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Spacerek 混响插件

￥ 550.00

产品图像

品牌型号

D16 Group

Spacerek

概要描述

Reverb+from+real-world+spaces

描述

The Virtual Space Reverb

Early reflections are generated through painstakingly accurate simulation of a

diverse range of real-world spaces, and the positioning of speakers and microphones within them.

Hybrid Algorithm for Quality and Performance

A dynamic delay network defines the Late reflections, blending seamlessly with the Virtual Space simulation to create super-realistic rooms, at surprisingly low cost to your CPU.

114 Stunning Reverb Models

Choose from dozens of room types, each with multiple microphone and speaker configurations for extensive mixing flexibility and sonic control.

Convenient Mixer

Effortlessly balance the direct signal, early reflections and late reflections using a simple three-channel mixer.

Tilt EQ and Low Cut filter

Sit your reverb perfectly in the mix with the musical Tilt EQ and mid-side-compatible Low Cut filter.

Overview

This compact, intuitive reverb plugin creates amazingly authentic real-world spaces without bogging you down in complex parameters.

The hybrid algorithm at the heart of Spacerek fuses modelled virtual spaces to a dynamic delay network, generating reverb tails with supremely realistic early reflections, dense, colourful late reflections, and separately adjustable ER and LR pre-delay times. Dozens of emulated room types take in halls, towers, chambers, tunnels and much more, and each one integrates a variety of preset stereo microphone and speaker setups.

Spacerek also makes balancing the Direct signal, Early reflections and Late reflections easy with its three-channel mixer; while the highly musical Tilt EQ and Low Cut filter modules provide effortless shaping of the overall tail. And as each Reverb Model is pre-configured for left-right or mid-side stereo operation, tweaking width and spatialisation is a snap.

Spacerek doesn’t put the squeeze on your system, either – indeed, when you hear it, you can’t fail to be impressed by its CPU-friendliness.

The Virtual Space Reverb

Spacerek’s early reflections are generated by D16's proprietary Virtual Space Reverb

engine, which simulates a diverse array of real-world spaces with painstaking accuracy. Each Reverb Model defines not only the acoustic properties of the space it represents but also the positioning of the stereo speakers and microphones used to send the source signal through that space, for even greater environmental realism and versatility.

Hybrid Algorithm for Quality and Performance

The late reflections are built up by a responsive dynamic delay network, which blends seamlessly with the Virtual Space Reverb's early reflections to create an incredibly natural-sounding reverb tail. Independent Early and Late reflection Pre-Delay controls allow up to 1 second of start time offset to be applied to each, adjustable in nanoseconds, microseconds and milliseconds. And despite the quality and complexity of the acoustic modelling involved, Spacerek's innovative optimised hybrid design keeps CPU usage lower than you might expect.

114 Stunning Reverb Models

Spacerek's expansive roster of modelled rooms lets you summon up vivid virtual stages of many kinds – from booths, chambers and halls to tunnels, chapels and towers – and switch between them at a click. Each room takes in multiple microphone and speaker configurations, too, for a total of 114 different Reverb Models, covering all your mixing and sound design bases.

Convenient Mixer

Spacerek's three-component signals – Direct, Early reflections and Late reflections – come together in a straightforward mixer. Quickly and easily set levels and stereo positioning, the latter in left-right or mid-side mode, depending on the selected Reverb Model.

Tilt EQ and Low Cut Filter

Two stages of musical frequency shaping enable tonal customistation of the tail, for applying those crucial finishing touches to your reverb. The Tilt EQ provides instant boosting of lows or highs, while the Low Cut filter is ideal for clearing mud and rumble out of the mid and/or side signals.