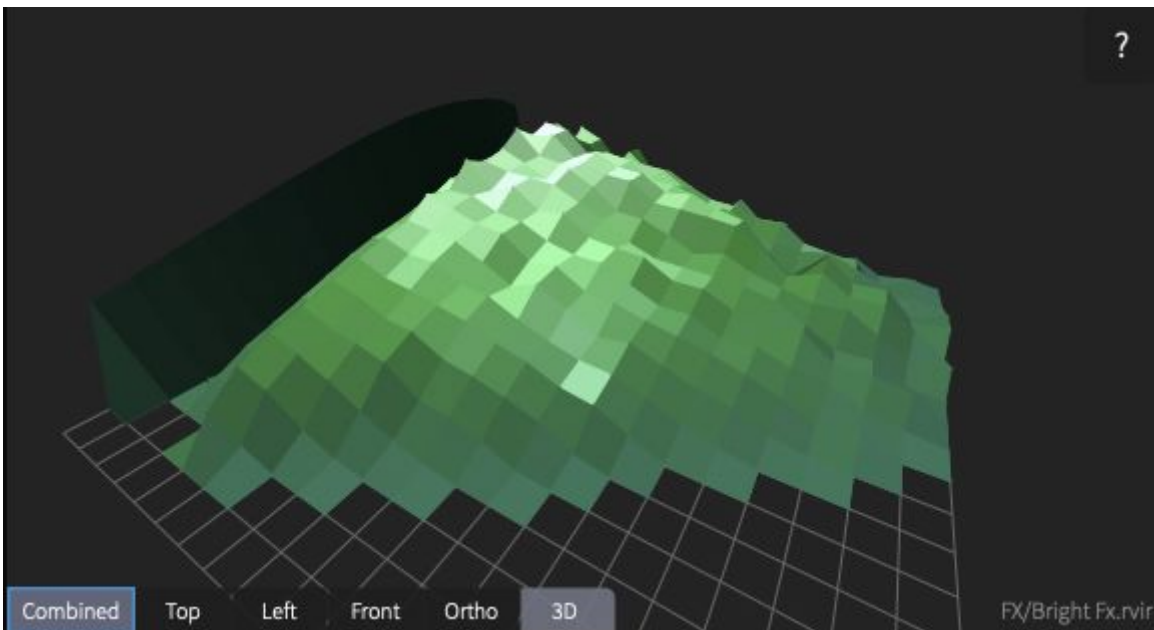


A gate like reverb sound: the levels stay high until they suddenly decay strongly.



A bright reverb sound: the lower frequencies decay much faster than the high frequencies.

The buttons at the lower-left corner allow you to switch between different camera perspectives:



Since version 2.1 the currently loaded IR is shown in the bottom right corner of the waterfall display area.

You can reach the about screen by clicking the question mark icon at the upper-right corner. This screen shows the version number and licensing information. For details of the license system please consult [the dedicated page](#).

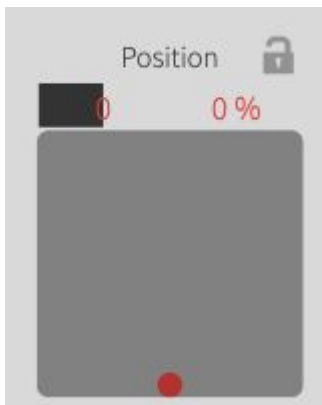
Panning & Mixing Model

RedVerb 2's panning model is different from what you may know from other reverbs. The idea is that you place your sound in the mix by moving the red dot in the Position XY-Pad. The position of the virtual listener is at the bottom center of the pad. So when the dot is there, you will hear the dry signal unaltered. When you move the dot left and right at the bottom of the pad, RedVerb 2 will act like a simple stereo panner. It starts to get interesting once you move the dot further up - into the distance. Then the sound becomes more and more reverberated. But you're still able to pan it as before. All factory presets are "true stereo" - so there are two signal paths for each stereo channel - four in total.

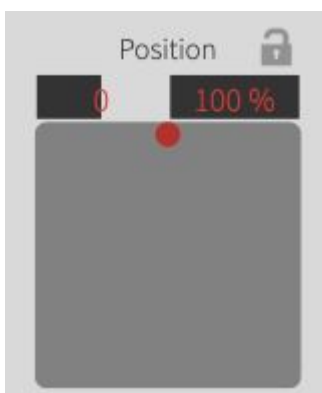
Imagine a reverberant room with two speakers and two microphones. Each of the microphones picks up sound from the left and the right speaker. RedVerb 2's panning and mixing works by panning the signal before it gets fed through the reverb. This preserves the natural crosstalk that would get eliminated if the panning happens afterwards.

Curve adjustment

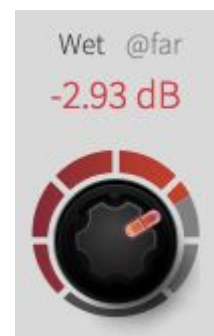
The curve is there to control the way the dry/wet crossfading works. This is necessary to be able to do a clean fade from dry to wet without a perceived level drop (or level bump) in the middle. For many scenarios the default will work fine. But here's a more elaborate description on how to calibrate the fade-curve:

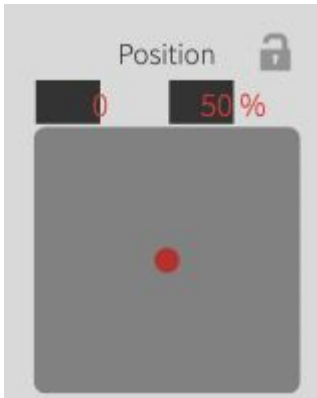


In the rightmost XY-Pad: set the distance to 0% (so that the red dot is at the center bottom). Play audio through the reverb and write down the (average) output level:



set distance to 100% and adjust the "wet" level until you get the same level as in step 1. Then tweak the "Wet @far" control.





set distance to 50% (so that the dot is in the middle of the XY-Pad) and adjust the curve slider until the mixed signal matches the level from step 1 and 2.



A few remarks:

The point here is to avoid that a mix of the dry and wet signal appears louder or not as loud as the signals alone.

The exact value depends on the audio and the reverb sound - so it's difficult to set automatically.

after this calibration, you can of course set the wet level to a different value if you want the audio to become quieter if you move into the distance. But with a correct curve, the transition will sound more natural.

Parameters

Certain parameters like

Size & Decay







This control allows you to stretch out the reverb while also making its sound darker or make it shorter while making its sound brighter. This is essentially the same effect that was employed by early foley artists to create massive reverbs in motion pictures. They played back the audio into a reverb chamber at higher speed, recorded the result and slowed it down again. The result was a massive reverb that was impossible to achieve with traditional methods. RedVerb 2 can achieve the same effect - but in real time!



If you like the sound of a reverb, but want it to decay quicker, you can use the Decay control to make the sound die off faster.

Equalizer



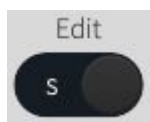
The built-in EQ allows fine tuning of the reverb sound. You can bypass  the EQ, audition individual frequency bands by engaging audition mode  and then clicking on the control point. Lock  the EQ settings during preset switching - and of course edit  the EQs control points.



The EQ has three built in models. Two analog (SVF, SKF) and one digital (Biquad).

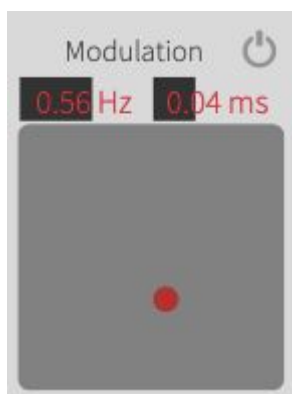


The EQ can operate in Stereo, Left/Right or in Mid/Side Mode. Try putting the EQ into Mid/Side mode and then gently boost the high-end of the side channel for a more wide and airy sound.



Select which band the control points currently edit. When the EQ operates in stereo mode, this is disabled because the control points operate on both channels simultaneously. In L/R mode you can edit the left and right channels individually and in M/S mode you can edit the Mid and Side channels individually.

Modulation



The modulation section allows the add movement to the reverberated sound. The parameter range is quite large so you can dial in subtle movement or effect like settings.

Panning & Mixing



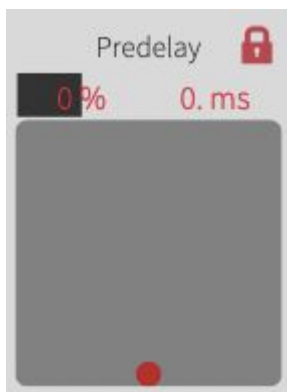
Alters the stereo width of the reverb. 0% is completely Mono. 100% is Stereo and 200% is as wide as possible.



Sets the Wet level of the reverb when the sound is "far" away from the listener. Please also consult the section [Panning & Mixing Model](#).



"Curve" specifies the Dry / Wet crossfading curve. Please also consult the section [Panning & Mixing Model](#).



The Predelay XY-Pad allows you to add pre-delay to the reverb. The Y-direction specifies the base delay and the X-direction specifies the spread. Left means the pre-delay on the left side will be shorter, right mean the pre-delay on the right side will be shorter.