Cupwise Real Spaces-
Hardwood-Floored Rooms

General Info

This third entry in my Real Spaces series includes some rooms from a completely empty house, with hardwood floors throughout. Two bedrooms of similar dimensions were sampled as make-shift echo chambers, with their doors closed during recording. Two different mics were used in each, with mic#2 being placed in the closet of each room. This created four different room reverbs for use in Nebula. There are also two different stereo combo programs which combine the samples in different ways to make the stereo effect. The first uses both mics, as the rooms were actually sampled. The second combines both rooms for each mic, so you're actually hearing one room in the left channel, and the separately sampled other room on the right.

Another set of reverbs were made by placing the speaker in the living room of the house, and mic#1 in the hallway to the side, and mic#2 in the kitchen. You can use each mic separately or both together, which works surprisingly well to make another nice stereo reverb, with a more distant sound compared to the bedroom reverbs.

To add even more variety, each setup sampled was also captured twice more, using my 'bionic' technique of playing/recording the sampling tones at different speeds (here, one faster, and one slower than normal). This produces reverbs that in a sense are 'pitched' up or down compared to the standard captures. So for every mic/room combo described above, are additional variations- one a bit 'lower pitched' and another a bit 'higher pitched' than the main ones. The decays are also faster or slower, depending.

Installation

There are two main steps to the installation-

1) Install the programs/vectors. Just copy the .n2p files to your Nebula 'Programs' folder, and the .n2v files to the 'Vectors' folder. Before moving on to the skin install, check to see that the programs do load properly in default Nebula, by going into Nebula's program finder list and loading them from there. You'll find the programs in the 'REV' category, then either the 'E14', 'E15', 'E18', or 'E19' categories below that, depending on the sample rate(s) you've installed. 'E15' is for the 48khz rate.

2) To install the skins, consult the section of the skin installation manual relating to either Nebula 3 or Nebula 4, depending on which you're using. After installing the skins you will be loading these programs as a unique plug-in, so don't ever load them from the default Nebula and its program selector list again! The program buttons will not work if you do!

Use

All of these programs are set up to use as sends. If you really want to use them as inserts, I strongly suggest using your DAW's built-in wet/dry mixer control (if your daw has it, and it should) instead of using the dry control in the reverb programs, to add the dry signal back in. If do use the 'dry' control, do not also use the 'feedback' control, or the dry portion also feeds back.

One benefit to using these programs in an actual send slot in your DAW, is that you can also then apply a delay to the signal with whatever means at your disposal, to get a pre-delay for the reverb effect. Nebula doesn't have this ability built in, so this is the only way to achieve a pre-delay. You can also use any EQ plugin to shape the reverb, if needed, when using the programs as a send.

You should adjust the 'reverb' level so that the meter is showing levels at -18dB and over, for the best sound. Then use your DAW's send channel level control to set the actual level for your mix.

Controls

Early- Allows you to lower OR raise the level of the early reflections. The default position (100%) gives you exactly what was sampled. You can increase the early reflections level by 6dB if you increase this control to the 200% position. 0% fully removes early reflections.

Dry- Adjusts the dry signal's level. The programs load with this at the lowest level, which cuts the dry signal out. You definitely shouldn't use this to add dry signal in if you are also going to use feedback, and I recommend you never use it, and use your DAW's built-in wet/dry mixer control for Nebula instead, or even better- use the program in a send slot.

Verb- Adjusts the reverb level.

Feed- Adjusts feedback level. As long as you're careful with this, it can be really useful for getting more variety out of these reverbs. It's always a good idea to follow Nebula with a limiter if you want to use some of this feedback.

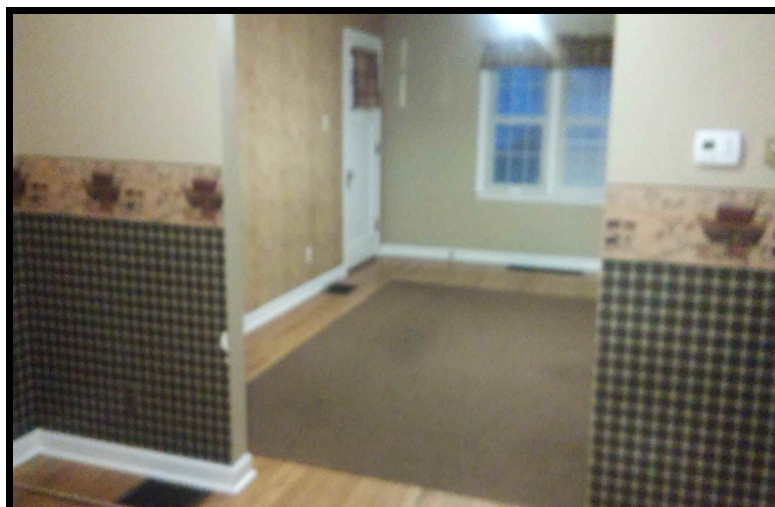**The Programs Matrix-** Click on the programs to load them!

Pictured left is a view into the room where the speaker was placed for the 'across the house' program. The mics were behind (in the kitchen) and to the left (in a short hallway) of where the I was standing when taking the picture. The next pic shows another view of the room where the speaker was placed. The last pic shows Room #1 of the 'bedrooms' reverbs.