

Real Space Reverbs series **CUPWISE**

ECHO CHAMBERS PART #4

STAIRWELL, LIVE ROOM, BASEMENT, TILED BATHROOM



General Info

This one includes multiple captures of a make-shift echo chamber in a stairwell and a live room at a recording studio, as well as a tiled bathroom and a concrete basement in a completely separate building (the house from EC3). For the stairwell, captures were taken with the speaker at the top and the mic at the bottom, and in the opposite setup. Two more had the speaker in an adjoining live room; one with the speaker further in the room, and one with it closer to the stairwell (where the mic was placed). All of these were done with a stereo mic setup, so these reverbs are all in stereo.

The tiled bathroom was sampled with two mics. One was placed in the shower, and the other was placed on a shelf by the sink. The speaker was placed on the floor facing the corner. There is a stereo program made by combining these two mics, with the first in the left channel and second in the right channel. The basement had a concrete floor and cinder block walls. One mic was sampled in two different setups; one with the speaker on one side of the stairs going down into the basement, and another with the speaker on the other side. The other mic was also recorded this way but unfortunately I lost one set of those recordings. There was a stereo program made from these recordings also, combining both mic 1 placements to get the first stereo reverb, and combining a mic 1 placement with the only mic 2 placement for the second stereo reverb.

To add even more variety, each stairwell setup was also captured four additional times, using my 'bionic' technique of playing/recording the sampling tones at different speeds (faster or slower than normal). This produces reverbs that are in a sense 'pitched' up or down compared to the standard captures. The basement and bathroom have an additional two extra bionic reverbs for each sampled setup. **Altogether there are 35 different sampled reverbs (20 captured in stereo), and 9 stereo combos (produced from the mono captures), for a total of 44 reverbs in this library!**

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!

V1.3 – use this version number to keep track of updates. If the manual posted at my site has a higher version number than the one you have, your set probably isn't up to date.

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Huge thanks to Max Ponomaryov, aka azzimov for the skins! Consider donating to his patreon account, which helps allow him to continue doing all the great graphical work (and other help) he's been doing with Nebula!

<https://www.patreon.com/join/azzimov>

