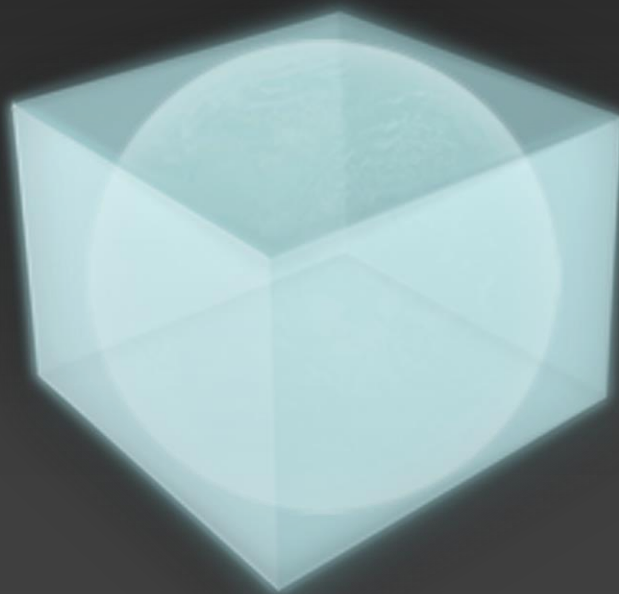


# EAR<sub>everb</sub>



EARTHY . ALGORITHMIC . REVERB

## USER MANUAL

(Revision EN-1.3.0)







# EAReverb

## USER MANUAL

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Conception, Development & Artwork

Philippe DECUYPER

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## BETATESTERS

Far more than just a dream team of bug hunters... **THANK YOU SO MUCH !**

**Kevin AFFLACK, Damian BLUNT, John BRANER, Serge GORA, Jörg HARKENER, Brad HOLLAND, Joris HOLTACKERS, Scott HUDDY, Dax LINIERE, Rogue MARECHAL, Jerry MATEO, Dave MODISETTE, Eric MUELLER, Wilfredo NANITA, Mehdi OCCY, Dieter POLLATSCHEK, Marco SPIES.**

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**Dax LINIERE** ([Puzzle Factory](#)) for his suggestions on the MBS module.

**Benoit DELAPORTE**

---

## THIRD PARTY TECHNOLOGY

- **VST** Plug-In Technology by **Steinberg Media Technologies GmbH**.
- Audio Unit version implemented using **Symbiosis** version 1.2  
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Symbiosis is released under the "New Simplified BSD License".

# What is EAREverb?

EAREverb is a VST plugin for Windows and a VST/AU plugin for Mac OS X.

EAREverb is a true stereo reverb unit.

## **EAREverb is 100% algorithmic.**

It does not use any IR files. Early reflections are built "on-the-fly" depending on your own settings.

The size parameter has an impact on early reflections and late reverb... Switching from a size to another will immediately put your music or sounds in a place that matches your choice.

Then you can tweak early reflections using 5 easy parameters + 15 advanced but still comprehensive settings.

Finally, you can set the late reverb so it matches your needs. BNC and Warp settings will add the extra randomness your late reverb deserves.

For even more realism, you can inject some of the early reflections into the late reverb.

EAREverb lets you build your own environment.

## **Most of all, EAREverb provides a natural sounding, earthy reverb effect.**

It is able to simulate the subtle reflections of a very small room as well as very large spaces.

It is suitable for music and sound design.

EAREverb has been designed and "fine tuned by ear" to sound the most possible natural.

Though, the plethora of parameters should be enough to place your music in some twisted environment if you really want it!

I hope you will enjoy EAREverb as we do.

Thanks for your consideration.

Philippe DECUYPER



## System requirements

### PC:

Operating system :	Windows XP, Windows Vista, Windows 7 or Windows 8 (32 or 64 bits)
Processor :	Pentium IV or Athlon (minimum)
RAM :	1 Gb (minimum)

### Mac:

Operating system :	Mac OS X (Leopard / Snow Leopard)
Processor :	Intel Core 2 Duo (recommended)
RAM :	1 Gb (minimum)

EAREverb is a 32/64bit VST plugin for Windows and a 32/64bit VST/Audio Unit plugin for Mac.

A compatible host is required to load them.

An access to the Internet is required to authorize the software (if EAREverb is installed on a computer that does not provide an access to internet, you can use another computer to get authorization codes).

## Installation

EAREverb is delivered as multiple setup applications.

Please double-click on the setup file that matches your system. Then you will be guided through the installation process.

The installation of a plugin implies the acceptance of the End User License Agreement (EULA).

### Demo version

Once installed, demo versions are ready to be used. This manual is related to the full version and some features described here are not available in the demo version.

Demo and Full version are different executable files. There's no possibility to "transform" Demo version to Full version.

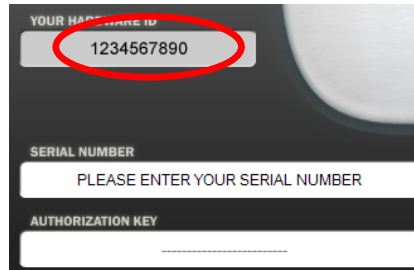
If you want to purchase the full version of EAREverb, please go to [www.eareckon.com](http://www.eareckon.com). A link to the full version setup application will be sent by email after your purchase is validated.



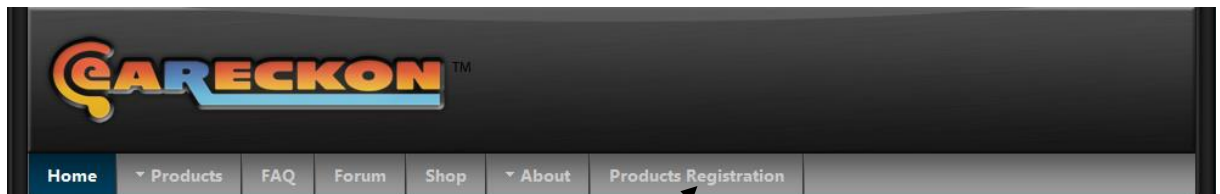
## Full version

### How to authorize the software by using codes

1. Before using an eaReckon plugin, you need to register and authorize it. To do so please **load** the **plugin** in your favorite host. The plugin will display your **Hardware ID**.

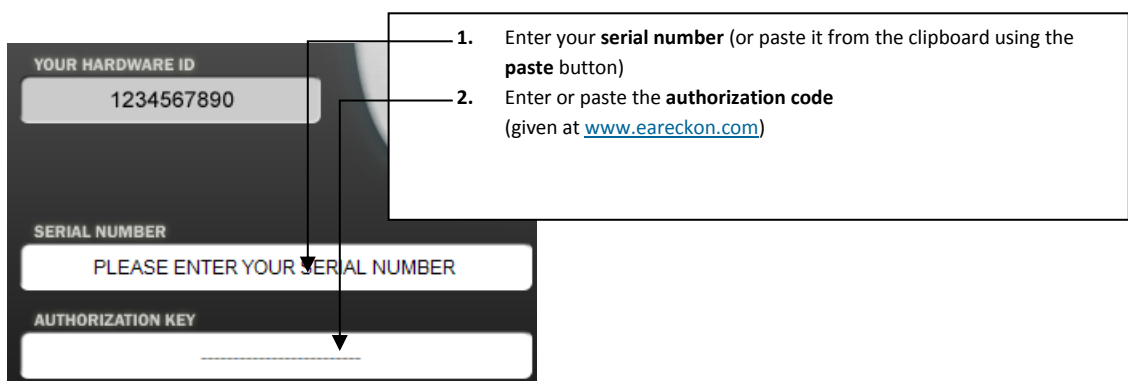


2. Go to [www.eareckon.com](http://www.eareckon.com).  
Create and/or log into your **user account** to **register** your product and get your **Authorization Code** (your Hardware ID is required).  
Your **customer account** (used to purchase products from the online shop) and your **user account** (used to register and authorize your products) are different things.



Use this button to register your product and get your authorization codes.  
This button may not be visible if you are not logged into your user account.

3. Enter your **serial number** and **authorization code** in the plugin.



## How to authorize the software by using a Key File

Once your serial number registered in your eaReckon user account and as soon as your personal information will have been (manually) checked by eaReckon, a Key File will be available in your « Products Registration » page at [www.eareckon.com](http://www.eareckon.com)).

This file is an easy way to authorize the software on several computers without having to request a new authorization code. Validity of this key file is not time limited.

This file does not contain explicit personal data. However, eaReckon will have the possibility to identify the user who downloaded this “watermarked” file.

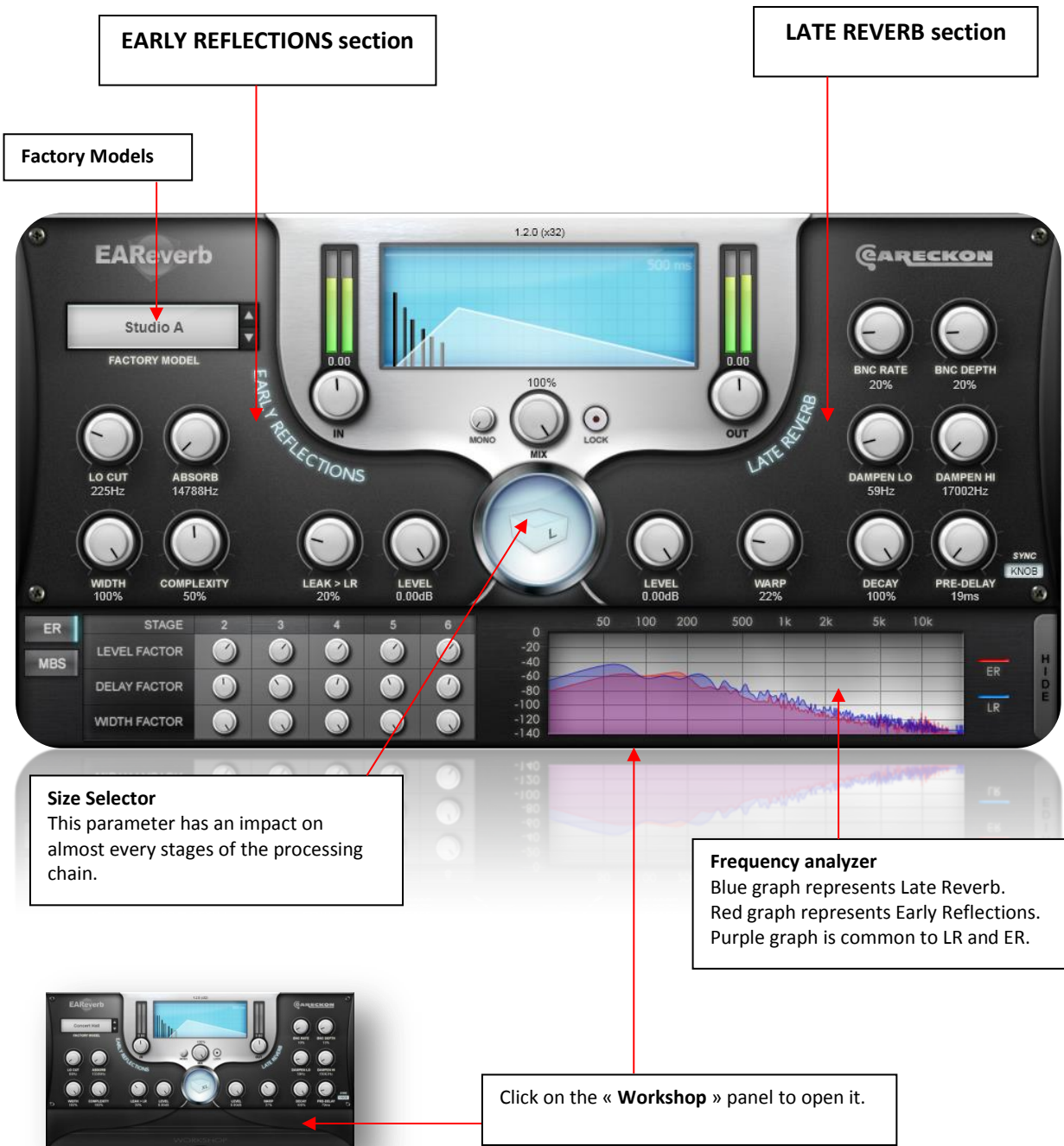
**You are responsible for making sure this file do not get into illegal circulation.**

To authorize the software by using a Key File, please press the « Load Key File » button and select your Key File (downloaded from your user account at [www.eareckon.com](http://www.eareckon.com)).



**Thank you for taking the time to install and authorize your product!**

# Quick Start Guide



1. Select the **Size** of your choice (or select a Factory Model).
2. Adjust the **Mix** knob depending on the situation (100% if EAREverb is located in an “aux return” or 25->50% if it is placed in an insert)

## Size Selector



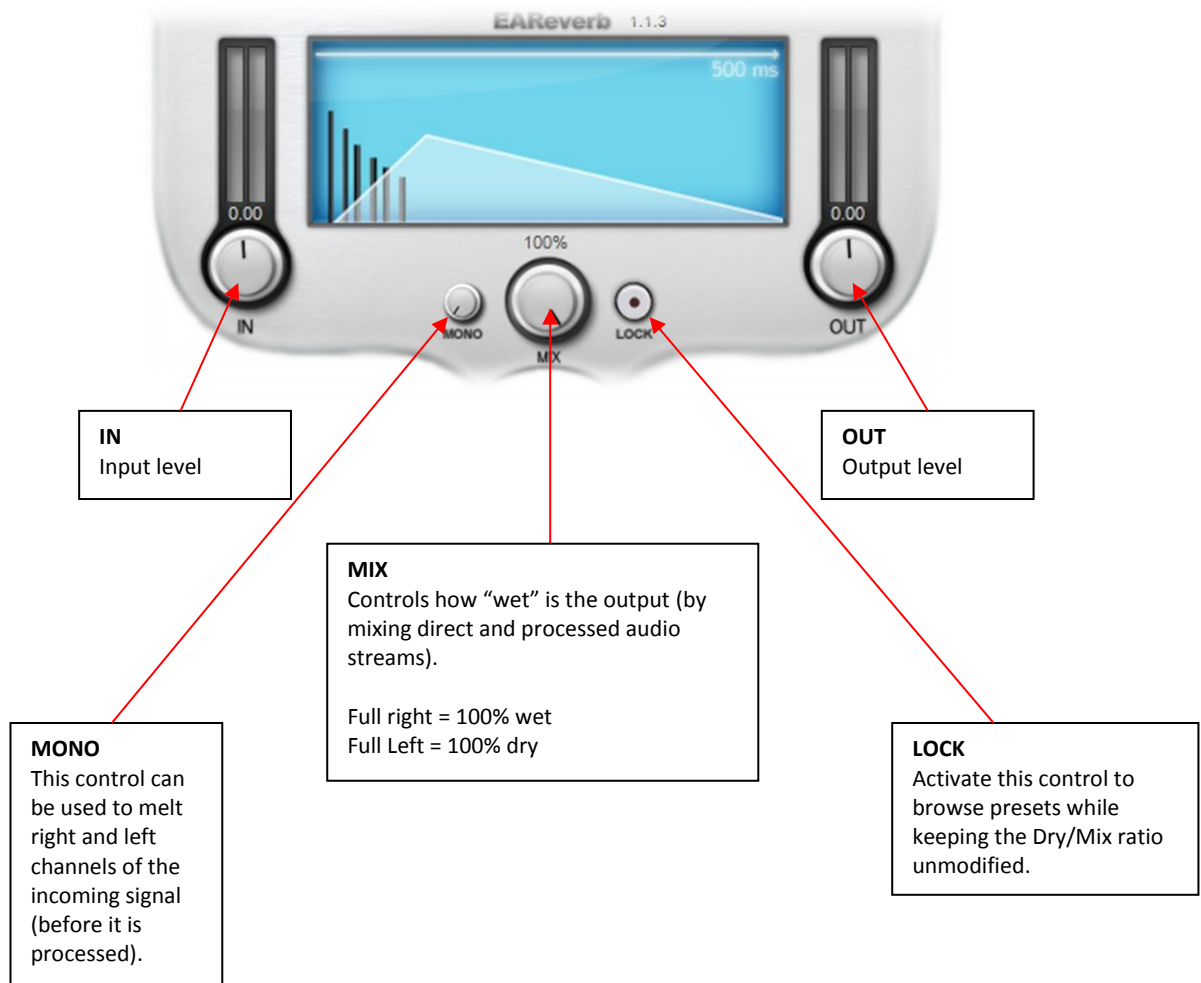
The Size Selector is surely the most important setting in EAReverb.

A nice amount of hidden parameters depend on this control. The selected size also has an impact on boundaries of most accessible parameters.

This selector has been thought to provide an easy and fast way to get a space that suits your needs. Switching from a size to another will internally modify parameters which have the most drastic impact on the sense of size.

Nine sizes are available. From smaller to larger: XXS, XS, S, M, L, XL, XXL, XXXL, XTREM

## Mix Section



## Early Reflections Section

Early reflections have a major role in determining the general character and size of an environment.

This section provides six basic parameters while the “Workshop” gives you access to 15 extra advanced parameters that will be discussed later.



**LO CUT** controls a high pass filter which should help to avoid low frequencies to expend too much.

**ABSORB** controls a low pass filter.

**WIDTH** determines how large the environment is. Technically, it is related to the first delay network and increases or reduces delay time between early reflections. Please consider WIDTH as a relative value to be used for fine tuning. The big blue size selector has a far more drastic impact on how distant early reflections are from each other!

**COMPLEXITY** controls the density of early reflections and changes the character of some reflections in order to provide a non-linear response of the ER delay network.

**LEAK > LR** controls how early reflections interact with late reverb. In the real world, a room makes any sound source bounce and diffuse. This parameter has been thought to make early reflections diffuse as they are supposed to.

**LEVEL** controls the level of early reflections in the “wet” output signal.

## Late Reverb Section

(Also known as “Reverberant field” or “Reverb tail”)



**DAMPEN LO** controls a high pass filter which should help to avoid low frequencies to diffuse too much.

**DAMPEN HI** controls a low pass filter. You can use this control to “darken” the reverb tail (for example).

These two “DAMPEN” parameters help to define how high and low frequencies are virtually absorbed by walls, air, and the various materials the simulated room is made of.

**DECAY** (decay time) determines how long is the late reverb. It has an impact on the “felt” size even if a lot of factors have such an incidence (early reflections especially). It also determines how closed or open the simulated space is.

**PRE-DELAY** lets you set the amount of milliseconds between the direct signal and the late reverb. It mainly specifies how far is the source from listeners but as many parameters, it also has consequences on the sense of size.

**SYNC** (“Tempo Synchronization”) can be used to synchronize the late reverb pre-delay to your host tempo. If ‘KNOB’ is not selected, the “PRE-DELAY” knob has no effect.

**WARP** controls a complex multi-LFO which is a part of the “well-kept secret magic” in EAREverb :-)

This feature is always active (even when set to 0%) and has major consequences on the late reverb random behavior (and then on how natural it sounds).

However, unless you want to get a very special effect, you should not set it to more than 10-20% in the case of some solo instruments (piano especially) to avoid chorus-like results.

**BNC** (“Bounce”) adds extra randomness if it is set properly. It can be used to “inject” subtle (or obvious) level variations right into the late reverb stage. This feature could have been hidden but it has been finally decided to open it for more flexibility. Extreme settings may provide absolutely not natural results that can be useful in some contexts.

**LEVEL** controls the level of late reverb in the “wet” output signal.

### **IMPORTANT NOTE**

If early reflections “leak” into the late reverb (cf. LEAK > LR parameter), you will hear this typical “diffused” sound even if the late reverb’s level is set to 0% (-inf dB). Most of the late reverb related settings are then applied to this part of the early reflections.

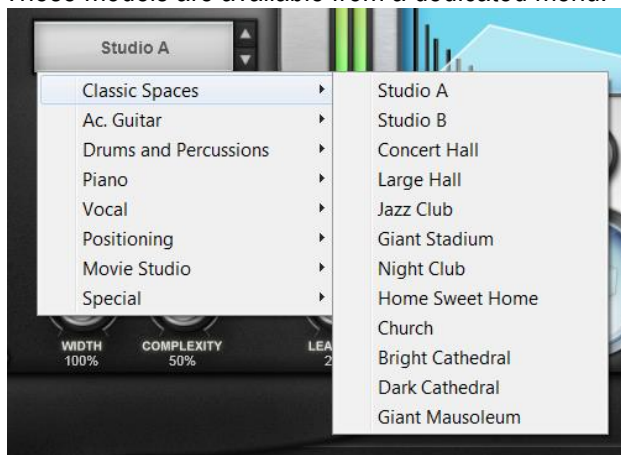


## Factory Models



Even if EAREverb has been thought to provide a comprehensive way to design your own reverb effect, a set of pre-built models is available for your convenience.

These models are available from a dedicated menu:



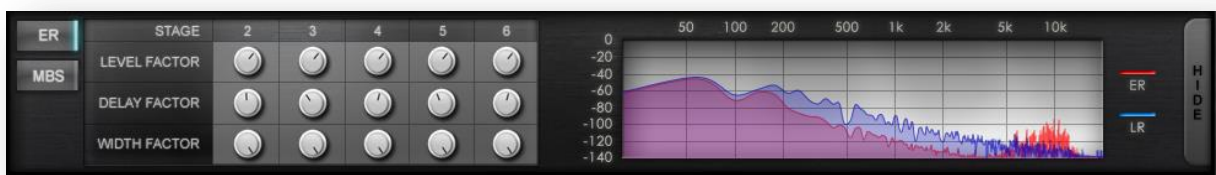
### NOTE:

Factory models cannot be modified. To create or share your own presets (as FXB/FXP files or .aupreset files), please use the VST or AU preset menu of your host.

# Workshop



Click on the « **Workshop** » panel to open it.



## Advanced Early Reflections Settings



Basically, early reflections depend on each other. The first one is defined by the chosen size (cf. Size Selector) and early reflections main settings (cf. Early Reflections Section). The following early reflections are then also affected by these settings but using advanced parameters, you can tweak some of them in order to get your own special space.

The most important tools to use while manipulating these tiny knobs are both your ears!

Variations may be very subtle. Just note that since each early reflection depends on previous ones, tweaking the second ER will have a more audible incidence than tweaking the sixth one.

EAREverb generates more than six early reflections. Though, to avoid confusion, to keep it simple and probably because it would have been useless to provide more, you can only tune up the first six ones.

## Frequency Analyzer



For your convenience, EARverb provides a double frequency analyzer.

The red graph represents early reflections while the blue one is related to late reverb. The purple part is common to both of them.

## Multiband Stereo (MBS)

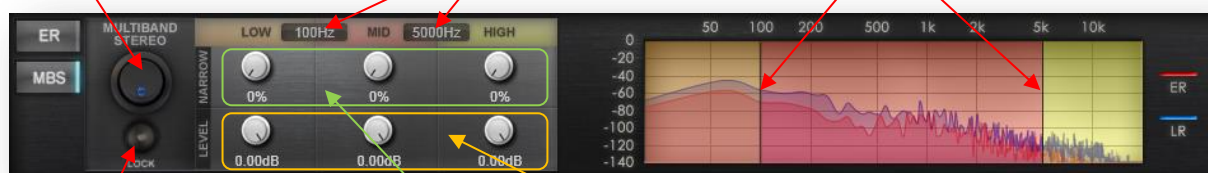
This module can be used to adjust the level and the stereo spread of three user-defined frequency ranges. For example, it can be used to help EARverb to « sit in the mix » by adjusting the stereo spread of low frequencies but it can also be used for creative purposes.

All parameters of the MBS module are automatable.

Click here to activate/de-activate the module.

This module is made of a -24dB/octave crossover filter.

You can **adjust frequency ranges** by editing value labels or by moving vertical bars on the graph.



**NARROW:** This parameter lets you define how "spread" you want a frequency range to be (0% = Full stereo – 100% = Mono).

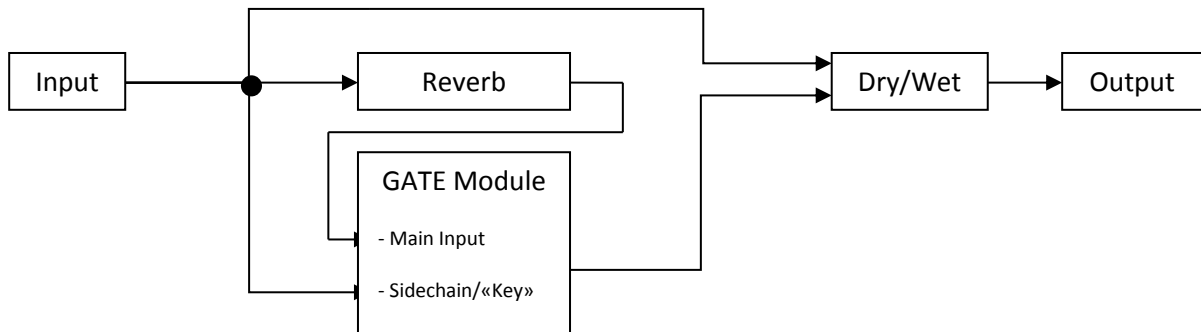
**LEVEL:** Use this parameter to adjust the level of a frequency range.

**LOCK:** Activate this option to browse presets while keeping your MBS settings unmodified.

## Gate

The Gate module can be used to create a « Gated Reverb » effect as it was obtained in the 80's. In those days, some engineers thought about applying a sidechain gate on a reverb (or a pair of ambience/room microphones) in order to get powerful drums that would not ruin the whole mix.

This module is a special version of SD-GATE87. It will process the 'wet' signal depending on the 'dry' one (which feeds the internal sidechain input of the gate).



Some presets in the 'Gate' category should help to get started with this module.

However, a gate effect being highly dependent on the incoming signal, you will probably have to adjust some parameters ('Threshold', especially) so results match your needs.



### Threshold

The Threshold parameter is used to define at which level the gate is open.

### Envelope

This three parameters let you define how fast the gate will be opened (attack), the minimum amount of time the signal must pass through once the gate opened (hold) and how fast it will be closed (release).

# Appendix: End User License Agreement (EULA)

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Source Software program that are broader than the rights granted in this Agreement, then such rights shall take precedence over the rights and restrictions herein.

## **12. GOVERNING LAW**

This Agreement will be governed by and construed in accordance with the laws of France without reference to conflicts of law rules and principles.

Any dispute arising out of the interpretation or application of the terms of this Agreement or any breach thereof shall, unless it is settled by direct negotiation, be settled by in the Tribunals of Lille, France.

## **13. ENTIRE AGREEMENT – SEVERABILITY – NO WAIVER**

This Agreement is the entire agreement between You and the Rightholder and supersedes any other prior agreements, proposals, communications or advertising, oral or written, with respect to the Software or to subject matter of this Agreement. You acknowledge that You have read this Agreement, understand it and agree to be bound by its terms. If any provision of this Agreement is found by a court of competent jurisdiction to be invalid, void, or unenforceable for any reason, in whole or in part, such provision will be more narrowly construed so that it becomes legal and enforceable, and the entire Agreement will not fail on account thereof and the balance of the Agreement will continue in full force and effect to the maximum extent permitted by law or equity while preserving, to the fullest extent possible, its original intent. No waiver of any provision or condition herein shall be valid unless in writing and signed by You and an authorized representative of the Rightholder provided that no waiver of any breach of any provisions of this Agreement will constitute a waiver of any prior, concurrent or subsequent breach. The Rightholder's failure to insist upon or enforce strict performance of any provision of this Agreement or any right shall not be construed as a waiver of any such provision or right.

## 14. CONTACT INFORMATION

Should You have any questions concerning this Agreement, or if You desire to contact the Rightholder for any reason, please contact:

Philippe DECUYPER  
(registered as an « auto-entrepreneur » - SIRET 518.286.794.00020)

E-mail : info[AT]eareckon[DOT]com  
Web site : [www.eareckon.com](http://www.eareckon.com)