



SINEVIBES

LUMINANCE SHIMMER REVERB

INTRODUCTION

Luminance is a plugin for creating “shimmer reverb” effects - unreal acoustic space simulations which gradually pitch-shift the reverberation tail. It’s a novel take on this coveted effect, here based on a modern “feedback delay network” design with high-quality interpolation - plus quite a few original tricks such as phase-inverted time modulation, special configurations for damping and signal blending. All this gives **Luminance** a fresh and highly musical character: it smoothly follows the original melodies and harmonies and creates a lush background sound layer reminiscent of a dreamy symphony of strings or pipe organs. And to ensure highest possible day-to-day usability, **Luminance** has an easy-to-understand set of finely-tuned parameters.

SOUND ENGINE

- Feedback delay network with 8x8 Hadamard matrix, cubic Hermite spline interpolation and variable time span.
- Granular pitch shifter and two-pole low-pass filter for shimmer effect shaping.
- Sine generator with unique phase-flipped modulation routing.
- Separate level controls for dry input signal, reverb send and return signals allowing multiple routing configurations.

GRAPHIC INTERFACE

- Color-coded graphics with subtle animations.
- Fully hardware-accelerated rendering with support for retina screen resolution.

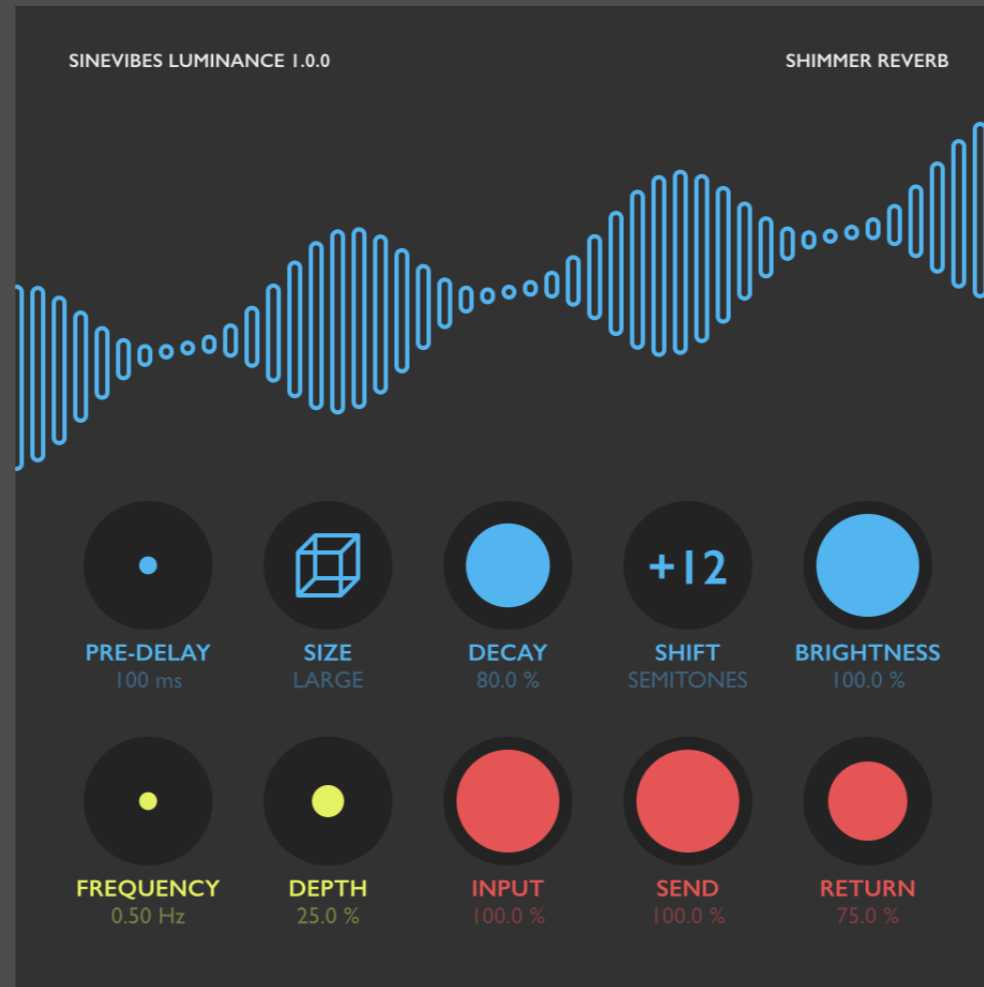
COMPATIBILITY

- 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

SHIMMER REVERB
PARAMETERS

MODULATION
PARAMETERS



FANCY
GRAPHIC

INPUT & OUTPUT
PARAMETERS

CONTROLS

- PRE-DELAY** Signal pre-delay time before it's sent into the reverb: 0 to 1000 ms.
- SIZE** Time span between individual delays in the reverb network: medium, large, huge. Affects the perceived acoustic space size: larger size gives longer initial onset and longer reverb tail.
- DECAY** Relative reverb tail decay time.
- SHIFT** Amount of granular pitch shift inside feedback network: -12 to +12 semitones.
- BRIGHTNESS** Low-pass filter damping inside feedback network.
- FREQUENCY** Sine generator frequency: 0.05 to 5 Hz.
- DEPTH** Sine generator time modulation depth.
- INPUT** Dry input signal level.
- SEND** Amount of dry signal sent into the reverb.
- RETURN** Reverb output level.

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