

RiVerb: Studios, Soundstages & Symphony Halls Quick Start Guide



Numerical Sound



Rack Extensions Plugin



Acknowledgments

I would like to sincerely thank the following experts that helped make RiVerb: Up-Front Spaces possible.

Software Programing: Svante Stadler

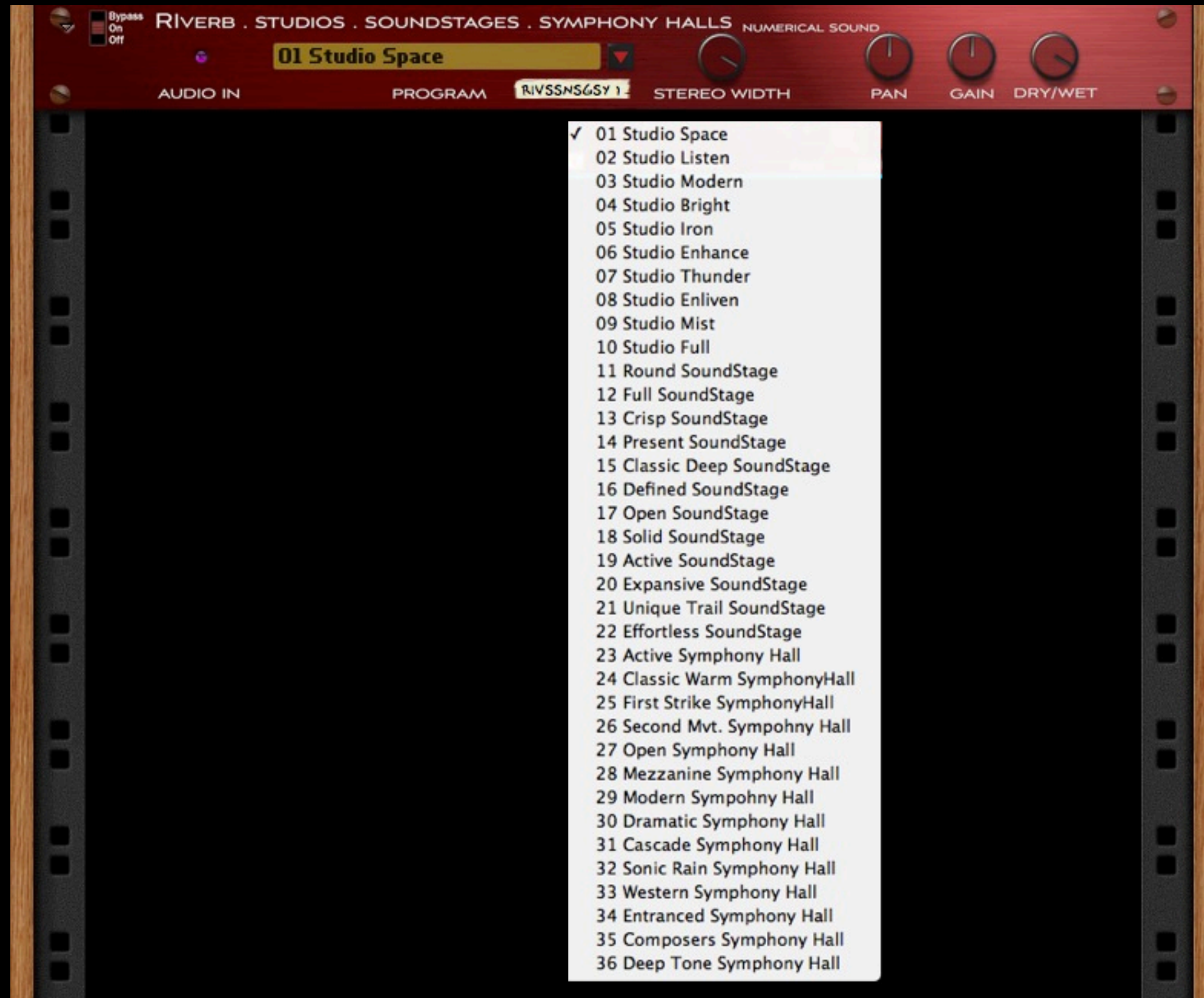
3D Graphic Advice: Gustav Taxén

Video Consultant and Promotional Expertise: Per Lichtman

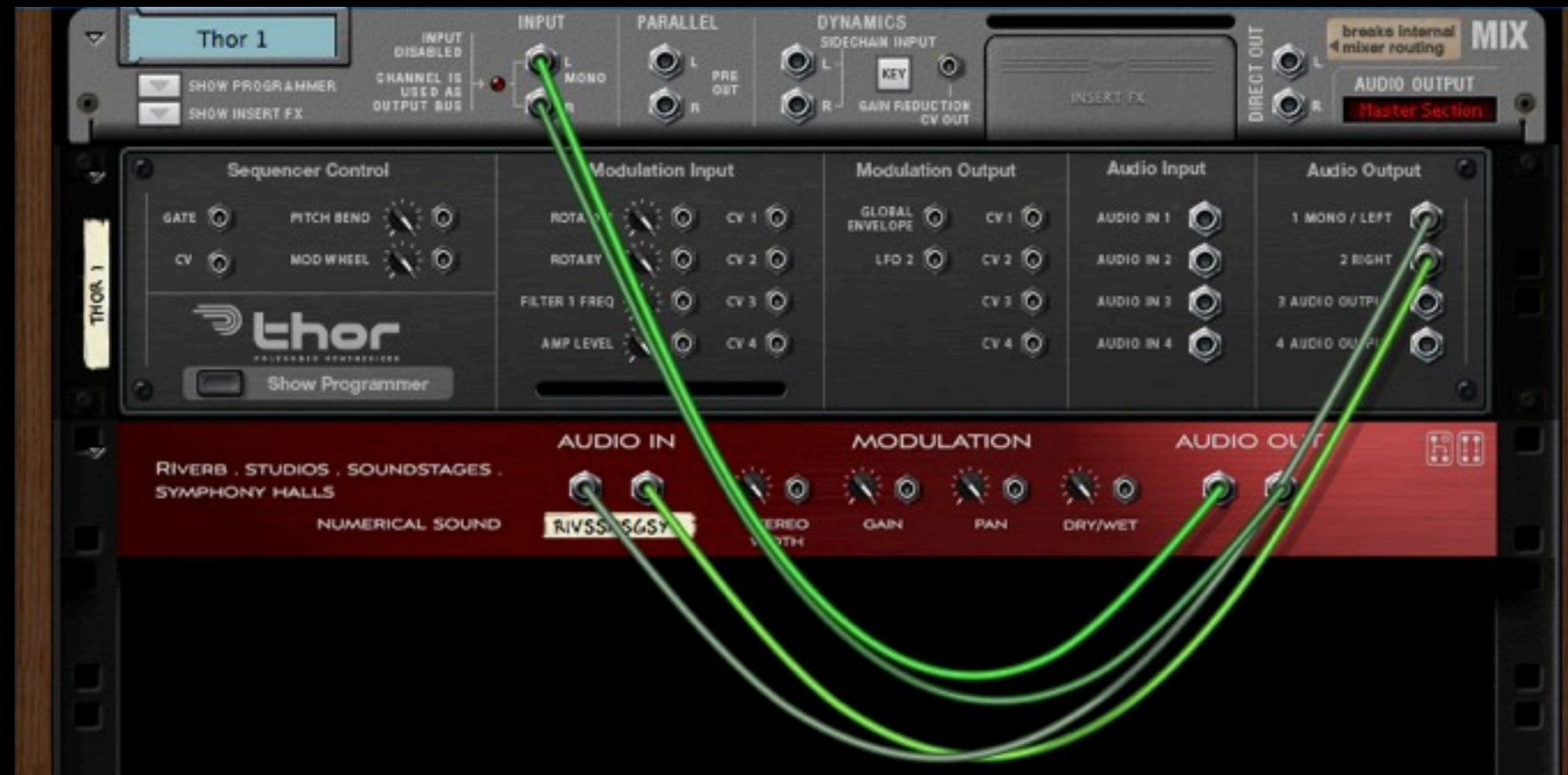
Where to find RiVerb: Studios,
SoundStages, & Symphony Halls



Select from one of 36 Timbral Impulses.

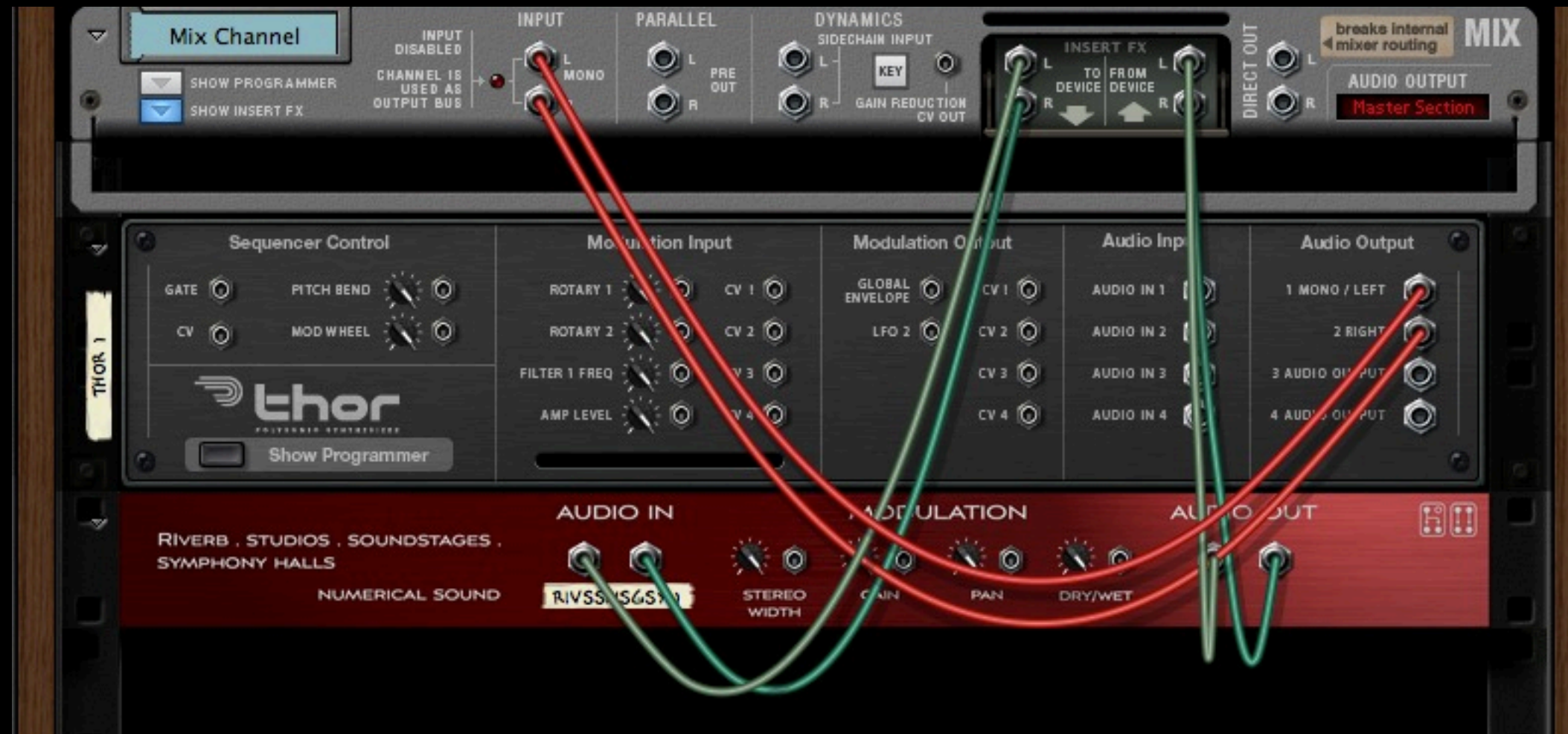


RiVerb: Studios, SoundStages, & Symphony Halls configured for an individual



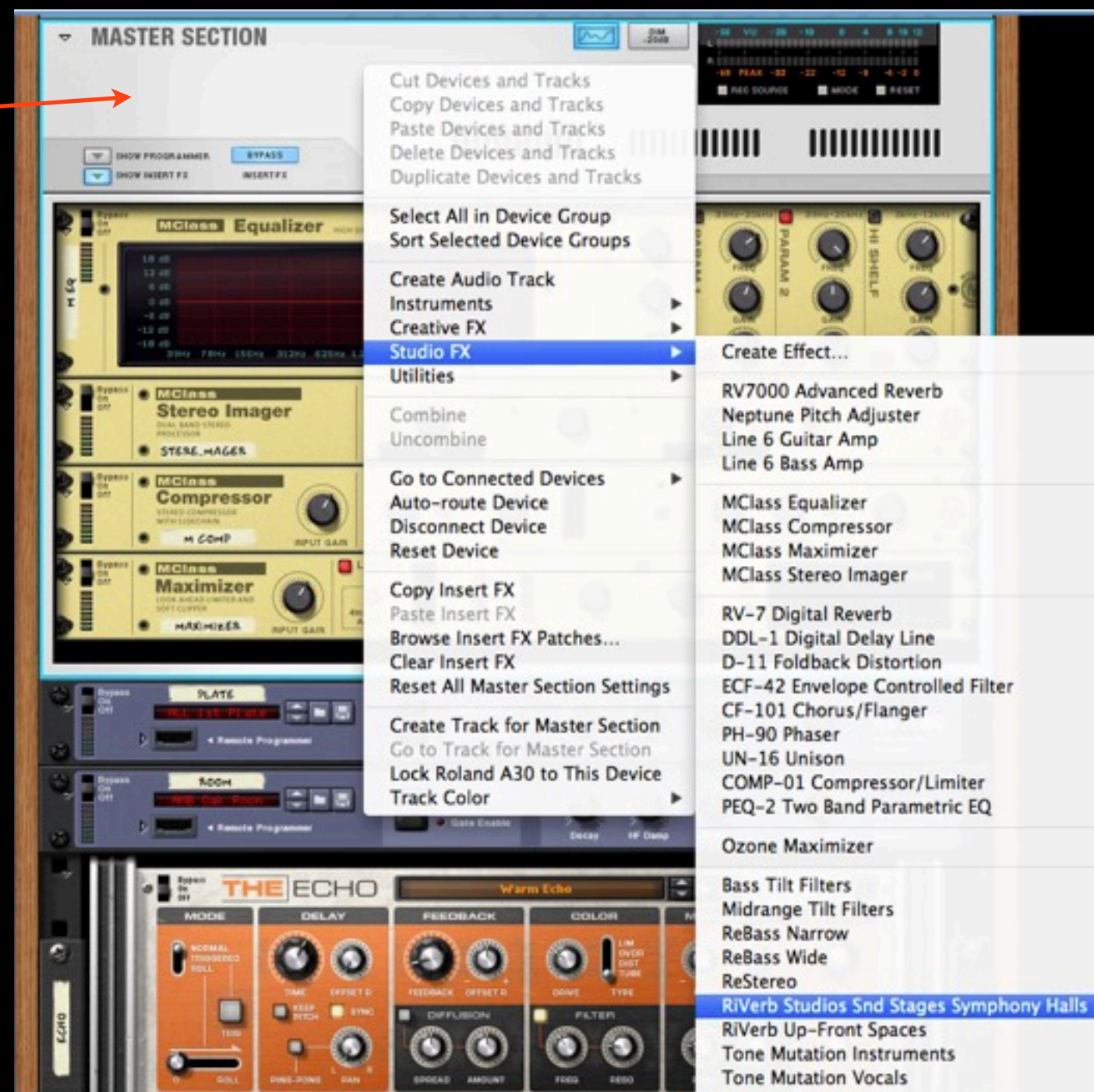
RiVerb: Up-Front Spaces configured for an individual instrument.

Alternate routing.



Configuring RiVerb: Up-Front Spaces as an FX in Master Section device mixer strip.

1) Right click on MASTER SECTION and select under Studio FX RiVerb Studios, SoundStages & Symphony Halls.

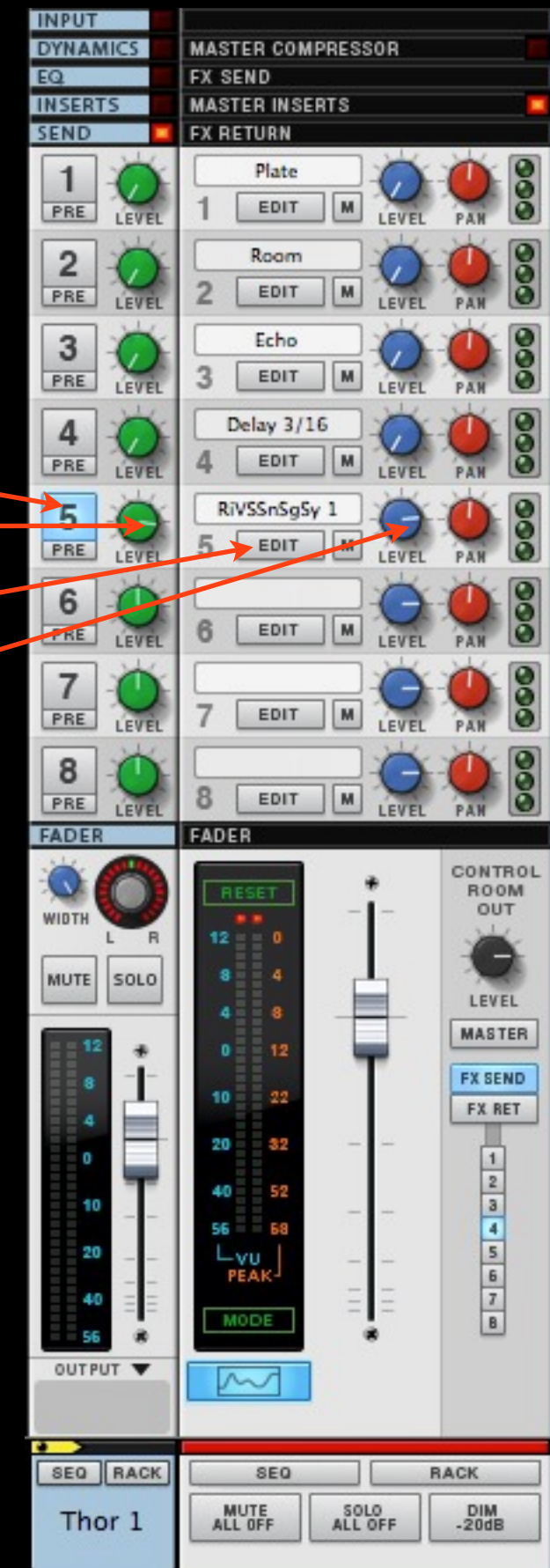


1) Activate RiVerb: Studios, SoundStages & Symphony Halls by clicking on Send 5 so that it is blue. Next adjust the levels.

2) Adjust the send level.

3) Click on EDIT to select from one of the 36 patches.

4) Adjust the return level

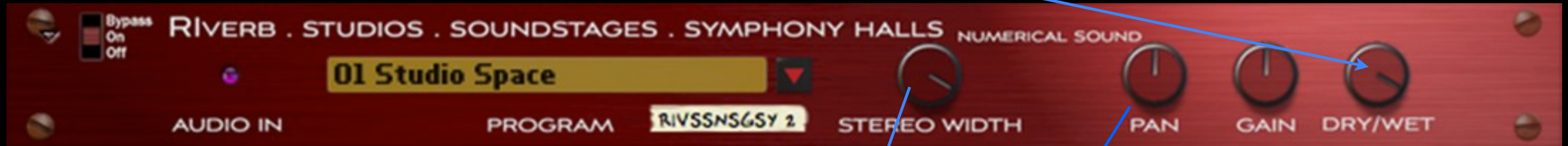


4) After clicking on EDIT you will see RiVerb:
Studios, SoundStages & Symphony Halls
with the standard Reason Mastering FX's
units. Select the patch from drop down menu.

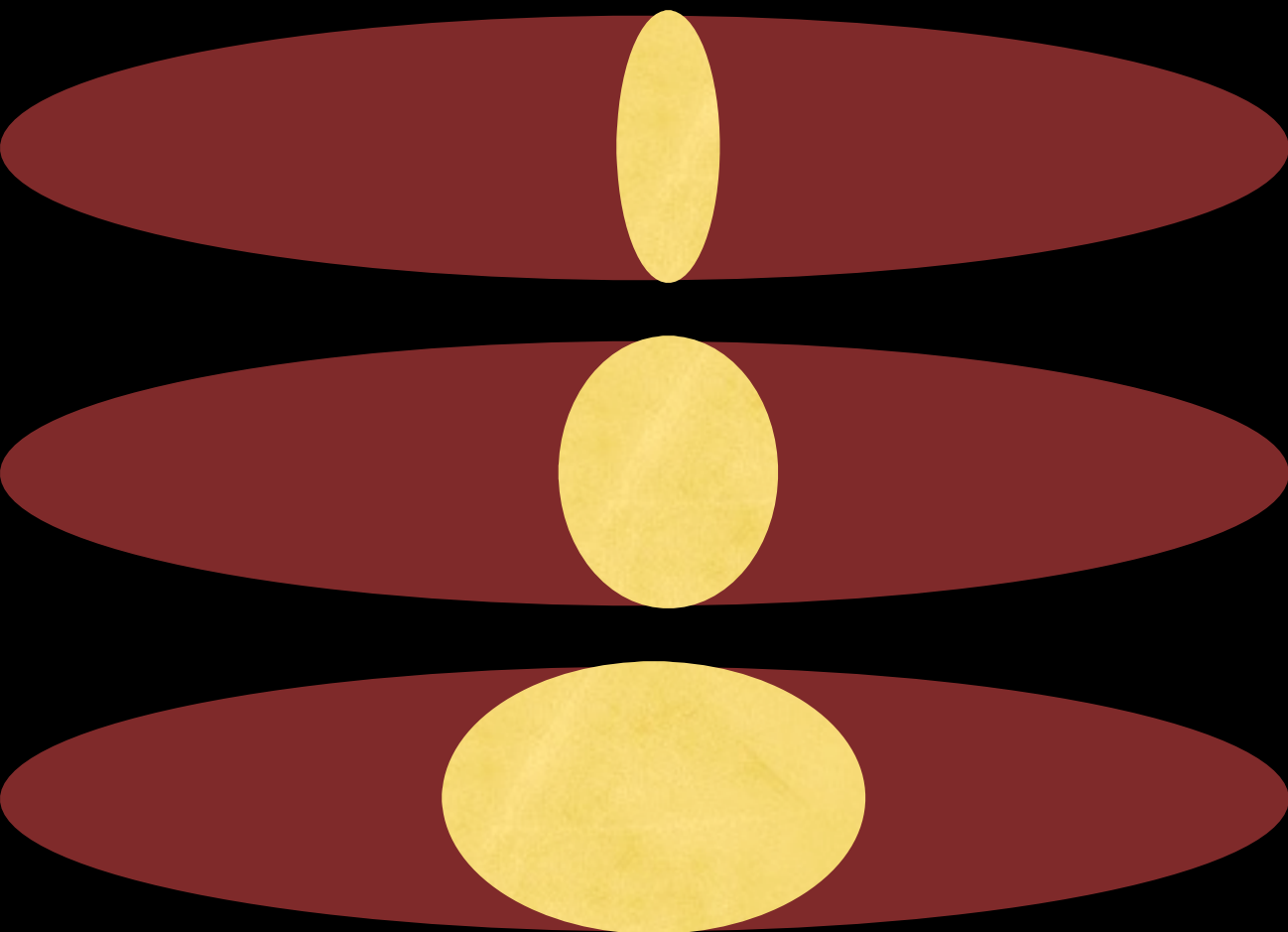
5) Make sure Dry/Wet and
Stereo Width knobs are set
to 100%.



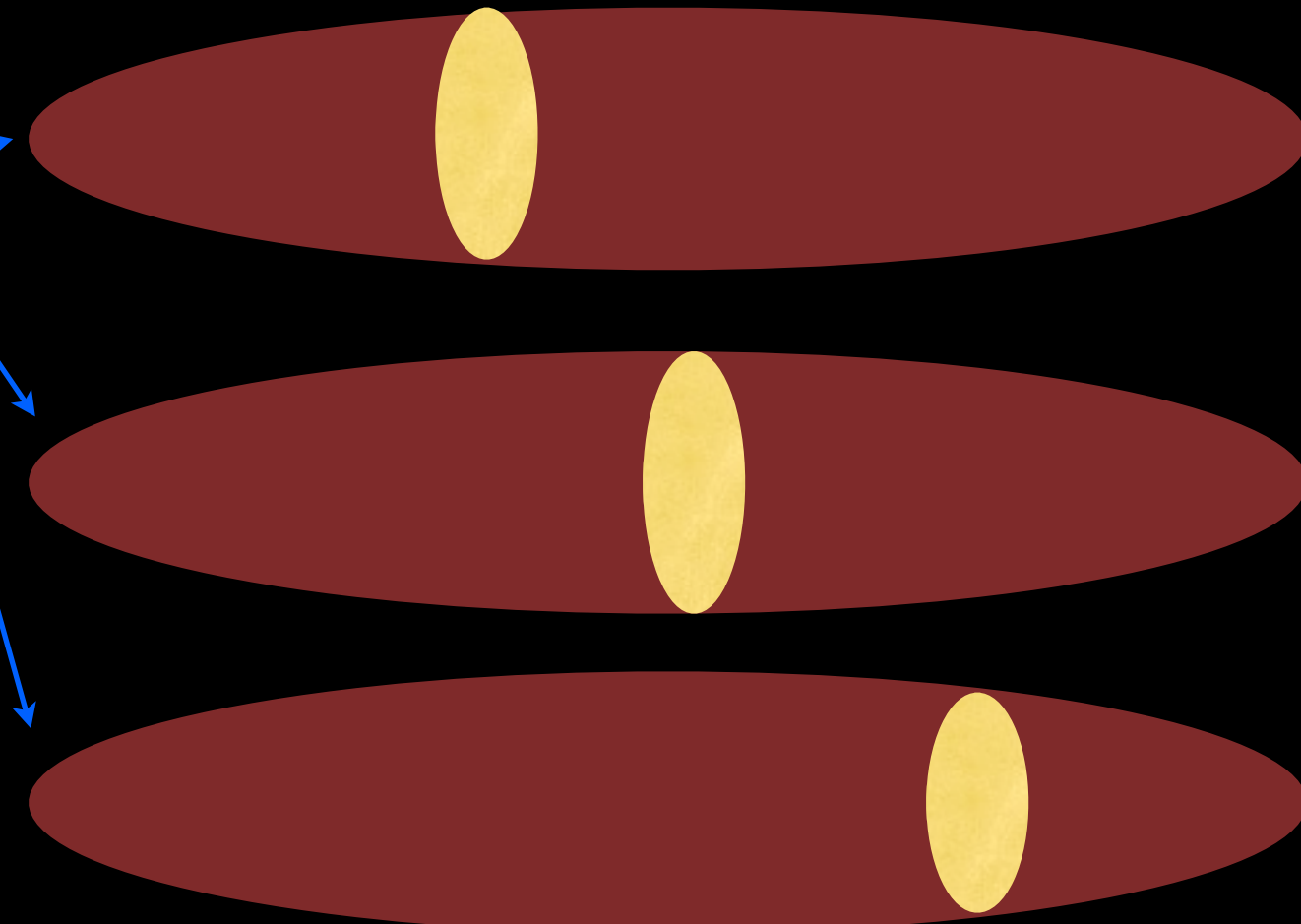
Dry/Wet controls the amount of the stereo effect normally set to 100%



Stereo Width controls the actual width of the stereo field



Pan controls the position of the stereo image in the stereo field



Individual Patch/Reverb Impulse Description

	A	B	C
1	Patch Name	RT60 in Seconds	Spectral Weighting
2	01 Studio Space	1.595	Flat
3	02 Studio Listen	1.48	Flat
4	03 Studio Modern	1.408	Bright
5	04 Studio Bright	1.133	Bright
6	05 Studio Iron	1.36	Flat
7	06 Studio Enhance	1.694	Flat
8	07 Studio Thunder	1.802	Dark
9	08 Studio Enliven	1.631	Flat
10	09 Studio Mist	1.322	Bright
11	10 Studio Full	1.774	Flat
12	11 Round SoundStage	1.616	Flat
13	12 Full SoundStage	1.825	Dark
14	13 Crisp SoundStage	1.219	Bright
15	14 Present SoundStage	1.531	Flat
16	15 Classic Deep SoundStage	1.814	Dark
17	16 Defined SoundStage	1.553	Flat
18	17 Open SoundStage	1.64	Flat
19	18 Solid SoundStage	1.861	Dark

20	19 Active SoundStage	1.702	Flat
21	20 Expansive SoundStage	1.956	Dark
22	21 Unique Trail SoundStage	1.630	Flat
23	22 Effortless SoundStage	1.331	Bright
24	23 Active Symphony Hall	1.655	Flat
25	24 Classic Warm Symphony Hall	1.801	Dark
26	25 First Strike Symphony Hall	1.330	Bright
27	26 Second Mvt. <u>Sympohny</u> Hall	1.673	Flat
28	27 Open Symphony Hall	1.774	Flat
29	28 Mezzanine Symphony Hall	1.411	Bright
30	29 Modern <u>Sympohny</u> Hall	1.814	Flat
31	30 Dramatic Symphony Hall	2.010	Dark
32	31 Cascade Symphony Hall	2.04	Flat
33	32 Sonic Rain Symphony Hall	1.487	Bright
34	33 Western Symphony Hall	1.842	Flat
35	34 Entranced Symphony Hall	2.089	Dark
36	35 Composer's Symphony Hall	1.968	Flat
37	36 Deep Tone Symphony Hall	2.120	Dark

RT60 is the time in second for the reverb to decay to -60dB.

Spectral Weighting gives more emphasis to a particular frequency band. Dark give the bass and midrange more emphasis while bright give the treble more emphasis. Flat is neutral with a full even range.



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