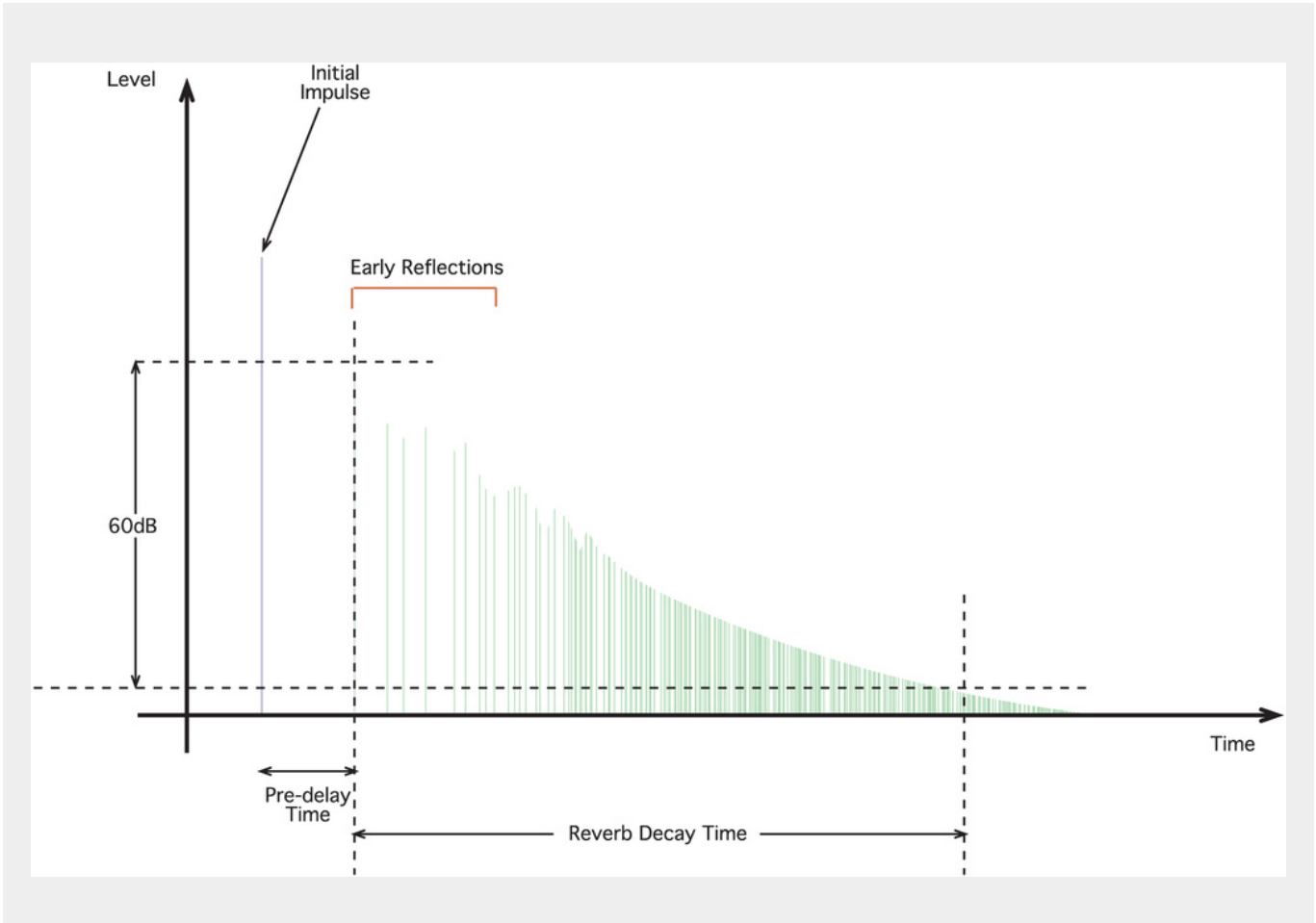




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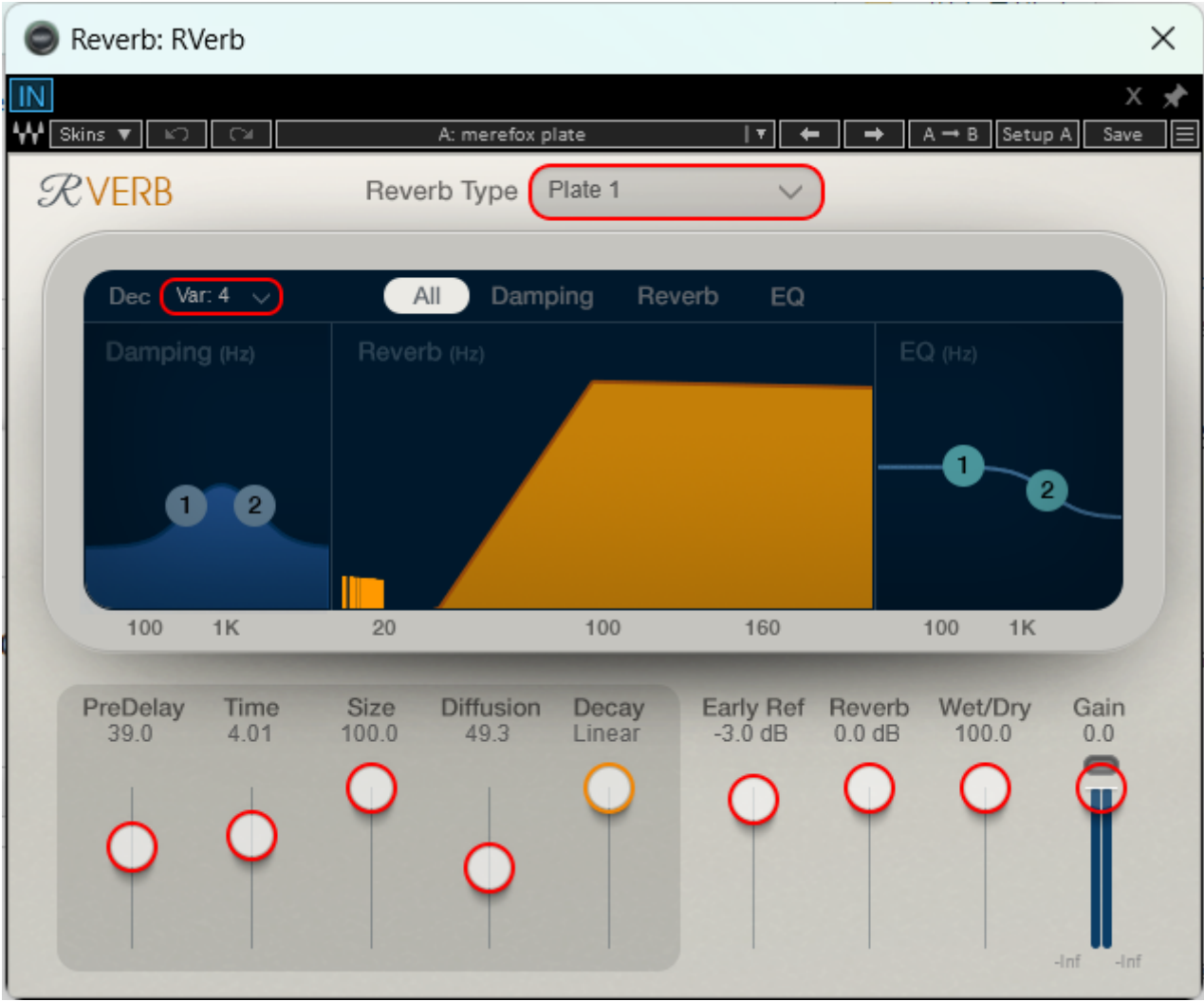
Reverb

Reverb is a form of audio signal processing used to simulate the sound reflections and reverberation that occur in real physical spaces. It's an essential technology employed in various audio-related fields, such as music production, sound design, recording studios, film production, and live performances.

Reverb processors artificially add reflections and reverberation to audio signals, making them sound richer and spatially immersive. This allows recorded music or vocals to sound as if they are being performed in a specific acoustic environment. For instance, when recording music performed in a concert hall in a studio, reverb can be used to replicate the unique spatial characteristics of the concert hall.

Reverb can be implemented in various ways and is used in both digital and analog systems. These systems allow control over parameters such as early reflections, natural decay, the density and size of reflections, and the length of reverberation, enabling the simulation of a wide range of acoustic environments. Analog reverbs employ technologies like plate reverb and spring reverb, while digital reverbs use algorithms for audio signal processing.

Reverb is commonly employed in music production to add spatial depth and emotion to recordings or to recreate specific scenes and environments as an audio effect.

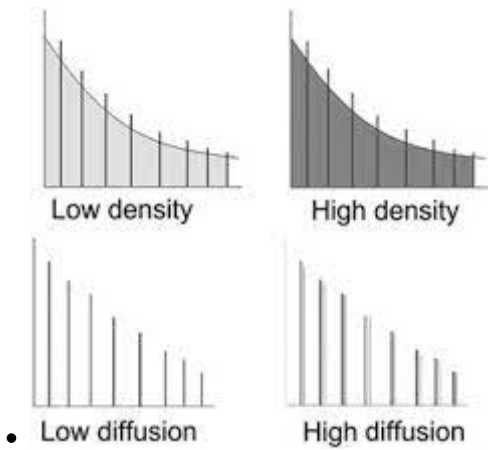


- **Pre-delay** : Early Reflection
- **Reverb Time** :
- **Size** :

Later reflection

- **Diffusion** : Later reflection (Diffusion)

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- **Decay** : Reverb Tail (Linear) Reverb Tail Non Linear
- **Early reflection** : Early Reflection Early Reflection

Early Reflection

- **Reverb** : Later reflection
 - **Wer/Dry** : Reverb Reverb **AUX** ¹⁾ **FX**
- Wet 100% **AUX**
- FX** Reverb

Chamber



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Plate

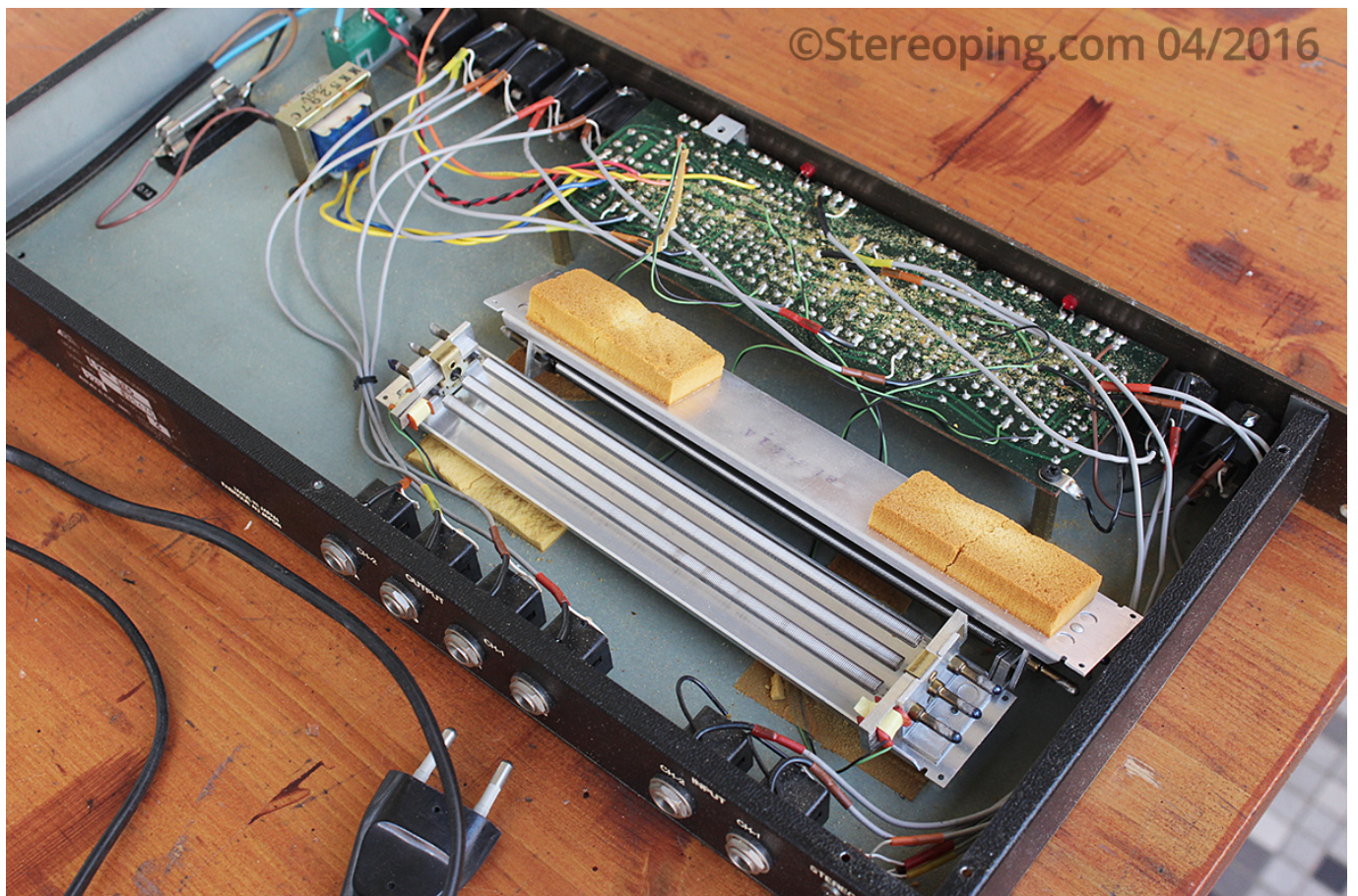


Reverberation Unit
EMT 140
for stereo EMT 140 st

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Spring



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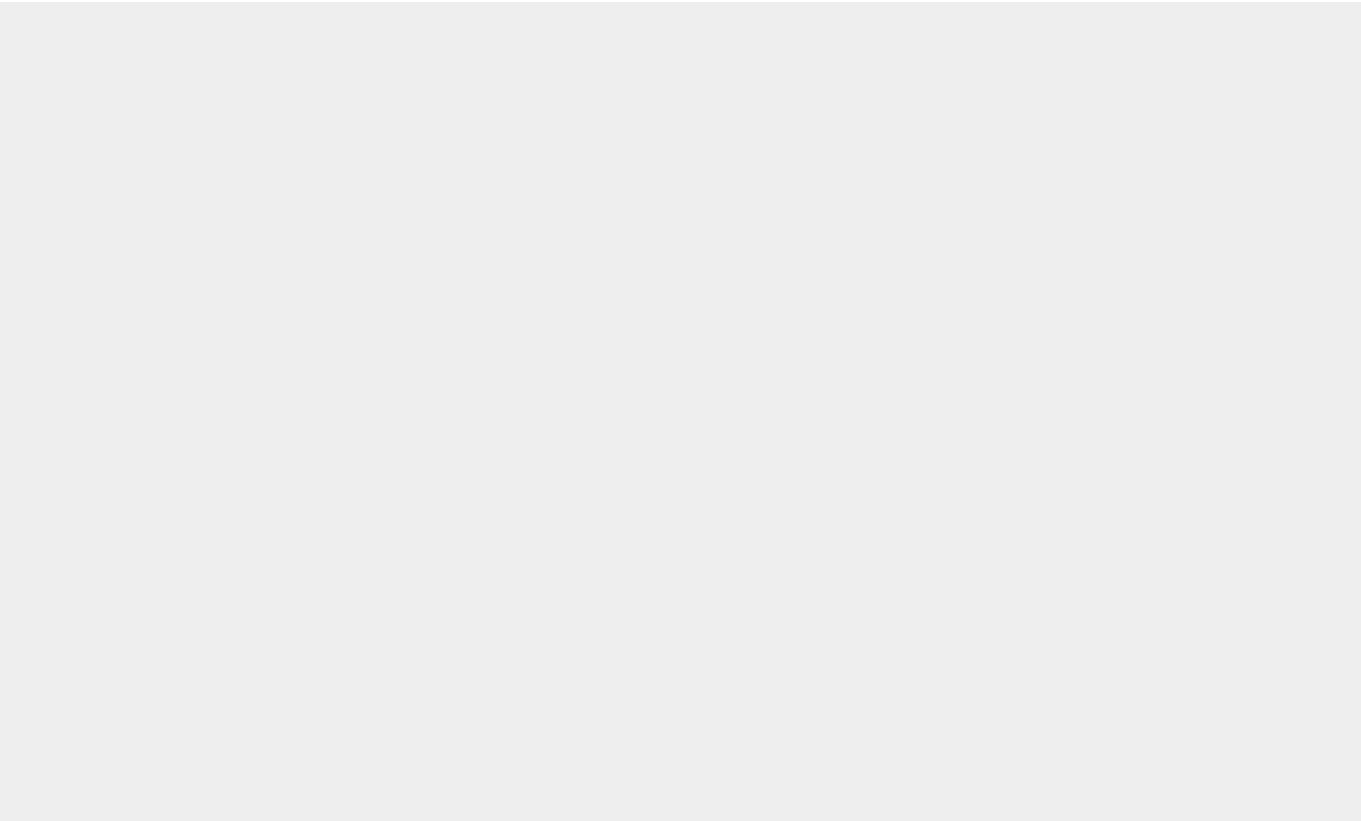
, Fender



Hall



, hall , (Hall) 가 , Hall Hall reverb





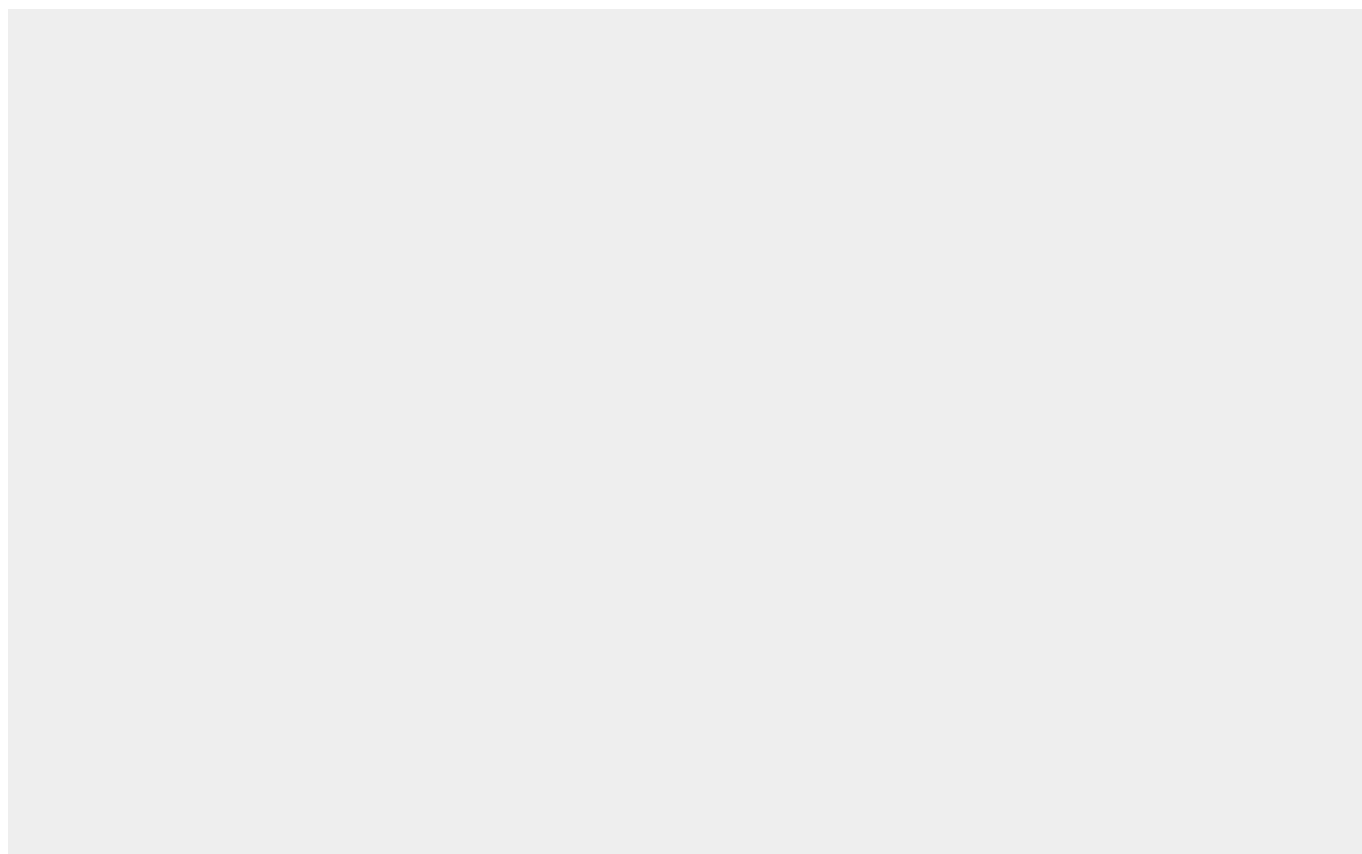
Room Reverb



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Room reverb

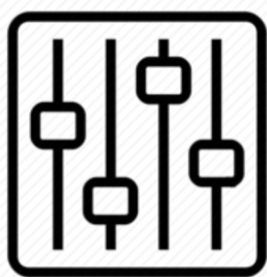




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