

synaesthesia

experimental impulse responses



User's Manual

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CAUTION

Please, moderate the output volume when using convolution, because it can produce resonances that amplify the source material in an unpredictable way. This product is provided “as is”, without warranty of any kind. Virtuasonic cannot accept responsibility for any possible damage resulting from its use.

Introduction

Thank you, and congratulations for choosing Synaesthesia. This unusual set of convolution impulse response files is designed for musicians and sound designers in search of new possibilities for transforming and spicing up their music and sounds.

Convolution is often associated with reverbs, but Synaesthesia offers much more than that. This experimental collection of IRs (impulse responses) can become a secret weapon in your creativity flow.

The IRs contained in Synaesthesia can transform your convolution engine into a powerful multi-FX processor that can mangle and smear input sounds beyond all imagination. We really hope you will be enjoying this collection! In the next chapters we will explain more in detail its applications.

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Installation

Synaesthesia is available as a downloadable product and as a physical CD, in WAV and AIFF format. The installation process is quite simple on both versions of the product and takes only a few minutes.

Physical CD installation

If you have bought the CD version of Synaesthesia, we suggest to make a backup copy for your personal archive. There are mainly two methods for installing and using Synaesthesia.

Method 1: Copy it to your Hard disk



Choose a location on your hard drive where you want to store the impulse response files. You need at least 650 MB of free space in that location if you wish to install the entire collection of impulse responses.

Once you have chosen the preferred directory, you can simply “drag&drop” the full contents of the CD-Rom to your hard drive folder.

Method 2: Using the impulse responses directly from CD-Rom



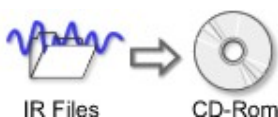
If you prefer to save space on your hard drive, it is also possible to use Synaesthesia directly from your CD-Rom drive without installing it on your hard drive.

This approach is not comfortable as the previous one and takes more time because of CD-Rom drives speed.

Downloadable version installation



To install the downloadable version of Synaesthesia, simply extract the compressed archive file to your preferred location on your hard disk.



Once you have correctly extracted the IR files, we suggest to burn a CD with the entire collection as a backup copy for your personal archive and for using Synaesthesia directly from CD-Rom.

Using Synaesthesia

This collection of impulse responses offers lots of possibilities and chances for experimenting with audio in a creative way. Its use is related to your personal vision of music and sound, and of course to the features of the convolution processor you plan to use with these IRs.

Synaesthesia contains over 1,000 impulse responses in stereo 24-bit / 44.1 KHz.

To make your first step into the realm of audio convolution, you can choose an impulse response file and load it into your convolution engine, then set up an audio source you want to process with Synaesthesia IRs in your DAW/editing software. Now you are ready to experiment.

Please take care to control the overall volume level resulting from the convolution process, because convolution processors usually do not have any specific feature to limit the strong and unpredictable resonances that audio convolution can sometimes produce around some frequencies. These resonances can concentrate the volume in a very narrow range of frequencies with unpleasant results. So we recommend you to control that the volume resulting from the convolution process never exceeds the maximum level of your system or the volume level tolerable to your ears. In some cases, you will find that is better to equalize the audio material - especially at certain frequencies where the human ear is more sensible (i.e. 250-450 Hz / 1.5-2 KHz / 3 KHz) – to obtain more pleasant results.



Example 1 – Convolution as an insert effect on an audio track

Load your favourite DAW software (sequencer/audio editor).

1. Import the audio file you want to transform (i.e. drum loop) in an audio track.
2. Now load your convolution engine (i.e. SIR) as an insert effect.
3. In your convolution engine, open a directory and select the impulse response file you want to use to transform the source audio track.
4. Adjust the parameters of the convolution engine (wet/dry levels, impulse response duration, pre-delay, etc.) at your pleasure.



Example 2 – Synth convolution

Load a soft-synth in your sequencer and choose a simple sound you want to transform.

1. Find the audio channel of the softsynth and load a convolution engine as an insert.
2. Open the convolution engine interface and load an impulse file from Synaesthesia.
3. Set your convolution engine to 100% wet and 0% dry, or experiment with other settings.
4. Now you have a brand new set of synth sounds. If your convolution engine can process the sound in real time (many convolution engines are able to do that nowadays), you can simply change the impulse responses while you are playing, until you find a sound that inspires you. The combinations between the synth presets and the impulse responses of Synaesthesia are virtually endless!

Concepts and Applications of Convolution

Musicians and sound designers should find their own personal way through this set of experimental DSP filters and use Synaesthesia in every way they find useful for creating new sounds and sonic textures. Though this collection is particularly suitable for electronic music and experimental sound design, every style of music can gain benefit from the use of Synaesthesia. Because there are so many applications of it, no rules can be given about its use but only some advices and basic concepts. We invite you to experiment as much as you can to discover its sonic possibilities. Imagination is the limit. The following paragraphs give some ideas of the applications of audio convolution and will guide you in making your first steps into this exciting realm of new sonic possibilities.

Note that every impulse response produces different results depending on the input signal you have chosen to process. For this reason, we have classified the impulse responses by their names and length, instead of trying to catalogue them in esoteric ways. If a particular file is not producing the results you would usually expect from it, we suggest to adjust it with the features available in your convolution engine or try other IRs. By experimenting, you will discover results that you never thought possible.

The most immediate thing you can do to start your experiments with audio convolution is simply adjusting the dry/wet mix ratio between the input signal and the IR of your choice. Though this approach is easy, you can create very convincing effects in that way. If you want to give a new character to a source signal or create organic textures and transform it into something completely new using the longer IRs, you can simply set your convolution engine to output the signal 100% wet, with no dry signal.

Longer IRs usually tend to produce new and unrecognisable sounds, while short and medium ones can change the spectrum and add new nuances and/or tempo-synced elements. Many convolution engines are able to adjust the total length of an impulse response file to fit your specific needs. (Note that the length of a WAV file is directly proportional to its size in KBytes. The impulse responses list published in this manual reports the files size.)

Processing the same source sound with more than one impulse response is an interesting method and a common practice in sound design to obtain new sounds. A simple way to do that is processing the source material several times, applying one impulse after another. You can also load several instances of your convolution engine at the same time in your DAW; set up different IRs for every single instance and hear the result in a single operation, if you have enough processing power .

Some impulse responses are suitable for generating strange acoustic spaces and otherworldly effects, never heard in the real world. You can obtain these kind of results by adding only a bit of the wet signal to the original sound, like you would use a reverb effect.

Synaesthesia offers many chances for filtering drum loops and percussive sounds. You'll find that the impulse responses with a short length are usually the most effective for these operations and can easily produce very interesting effects on rhythmic musical material with percussive sounds. But, if you find that an IR is too long for you needs, you can always adjust it to your specific needs by simply reducing its length using some features that are common in most convolution engines available nowadays. After a little practice, you will find that starting with a similar wet/dry ratio is one of the most suitable ways to achieve great sounds in a few time. Also experiment with the pre-delay control to create new rhythm structures and enhance your drum tracks, if you have this function on your convolution processor.

Convolution has so many possibilities and one of the most rewarding is the morphing of sounds into completely new ones. Synaesthesia can also be used to turn Foley FX and objects of common use into experimental musical instruments, capable of producing a whole world of wonderful sonic effects. Convolution allows you to completely mangle source signals and turn them into new, mesmerizing sonic textures. For example, try to process city noises, disturbing radio signals, animal and natural sounds, cable noises and every other sound you are able to think of and, in most cases, you will be surprised by what Synaesthesia can do to them.

You can generate unusual and interesting sonic textures by convolving your own recordings and songs, even audio material taken from your home-made videos and so on, processing them 100% wet through Synaesthesia.

Another great application where this library really shines is the convolution of vocal signals. Try convolving a vocal track with one or more impulse responses to achieve some cool and dramatic effects. You can use short IRs for adding new nuances and colouring the timbre; the medium and long ones to obtain strange reverberant effects and for transforming vocal signals in ways you never thought possible.

As shown in the example 2 of this chapter, you can produce an ocean of unique and original synth sounds by convolving a synthesizer signal with some Synaesthesia IRs. The combinations in this field are virtually infinite.

If you have a vocoder that can load WAV files, you could also try to use the impulse responses as Carrier or Modulator.

Synaesthesia can create interesting alter-egos of traditional acoustic and electro-acoustic instruments (i.e. guitars, piano, rhodes, strings, etc.) giving a new feel and dimension to the music. This is an exciting feature for composers looking for new forms of expression. For instance, a musical theme could assume a new emotional and aesthetic meaning, if you process it with this IR collection.

Remember that adjusting the IRs to fit your particular needs is the first step to achieve really stunning results. In some cases, convolution performs better if you try to equalize the IR, the source signal, or both. This is particularly suitable when you find that there is too much energy in a narrow range of frequencies. Some convolution engines have a set of interesting and useful functions (i.e. Reverse, EQ, dry/wet mix, impulse duration, envelope, etc.). You can use them to adjust the impulse responses to perform better with the source material you wish to process. Experiment with your convolution engine features to find out new possibilities. Thousand of new combinations are possible.

Compatible Convolvers

There are many interesting convolution processors available in the market today and many of them now support the direct use of 24-bit / 44.1KHz stereo WAV or AIFF files - or are able to convert them in their proprietary format - as impulse responses. You will find a compatibility list on our website, as well as other useful information.

If you are a Mac user and find that your favourite convolution engine cannot read WAV or AIFF files, don't be afraid. You can simply convert them into a more Mac-friendly format and use all the impulses.

If you use a batch process for the conversion, it will take only a few minutes to save all the collection in SDII or other formats. We also suggest to consult the user's manual of your convolution engine/processor to find more specific details about the use of WAV and AIFF files as impulse responses for audio convolution and the available features for adjusting every IR to your needs.

Please note that products specifications can change in any way and at any time without notice, specially in the software field. For this reason we cannot assume any responsibility if an incompatibility between your favourite convolution engine and our IR Libraries arises suddenly.

Impulse Response List

A

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4th dimension	1336 KB
80s	915 KB
aborigine	1854 KB
abyss	1300 KB
access denied	573 KB
acid drops	654 KB
acid wave	1805 KB
acquarium	2903 KB
addsnare	168 KB
afraid of the dark	1232 KB
after upwards	1167 KB
again	131 KB
aidrum	230 KB
airattack	224 KB
airattack2	59 KB
alarm madness	2334 KB
alarmed	147 KB
all around	222 KB
alluminails	145 KB
aminusb	79 KB
analogix	806 KB
ancienthorn	718 KB
android	267 KB
android2	134 KB
andromeda	1292 KB
angelizer	3877 KB
another strange echo	291 KB
another world	588 KB
antimatter	900 KB
arpatronics	789 KB
arpax	853 KB
arpigon	550 KB
arps capriccio	574 KB
artificial canyon	1265 KB
Artificial	166 KB
asfalt	34 KB
ash	69 KB
augustech	142 KB
aulic	18 KB
aurora	2784 KB
awave	31 KB

Total 41 files

B

=====

backto80s	590 KB
badhall	648 KB
bang	1293 KB
bangoid	119 KB
barefoot	242 KB
bassonic	46 KB
basspulse	199 KB
beatraver	539 KB
belland	1726 KB
bending metals	580 KB
bewild	788 KB
big hall	510 KB
big ones	226 KB
big ones2	201 KB
big wave	2706 KB
big wave2	2063 KB
bigV	16 KB

biohazard brilliance	779 KB
biohazard dark	1070 KB
biohazard	1827 KB
biohazard2	1062 KB
bionic	211 KB
bird on dope	2595 KB
birdtalking	1596 KB
blob	197 KB
bookfall	82 KB
boom	2921 KB
borg	3323 KB
bouncing echo	533 KB
boungenetic	934 KB
bowsynth	294 KB
breathingdrum	25 KB
breathingperc	439 KB
brightlite	428 KB
brillance	1545 KB
brutal power	133 KB
bucolic	54 KB
butterfly	997 KB
byebye	671 KB

Total 39 files

C

=====

cabinet	17 KB
caotic echoes	2508 KB
cascade	2595 KB
cassette tape response	13 KB
castor	406 KB
cauldron	437 KB
cellblock	131 KB
chains	591 KB
chamber	777 KB
chaos of the heart	672 KB
chaoticalium	408 KB
chaoticposition	908 KB
chief	406 KB
chimesque	77 KB
choreutical	78 KB
cignus	2011 KB
circle	1279 KB
clicktronic	348 KB
clywhy	2070 KB
coesion	99 KB
coinmotion	253 KB
coldwater	57 KB
colorize	39 KB
combscapes	845 KB
come on	59 KB
comet	1252 KB
compublip	37 KB
computation nation	2586 KB
container	99 KB
contorsional	288 KB
contractor	526 KB
crackling one	1090 KB
crazyfilter	1368 KB
cream sweep	214 KB
creepers	2094 KB
creepers2	2178 KB
creeping metal	702 KB
cripters	148 KB
crossfire	766 KB

crybaby	166 KB
cryo	56 KB
crystal	691 KB
crystalflakes	182 KB
crystalflakes2	1655 KB
crystaltrails	1145 KB

Total 45 files

D

=====

daemon	2083 KB
daemon2	1271 KB
damaged	250 KB
da powa	265 KB
dark bounce	850 KB
dark memories	973 KB
darkabyss	1553 KB
darkcan	470 KB
darkon	1061 KB
dark-R short	143 KB
dark-R	360 KB
darth	2056 KB
deelay	222 KB
deep ocean	3230 KB
deep space	1906 KB
deepblue	910 KB
deepwater response	27 KB
de-esser	12 KB
dejavu	1292 KB
delayrama	2009 KB
dinamite	1137 KB
distance	1515 KB
distattack	101 KB
distattack2	169 KB
distorsion warrior	1782 KB
distorted image	800 KB
dolphinium	331 KB
doppler1	569 KB
double register	608 KB
double trill	1127 KB
doubletrouble	993 KB
downstairs	16 KB
dreamic	62 KB
dreamstate	1571 KB
dreamstate2	2506 KB
dreamstate3	209 KB
dropotica	214 KB
drumcolor	914 KB
drumeq	13 KB
drumodify	914 KB
drumora	25 KB
dsptilt	188 KB
duel	123 KB

Total 43 files

E-F

=====

earthy	1807 KB
echoid	592 KB
echothunder	2956 KB
e-dynoscream	544 KB
e-dynoscream2	666 KB
effervescent	2220 KB
elastic	224 KB

electrical storm	2595 KB
electrifier	378 KB
elektrauto	291 KB
elico	1704 KB
empty feeling	3234 KB
eon	3404 KB
e-people	1560 KB
essence	447 KB
ethery	2178 KB
evil drummer	2595 KB
evil guiro	77 KB
exotic bells	423 KB
exotic trumpeter short	149 KB
exotic trumpeter	1818 KB
factory	281 KB
falling desperation	3864 KB
falling star	1001 KB
faraway	3107 KB
fastrat	104 KB
feel the fear	2595 KB
firestarter	675 KB
flarpigon	1002 KB
flashback	993 KB
floating echoes	3322 KB
floating thoughts	1541 KB
floatingparticles	3575 KB
flubber	737 KB
flubber2	947 KB
fly	997 KB
frizztron	657 KB
fuzzbell	142 KB
fxence	2927 KB

Total 39 files

G-H

=====

gentle and narrow	13 KB
gerko	71 KB
giantroom	681 KB
glisser	750 KB
globular	742 KB
gollum	519 KB
gonnarock	1360 KB
gonnaxplode	1847 KB
grains	662 KB
gravitronica	3444 KB
grey	37 KB
groovalution	166 KB
groovalution2	165 KB
groovatio	250 KB
groovechanger	295 KB
groovshake	470 KB
groovy panner	135 KB
guitar verb	470 KB
guitronica	1400 KB
gurgling	320 KB
happy computer	119 KB
harmonix	2277 KB
haunted	1517 KB
heartbraker	198 KB
heavy guitar	14 KB
heavypercs	833 KB
heavy shimmer	110 KB
highandlow	372 KB
higher spray	681 KB
highness	32 KB
hitman	54 KB

hitron	985 KB
hitter	60 KB
hyp	1451 KB
hyperdimension	2679 KB
hypnotic panner	1177 KB

Total 36 files

I-K-J

=====

I am here	1322 KB
iceflower	3515 KB
imploesion	270 KB
implosion	2341 KB
in my mind1	5179 KB
in my mind2	2403 KB
in the sky	3867 KB
in the sky2	3225 KB
in the sky3	2042 KB
incantation	3568 KB
incantation2	2000 KB
incredible	452 KB
industrial	146 KB
industrial2	344 KB
infinite meditation	4520 KB
infrasonic waver	851 KB
inharmonic resonance	54 KB
inner scream	2604 KB
inner wave	2586 KB
innerchaos	1858 KB
innerchaos2	2146 KB
inout	2079 KB
ionization long	1688 KB
ionization	392 KB
iridium	270 KB
ironic	134 KB
ironman	48 KB
ironman2	345 KB
ironman3	108 KB
jetpilot	23 KB
jinglelize	340 KB
jumpingjack	85 KB
kaleidoscope	700 KB
kick trick	14 KB
kicktreat	14 KB
kintronics	177 KB
korev	186 KB
krill1	217 KB
krill2	750 KB
krill3	480 KB
krill5	539 KB
krill6	114 KB
krill7	167 KB
krill8	222 KB
krill9	222 KB
krill10	582 KB
krill11	278 KB
krill12	49 KB
kriptonitica	338 KB

Total 49 files

L

=====

laminar	1124 KB
laserbass	234 KB

laserize	399 KB
let fly	471 KB
lets groove	716 KB
leviathan	1893 KB
lfo game	1150 KB
lighton	546 KB
lilhat	329 KB
lilstretch	346 KB
lim	76 KB
liquid metals	1940 KB
liquidmercury	3474 KB
litiuminar	268 KB
little bells	691 KB
little cymb	971 KB
little groove	233 KB
littlefirework	342 KB
lizardium	1760 KB
locomotion	1291 KB
lofi echo	599 KB
lofirev	1656 KB
loopitar	144 KB
luminar bend	5250 KB
luminar	2626 KB
luminar2	612 KB
lynolenium	3318 KB

Total 27 files

M

=====

machines	287 KB
made in plastic	409 KB
made of stars	3563 KB
made of wood	32 KB
magictouch	862 KB
majestic	2927 KB
majestic2	3857 KB
majestic3	4229 KB
major power short	747 KB
major power short2	1116 KB
major power	1472 KB
major power2	755 KB
major trillonic	1658 KB
malfunction	648 KB
mambaphon	74 KB
masking	1043 KB
masterblaster	22 KB
mechano	194 KB
mercury drop	732 KB
mercury drop2	378 KB
mercury drop3	481 KB
metadata	186 KB
metal rattle	221 KB
metal rattle2	734 KB
metallurgic	548 KB
metallurgic2	548 KB
metawaves	5170 KB
microbotics	324 KB
microchimes	2621 KB
microchimes2	142 KB
microfall	539 KB
micron	28 KB
mimetics	127 KB
mineralcave	1215 KB
miniguero	55 KB
minimecha	40 KB
minimecha2	452 KB
minor power short	1309 KB

minor power	2714 KB
mistywind	3119 KB
moonshadow	2898 KB
more attack	13 KB
mosquito falling	257 KB
mosquito splatter	197 KB
movingcoda	305 KB
mr alph	24 KB
mr bender	560 KB
mr echo	644 KB
mr elektro	532 KB
mr random	1574 KB
mr reverse	359 KB
mr rude	2450 KB
mr scratch	149 KB
mr simply	793 KB
mr snare	302 KB
mud remover	14 KB
murmuring	629 KB
mushroom	319 KB

Total 58 files

N-O

=====

navytech	166 KB
needcolor	25 KB
need water	1021 KB
neonlight	237 KB
neptune	1426 KB
networks	1273 KB
newtronica	484 KB
nightverb	697 KB
nightverb2	2346 KB
nolknows	1287 KB
nolight	9 KB
nothing simpler	416 KB
nowhere	219 KB
nth dimension	334 KB
obscure	10260 KB
obscure2	381 KB
obscure3	2993 KB
obsession	2465 KB
oceanic	1948 KB
old radio response	13 KB
old radio2 response	13 KB
oldtime radio	14 KB
ominuosity bass	1074 KB
ominuosity subsonic	1003 KB
ominuosity	1177 KB
on the trees	668 KB
one more time	109 KB
oniricon	1584 KB
only subwoofer	32 KB
only tweeter	13 KB
openwindow	309 KB
opium	224 KB
orbital	3304 KB
organic metal	1281 KB
organicmemories	2915 KB
out of control short	1400 KB
out of control	2071 KB
out of control2	1817 KB
overdriver	168 KB
over the clouds	1202 KB

Total 40 files

P-Q

=====

panorama	380 KB
paperboy	148 KB
particleflow	2026 KB
passing by	2135 KB
percumemories	217 KB
percumemories2	837 KB
percusonic	240 KB
persistence	1548 KB
photon	348 KB
photonics	539 KB
pickitup	79 KB
pickupperc	196 KB
plastic hit	269 KB
plastico	426 KB
pollux	2428 KB
potion	540 KB
powersense	53 KB
premonition	2806 KB
presencer	14 KB
prism	652 KB
prototype	141 KB
psychic waves	2077 KB
pulsar	464 KB
pyrotechnics	1083 KB
quickshift	161 KB
qvibe	123 KB

Total 26 files

R

=====

R3D3 dialog	1463 KB
R3D3	197 KB
radiowaves	1404 KB
randomgroova	623 KB
rapsodium	318 KB
rapsodium2	679 KB
rasgado	639 KB
reaktor	2776 KB
register	605 KB
remembering	3186 KB
reminiscence	2387 KB
retrosilence	63 KB
return1	850 KB
return2	898 KB
reversed long trail	3213 KB
reversid	392 KB
revertical	150 KB
revival	1292 KB
revmeta	233 KB
richer	38 KB
rifftronics	207 KB
risenfall	3678 KB
roarengine	149 KB
robobath	194 KB
robosting	1908 KB
robosting2	1583 KB
robothinking	335 KB
robotica	120 KB
rocket	360 KB
rollarock	155 KB
roller	253 KB
rolling echoes	625 KB
rollingbass	167 KB
roomium	814 KB

rotomic	327 KB
rotoscope	1660 KB
r-types	468 KB
rumble killer	13 KB

Total 38 files

S1

=====

satellite	1421 KB
savage waters	625 KB
scubabreath	775 KB
scubabreath2	1101 KB
shadow	37 KB
shakerizer	312 KB
shaking world	1044 KB
sharp	74 KB
shimmer	14 KB
short projection	267 KB
shuffle	322 KB
sigma	541 KB
sigma2	296 KB
silent waiting	3366 KB
silent waiting2	2615 KB
silverspectrum	30 KB
simbiotic	1979 KB
sintho	170 KB
sinus globes	382 KB
sirenety	672 KB
six stringed	2307 KB
skytear	3035 KB
slash	419 KB
slideronic	237 KB
small oscillation	88 KB
smallmorph	304 KB
smallpearl	635 KB
smallpearl2	613 KB
smartecho	179 KB
smearing	74 KB
smooth echo	1039 KB
smooth metal	41 KB
snare beef	14 KB
sonar music	265 KB
sonorama	1215 KB
sonoria	927 KB
sonoria2	271 KB

Total 37 files

S2

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space odyssey	1710 KB
space odyssey2	4692 KB
space odyssey3	952 KB
spacegun	207 KB
spaceship short	245 KB
spaceship	2493 KB
special flam short	60 KB
special flam	597 KB
spectraman	63 KB
spektral hit	478 KB
spell	238 KB
spice up	18 KB
spiral	415 KB
spirits	2361 KB
spread	189 KB

springhat	303 KB
spyrocrystal	2316 KB
squacker	453 KB
squish	178 KB
starblazing	308 KB
stardust	3209 KB
stargate	252 KB
steam	949 KB
steelplate	318 KB
stompsonic	389 KB
stoneage	323 KB
strange mirror	2840 KB
subotnika	1077 KB
subsonic remover	14 KB
sweepfilter	5179 KB
sweepspacer short	449 KB
sweepspacer	3384 KB
swish	124 KB
sword of orion	2729 KB
synthetic string	1759 KB
synthochime	1701 KB

Total 36 files

T

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take back	81 KB
tapewarm	13 KB
tapewarm2	13 KB
tapewarm3	13 KB
telephone response	63 KB
telephone2 response	63 KB
telex generation one shot	30 KB
telex generation	144 KB
temple	2910 KB
tension builder	1981 KB
tension in the air part1	269 KB
tension in the air part2	695 KB
tension in the air	1937 KB
terabyte	597 KB
terminal2010	1881 KB
terminal2020	1589 KB
terminal2030	1168 KB
terminal2050	1099 KB
terminal2060	1589 KB
terminal2070	1881 KB
tesiarsi	116 KB
the big one	3959 KB
third state	783 KB
thumb	44 KB
thunderbird	315 KB
thunderbird2	862 KB
thunderbird3	314 KB
thunderizer	1573 KB
tibetan whistlers short	304 KB
tibetan whistlers	2595 KB
ticktack	181 KB
timbalesque	435 KB
tlink	152 KB
toboga	1373 KB
tomorrow arp	82 KB
tonal cry	1573 KB
tramp	83 KB
tranz short	135 KB
tranz	653 KB
tremolodream	680 KB
triangularization	541 KB
trillionical	1720 KB

trillionical2	1075 KB
trimmer	154 KB
tube bad1	13 KB
tube bad2	13 KB
tube warm	13 KB
tube warm2	12 KB
tunnelization	827 KB
turbinal	3887 KB
turbonix	3585 KB
turn around	944 KB
turn it on	133 KB
turning off	2286 KB
turning off2	216 KB
twistingbell	606 KB
two moves	385 KB

Total 57 files

U-V-W

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ufonic	51 KB
underwater response	54 KB
underworld	390 KB
universe	3574 KB
universe2	2308 KB
unstable	293 KB
upwards short	1401 KB
upwards	2623 KB
vega	1753 KB
vega2	795 KB
vibculture short	829 KB
vibculture	3175 KB
vibraticon	700 KB
vibrating air short	420 KB
vibrating air	2851 KB
vibrating echoes	687 KB
vibroattack	374 KB
violentlyhappy	510 KB
violentxplosion	686 KB
virulent	261 KB
visionary	2357 KB
vocalized	2363 KB
vocodaland	217 KB
water surface	691 KB
water surface2	1016 KB
waterfalling	792 KB
waterization	188 KB
watermemory	3659 KB
waterphonics	1420 KB
white	54 KB
wildgrinder	491 KB
windfilter	3782 KB
wisharmo	42 KB
wizardry	663 KB

Total 34 files

X-Y-Z

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xander	141 KB
xcity	1651 KB
x-factor1	12 KB
x-factor10	12 KB
x-factor11	12 KB
x-factor12	12 KB
x-factor13	12 KB
x-factor14	12 KB
x-factor15	12 KB
x-factor16	12 KB
x-factor17	13 KB
x-factor18	12 KB
x-factor19	13 KB
x-factor2	12 KB
x-factor20	13 KB
x-factor21	12 KB
x-factor22	12 KB
x-factor23	12 KB
x-factor24	12 KB
x-factor25	12 KB
x-factor26	15 KB
x-factor3	12 KB
x-factor4	12 KB
x-factor5	12 KB
x-factor6	12 KB
x-factor7	12 KB
x-factor8	12 KB
x-factor9	12 KB
x-iliium	2688 KB
yes I groove	113 KB
zapper	885 KB
zeta reticoli	3191 KB
zipper	257 KB

Total 33 files

Z-pulses

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350 short impulse responses

Total 25 folders / 1026 files
Over 640 MBytes

** Specifications subject to change without notice*



CAUTION

Please, moderate the output volume when using convolution, because it can produce resonances that amplify the source material in an unpredictable way. This product is provided "as is", without warranty of any kind. Virtuasonic cannot accept responsibility for any possible damage resulting from its use.

Support

Feel free to contact us via the contact page on our website at <http://www.virtuasonic.com> if you need support for this product.

You will find other information on the webpage regarding it and consult our online FAQs section.

We provide direct support via e-mail. Usually we try to reply as soon as possible, depending on the problem and the particular situation.

Thank you.