

Alessandro Boschi



Audio Engineering



AlexB – Classic Logic Console PRO

Library for Nebula3 audio plugin

Library Creator: Alessandro Boschi

Release Date: 08.2010

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1. Introduction

Welcome and thank you for purchasing the *Classic Logic Console PRO* library programs for Nebula. Now you have one of the best professional high quality audio software. I have spent countless hours to develop these no-compromise programs to give you only the best analog sound and the feel as close as possible to the real deal. I hope that my programs will help you to make better and professional mixes enjoying yourself... Because: Sound First !

If you have any trouble with my software please do not hesitate to contact me: sales@alessandroboschi.eu

2. System Requirements

- Intel or AMD CPU based PC or MAC computer
- 980MB free disk space
- Nebula2 or Nebula3 with installed commercial license

For the best results and low CPU load it's recommended to use the Nebula3CoreII "reverb" instance.

3. End User License Agreement

The customer purchases the right to license the use of the programs, not the actual ownership of a copy of the program. The purchaser of this library is free to use these Nebula Preset Programs for mixing, remixing, mastering, premastering, editing, and whatever it takes to make their recordings as great as the presets can help them to be. Only the actual purchaser of the library may use this library. That means no sharing or resell. The cost is minimal, and goes to help me to continue creating the next release(s) :

I'm not a big company but a single person, so every sale is important !

If you purchase this library, do not share it: recommend it ! With each release there will be free release presets.

This program-library is for registered Nebula Commercial users only!

Do Giancarlo and Team at Acustica Audio the same respect of purchasing a legitimate copy of Nebula. The cost is the best deal on the planet, and they work tirelessly on this project.

Users are not permitted to re-release, copy, upload, mirror links to this library, and it may not under any circumstances be repackaged or included in other release collections without express consent by it's owner: Alessandro Boschi.

The user is free to edit and save new presets for their own use, and not to distribute to others. If you make an alteration to a preset that you like and find it useful, please save it as a new preset for your own use.

Thank you



4. Installation

> Please install the last release of Nebula Plugin <

For PC Users:

Use the included installer to select your \nebulatemp repository folder to install the collection there. Or, you can simply copy all "n2p" files to your Nebula "Programs" folder and copy all "n2v" files to your "Vectors" folder.

For Mac Users:

Copy all "n2p" files to your Nebula "Programs" folder and copy all "n2v" files to your "Vectors" folder.

With the Nebula browser you'll find the "CLC" folder with the programs. With double click you can navigate into the "full" (basic) and "se" (special edition) subfolders. Every subfolder contains "IN" (input channel), "BG" (buss group), "MB" (mix buss) and "FX" (send-return) folders. As bonus you'll find the exclusive "Precision Analog Panner" (-4,5dB pan law) into the "PAN" folder.

- In the Nebula's MAST page it's better to set the RATE CNV at 3200ms or more to load correctly the library.

5. About the original hardware

It is the world's most successful studio production console. Its reputation is built upon the excellence design, advanced electronic engineering and a sound quality that has produced hundreds of best selling recordings. A key element in the sound of many of these recordings is punch and drive of the mixes created by this classic '80 console.

6. The sampling process

Carefully sampled with all natural imperfection and nuance by myself - I'm over 15 years experienced in electronics and audio engineering - in professional recording studio with high quality audio and digital cables, master grade top notch converters with audio levels perfectly matched and calibrated at 96kHz sample rate. Precisely programmed without normalizing or other destructive digital processing.

7. The programs

The basic programs have "full" harmonic and dynamic contents as the original hardware, the "se" programs are CPU friendly with less and different harmonic contents but with full dynamic as the basic version. Nobody with "golden ears" will say they sound exactly like the basic version, but they still sound great and are very usable.



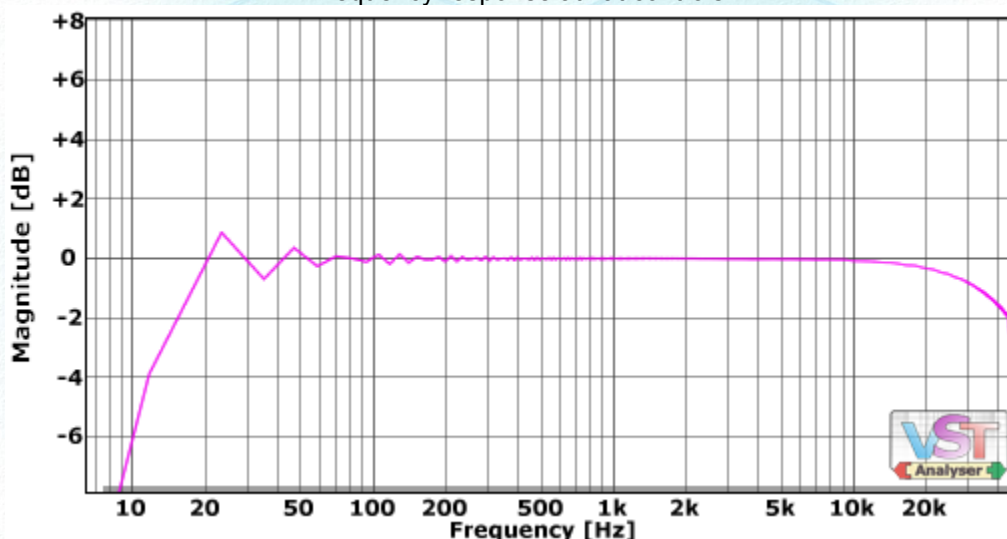
8. Audio characteristics

Punch and dynamics are the mains characteristics of THAT sound, here sampled with the whole natural imperfection and nuance, thanks to a properly 96kHz sampling process.

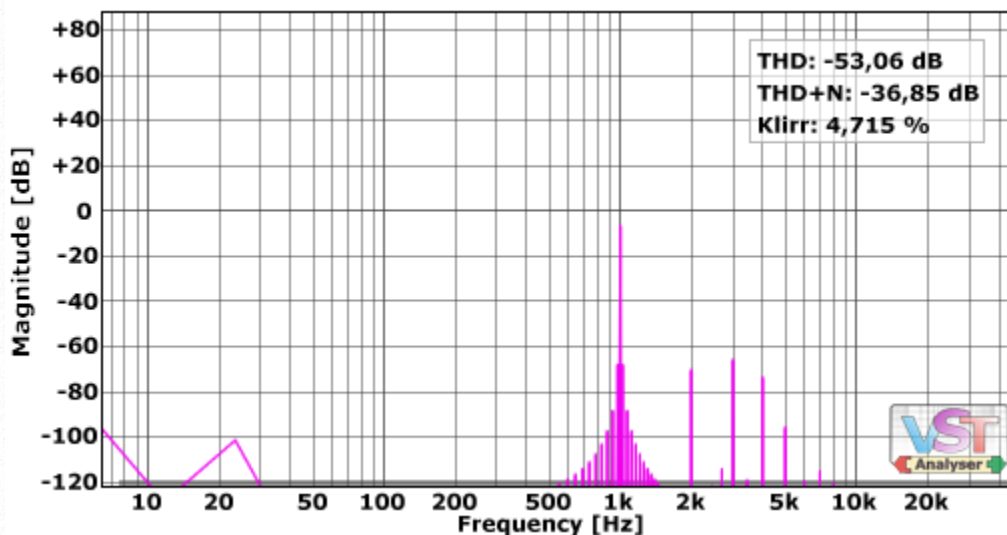
In the following diagrams you can see the differences between the input channels of the console due to the natural tolerance by electronic components, the buss groups and the mix busses. Please take some time to listen and learn how every preset sounds, this can help you to choose the right one to fit in your tracks.

Knowing every console stage's sound is the main secret for to do the better mix

IL1: Input line clean
Frequency response at flat controls

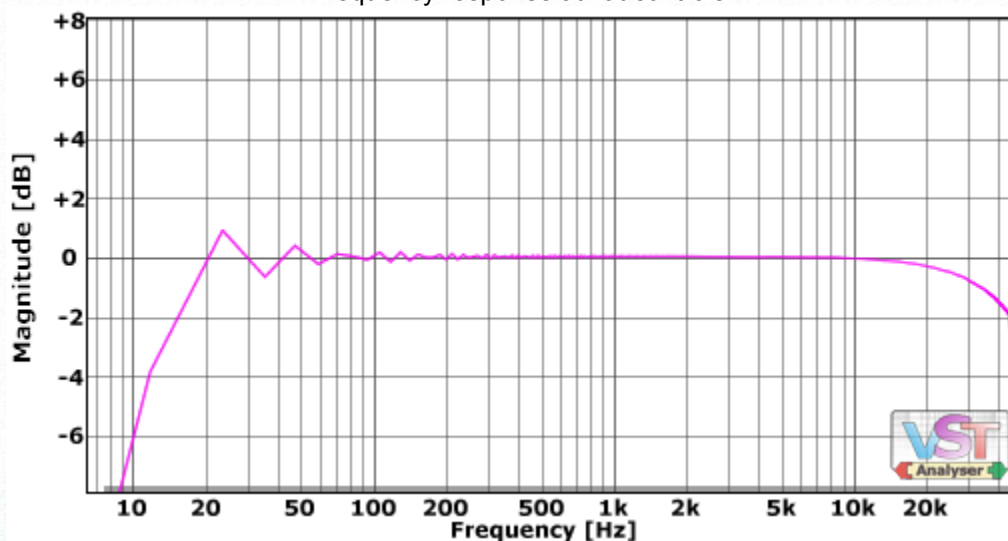


Harmonic contents at flat controls 1Khz -3dBfs test tone

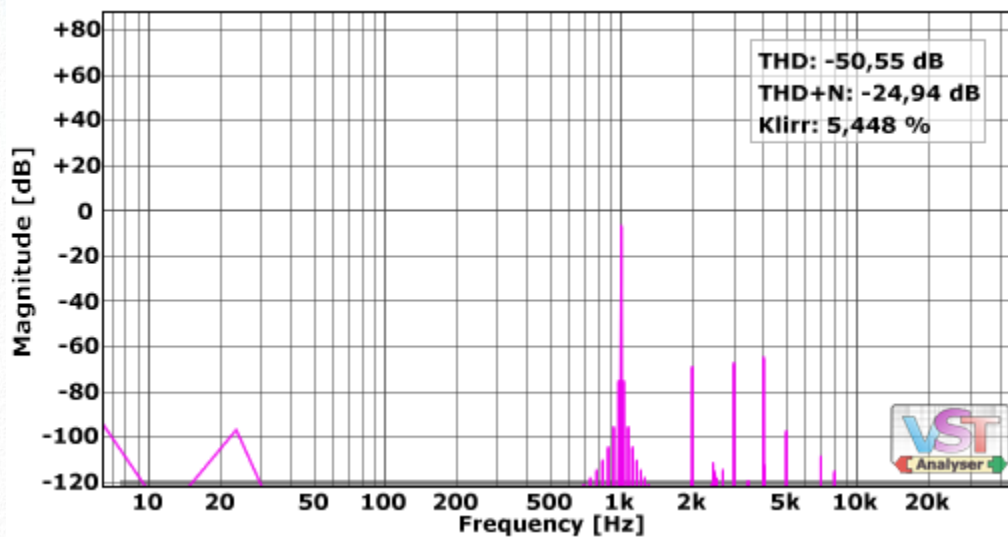




IL2: Input line clean
Frequency response at flat controls

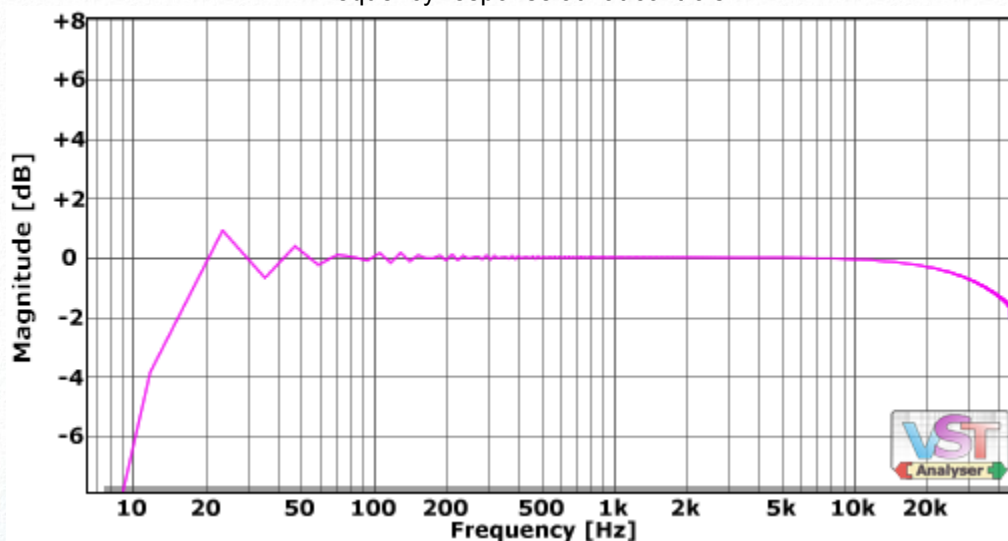


Harmonic contents at flat controls 1Khz -3dBfs test tone

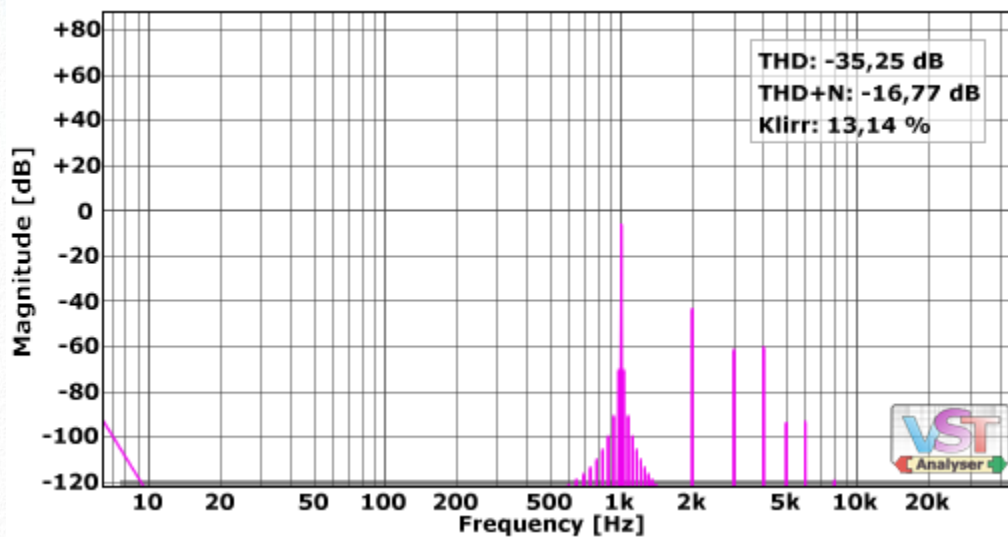




IL3: Input line Driven
Frequency response at flat controls

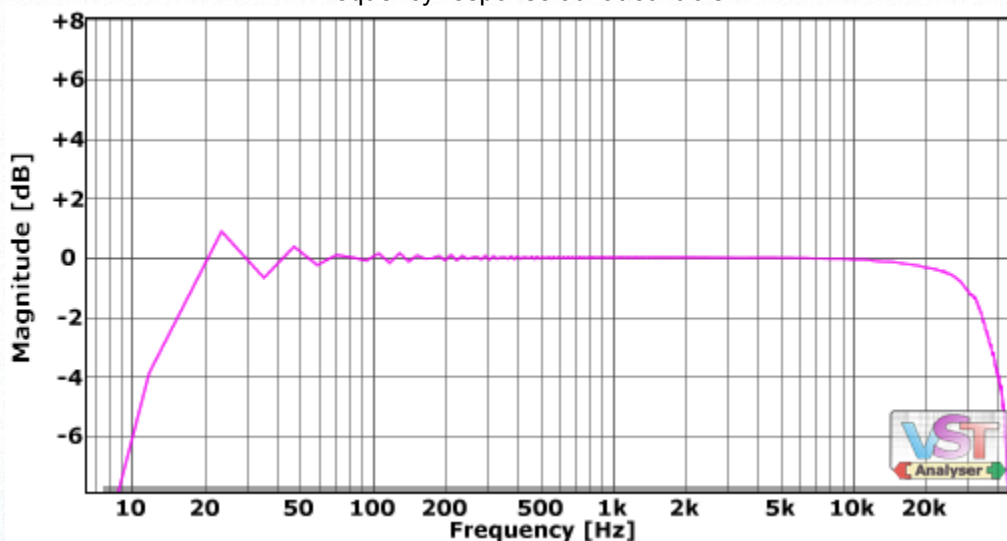


Harmonic contents at flat controls 1Khz -3dBfs test tone

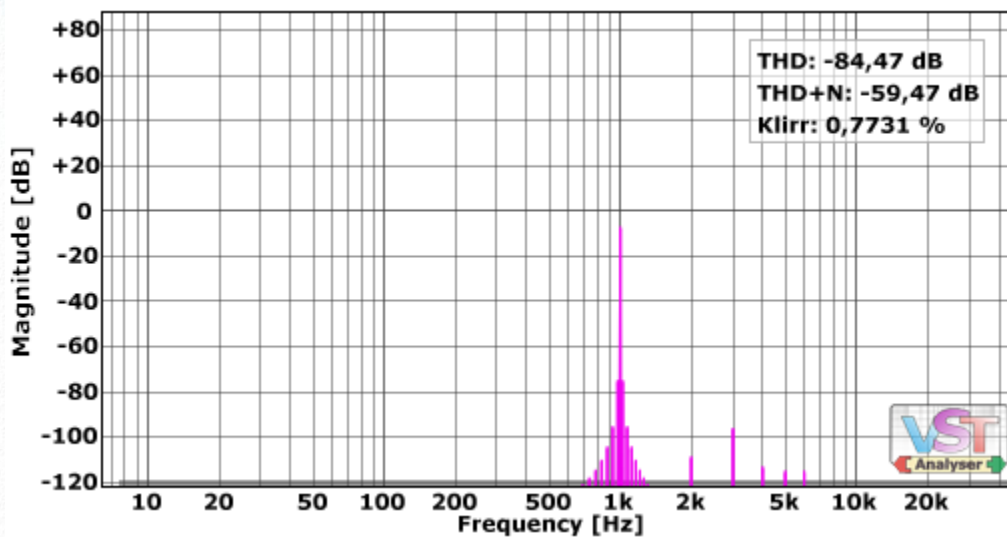




IL4: Input line clean
Frequency response at flat controls

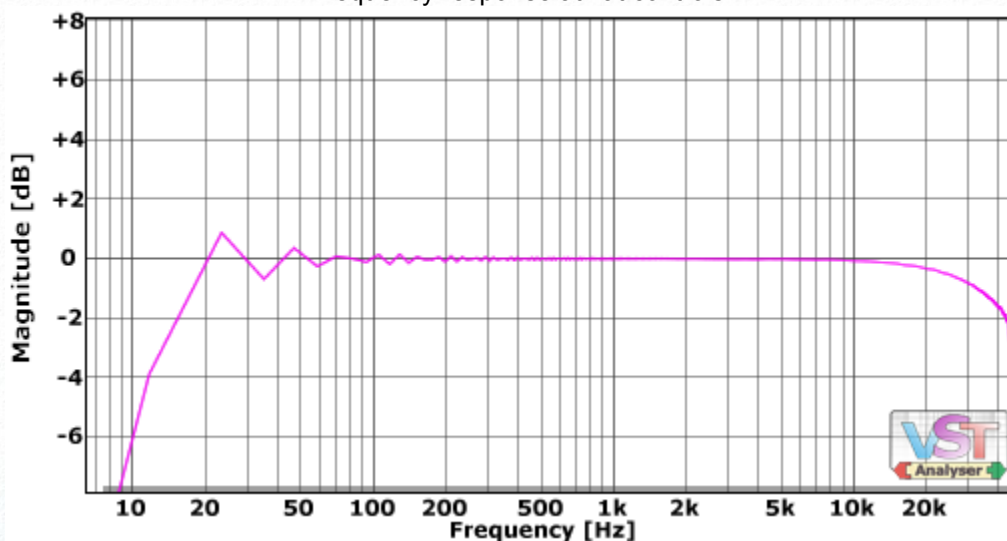


Harmonic contents at flat controls 1Khz -3dBfs test tone

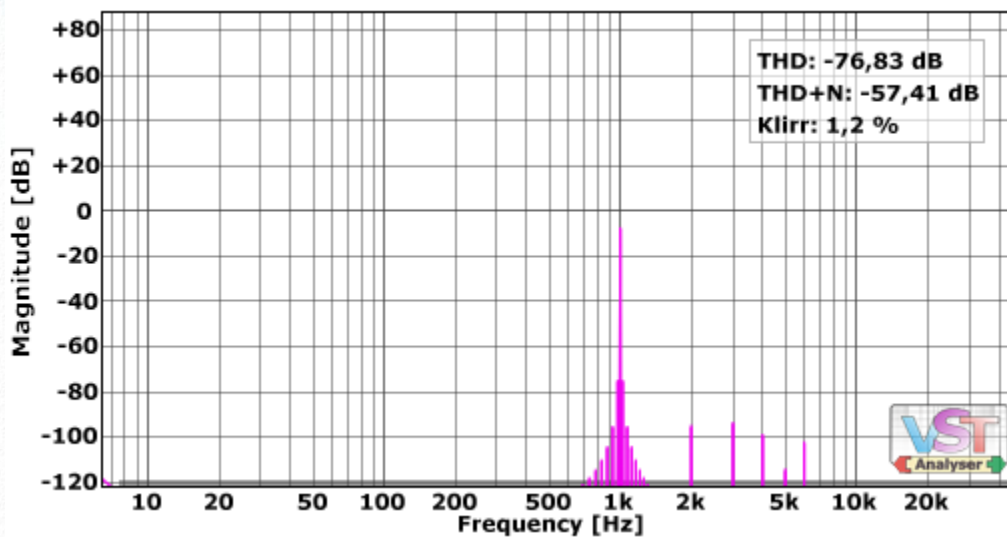




IL5: Input line clean
Frequency response at flat controls

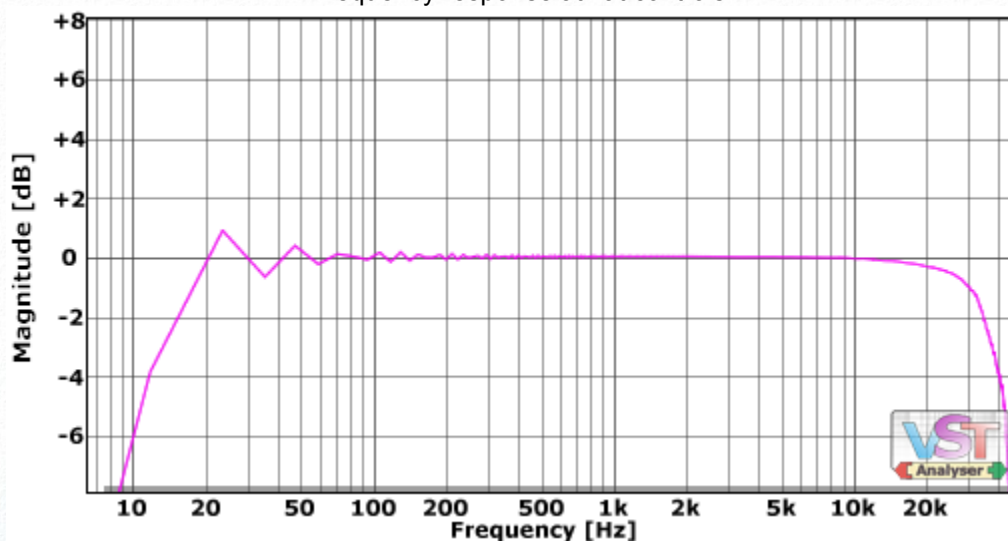


Harmonic contents at flat controls 1Khz -3dBfs test tone

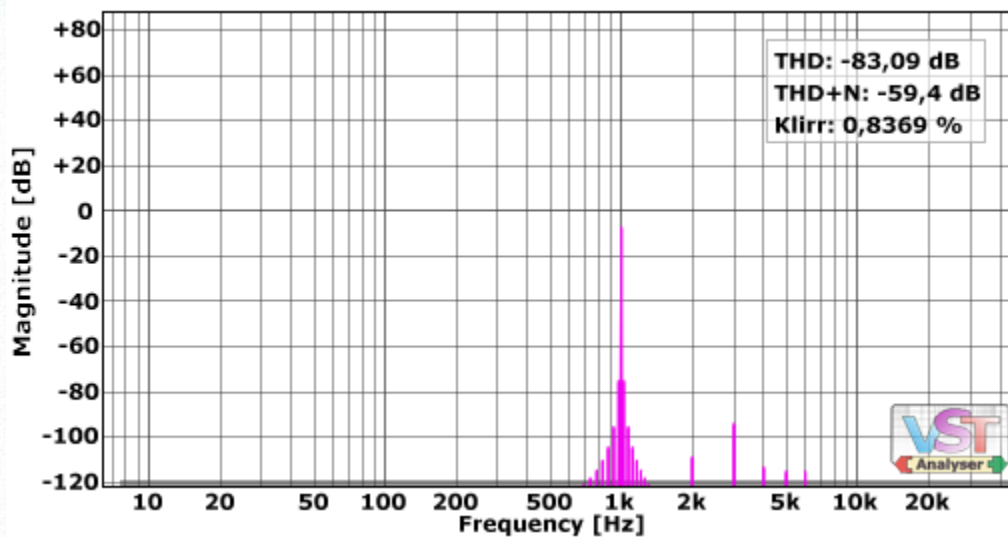




IL6: Input line clean
Frequency response at flat controls

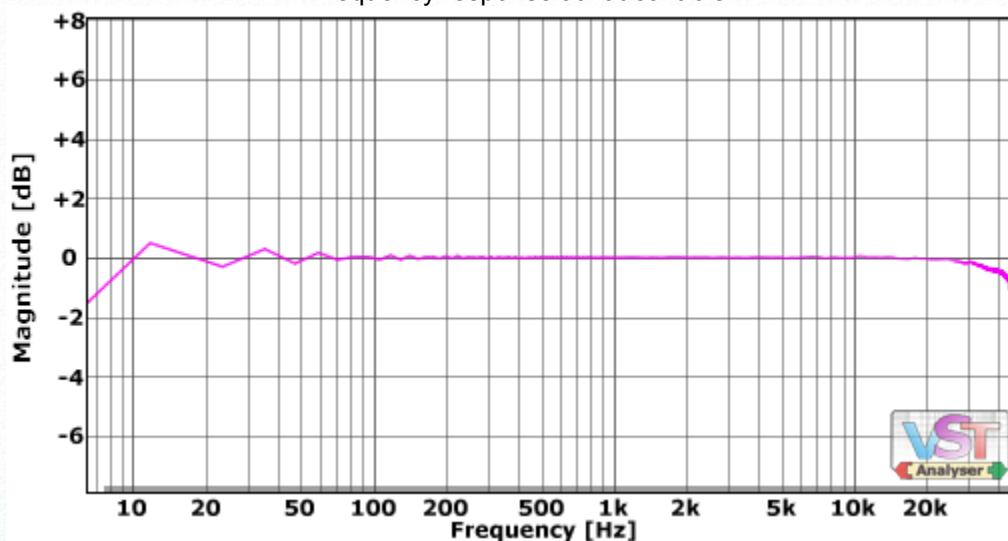


Harmonic contents at flat controls 1Khz -3dBfs test tone

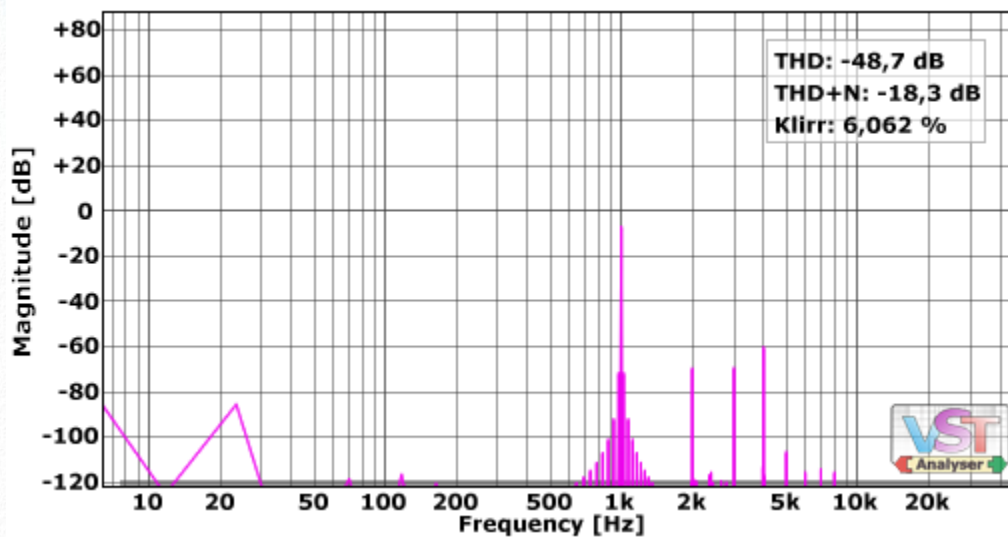




IL7: Input line clean (modified and recapped)
Frequency response at flat controls

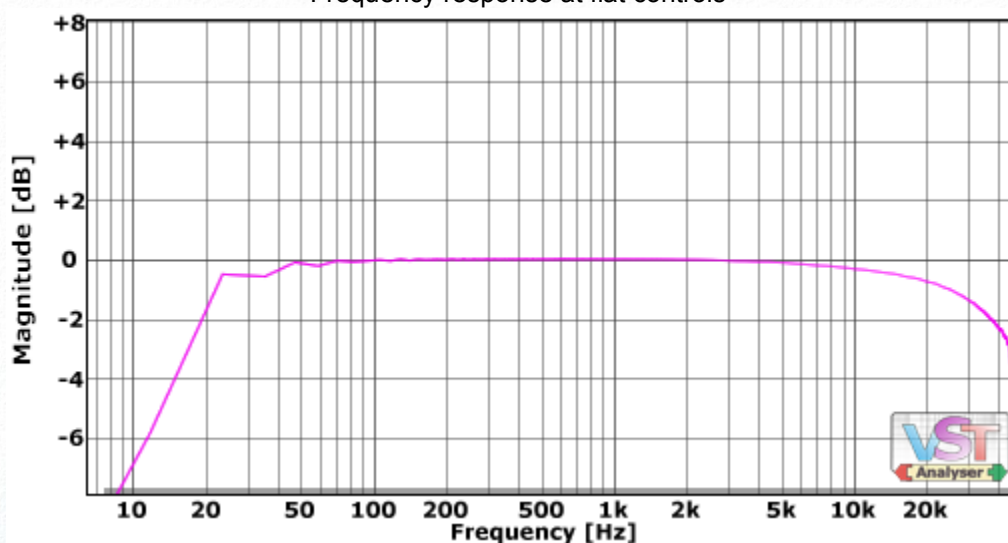


Harmonic contents at flat controls 1Khz -3dBfs test tone

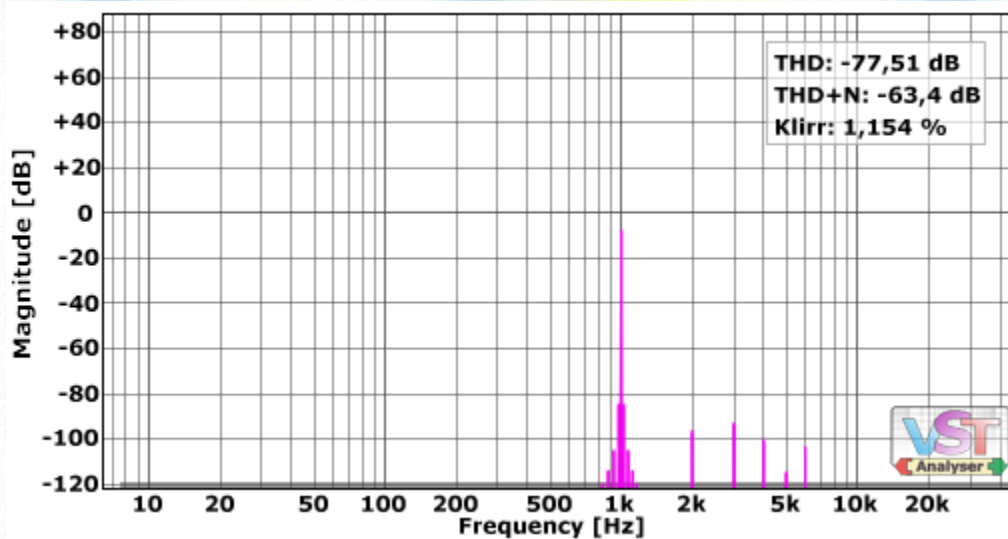




IM1: Input mic clean
Frequency response at flat controls

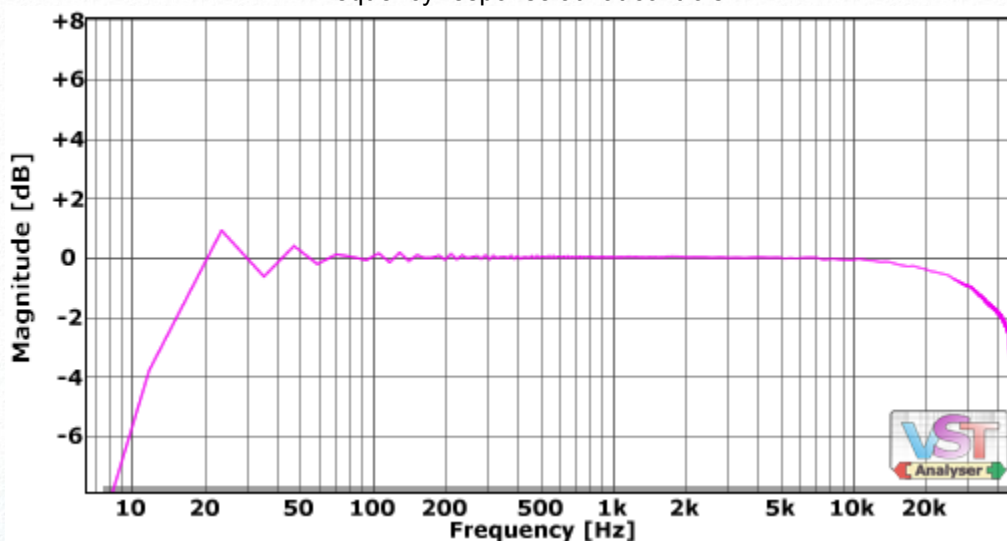


Harmonic contents at flat controls 1Khz -3dBfs test tone

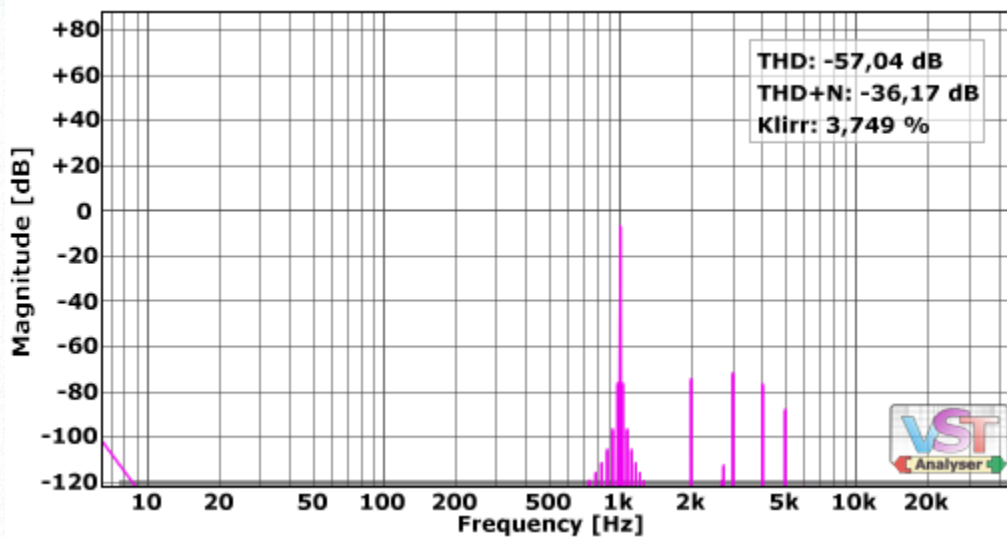




IM2: Input mic clean (recapped)
Frequency response at flat controls

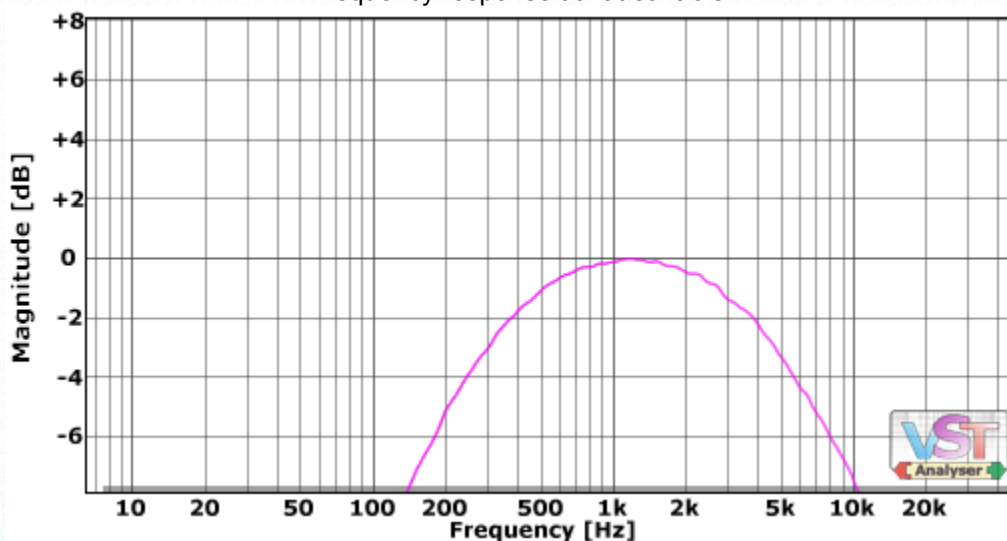


Harmonic contents at flat controls 1Khz -3dBfs test tone

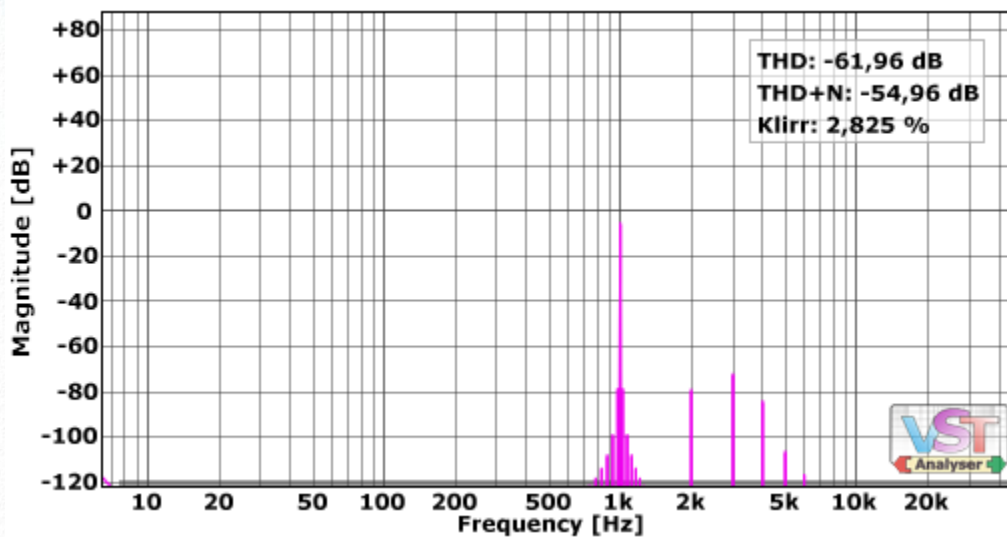




ILM: Input mic clean
Frequency response at flat controls

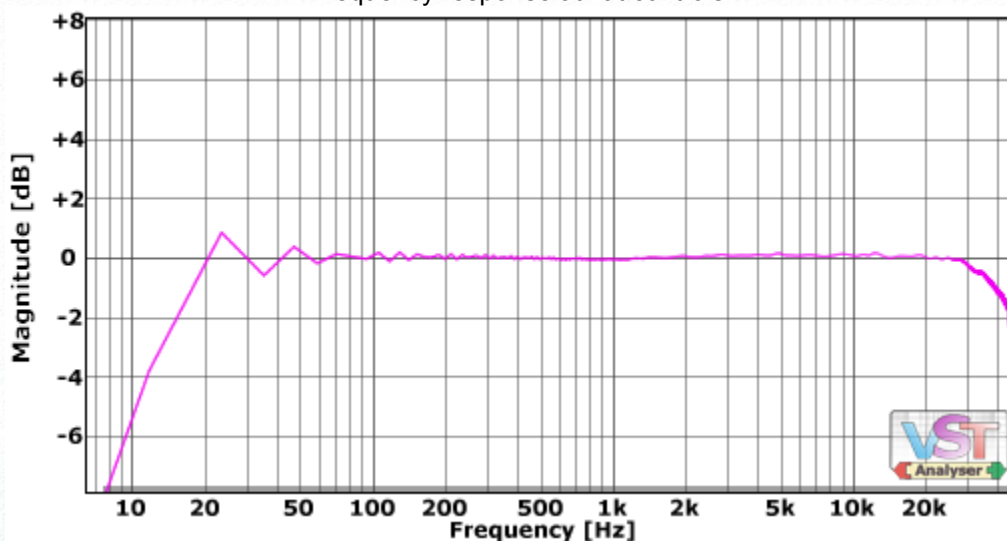


Harmonic contents at flat controls 1Khz -3dBfs test tone

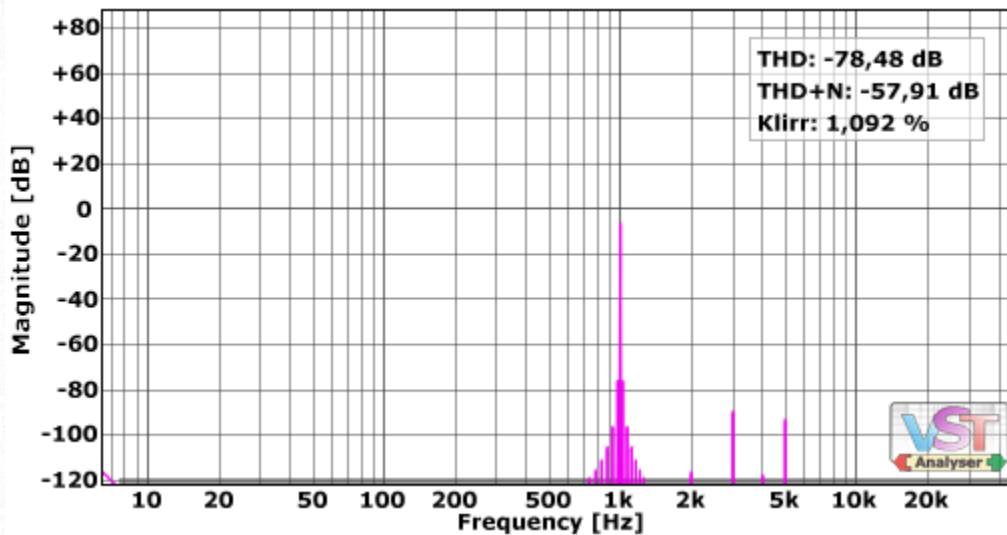




BGC: buss group clean
Frequency response at flat controls

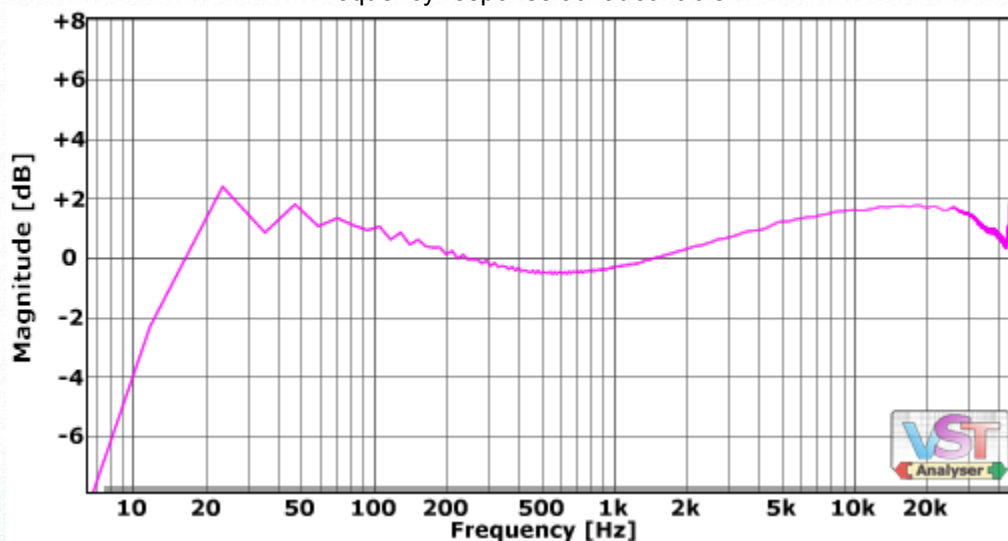


Harmonic contents at flat controls 1Khz -3dBfs test tone

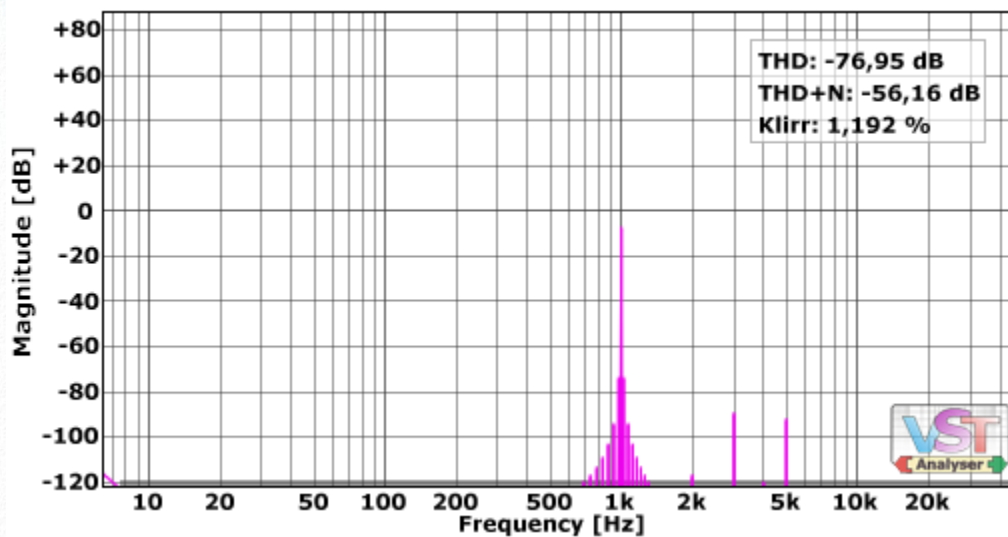




BDR: buss drums group
Frequency response at flat controls

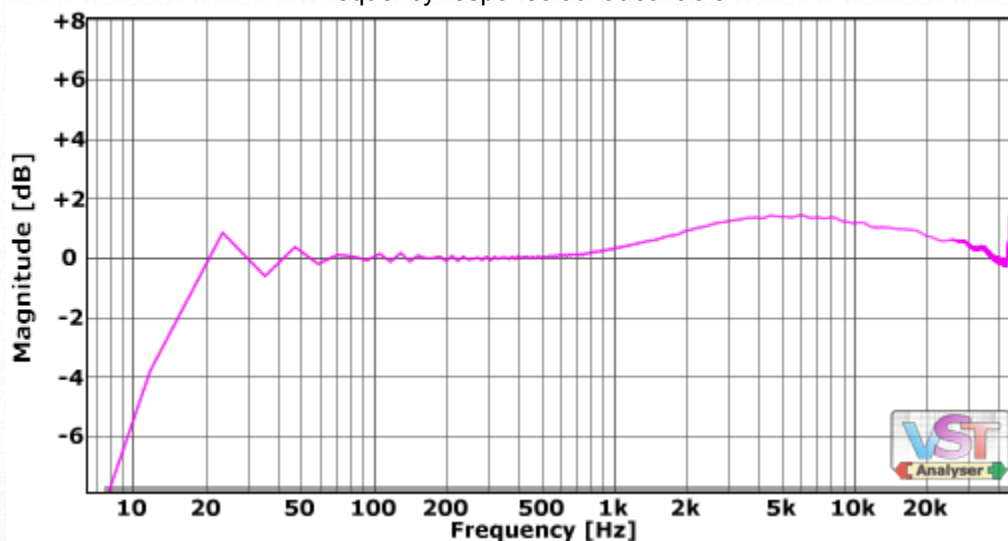


Harmonic contents at flat controls 1Khz -3dBfs test tone

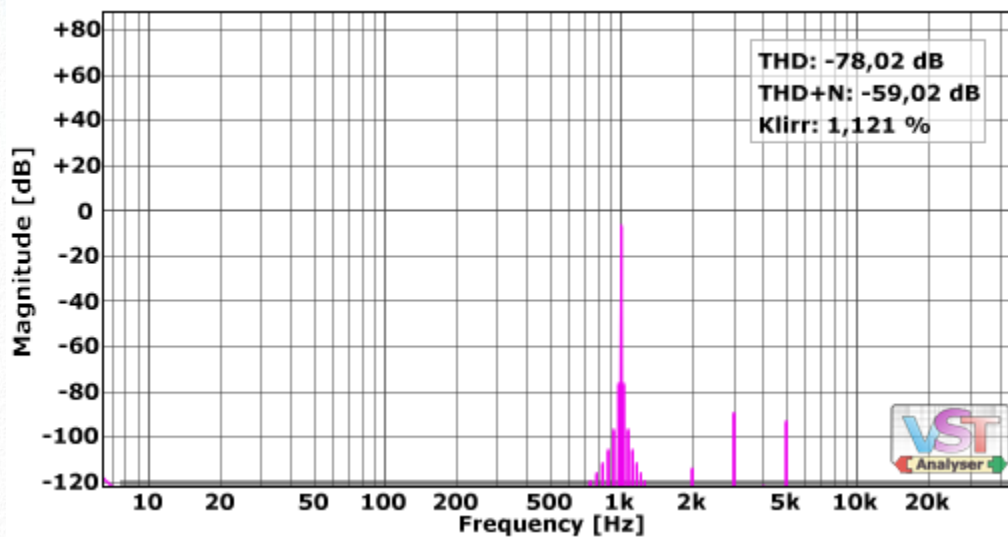




BGT: buss electric guitars group
Frequency response at flat controls

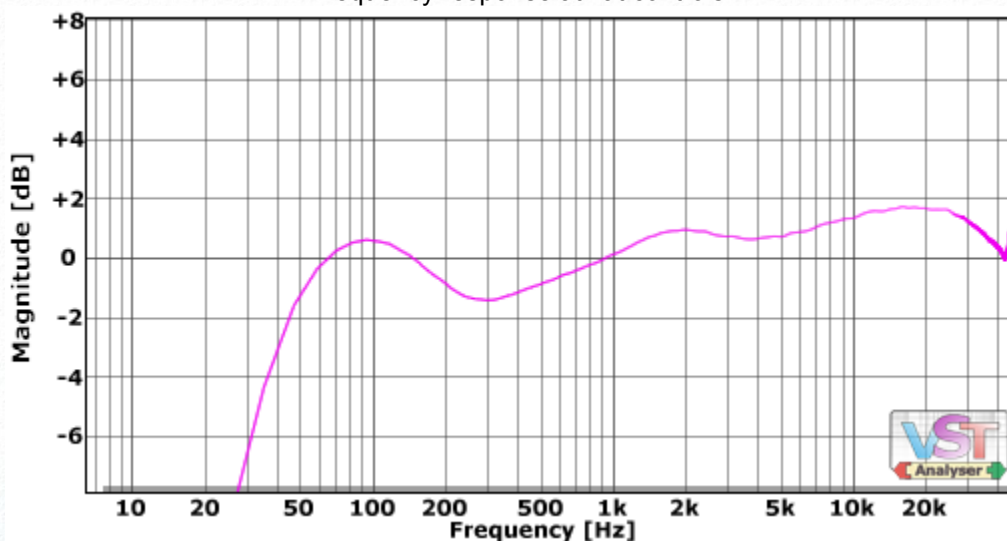


Harmonic contents at flat controls 1Khz -3dBfs test tone

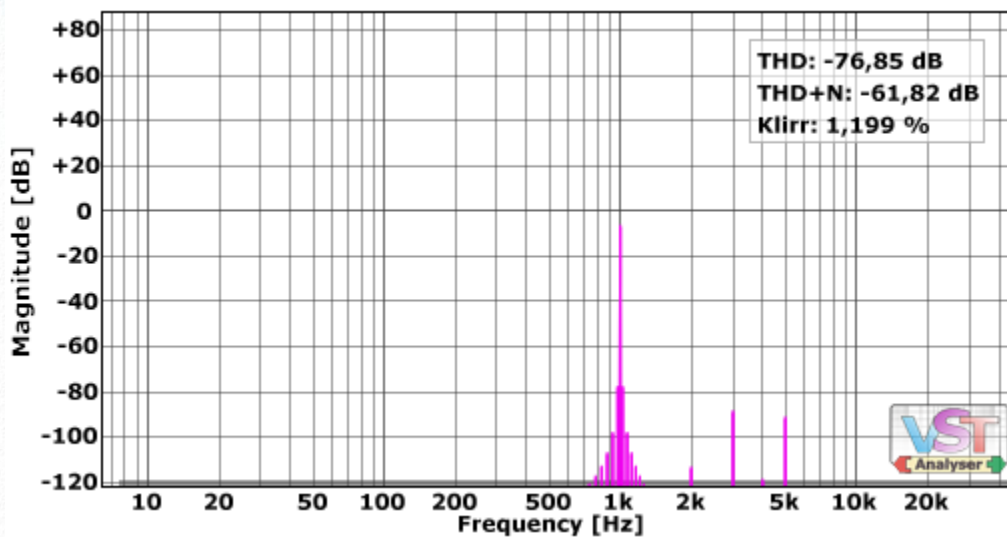




BBV: buss backing vocals group
Frequency response at flat controls

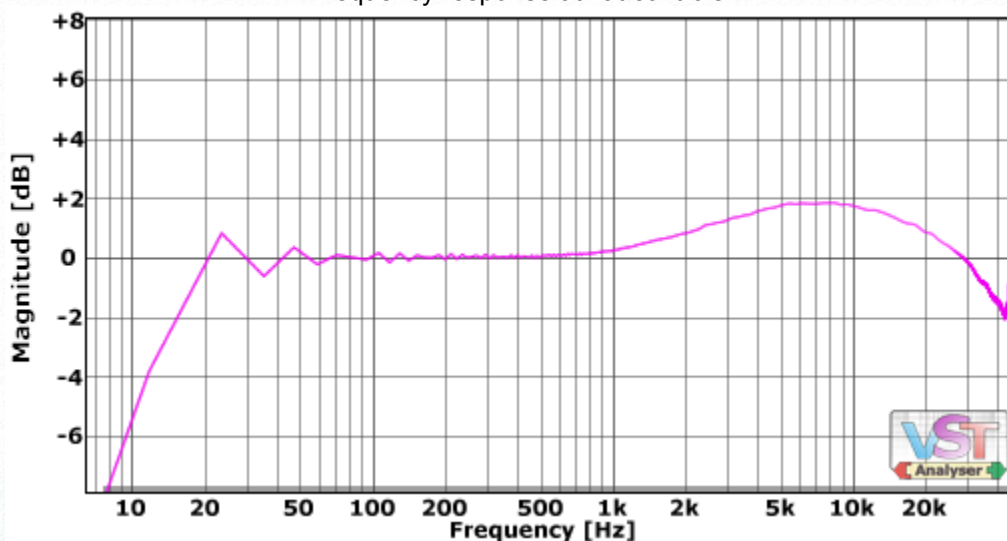


Harmonic contents at flat controls 1Khz -3dBfs test tone

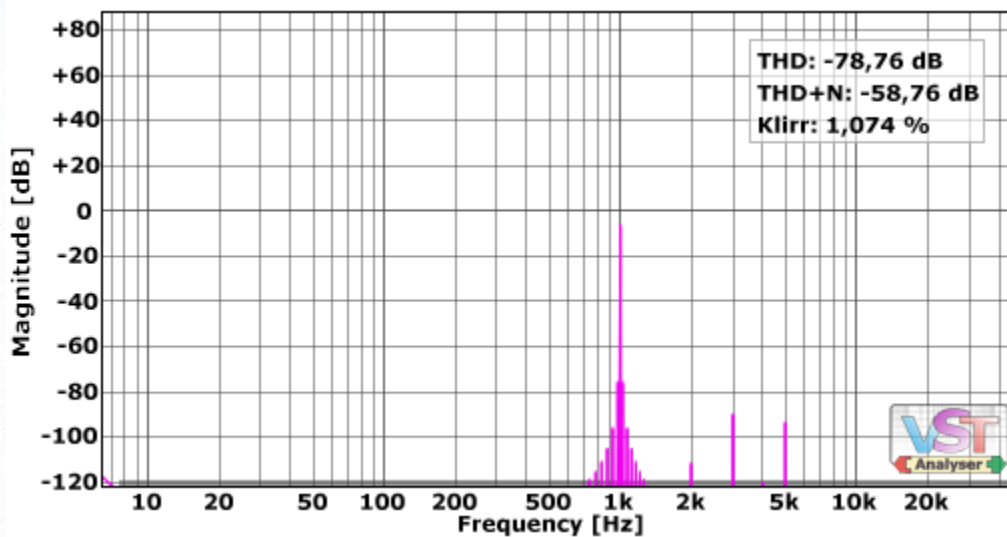




BPR: buss percussions group
Frequency response at flat controls

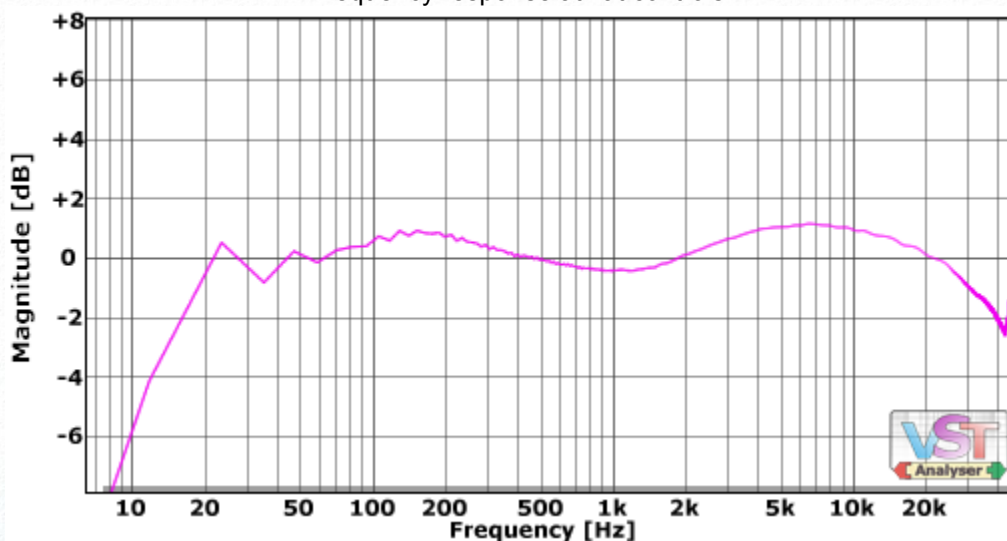


Harmonic contents at flat controls 1Khz -3dBfs test tone

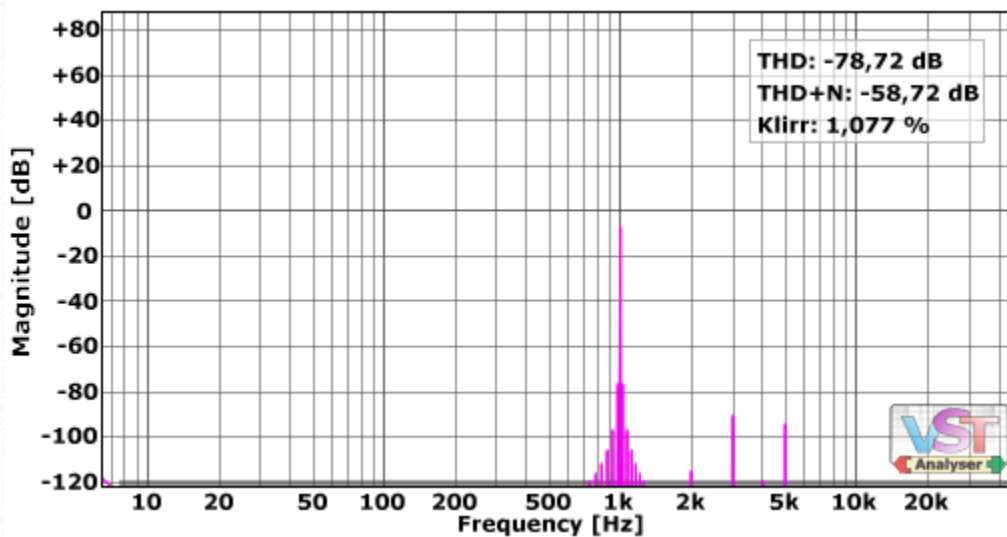




BSP: buss synth pad group
Frequency response at flat controls

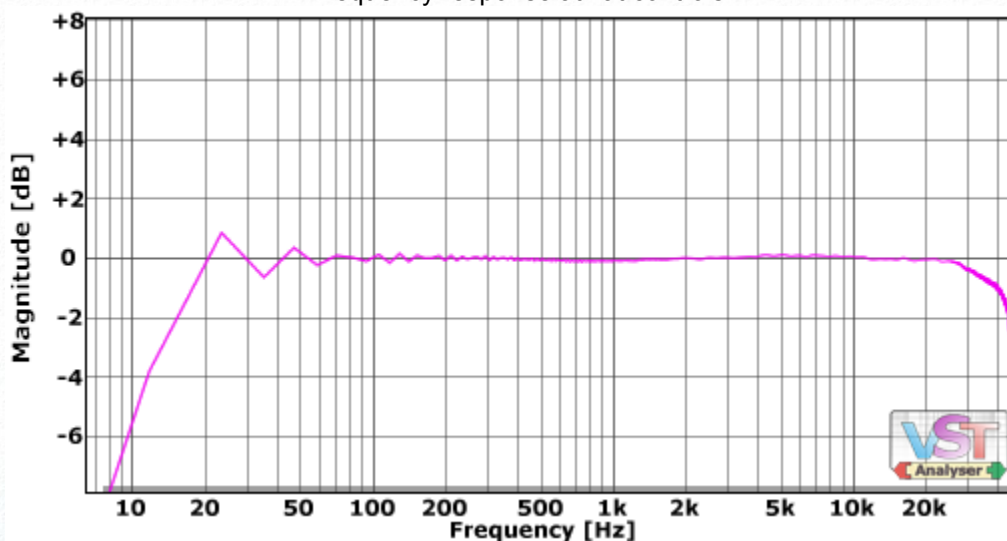


Harmonic contents at flat controls 1Khz -3dBfs test tone

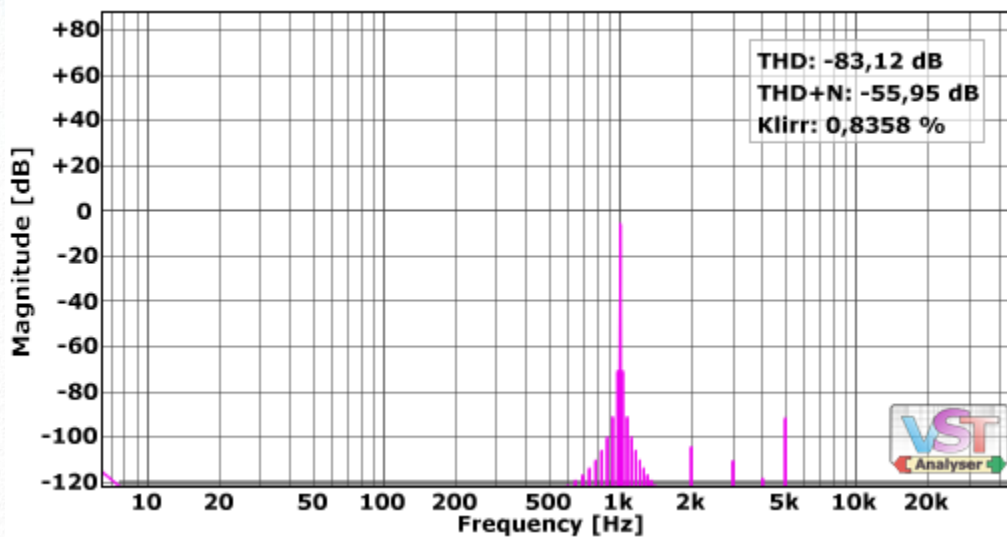




SNR: send return buss
Frequency response at flat controls

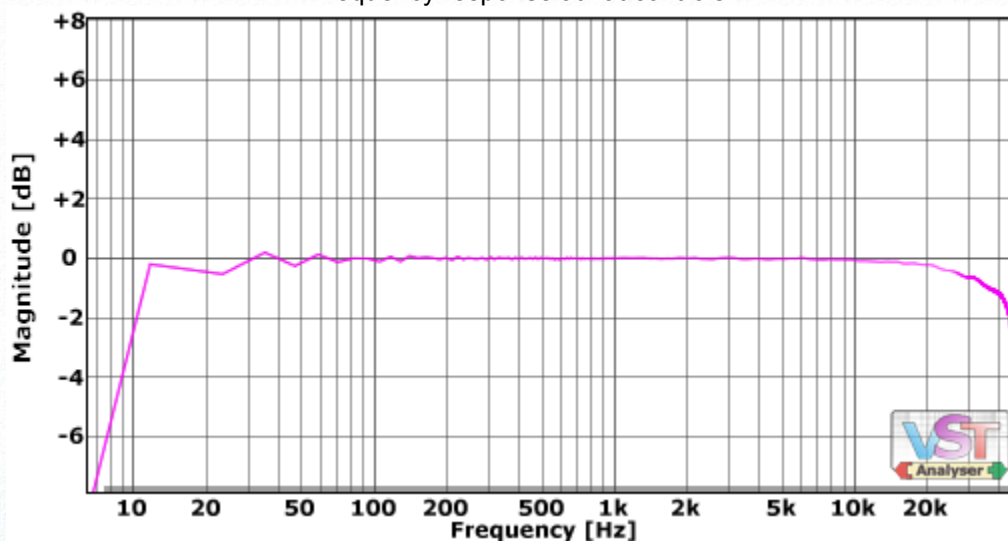


Harmonic contents at flat controls 1Khz -3dBfs test tone

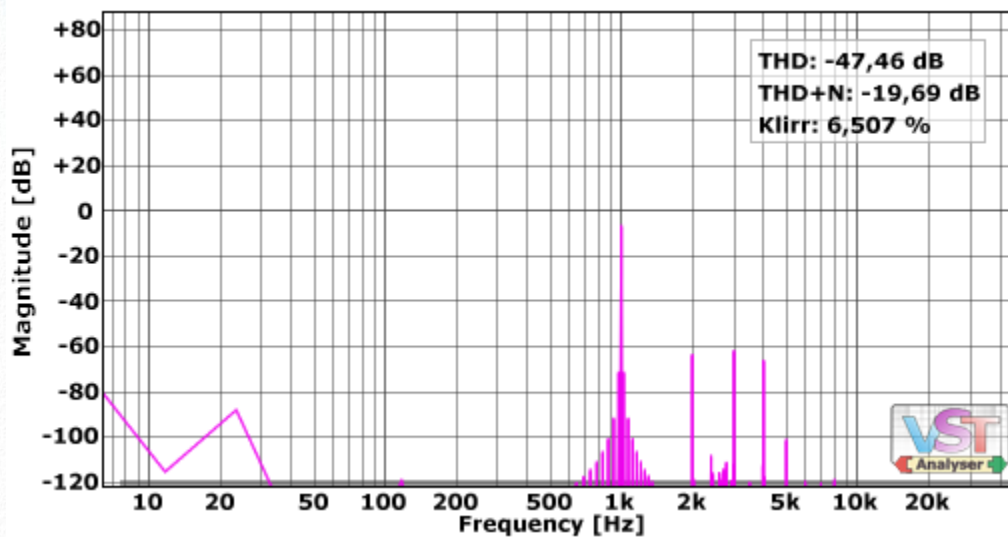




MBC: mix buss clean
Frequency response at flat controls

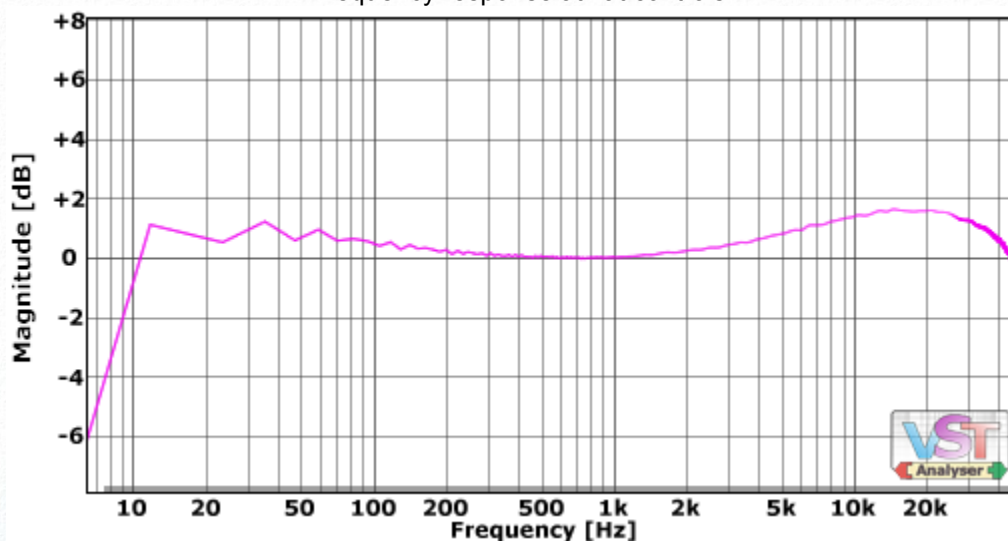


Harmonic contents at flat controls 1Khz -3dBfs test tone

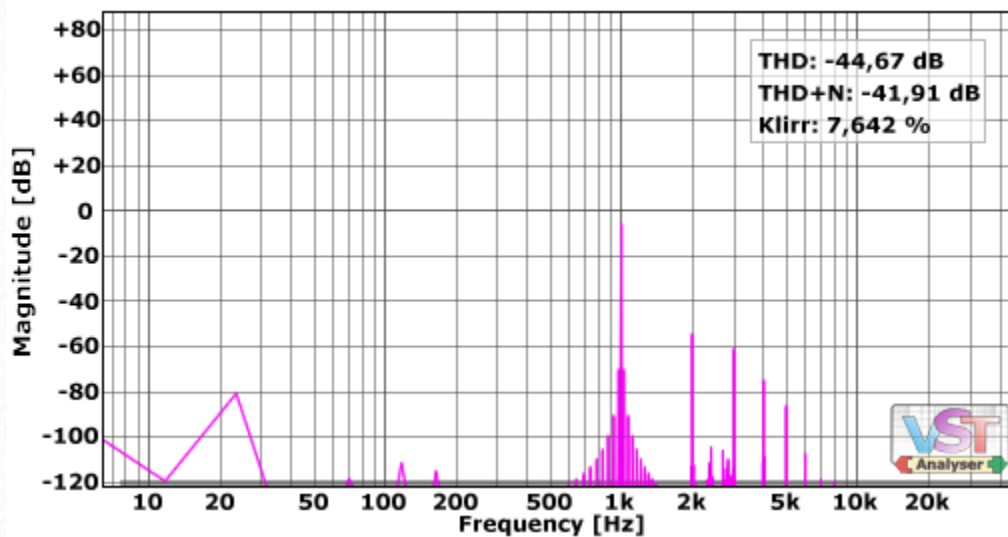




MBM: mix buss Modern
Frequency response at flat controls

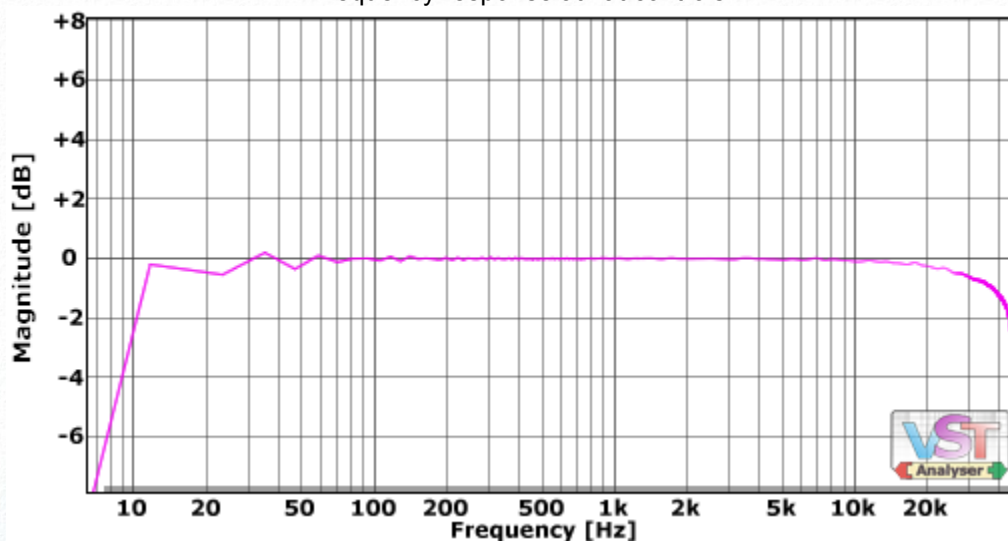


Harmonic contents at flat controls 1Khz -3dBfs test tone

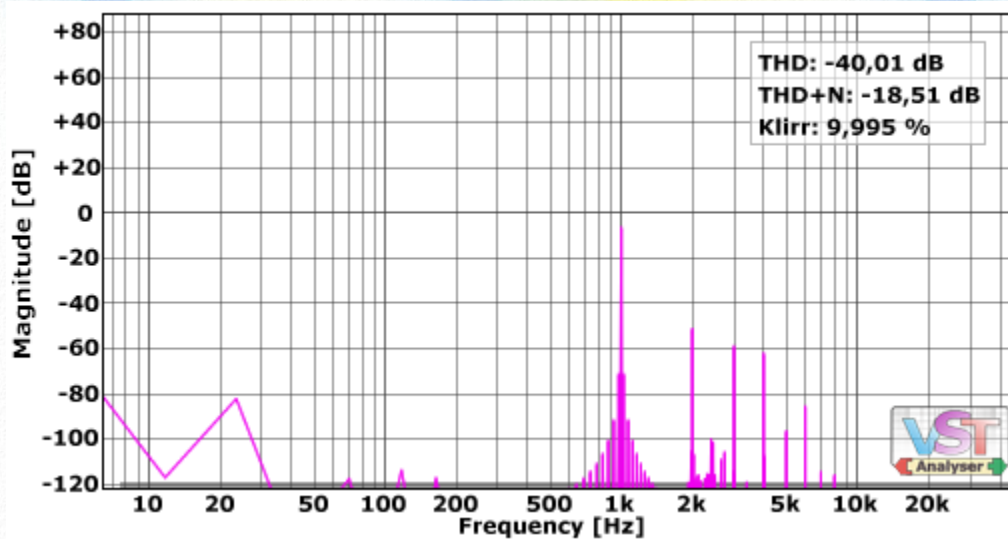




MBN: mix buss Narrow
Frequency response at flat controls

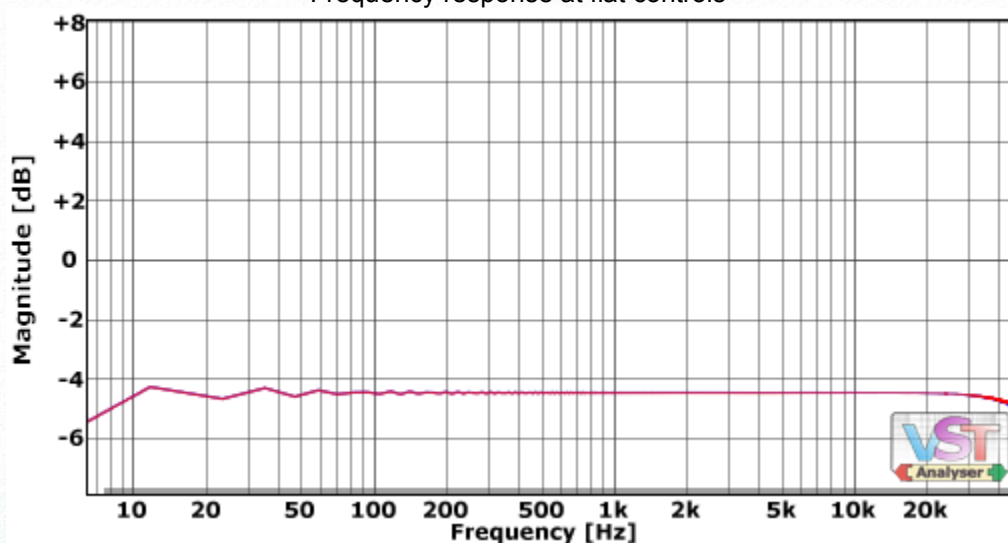


Harmonic contents at flat controls 1Khz -3dBfs test tone

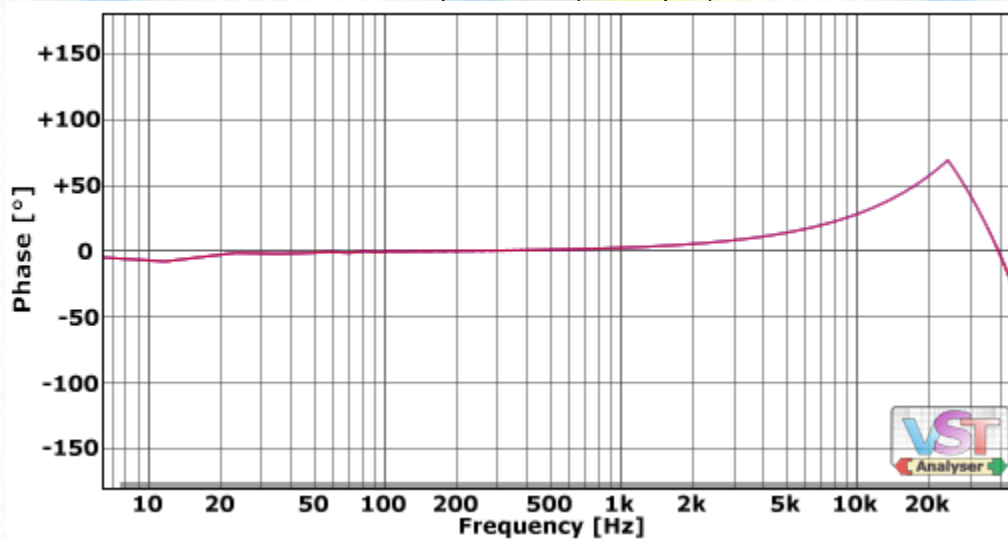




PAN -4,5: precision analog panner
Frequency response at flat controls



Phase response at 0 (center pan)





9. Preset list:

The CLC PRO library includes 61 different programs:

Console Input Channel mono

Full programs 10k – se programs 5k

CLC IL1 : Input Line Preamp Clean - by stock line channel
CLC IL2 : Input Line Preamp Clean - by stock line channel
CLC IL3 : Input Line Preamp Driven - by stock line channel
CLC IL4 : Input Line Preamp Clean - by stock line channel
CLC IL5 : Input Line Preamp Clean - by stock line channel
CLC IL6 : Input Line Preamp Clean - by stock line channel
CLC IL7 : Input Line Preamp Clean - by stock line channel - modified and recapped
CLC IM1 : Input Microphone Preamp Clean
CLC IM2 : Input Microphone Preamp Clean - recapped
CLC ILM : Input Microphone Preamp "listen mic"

With these presets Nebula will process the mono track normally and the stereo track as dual mono

Console Input Channel stereo

Full programs 10k – se programs 5k

CLC IL1 st : Input Line Preamp Clean - by stock line channel
CLC IL2 st : Input Line Preamp Clean - by stock line channel
CLC IL3 st : Input Line Preamp Driven - by stock line channel
CLC IL4 st : Input Line Preamp Clean - by stock line channel
CLC IL5 st : Input Line Preamp Clean - by stock line channel
CLC IL6 st : Input Line Preamp Clean - by stock line channel
CLC IL7 st : Input Line Preamp Clean - by stock line channel - modified and recapped
CLC IM1 st : Input Microphone Preamp Clean
CLC IM2 st : Input Microphone Preamp Clean - recapped
CLC ILM st : Input Microphone Preamp "listen mic"

These presets work better with stereo tracks giving more euphonic and wide sound

Console Buss Group

Full programs 5k – se programs 3k

CLC BGC : Buss Clean - stock buss group clean
CLC BDR : as Buss Clean with little color by EQ, suitable for drums group
CLC BGT : as Buss Clean with little color by EQ, suitable for electric guitars group
CLC BBV : as Buss Clean with little color by EQ, suitable for backing vocals and vocals group
CLC BPR : as Buss Clean with little color by EQ, suitable for percussions group
CLC BSP : as Buss Clean with little color by EQ, suitable for synth pad group



Console FX Buss

Full program 5k – se program 3k

CLC SNR : Send-Return Buss - send-return insert suitable for reverb, echo and FX

Console Buss Out

Full programs 10k – se programs 5k

CLC MBC : MixBuss Summing Amp Clean Sound

CLC MBM : MixBuss Summing Amp Modern Sound (by mastering eq patched)

CLC MBN : MixBuss Summing Amp Narrow Punching Sound

Precision Analog Panner

program 1k

PAN -4,5 : Precision Analog Panner with pan law -4,5dB

10. Console emulation:

Just insert one instance of Nebula as first plugin in your tracks choosing the “Console Input Channel” that you prefer. Insert in every buss-group one "Console Buss Group" to your taste and insert one "Console Buss Out" on the mixbuss. Use the precision analog panner or set the DAW pan-law to -4,5dB. Now start to mix your song.

The programs are unity gain. You can “drive” the console's stages using the main “Input control” (1) of Nebula instead to use the "Drive fader" (2) which affects the harmonic contents in an unnatural way, but suitable if you look for an effect. Please leave untouched the ATTCK, RELS and LIQDT controls (3).





Take care with gain staging since the programs are close to the hardware, then: 0dBVU = -18dBfs.

You can use this free vintage VU meter by PSP:

http://www.pspaudioware.com/plugins/tools_and_meters/psp_vintagemeter/



If your DAW is not so powerful you can render or freeze the tracks.

If you want rendering your tracks with Nebula's presets, I strong recommend the NRGUI PRO by Zabukowski from Nebula/Tools forum:

http://www.acustica-audio.com/forum/index.php?f=23&t=166&rb_v=viewtopic

Thank you, all the best !

www.alessandroboschi.eu