Now updated with reverb impulse modulation capabilities.

Convolution sound quality is superior to any algorithmic reverb however one limitation has been lack of modulation capabilities …. Until now

The Hollywood IR Collection can now

- Smoothy modulate from Early Reflections to tail (a tail is similar in sound to a plate reverb)
- Smoothly modulate from Dark to Bright IR's
- Smoothly modulate from small to larger spaces
- Small, medium and large studio spaces were added for more ambience flexibility.
- Continuous tone motion (PostEQ) added to IR's. This adds a deeper 3D richness especially to sampled based instruments.

This video outlines some of the new updated features of
The Hollywood Sound IR Collection.

This update does not change the Reverb Impulses but rather
adds extra DSP that significantly expands the range and
flexibility of these IR's.

The banks and presets of the convolution plugin
Reverberate 2 by Liquidsonics are what have been added to
achieve this expansion of the IR's potential.

It is strongly recommended that you get Reverberate 2 to take advantage of this upgrade. It really is the best convolution plugin for it's GUI and DSP.

We will go into some of these features in this video. But you can download a fully function version that works for 30 days.

It supports all the major plugin formats is cross-platform and very reasonably priced. Note that only Reverberate 2 has the advance DSP not the other budget convolution plugins that Liquidsonics sells.

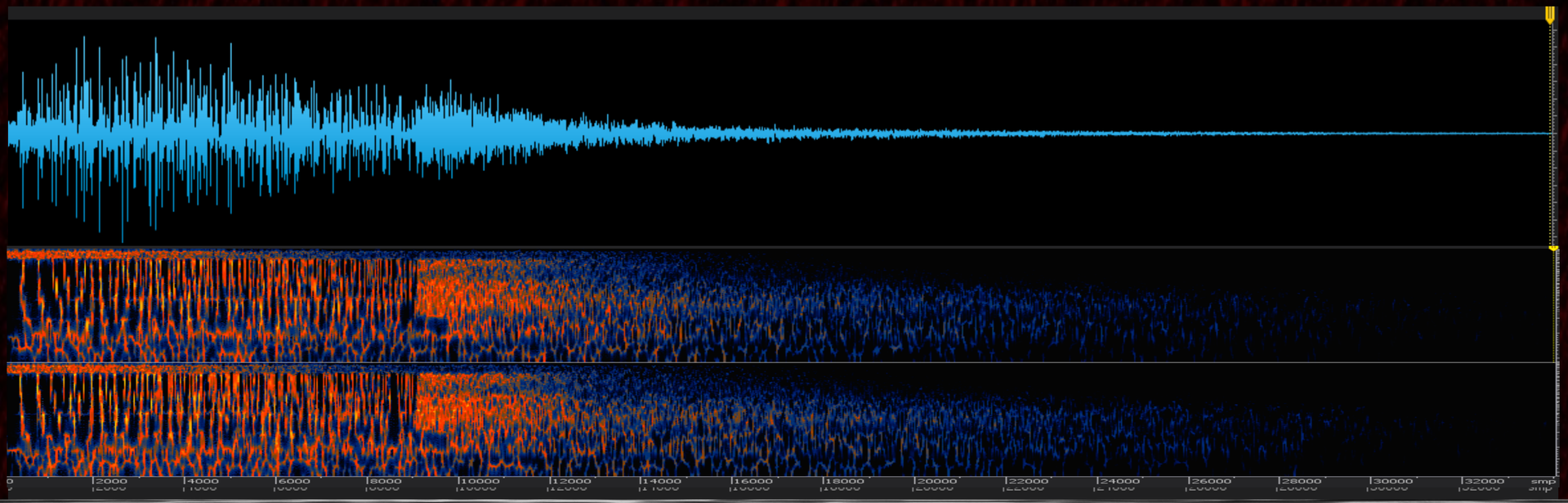
www.liquidsonics.com

The Early Reflections (ER) are essential for giving an instrument a distinct sense of space. Most algorithmic reverbs plugins cannot even control the ER size other than simple delay. Algorithmic ER have an intrinsically artificial heavy character which sounds similar to a type of relentless flam on every attack of every sound.

The Hollywood Sound IR Collection has 9 acoustically natural sounding ER's.

Early Reflections

Tail



Taiko Drum Demo

You can hear the ER artificial heaviness in the first two sequences that use the algorithmic reverb plugins - Eventide Ultra Reverb and Waves CLA Drums followed by the natural sounding ER's of The Hollywood Sound IR Collection.

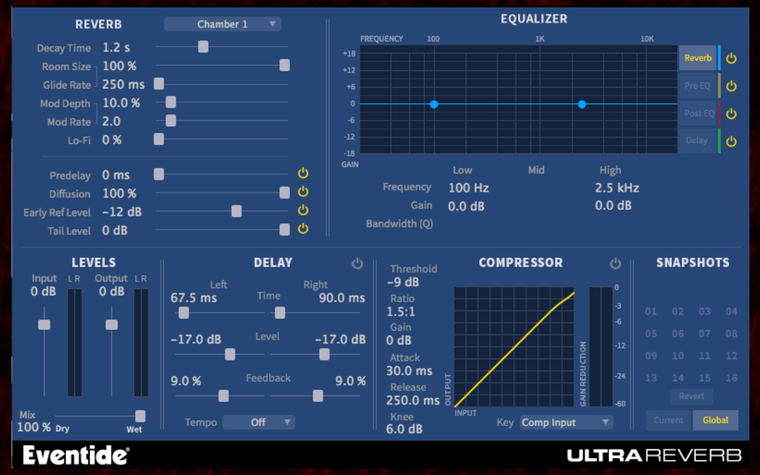
Important to note that the mixer settings did not change between :

Numerical Sound's The Hollywood Sound IR Collection

Eventide Ultra Reverb

Waves CLA Drums

Ultra Reverb



CLA Drums

The reverb level may sound more prominent in The Hollywood Sound IR Collection but the mixer levels were identical in all three demos. The elevated reverb level is due to the the high definition acoustic realism of these IR's when compared to the synthetic character of the two algorithmic reverb plugins demos.

Clean Solo Lead Guitar

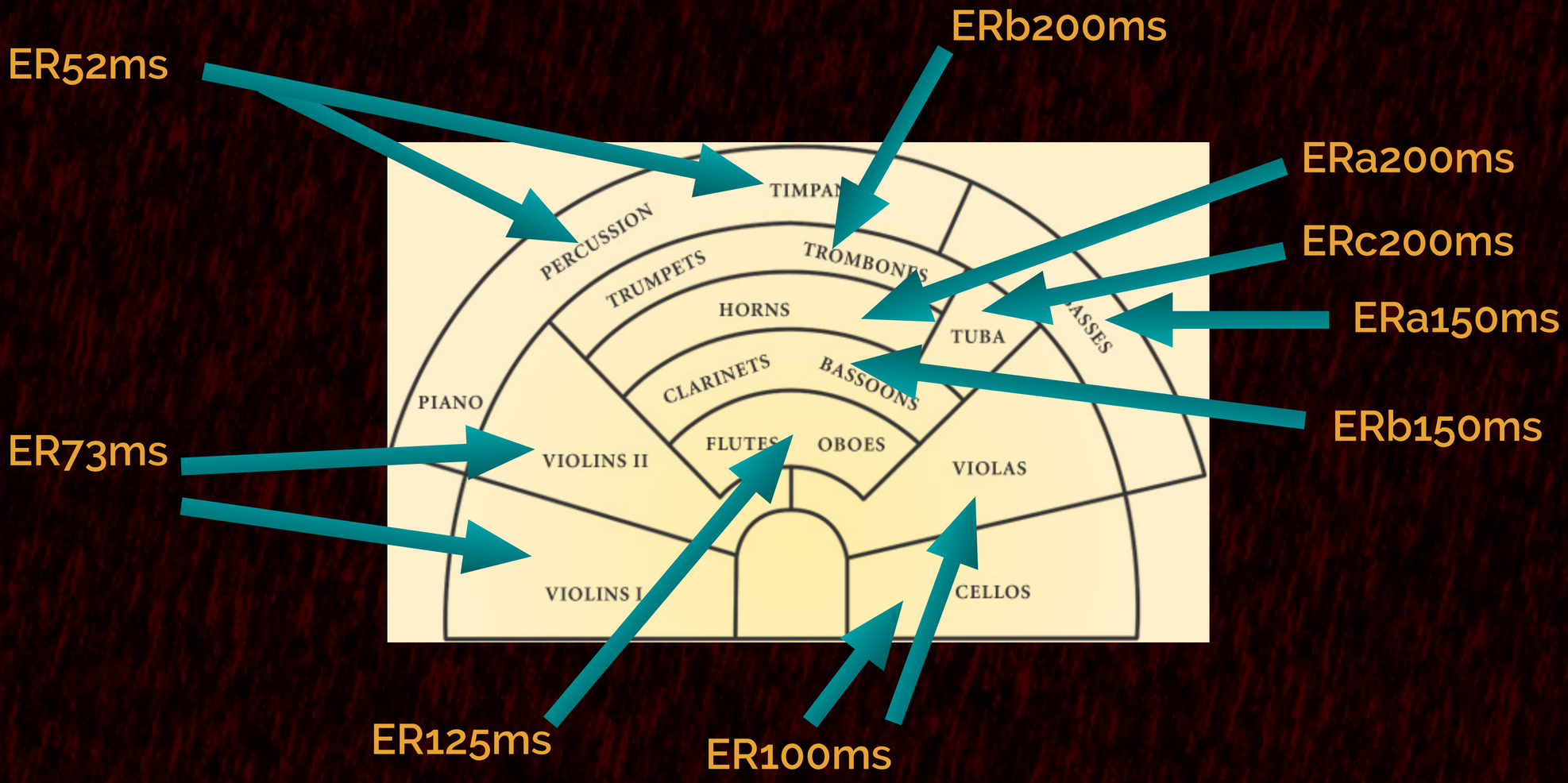
Variable space modulation is used to maximize the overall ambient richness while still maintaining clarity by adjusting the reverb hall size based on the note lengths. In this example the shorter notes have a smaller space and longer notes larger space.

Funky Rhythm Guitar

Variable reverb brightness can be used to change the tonal colour of the ambience from dark to bright or vice versa. In this example your hear this on a electric rhythm guitar track.

The automation curve in your DAW can smoothly control the reverb brightness in a song. This can compliment an arrangement by gradually increasing intensity (reverb brightness) as a song progresses.

The Hollywood Sound IR Collection has 9 different ER's. Each individual ER gives your reverb a distinct character. You can significantly enhances the acoustic realism by assigning different ER's to each instrument section in an midi orchestration production.



ER's size
Back
Stereo Width
Highest Send Level
(most) ambient
ERc200ms
Synthesizer(s)
ERb200ms
String or Horn Section
ERa200ms
Piano
ERb150ms
Background Vocals
ERa150ms
Lead Guitar, Solo Instrument
ER125ms
Percussion, Cymbals
Toms
Lead Vocal
Toms
ER100ms
ER73ms
Snare
Hi Hats, Ride
(Rhythm Guitar)
(Keyboards)
ER52ms
(Bass)
(Kick)
Lowest Send Level
(least) ambient.
Left
Front
Centre
Right

Each aux channel strip has Reverberate with a The Hollywood IR Collection bank loaded.

9 Aux Reverb Channel Strips

Audio Tracks in DAW

Track 1

Track 2

Buss Send to one of the 9 Aux Channel Strips each with a unique ER.

All DAW's allow you do adjust the stereo width of the reverb. For Orchestral Music adjust the width and pan to match the orchestral position of each instrument. For contemporary music the stereo width can be more flexibly adjusted because it is not as strongly linked to real world acoustic spaces.

Alto Sax Demo

You can clearly hear the acoustic intimacy, transparency and warmth of
The Hollywood Sound IR Collection ER's in the following 5 alto sax phrases.

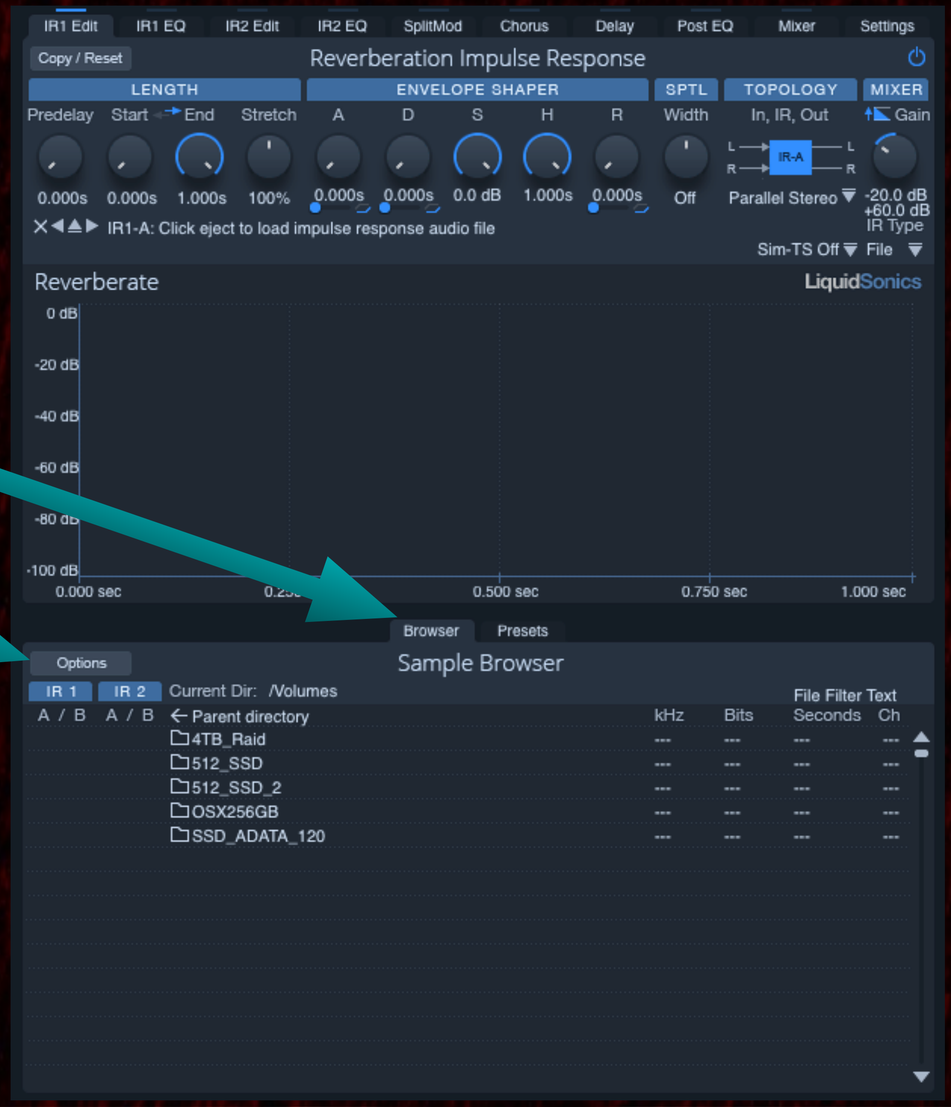
A special thanks to Michael Cohen of Signature Sound Recording Studio
for this alto sax track

http://www.sarasotarecordingstudio.com

Before loading Reverberate Banks you must first specify where
The Hollywood Sound IR Collection resides.
This enables each preset to know where to find the reverb impulses
On your hard drive.

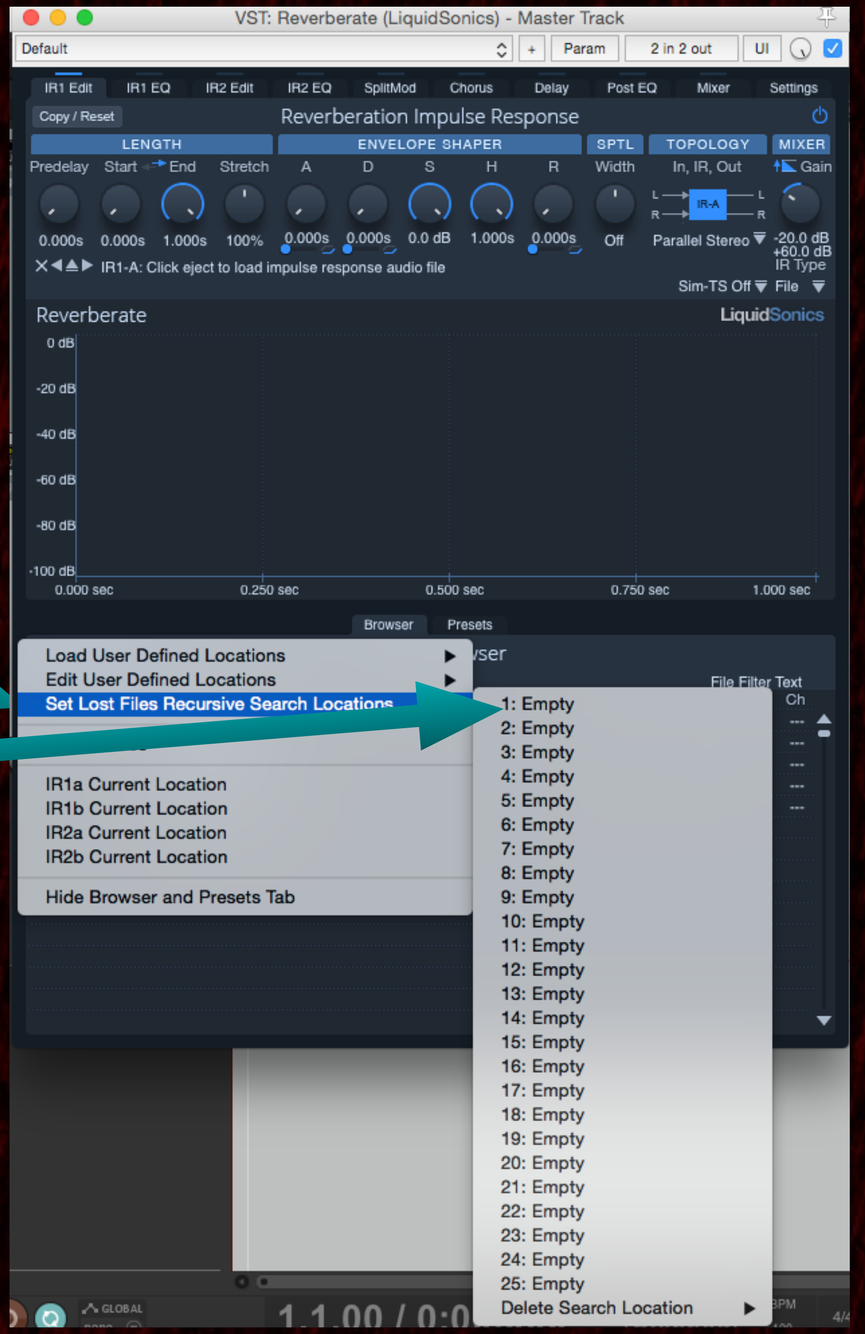
1) Selet the Browser Tab.

2) Click on the Options button on left.

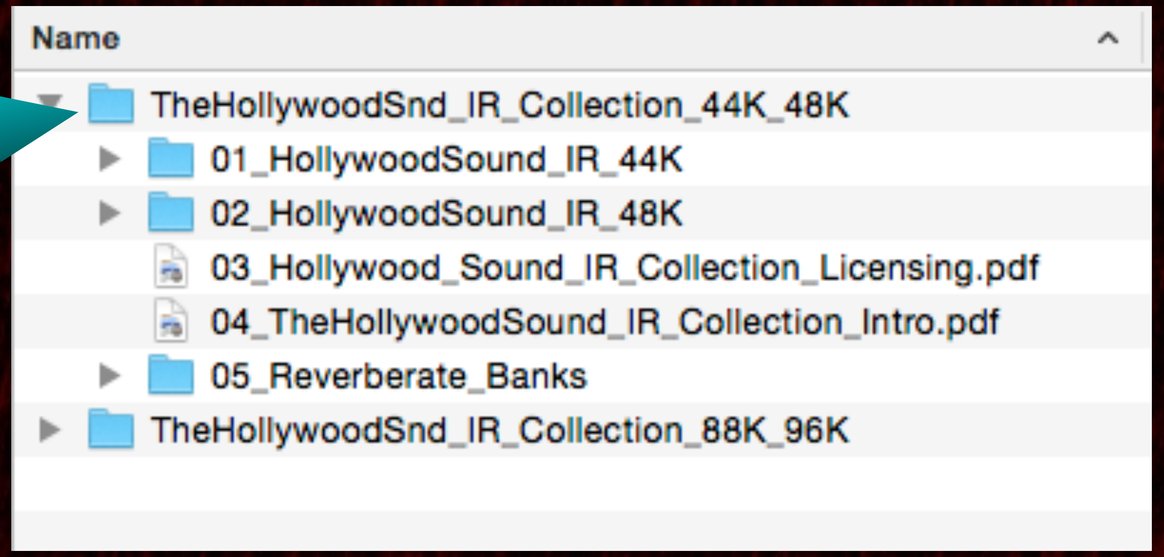


3) Once you click on the Options button scroll down to the 3rd line called "Set Lost Files Recursive Search Locations".

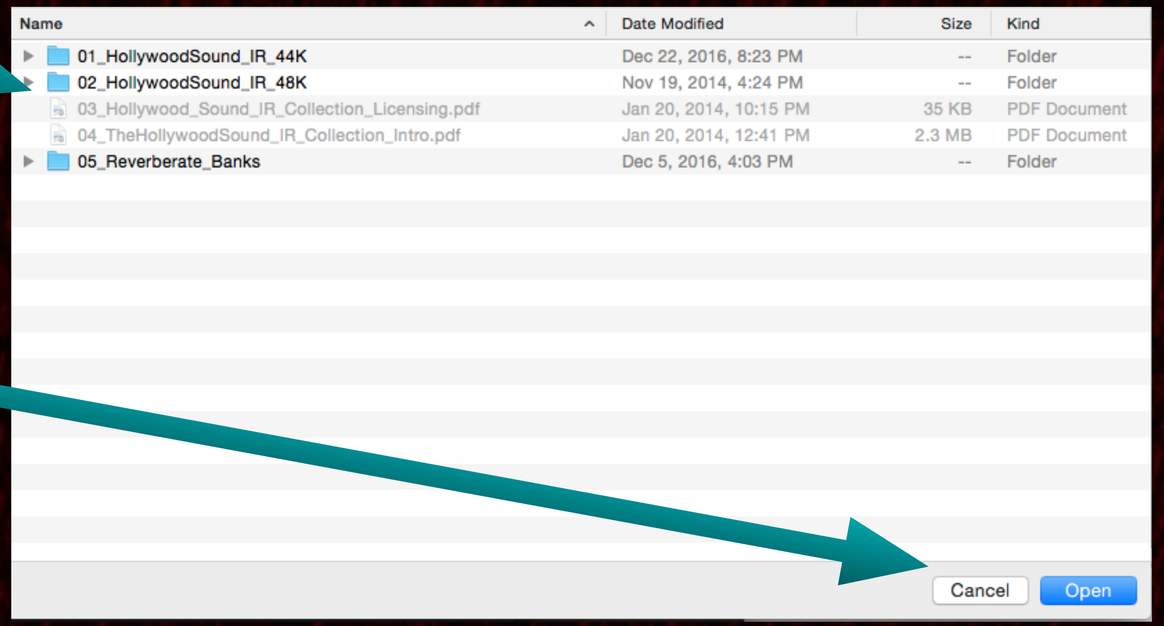
4) Move the mouse pointer to the right side menu and select 1: Empty. Then release the mouse click. The file open menu window is displayed.



5) Locate the Hollywood Sound IR Collection folder on your hard drive.



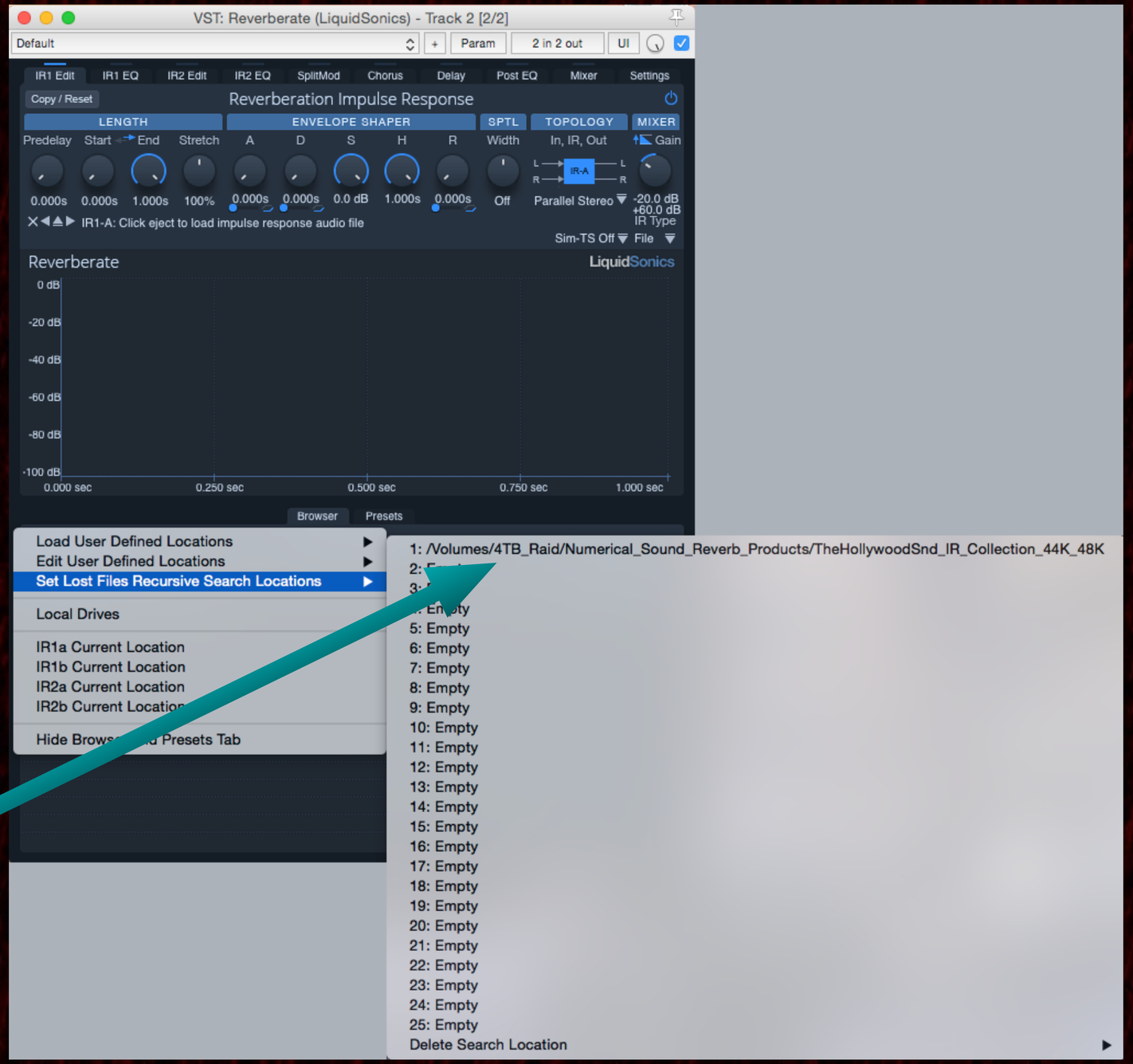
6) Make sure you click on this folder listed above and go inside it to see the following.



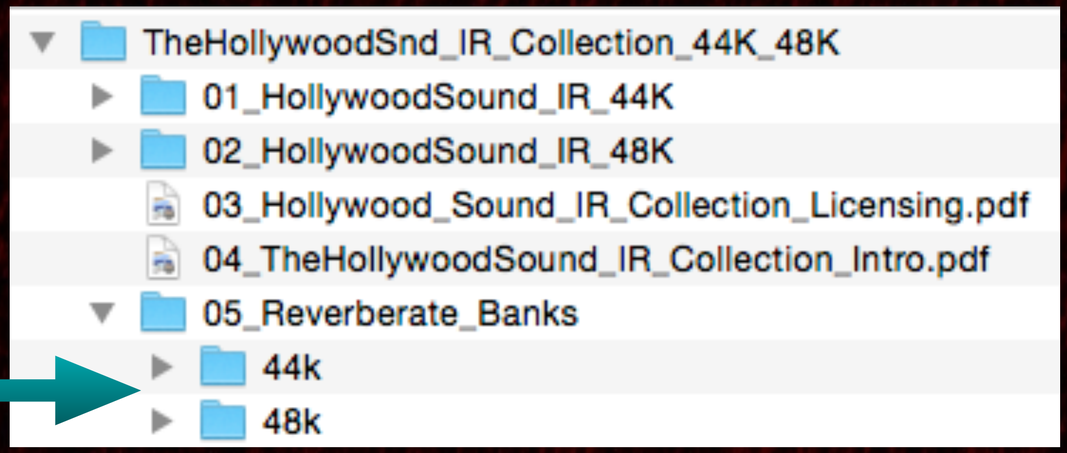
7) Then move mouse over to open and click on it.

So now when you load an fxb file Reverberate knows where to find the IR's.

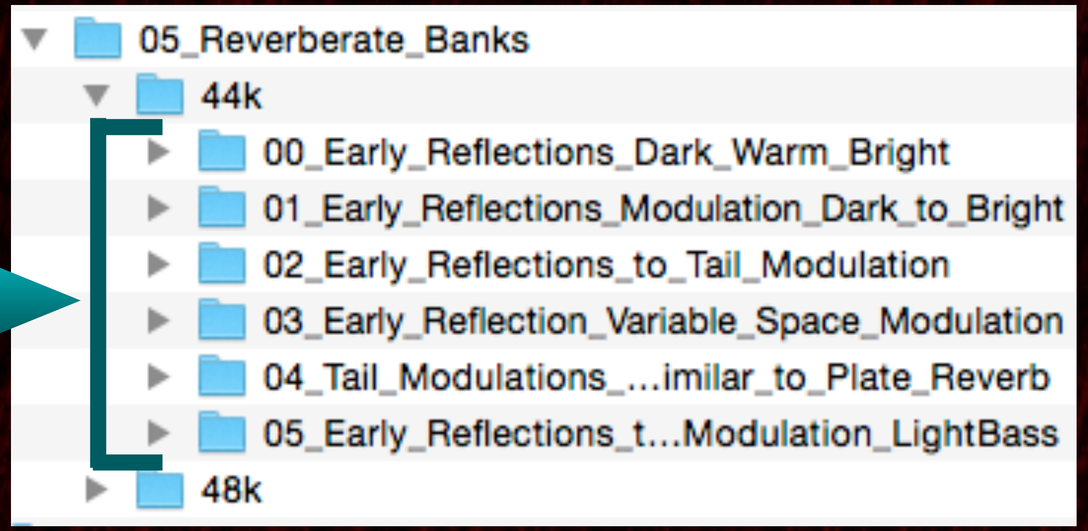
8) If you click again on Options then scroll down to "Set Lost Files Recursive Search Locations" you now see that "The Hollywood Sound IR Collection" location on your hard drive is listed.



The 05_Reverberate_Banks folder contains two subfolders for each sampling rate.

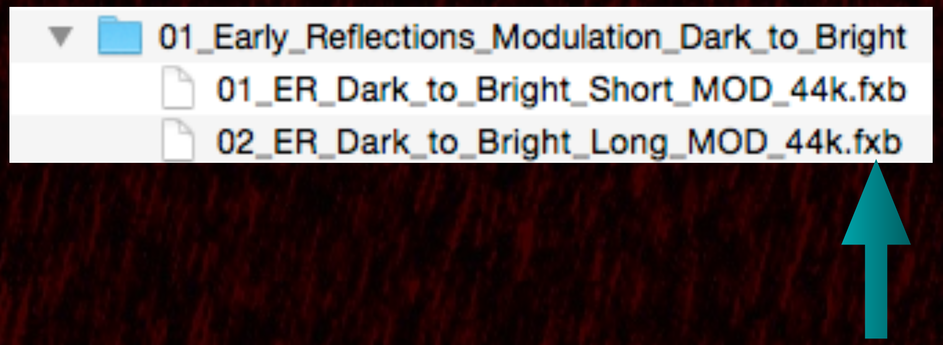


Within the 44K folder you see 5 addition folders each containing the Bank files. The folder labeled 01 to 05 contain the various types of reverb modulations.



For example the folder starting with the 01 label contains banks that modulate smoothly from a dark to bright version of an IR.

When you open this folder you see the exact files. All the Bank files have a .fxb extension.

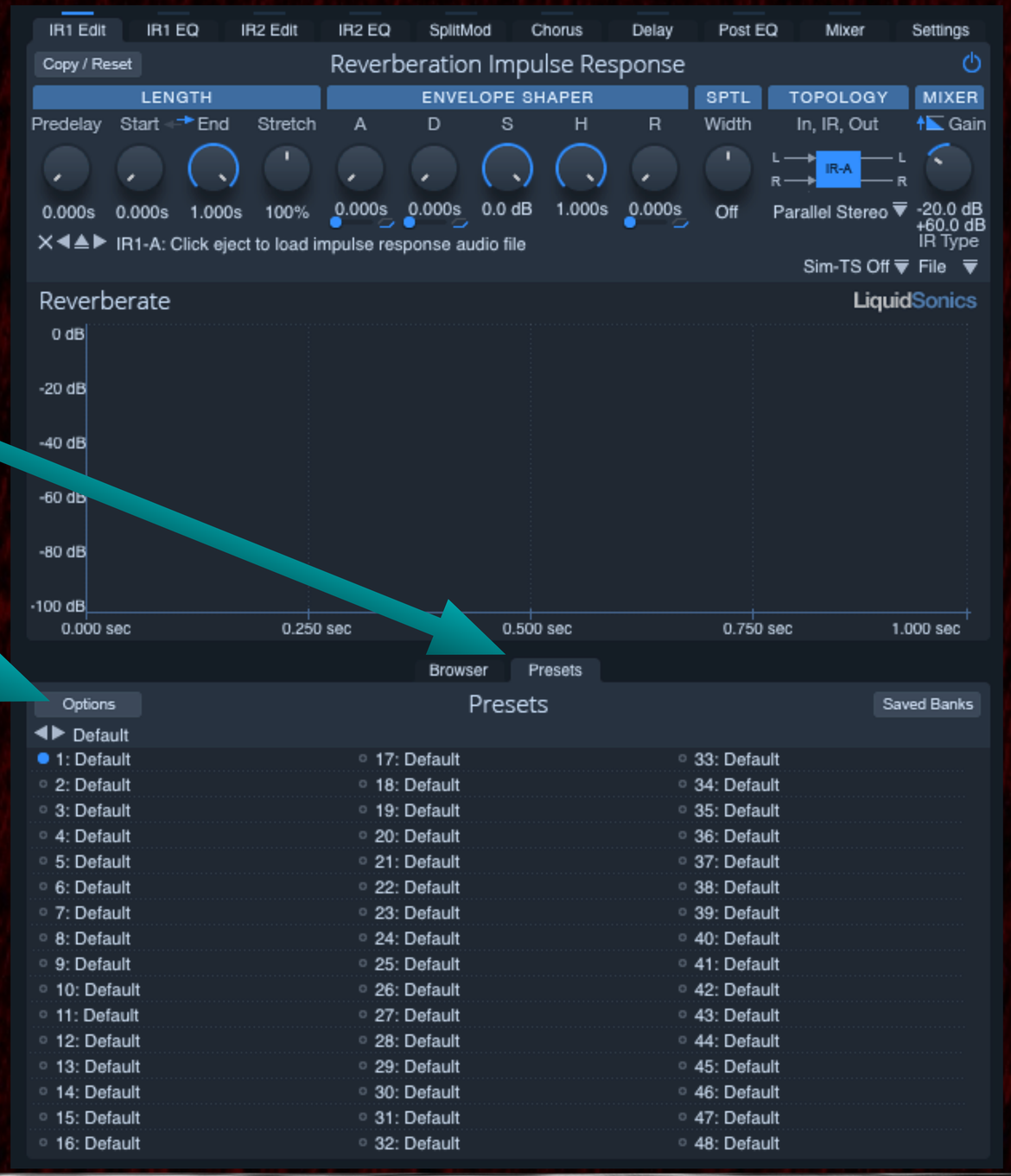


To load a Bank file you do the following:

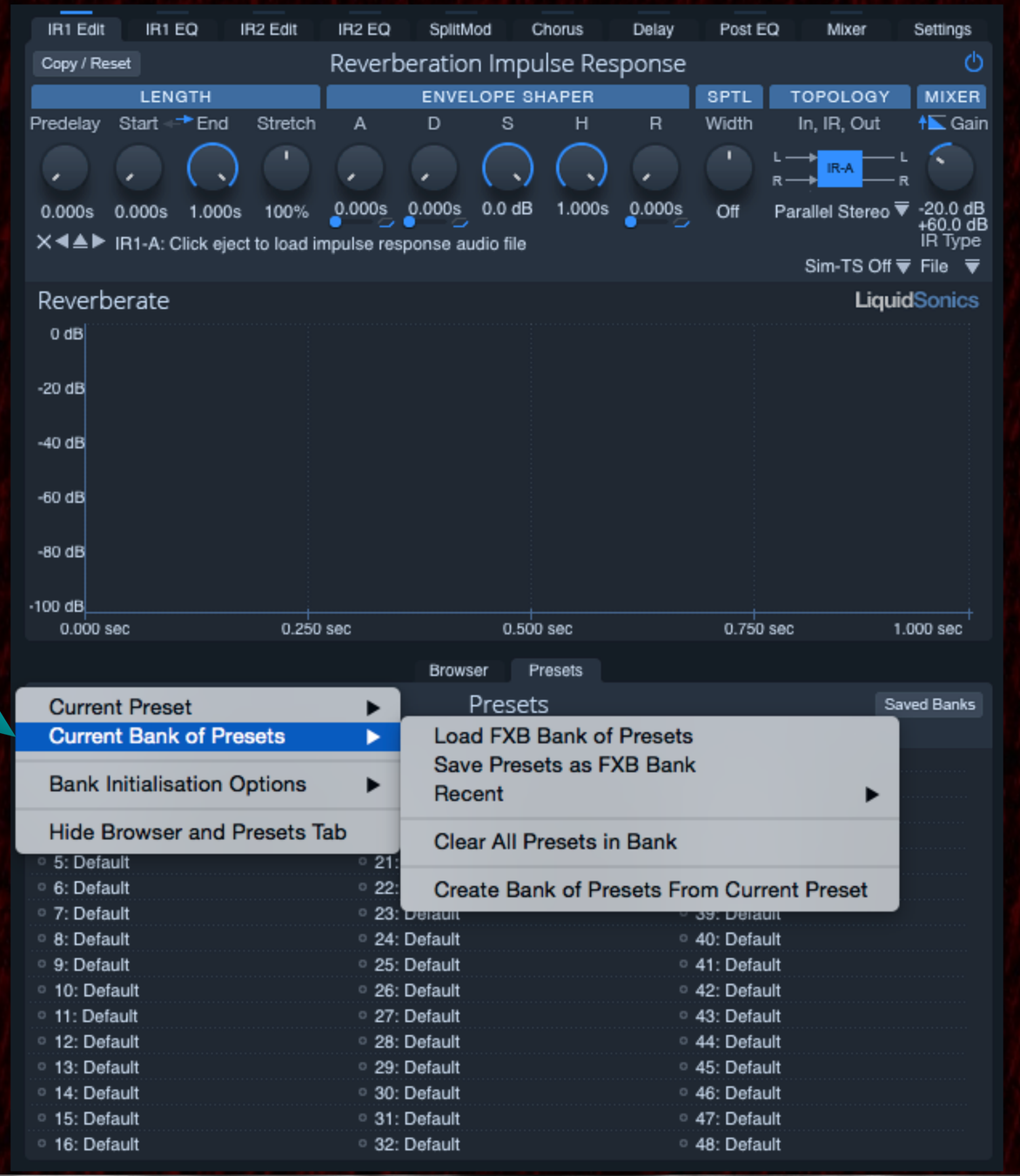
1) First instantiate the plugin.

2) Select the Preset tab.

3) Select the Options button by clicking on it.

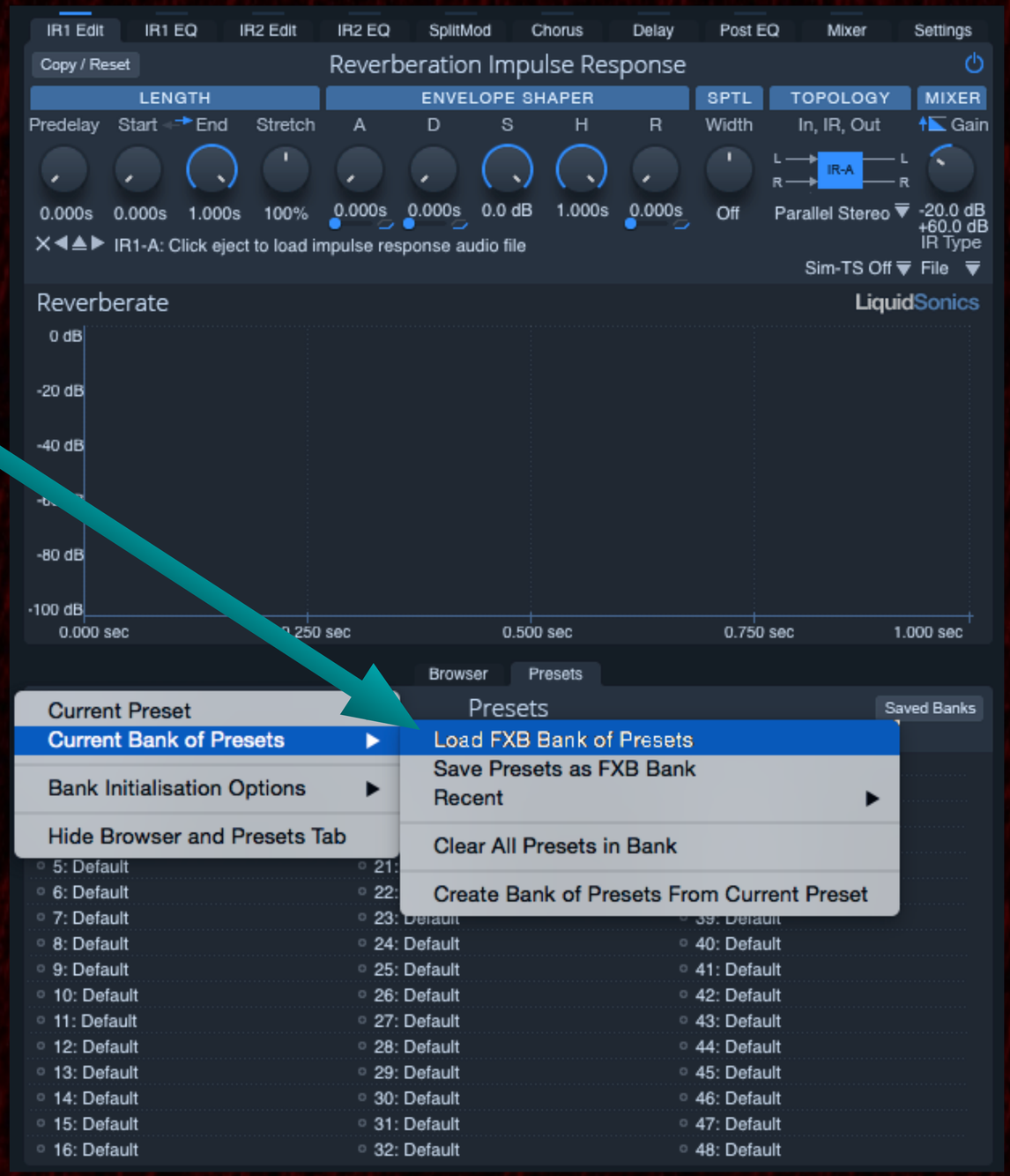


4) When clicking on the Options button a pull-down menu appears. You select the second one down the "Current Bank of Presets"

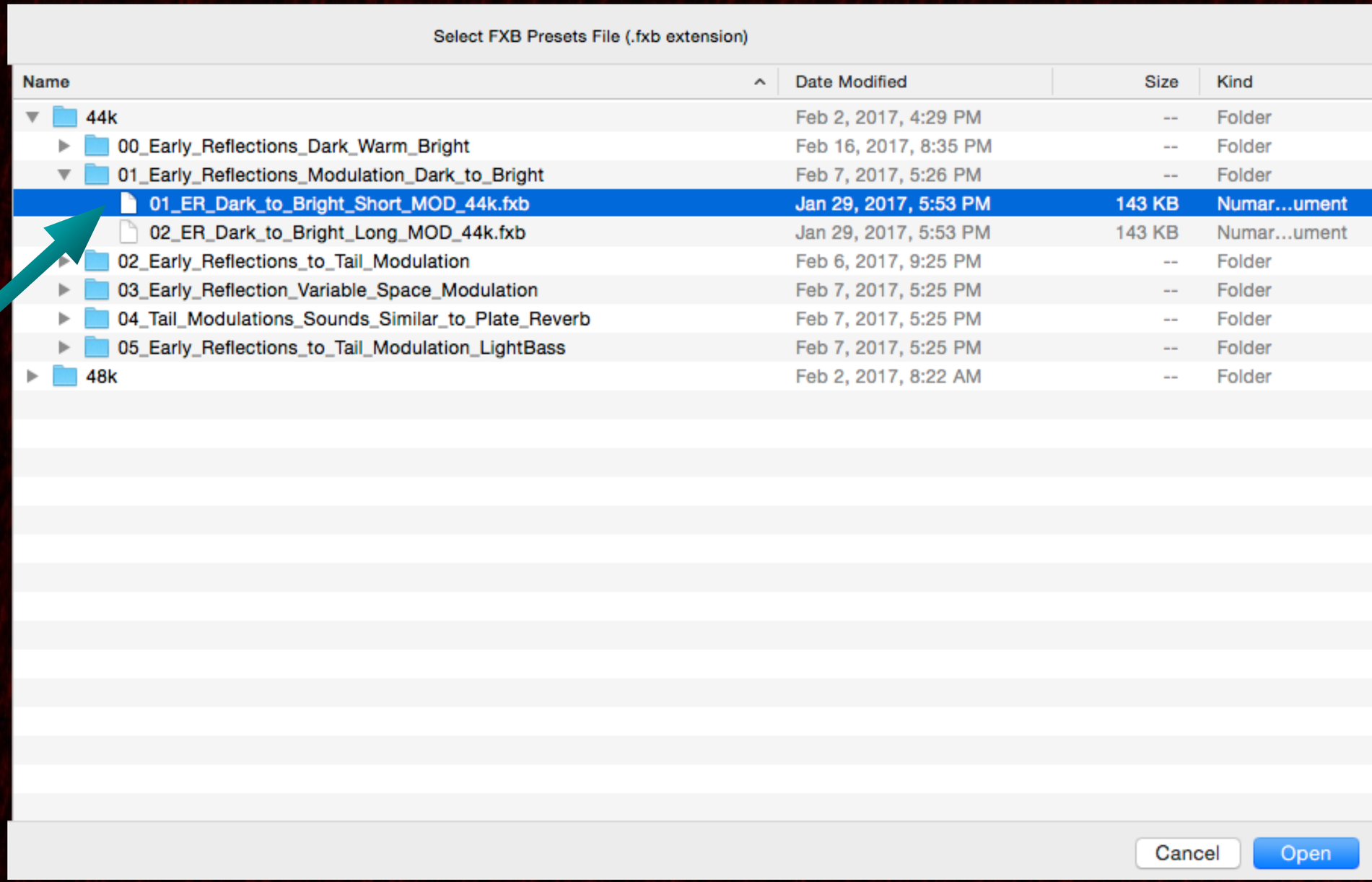


5) Next move the cursor over the right side menu and select "Load FXB Bank of Presets". It will change colour to a blue strip.

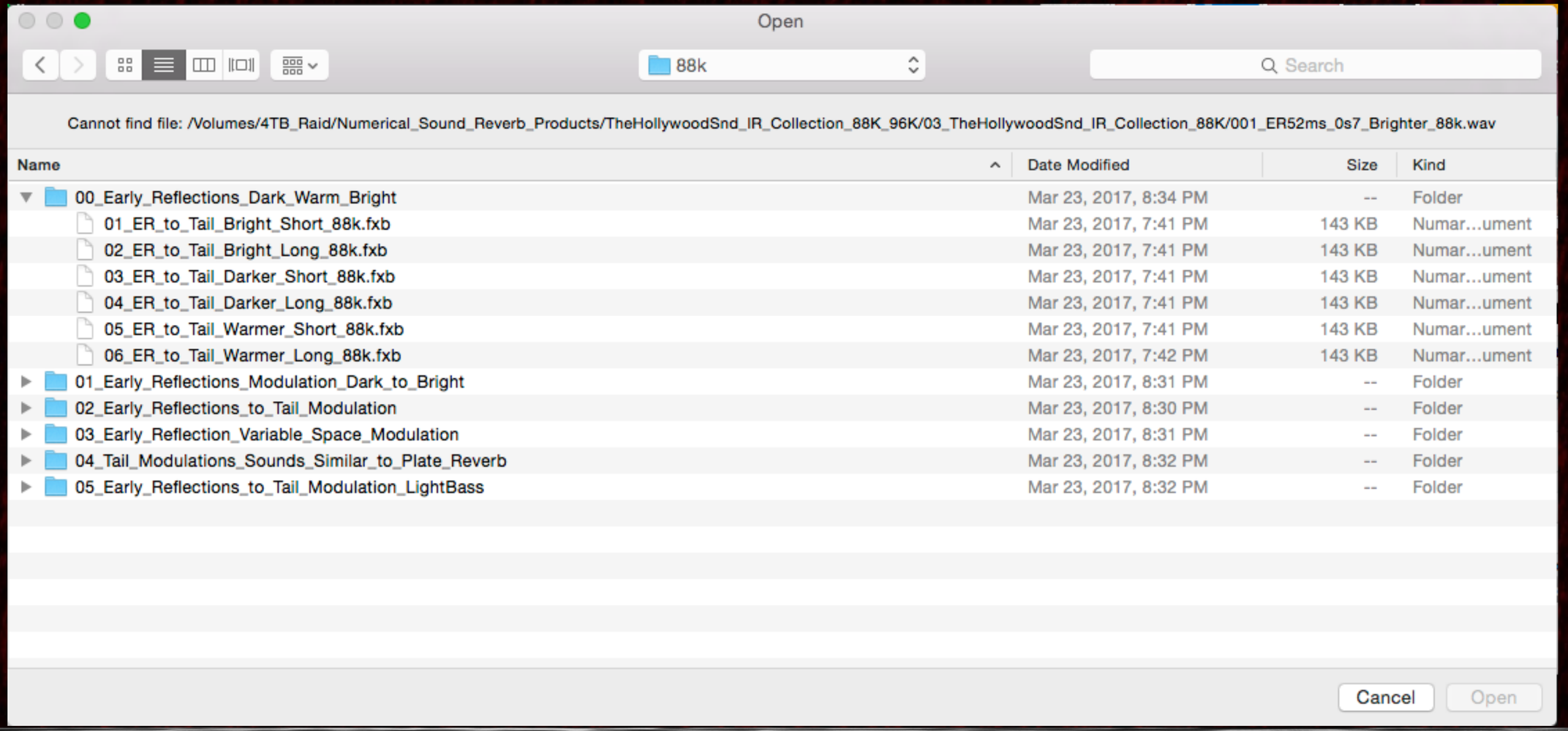
6) Click the mouse and the file window opens. Navigate to find this file.



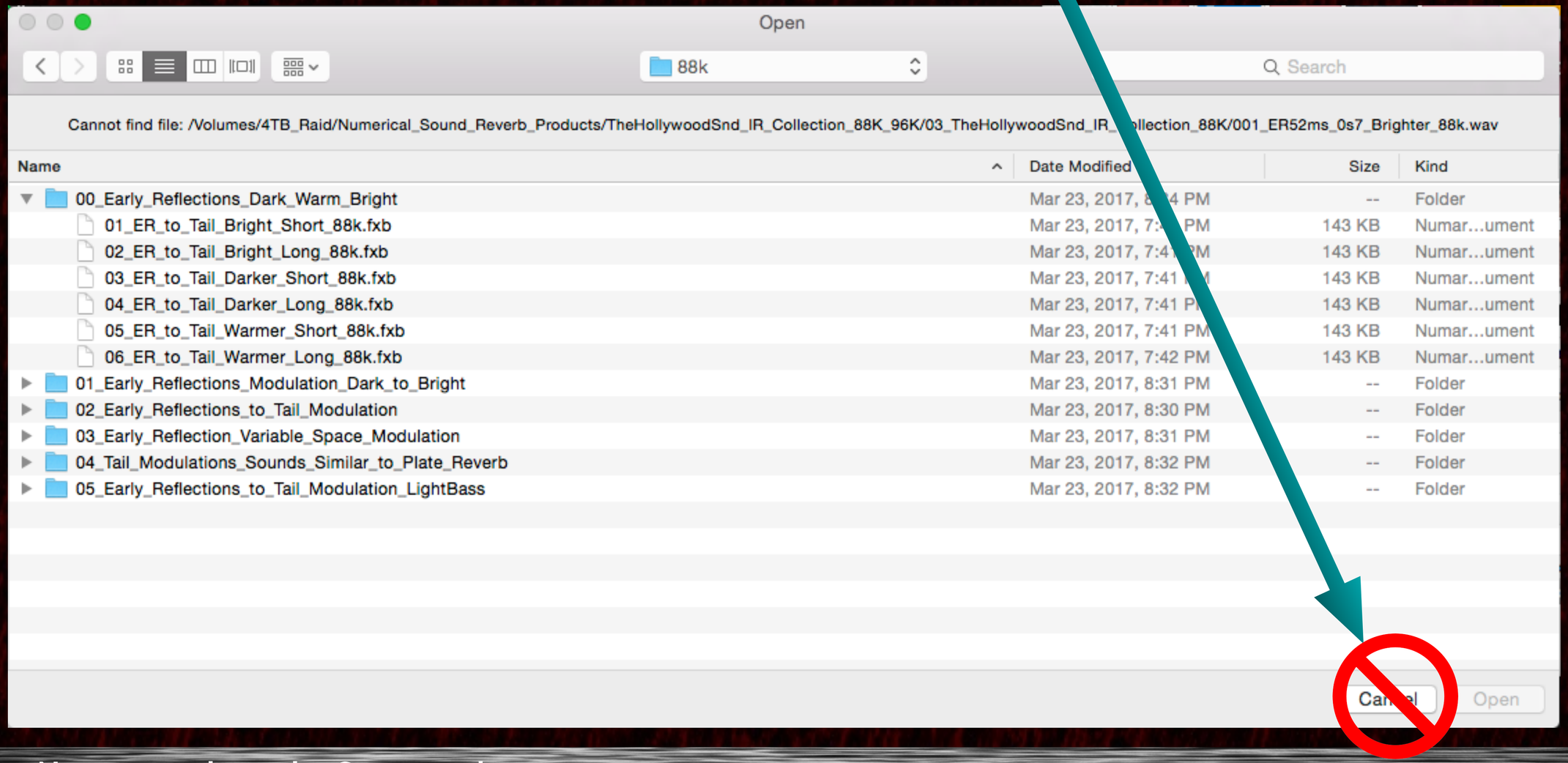
7) Finally select the file, then click on the open button on the bottom right.



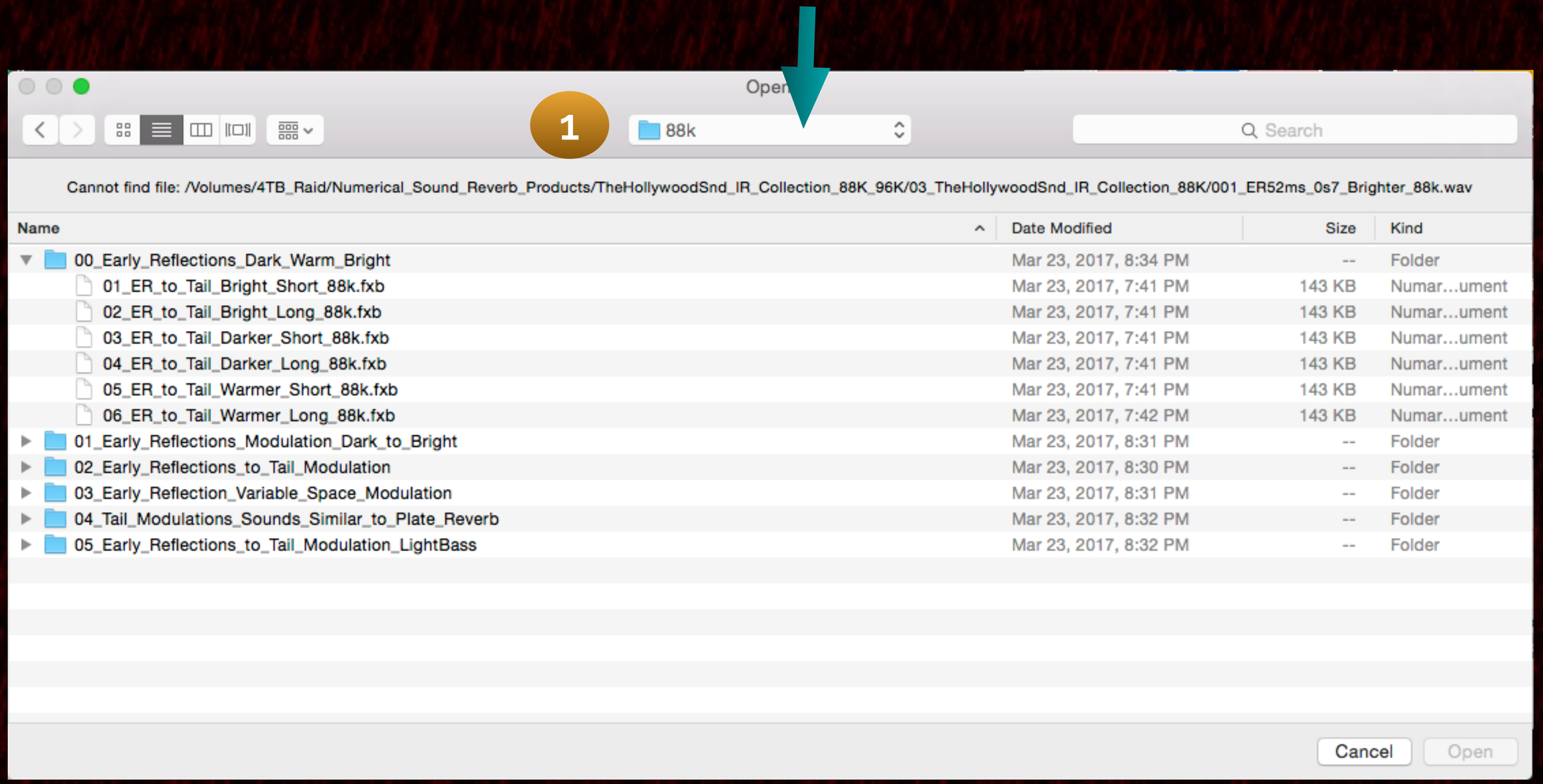
When you first try to load a Bank (.fxb file) Reverberate 2 might still not know where to locate the reverb impulses even after setting the “Set Lost Files Recursive Search Locations” . You have to inform the program where an impulse is located. This will be done only once for each sampling rate. Then loading will always work in all future reading of these bank files.



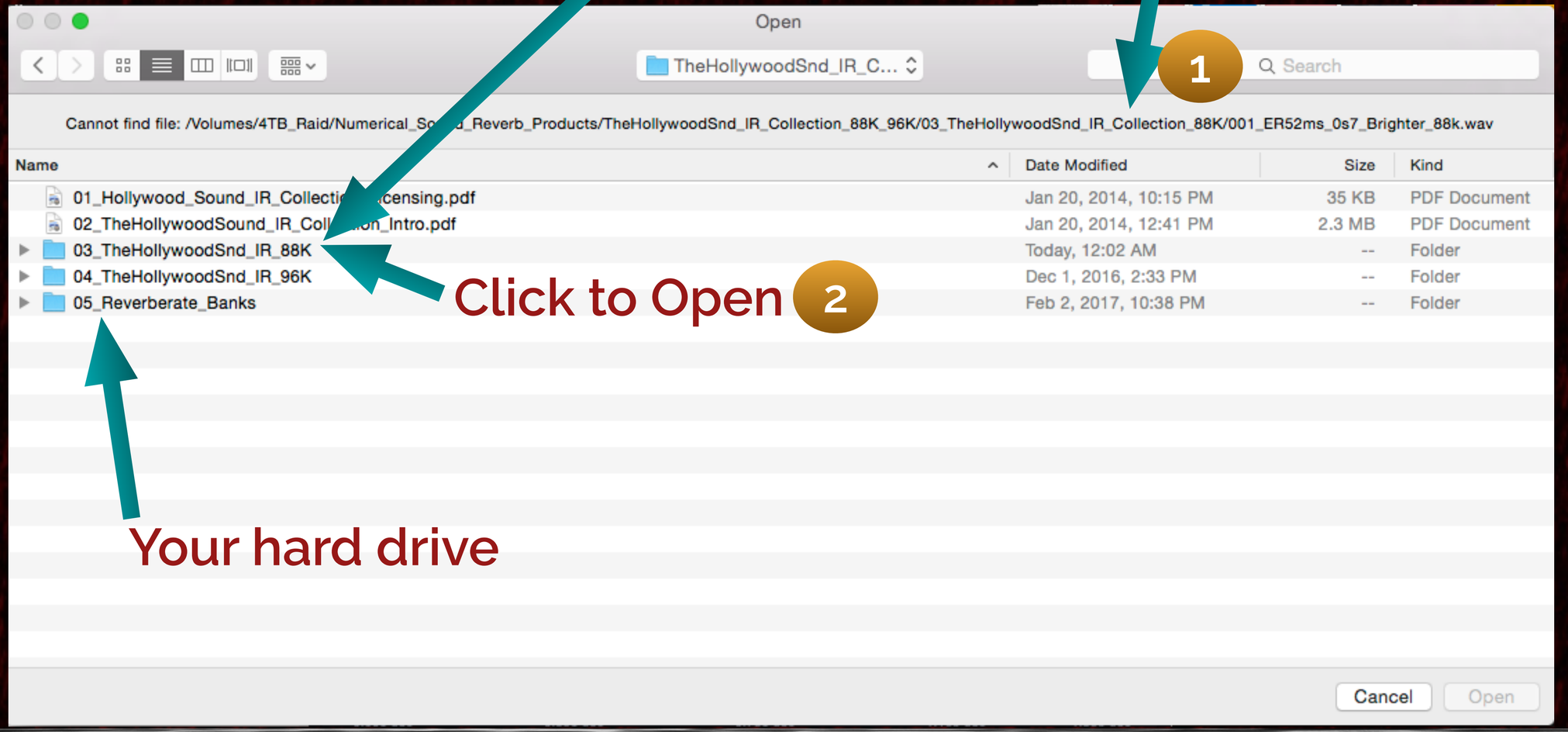
After attempting to read a Bank .fxb file You might be notified that Reverberate cannot find a specific impulse file. You will have to move to another folder and navigate to where the reverb impulse resides. It is important DO NOT PRESS THE Cancel.



Instead select the following folder and navigate to the root directory of The Hollywood Sound IR Collection



You should look for the folder ~/03_TheHollywoodSnd_IR_88K on your hard drive. Because the reverb impulse is in this folder and Reverberate need to confirm its location.



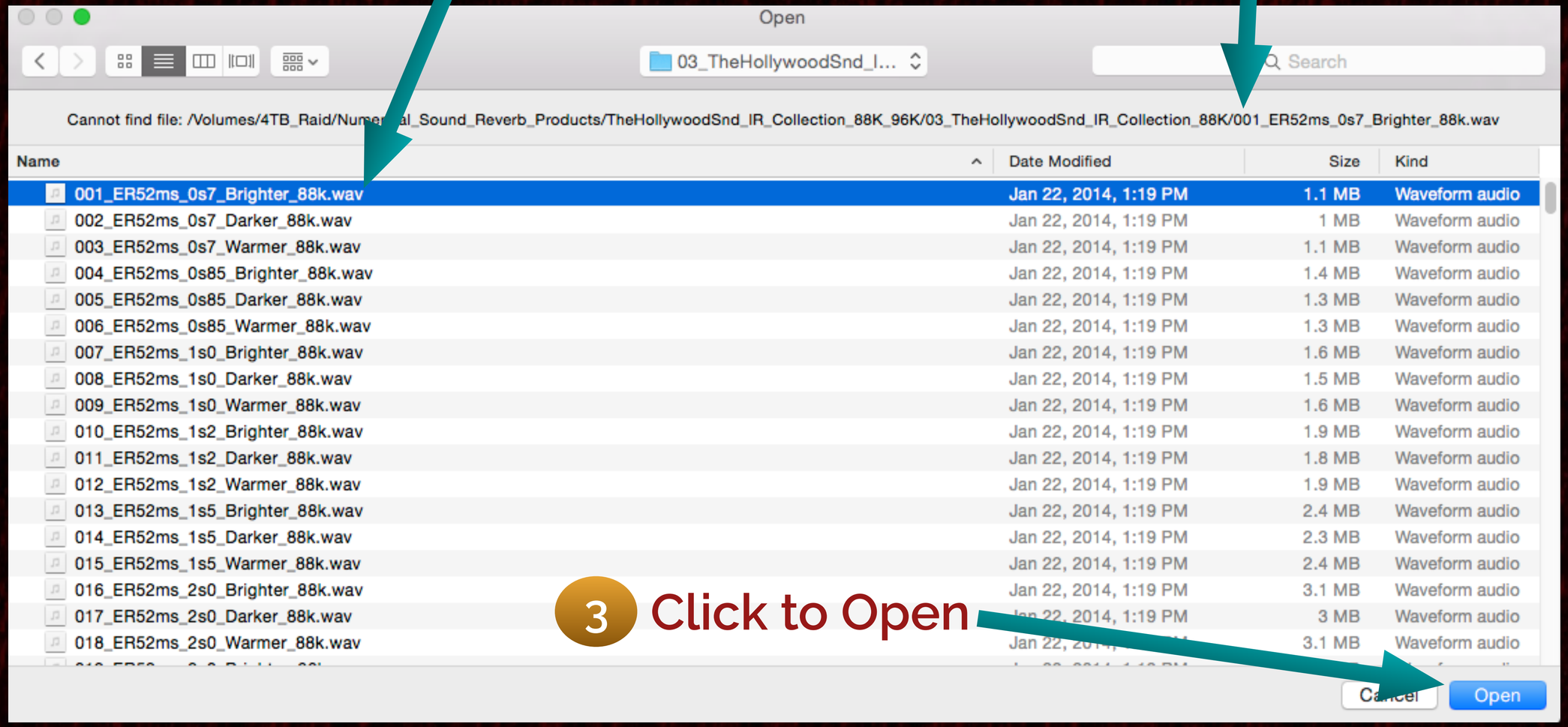
Your see this desired file in the “Cannot find file: …” listing at the top of the window.

Here is the actual file “001_ER52ms_0s7_Brighter_88k.wav”

Reverberate asked for.

1

2

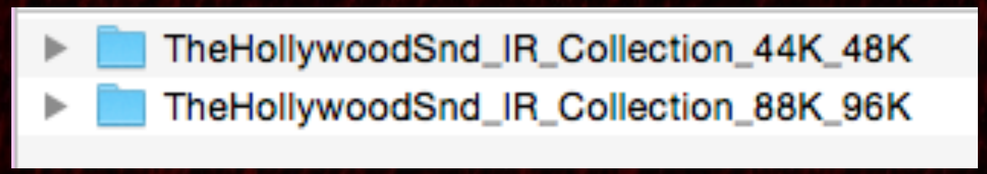


3 Click to Open

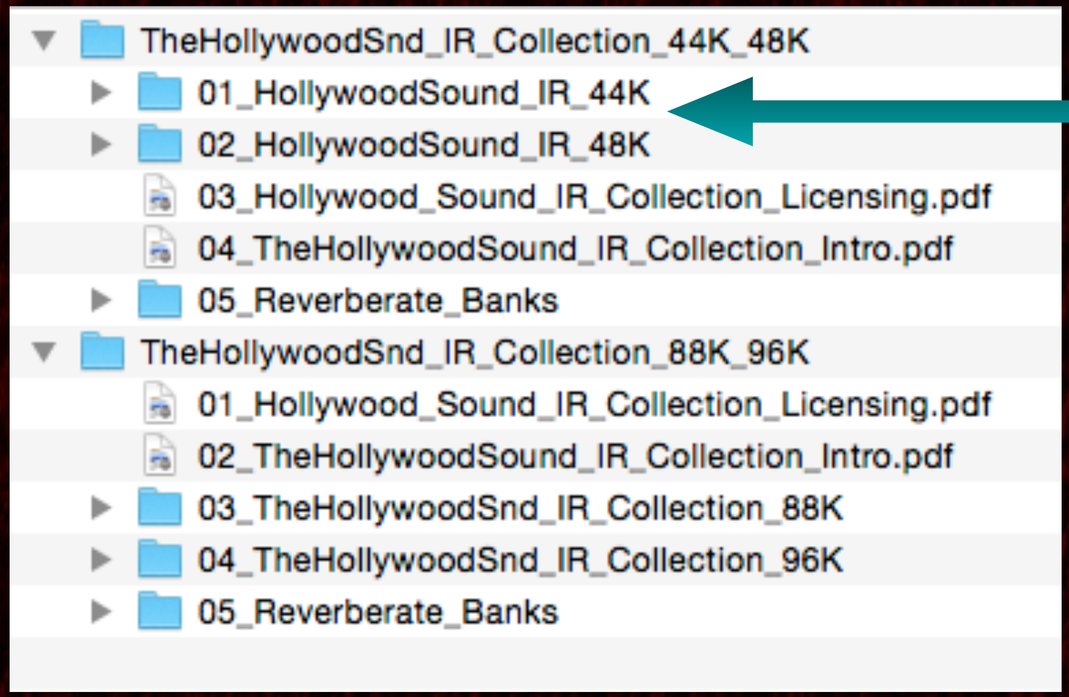
The bank file now loads. This was done for the 88k sampling rate bank. You will likely have to follow the same procedure for a 96k bank.

Done once for each sampling rate all future loading of the banks will be fast and you will not ask for location of reverb impulses again.

Numerical Sound's The Hollywood Sound IR Collection was designed to have a wide range of Early Reflections and tails that exactly match the popular film scoring stage venues.



As you can see it is available in either 44/48K or 88/96K sampling rates.



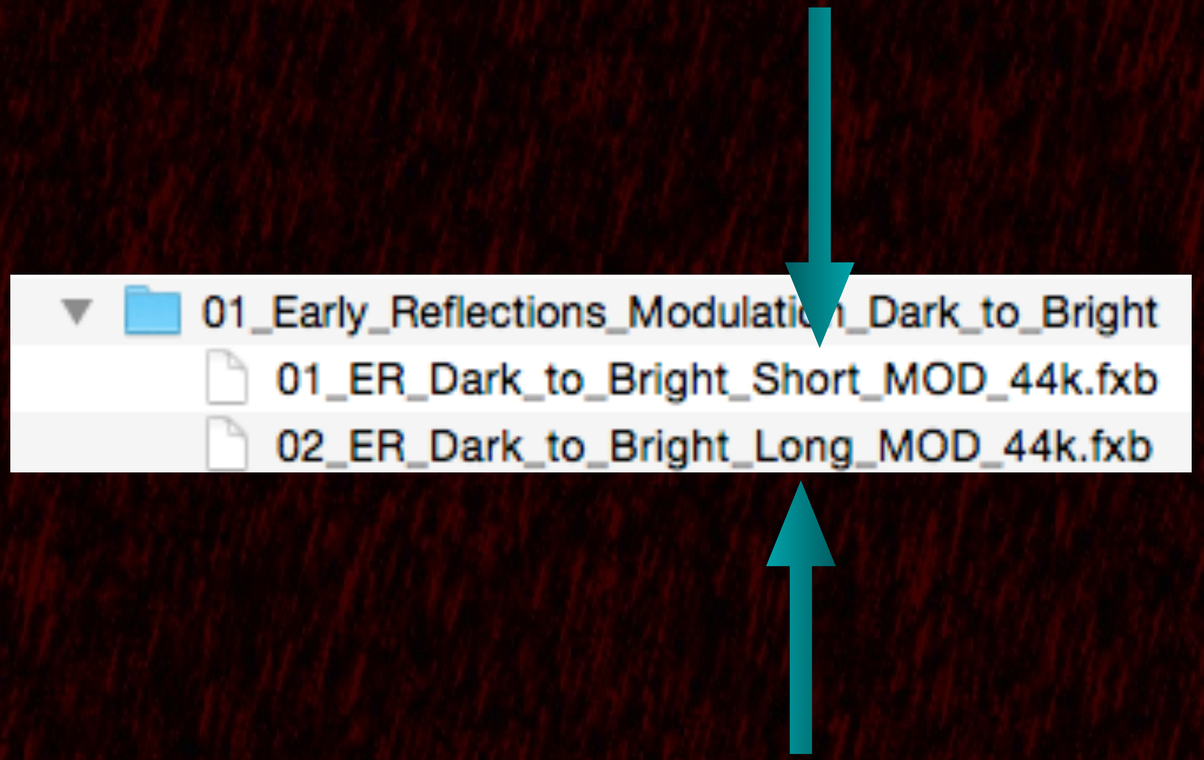
The ER's and tails are in the two separate folders. 44k and 48k.

What has been added is a new folder called

05_Reverberate_Banks

Note all existing registered users will have this folder sent to them.

The following naming convention applies to all the bank files. The first file that we just loaded has Short in it name which mean that the scoring stage hall size ranges from 0.7 to 1.5 seconds.



The second file that contains the word Long in the name means that the scoring stage hall sizes range from 2-5 seconds.

After loading the Reverberate Bank you see the following presets

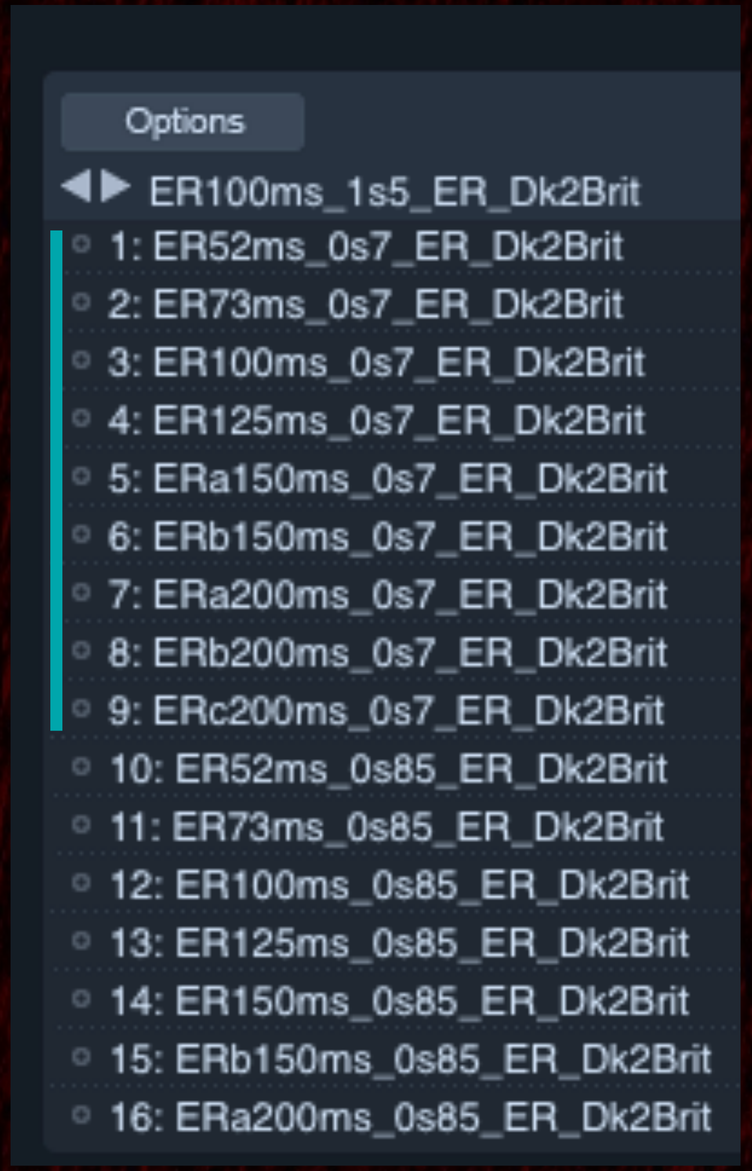
We see 48 slots with 46 of them with names. Each of the 46 files names are called presets.
The presets contain all the DSP settings required for a convolution plugin.

The unique feature of Reverberate that Numerical Sound takes advantage of is that a preset can load up to 2 IR's. The loading of 2 IR's allows for modulation of a particular ambient character. In this bank all the presets are going from Dark to Bright.

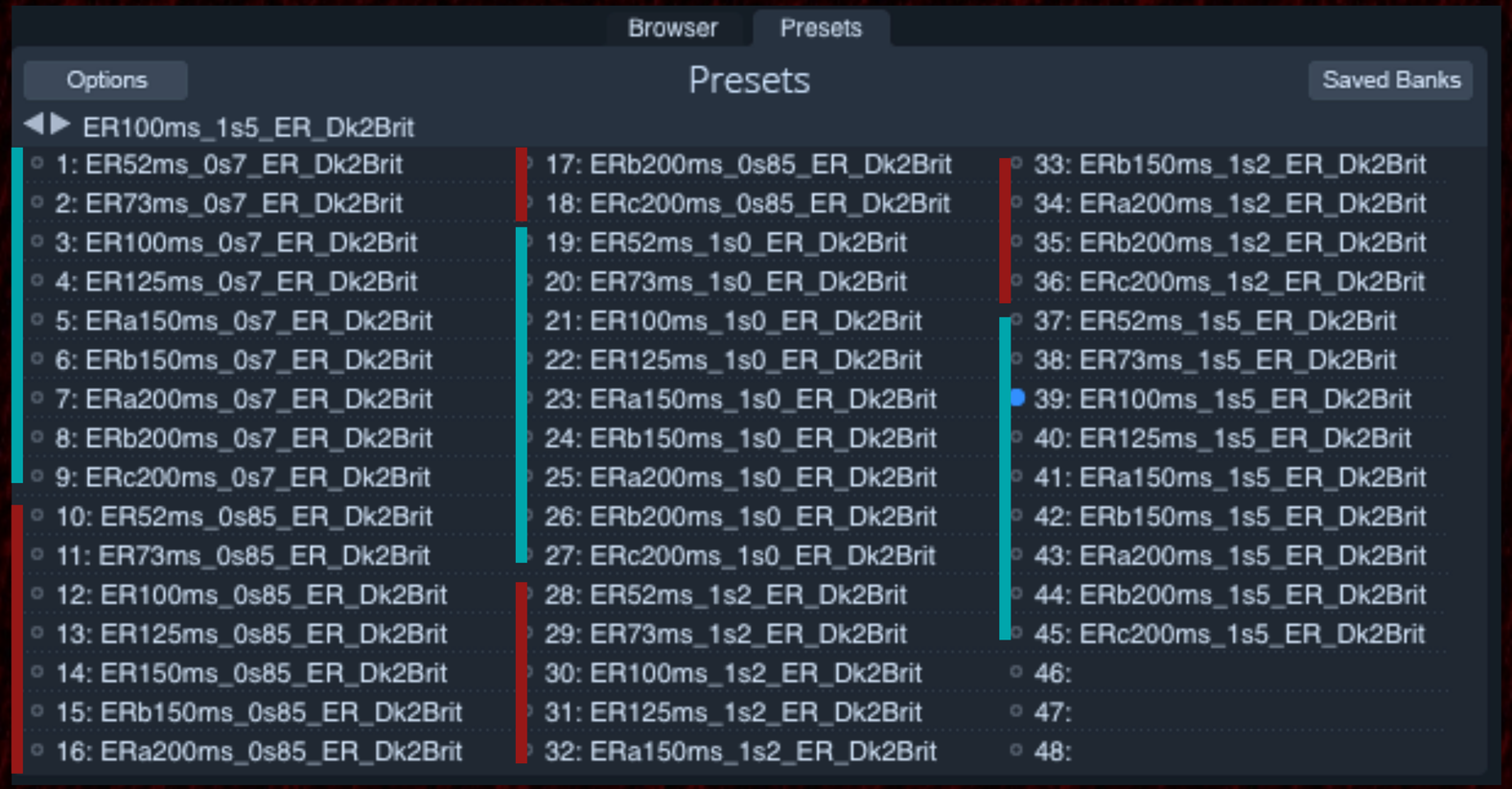
To make it easier to understand all 48 preset have a unique meaningful name.

9 ER's of a particular hall size are
listed from the shortest ER 52 ms to the Longest 200ms.

Note that the 150ms has 2 variations (a&b) and
200ms has 3 variations (a,b,c).



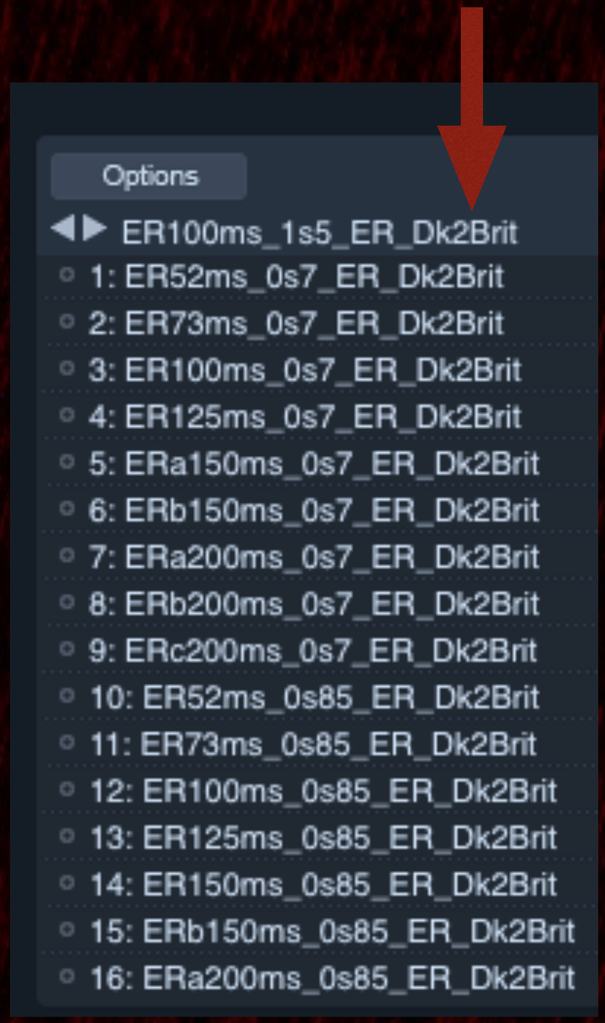
These ER sizes are the same for all the hall sizes as you can see the same ER's values for 0.85, 1.0, 1.2 and 1.5 seconds.



In each preset name the ER length is listed first followed by the scoring stage size.
Think of the s in 0s7 as the decimal point so it means 0.7 seconds. 1s2 is 1.2 seconds.

0s7	0.7 sec.
0s85	0.85 sec.
1s0	1.0 sec.
1s2	1.2 sec.
1s5	1.5 sec.

The last part of the preset name
describes the type of modulation:
ER_DK2Brit is Early Reflection that ranges from dark to bright.



To access this modulation we have to select the mixer tab
then go to the IR Balance Mix Knob.

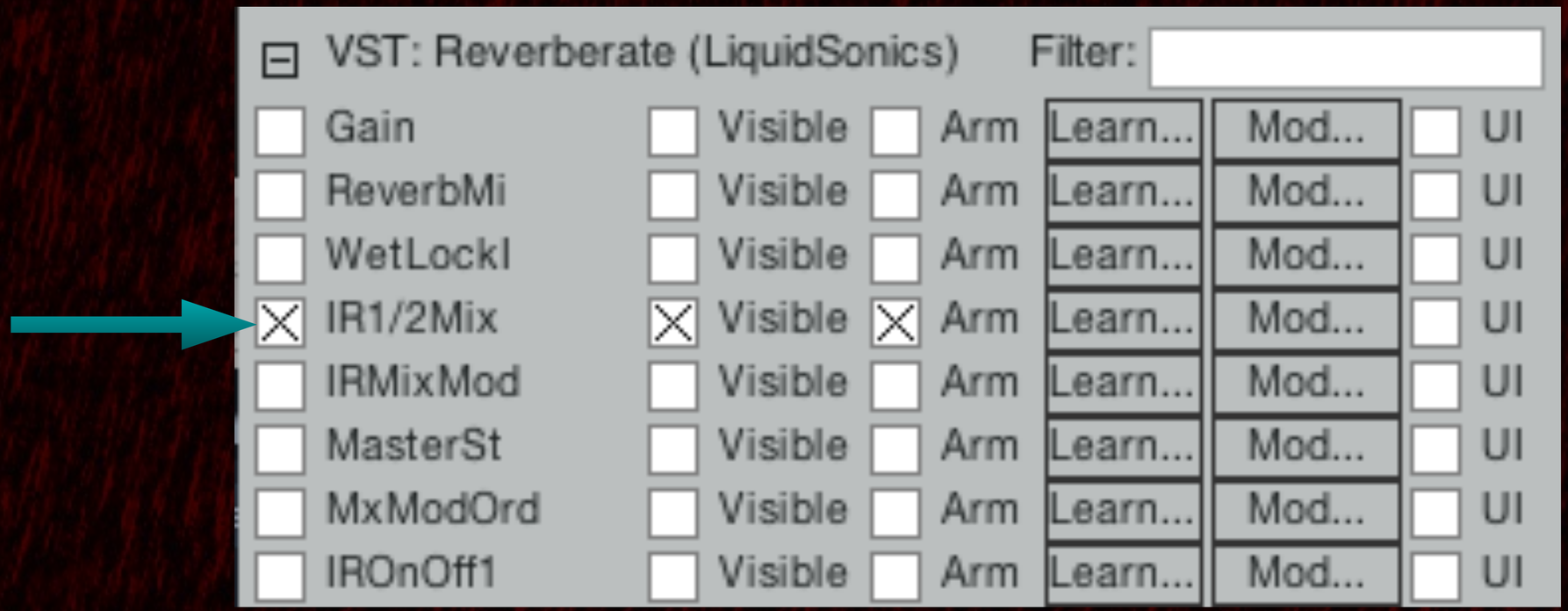
7 O'Clock

12 O'Clock

5 O'Clock

This knob modulates from a Dark to Bright reverb in real-time with the 7 O'Clock position
all dark 12 0'clock a mix or in-between sound and 5 o'clock a
bright sounding reverb. You can hear this with the following violin example.

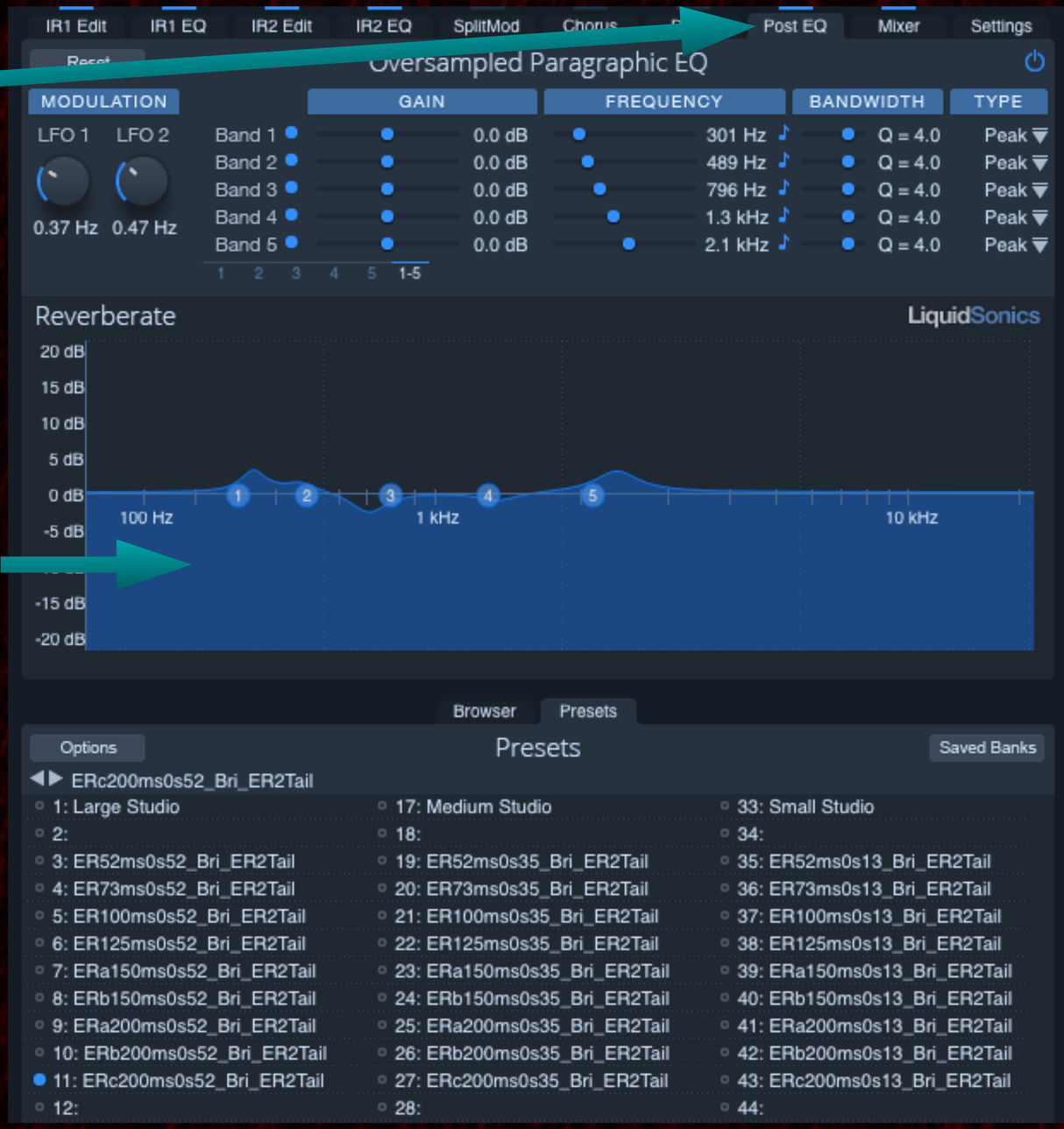
You can modulate the Dark to Bright reverb in your DAW by using the automation parameter. You select IR1/2Mix which is the 4th parameter in the automation list.



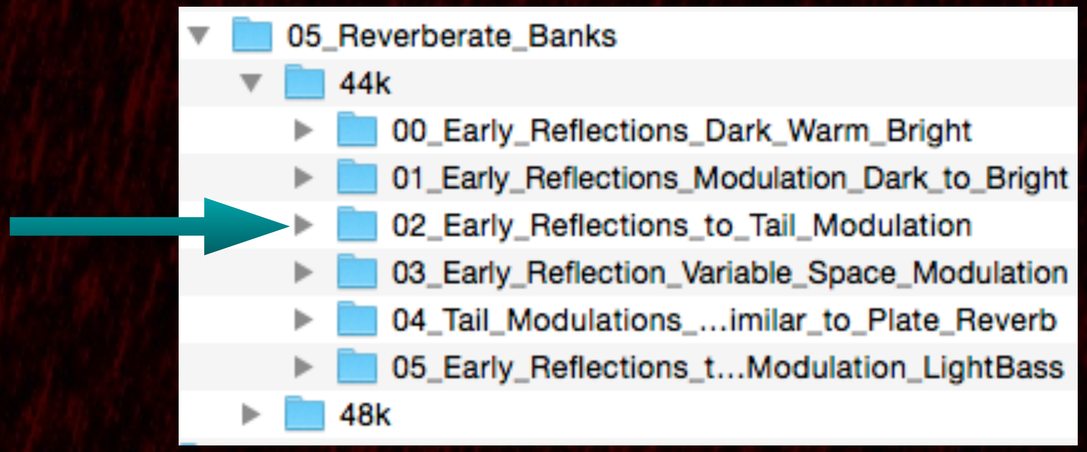
A unique new convolution based acoustic enhancement feature added to all the Bank/Presets is a subtle tone motion filter.

All the IR's Presets have a PostEQ programmed to add a subtly constantly changing tone that is never static sounding. This adds a deeper richness especially to sample based music.

To clearly hear this a single sample snare is played for 3 bars with a fixed RI. Then it it followed by the PostEQ moving tone filters. You only hear the 100% reverb no original dry signal so you can clearly hear the effect. This feature will add additional track depth and richness to any sound but is especially powerful with any sample based tracks.

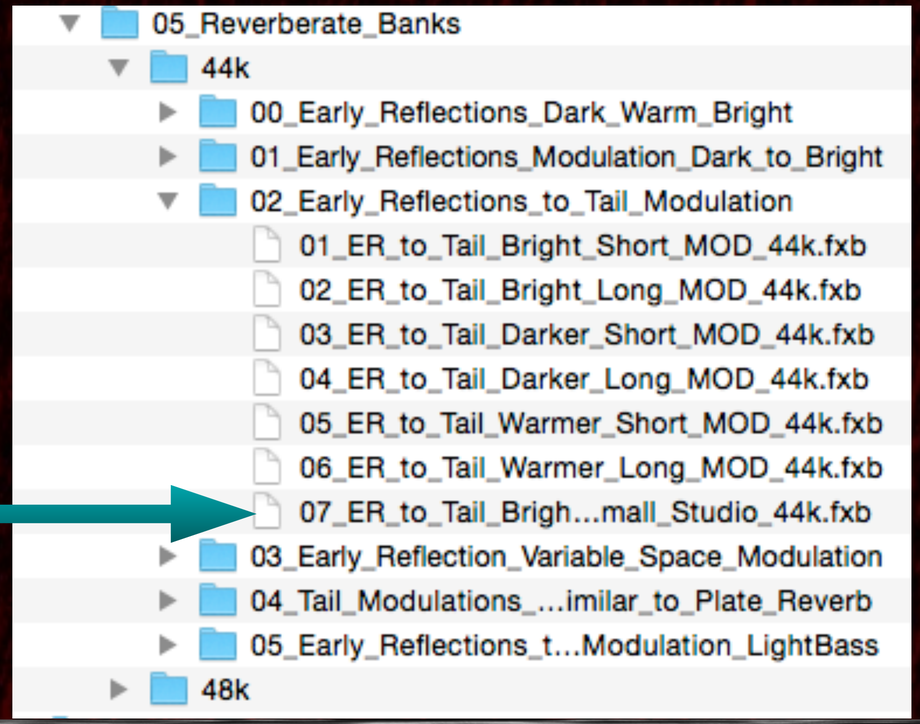


Now we will load a bank that can modulate from strong Early Reflections to a tail only. The tail only sound is very similar in sound to a plate reverb

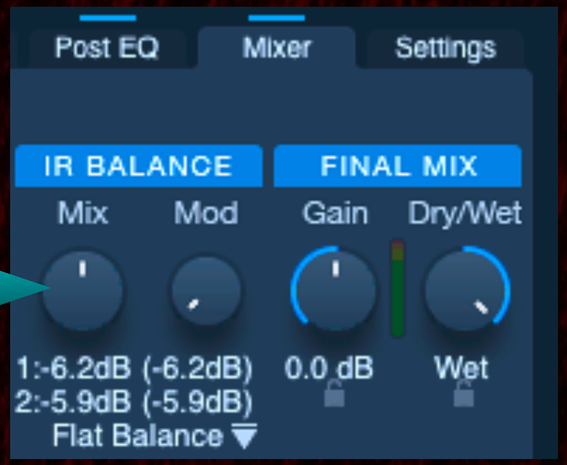


The ER to Tail also have the Short (0.7-1.5 sec.) and Long version (2.0-5 sec.) but additionally come in 3 variations Bright, Warmer and Darker. This characterizes level of sound brightness as the reverb decays.

Next we select
07_ER_to_Tail_Bright_MOD_LargeMedSmall_Studio_44k.fxb



Use this knob to adjust the ER/Tail balance

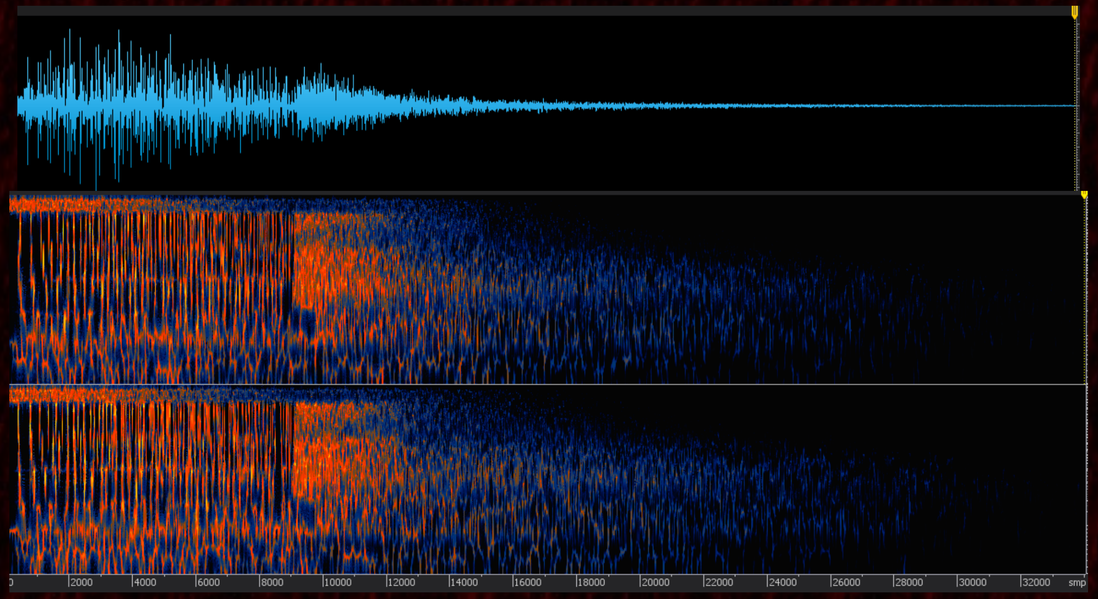


All ER Reverb

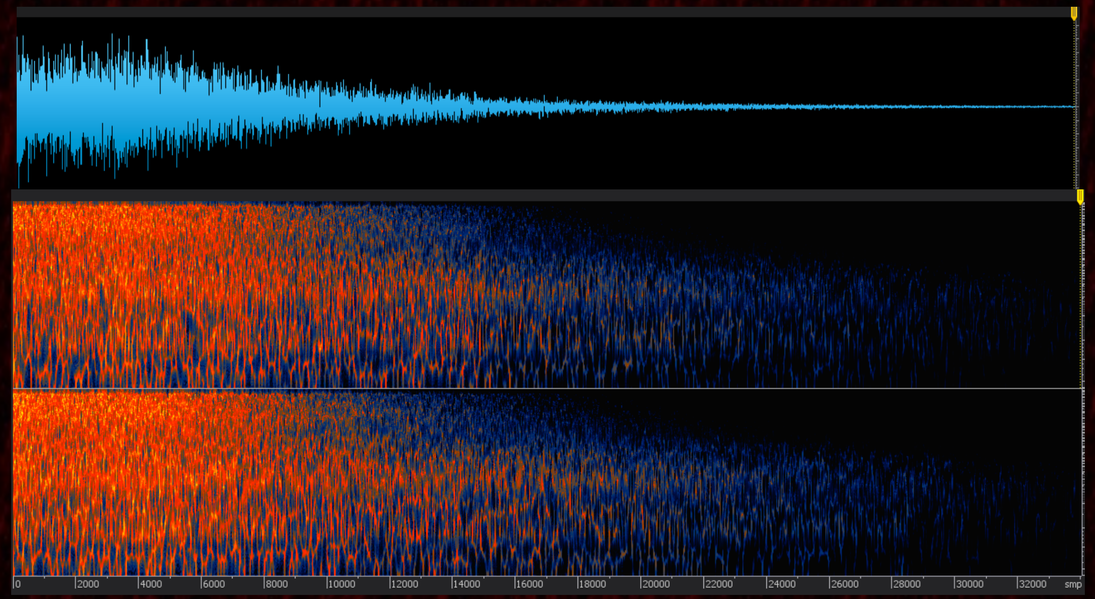
Softer ER Weak Tail

Weak ER Strong Tail

Early Reflection RI

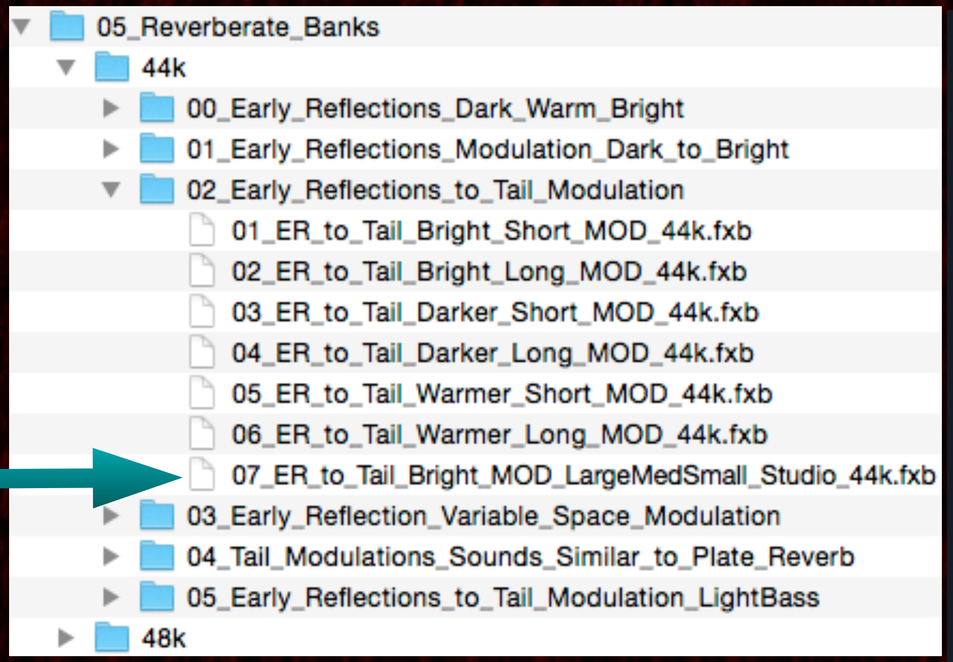


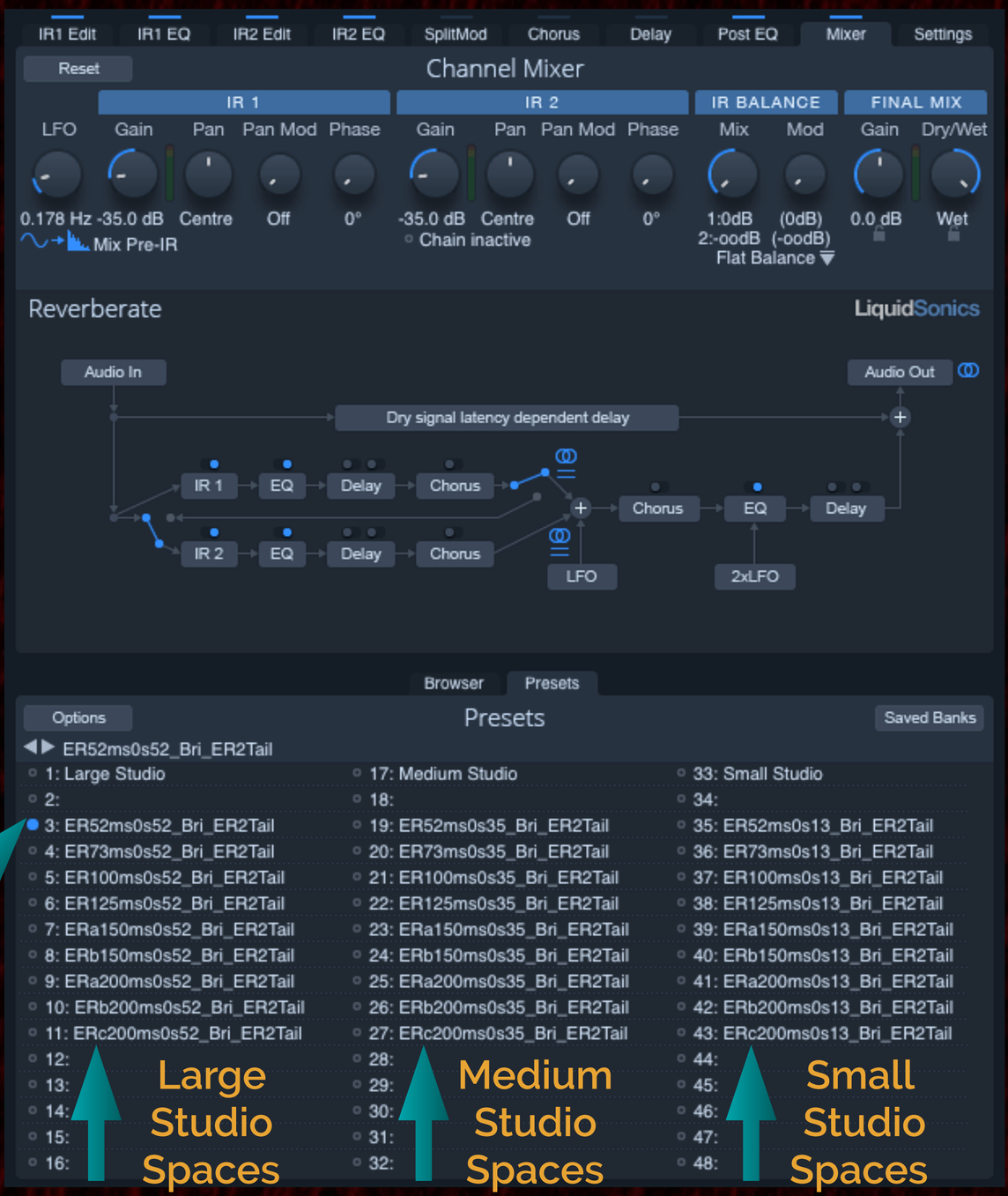
Tail RI



All Tail Reverb

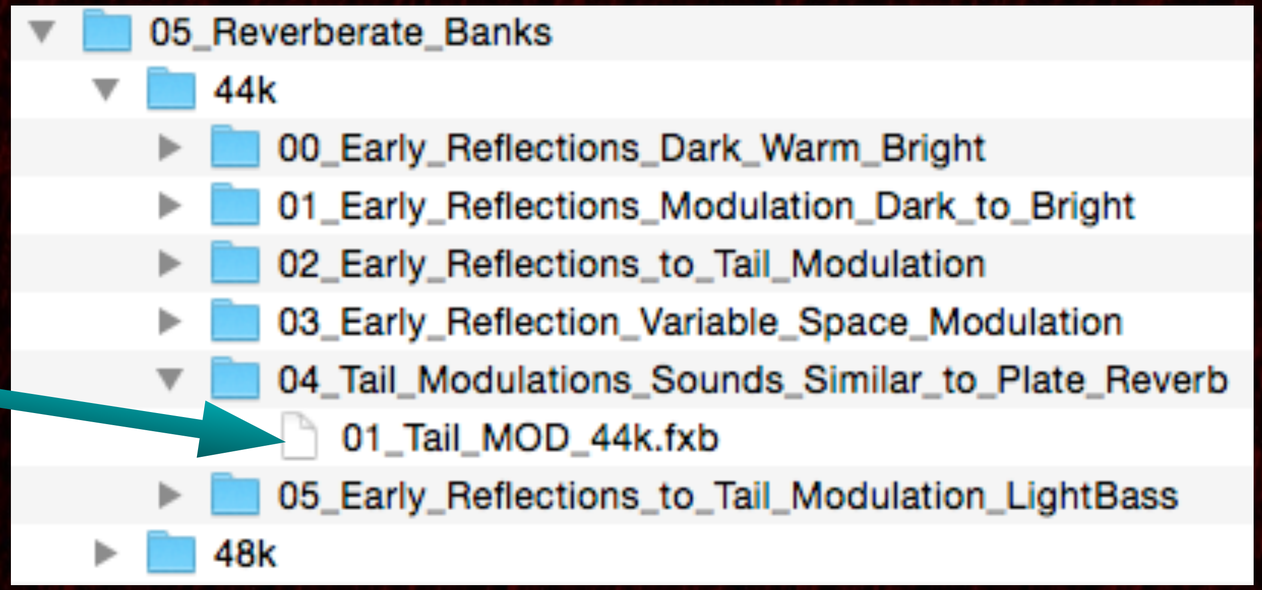
Select this fxb file





Now In the following demo you hear a drum track. We go through all 9 Large Studio Early Reflections then a smooth modulation to a 100% tail.

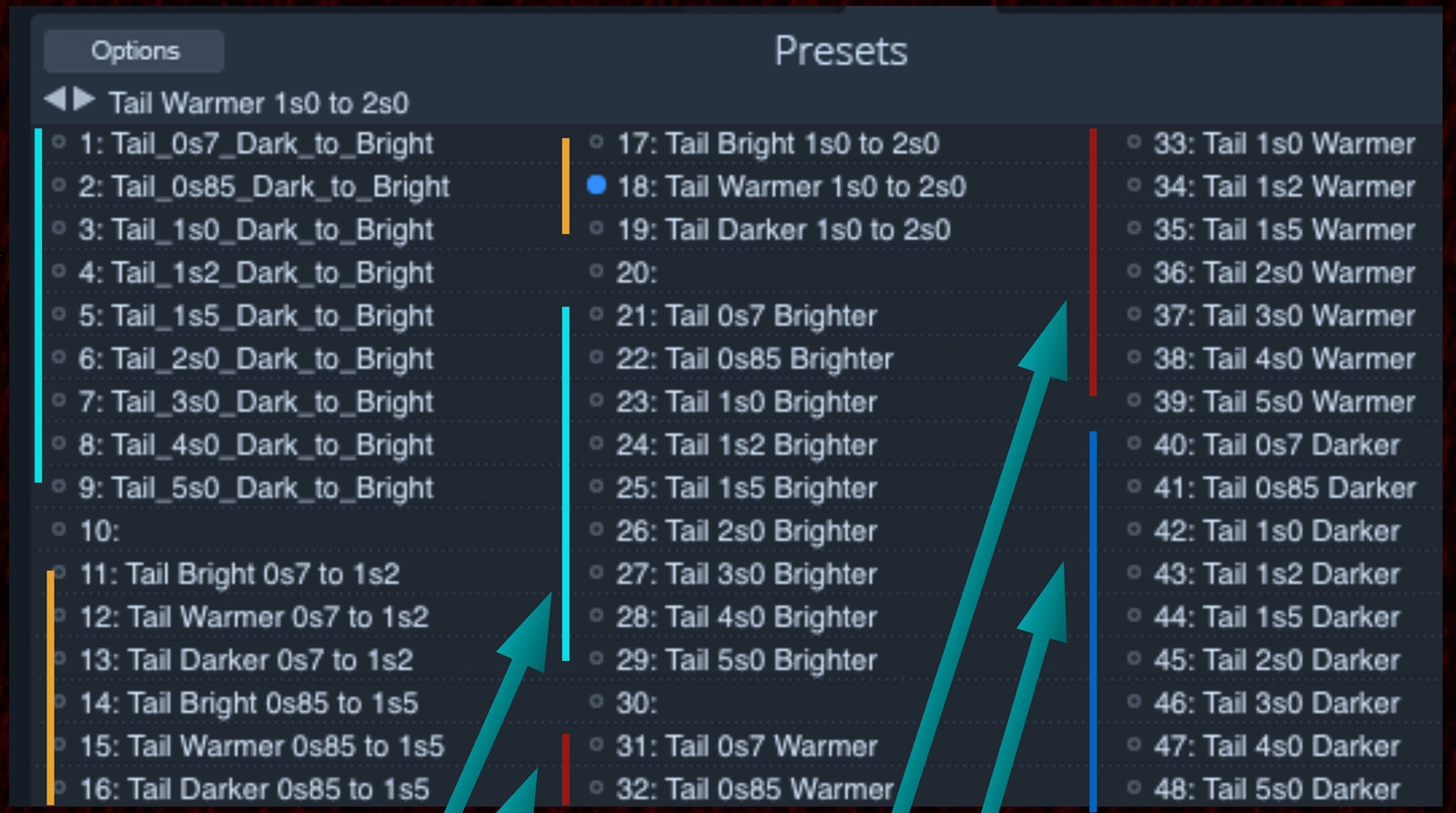
In the next example we select
01_Tail_MOD_44k.fxb



Type of Presets in the Tail Bank

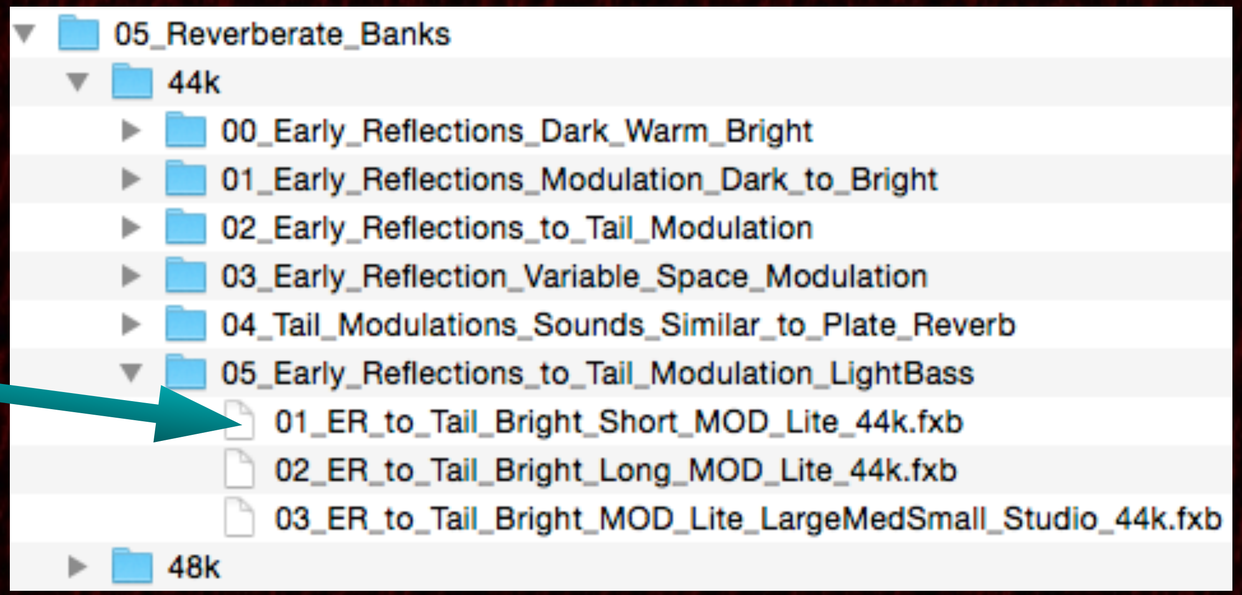
Modulation Reverb Tone from Dark to Bright

Modulation Variable Space



Fixed Tail Space (no modulation)

The folder named 05 Early Reflections to Tail modulation Light Bass has some bass frequencies removed for a lighter more cutting reverb sound. Works well for contemporary music or where strong reverb bass frequencies could muddy up the mix.

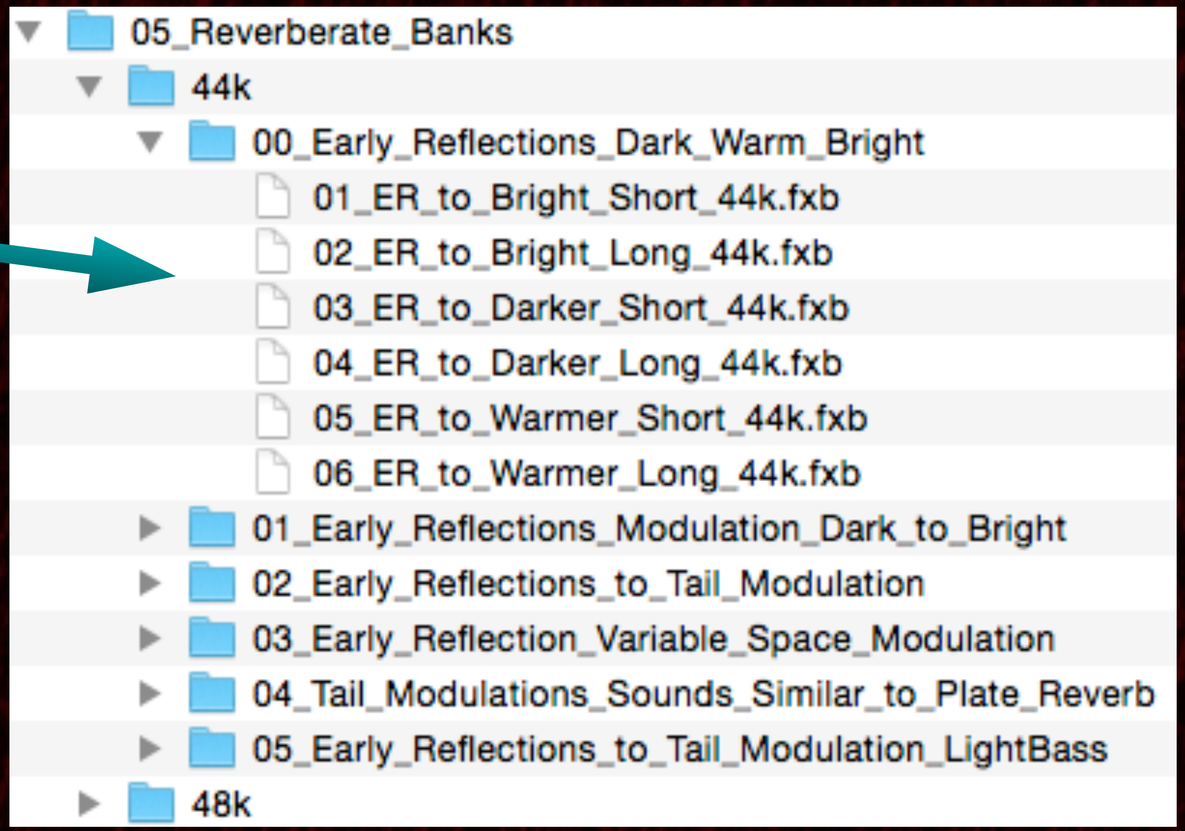


A separate solo guitar and solo vocal examples were used to demo these presets.

In this demo a guitar passage is played by the late great musician Oscar-Castro Neves who unfortunately passed away in 2013.

Several different early reflections and scoring stages hall sizes are heard on a passage sung by Mischke of Mischkemusic

Note that the first folder 00_Early_Reflections_Dark_Warm_Bright contains 6 fxb files that contain no modulation just the Early Reflections but do include the PostEq moving filters.



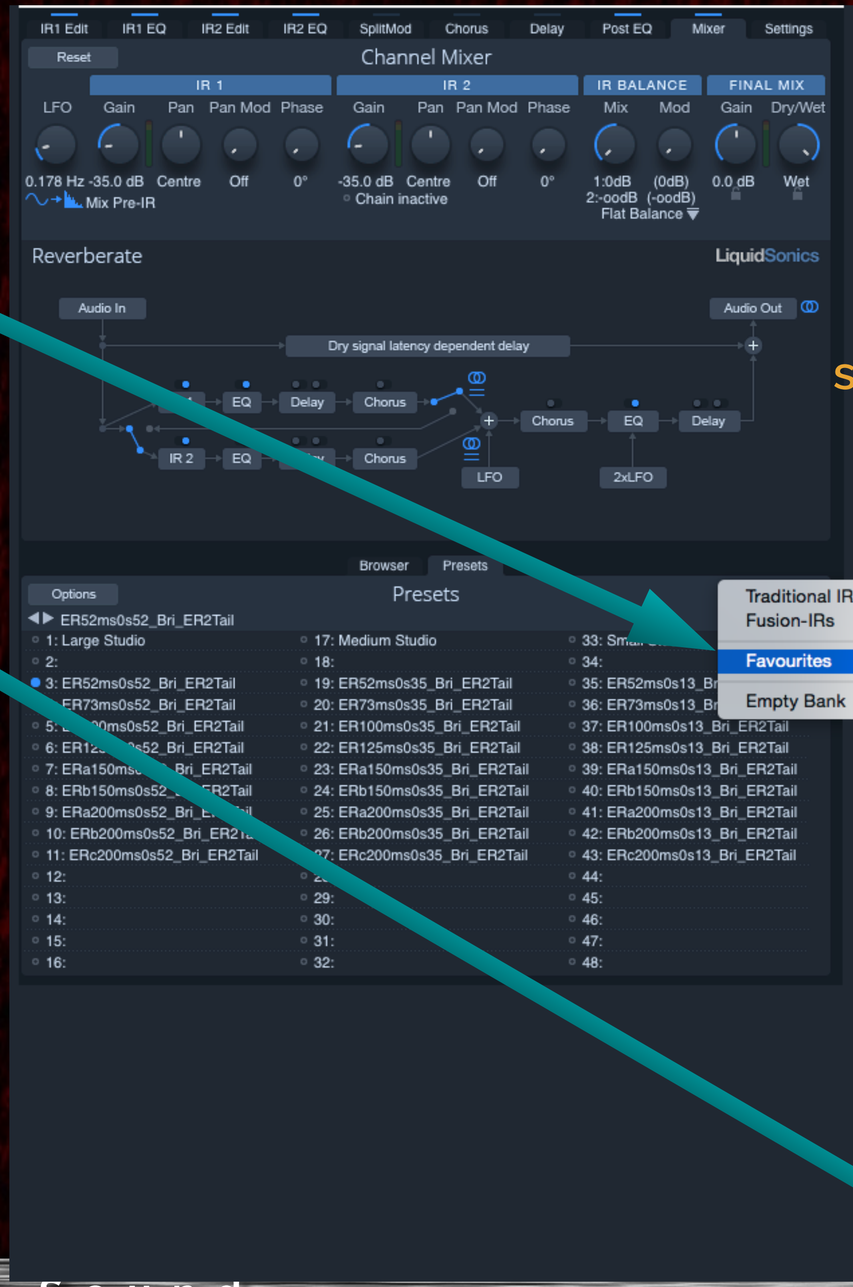
You can save your Favourite banks for instant access

1) Click on *Save Banks*

You can save your Favourite banks for instant access

2) Select third line down Favourites

3) Slide to right and scroll to 2nd line from bottom *Set Entry*



4) Slide to right again and scroll up to top *Select FXB for 1*

5) Once saved then select *Saved Banks/Favourites* again and you see up to 25 banks available for immediate access. By scrolling over one a click on mouse any of these banks are loaded.

Hope this video demonstrates the power and versatility of the early reflections and convolution based modulation tools.

Best of Luck applying these to your creative work!

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