



# Luminance v2

## Shimmer reverb

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

Designed and developed by **Sinevibes** ©2018-2025



# INTRODUCTION

**Luminance** is a plugin for creating “shimmer reverb” effects - unreal acoustic space simulations which gradually pitch-shift the reverberation tail upwards or downwards. It is a novel take on this highly coveted effect, based on a modern feedback delay network design with a built-in granular pitch shifter, and featuring many original tricks such as alternating-phase time scale modulation. Thanks to the unique, meticulously executed tuning of its individual components, **Luminance** possesses a fresh and highly musical character: it smoothly follows the original melodic content and creates a gorgeously beautiful background sound layer reminiscent of a dreamy symphony of strings or pipe organs – with organic depth and expansive stereo field.

# SPECIFICATIONS

## SOUND ENGINE

- Reverb engine based on a 8x8 feedback delay network with a smoothly variable space size
- Unique two-way pre-delay stage
- Granular pitch shifter and two-pole low-pass filter for shimmer effect shaping
- Sine generator for time scale modulation, with unique alternating-polarity routing
- Additional pre-delay stage
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

## GRAPHIC INTERFACE

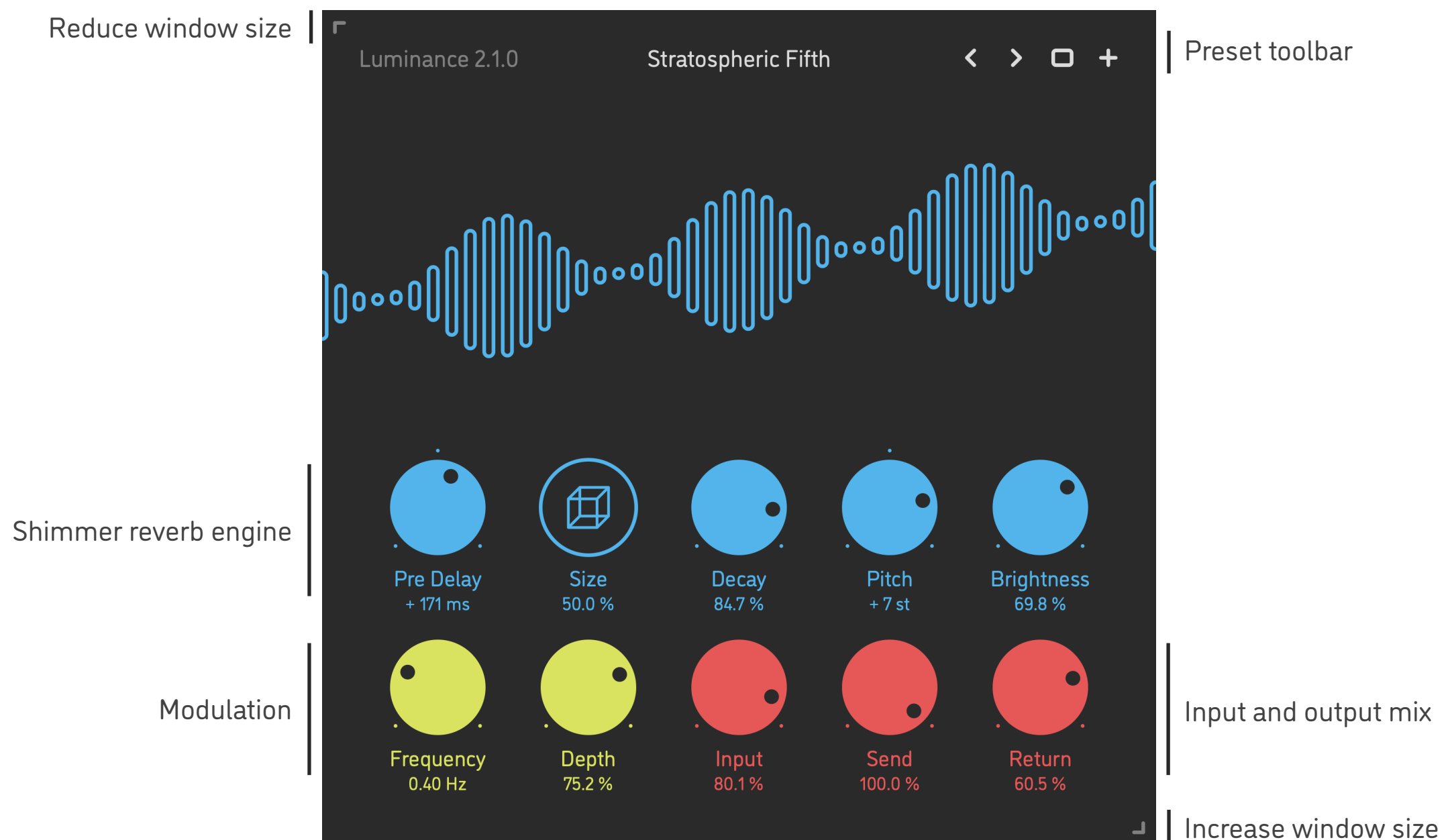
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

## 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

**Luminance** features a fully vector-based interface, with color-coded elements for effective visual grouping. The interface 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 **Luminance** is loaded.



- Hold *shift* and drag a knob 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

**Luminance** 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

Pre Delay	-1000 .. +1000 ms	Duration of a separate pre-delay line which can be applied in two ways: - Onto the reverb send signal (+), so that it's delayed against the dry input signal - Onto the dry input signal (-), so that it's delayed against the reverb return signal
Size	0 .. 100 %	Relative size of the reverb space: internally, this parameter proportionally scales the individual delay times in the feedback delay network (FDN)
Decay	0 .. 100 %	Relative time duration of the reverb decay
Pitch	-12 .. +12 semitones	Amount of pitch shift applied inside the FDN
Brightness	0 .. 100 %	Relative cutoff frequency of a low-pass damping filter inside the FDN
Frequency	0.05 .. 5 Hz	Sine wave modulation generator frequency
Depth	0 .. 100 %	Amount of time modulation applied onto the reverb space
Input	0 .. 100 %	Dry input signal level
Send	0 .. 100 %	Amount of dry input signal being sent into the reverb engine
Return	0 .. 100 %	Wet output level of the reverb engine



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