



SINEVIBES

Emission *artificial reverb*

INTRODUCTION

Emission is a special processor for creating unreal, out-of-this-world space effects. At its core is a smooth reverb engine based on a traditional "feedback delay network" design, but it breaks out of ordinary with what's inside that network. The spectrum of the signal in the feedback matrix is recursively processed using either a Bode frequency shifter or a granular pitch shifter – coupled with variable time modulation and low- or high-pass damping, this gives birth to a wide variety of novel reverb sounds which can only be described as "vibrating vapor", "jet sky", "frozen air" or even "ambient apocalypse". Emission works its magic on almost any sound source, smooth or percussive – and its versatility is as high as your willingness to experiment.

As always in a Sinevibes product, Emission includes a color-coded user interface with a clean and simple layout. It has good contrast and highly legible typography that work well in both studio and outdoor lighting. Plus, thanks to its animated elements, Emission always brings a touch of fun and enjoyment to your workflow.

SOUND ENGINE

- Feedback delay network with 8x8 Hadamard matrix, spline interpolation, all-pass diffusion filters.
- Bode frequency shifter or granular pitch shifter inside feedback (both positive or negative).
- Variable low- or high-frequency damping and initial stereo width.
- Wide-range time modulation for reverb tail.

GRAPHIC INTERFACE

- Color-coded control elements with animated transitions between settings.
- Fully hardware-accelerated rendering with support for Retina screen resolution.

COMPATIBILITY

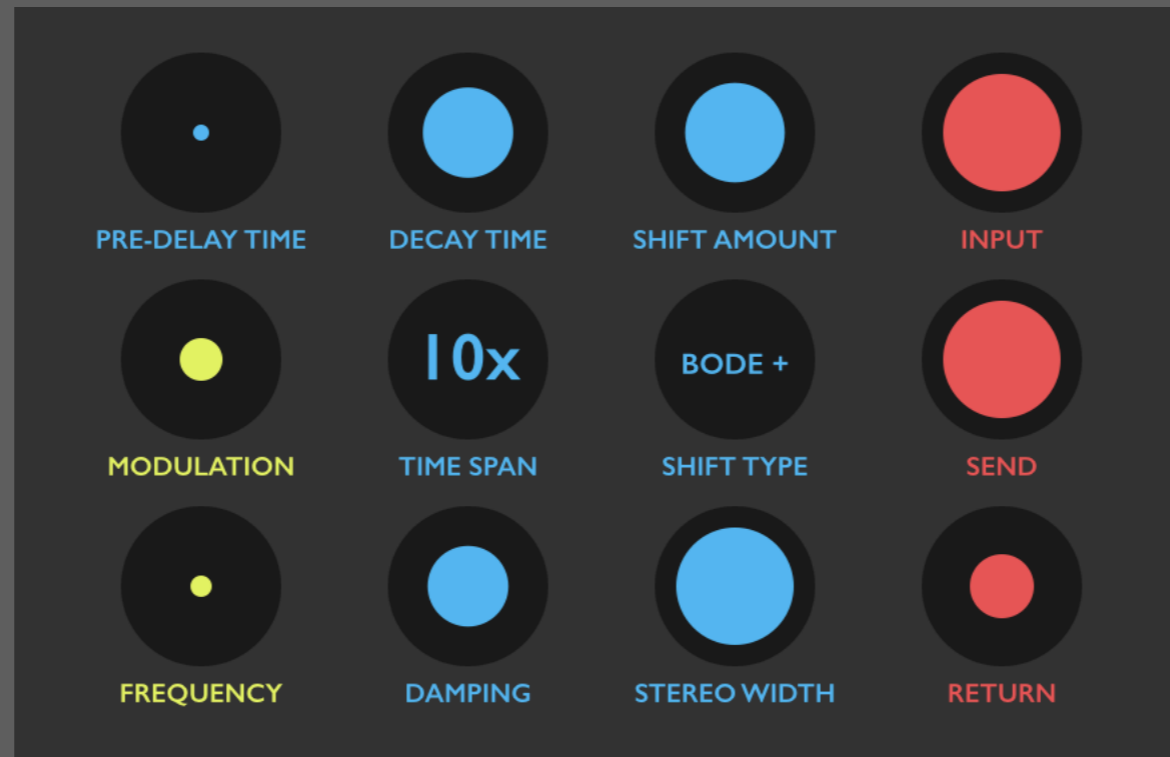
- Works with any application that supports Audio Unit effect plugins.
- Supports OS X 10.6 or later running on 32 or 64 bit Intel Macs.

INTERFACE BREAKDOWN

ABSTRACT PREVIEW



REVERBERATOR & SHIFTER



MODULATION

INPUT & OUTPUT

CONTROLS



PRE-DELAY TIME

Adjust delay time between the dry sound and the start of the reverberation (0..500 ms)



MODULATION

Apply modulation onto the reverb tail: sine oscillator modulates odd and even reflections in opposite directions, adding chorus/vibrato



FREQUENCY

Adjust modulation frequency (0.1...10 Hz)



DECAY TIME

Adjust reverberation decay time to increase or decrease the tail length (this also depends on time span)



TIME SPAN

Set time span between individual reflections: with higher values, reverberation tail goes from smooth to grainy, with slow build-up



DAMPING

Adjust reverberation damping: from low-pass (tail gets darker over time), to none, to high-pass (tail gets brighter over time)



SHIFT AMOUNT

Adjust the frequency or pitch shift amount applied onto the reflections



SHIFT TYPE

Set the shift algorithm: **BYPASS**, positive or negative **BODE** frequency shifter, positive or negative granular **PITCH** shifter



STEREO WIDTH

Adjust the time difference for reflections in left and right channels



INPUT

Adjust the dry input signal level



SEND

Adjust the reverb send level (automate this to apply reverb only onto specific sounds)

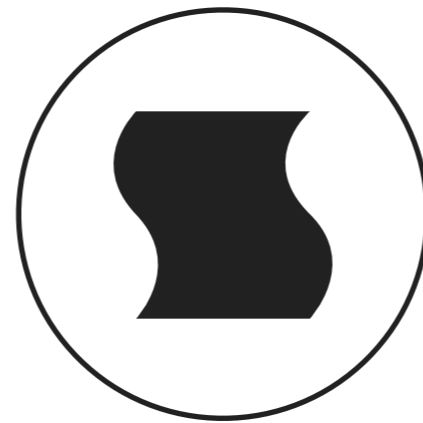


RETURN

Adjust the reverb return level

SHORTCUTS

Command-click or double-click any control to reset it to the default value.



SINEVIBES

©2010-2017 Sinevibes

www.sinevib.es