



# Hollow

Vast space reverb

**AAX + AU + VST** effect plugin for Mac/Windows/Linux

Designed and developed by **Sinevibes** ©2021-2025



# INTRODUCTION

**Hollow** is a vast space reverb effect plugin. At its core is a massive delay network comprised of 24 delay lines, 32 filters, and a feedback matrix with as many as 256 connections. With all settings maxed out, this engine is capable of producing tail times that exceed 15 minutes, while still having a very natural exponential decay.

**Hollow** includes a variable diffusion stage and a unique bi-directional pre-delay: in addition to normal operation, it can also make the reverb tail *precede* the dry input signal, opening interesting new creative possibilities. Additionally, the plugin has trademark unison modulation via four phase-shifted sine oscillators – for adding deep, chorus-like vibrance and richness. The complex yet highly musical algorithms in **Hollow** also feature finely-tuned low-pass or high-pass damping filters, and employ a very special formula for adjusting the reverb engine's stereo width – giving it a truly vast, almost three-dimensional sound.

# SPECIFICATIONS

## SOUND ENGINE

- Reverb engine based on a feedback delay network with a 16x16 matrix
- Unique two-way pre-delay stage
- Variable diffusion stage
- Stereo width adjustable from mono to full expansive stereo
- Unison-style modulation via four mutually phase-shifted oscillators
- Variable low-pass or high-pass damping filters
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

## GRAPHIC INTERFACE

- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

## SUPPORTED FORMATS

- **Mac:** AU/VST3/AAX for macOS 10.13 or newer (64-bit Apple Silicon and Intel)
- **Windows:** VST3/AAX for Windows 8.1 or newer (64-bit Intel and AMD)
- **Linux:** VST3 for Linux 2020 or newer (64-bit Intel and AMD)

# INTERFACE

**Hollow** features a fully vector-based interface, with color-coded elements for effective visual grouping. The plugin allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Hollow** is loaded.

Reduce window size



Preset toolbar

Unison modulation

Signal mixdown

Increase window size

- Hold *shift* and drag a slider to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows, Linux), or *double-click* any knob to recall its default setting.
- To fully initialize all plugin's parameters, load the preset named *Default* from the *Factory* or the *User* bank.

# PRESETS

**Hollow** features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name

Click the preset name at the top to show the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows, Linux) to reveal the actual preset file in the system file browser.



Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.



Switch to the next preset in the current bank.



Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.



Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets

# PARAMETERS

## Reverb

Pre Delay	-1000 .. +1000 ms	Duration of a separate pre-delay line which can be applied in two ways: <ul style="list-style-type: none"><li>- Onto the reverb send signal (+), so that it's delayed against the dry input signal</li><li>- Onto the dry input signal (-), so that it's delayed against the reverb return signal</li></ul>
Diffusion	0 .. 100 %	Balance between clean send signal and time-diffused send signal
Size	0 .. 100 %	Time range adjustment of both the reverb engine and the diffusion processor: effectively, the perceived "size" of the virtual space
Width	0 .. 100 %	Amount of the stereo widening effect applied within the reverb's delay network
Decay	0 .. 100 %	Global feedback amount scale of the feedback matrix
Damping	-100 .. +100 %	Amount of low-pass (-) or high-pass (+) filtering applied within the feedback matrix; when the value is set to 0% this stage is bypassed.

## Unison

Frequency	0.05 .. 5.0 Hz	Frequency of the four phase-shifted sine oscillators
Depth	0 .. 100 %	Amount of the modulation being applied onto the delay network

## Mix

Input	0 .. 100 %	Dry input signal level
Send	0 .. 100 %	Amount of input signal being sent into the reverb engine
Return	0 .. 100 %	Wet output level of the reverb engine



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