



Plugin Alliance Neoverb A Reverb That Listens Instructions

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Neoverb

Plugin Alliance Neoverb A Reverb That Listens



A Reverb That Listens

Reverb is a crucial element in any music. The original purpose was to give sounds in the studio's dry audio environment a sense of acoustic space. Over the years, reverb has also become a special effect that may or may not relate to physical spaces.

Neoverb takes a new approach to creating and editing reverb, and excels in five main ways:

- Blend multiple reverbs together to create unique, original sounds. Three distinct reverb engines, with the ability to morph among them, gives more interesting, realistic, and Bexible sounds than single-engine reverbs.
- Cuts the complication. Traditional reverbs have many interacting parameters, which complicates editing. The Reverb Assistant feature distills the controls down to musically meaningful parameters, so you can dial in the

right sound in under a minute, without disturbing your workBow.

- Dive as deep as you want. Although the Reverb Assistant makes editing easy, you can expose the parameters it adjusts for creative sound design.
- Prevent Build-Up. Mixing with reverb can be challenging, but iZotope's Auto Cut and Unmasking features can allow your reverb selections to more cleanly fit into the mix.
- Superior sound quality. Neoverb is powered by Exponential Audio's famous reverb engines. Inspired by classic studio hardware, Exponential Audio reverbs are beloved for their high quality algorithms and realistic room sounds.

At iZotope, it's no secret that we design products we want to use for ourselves. Neoverb has become the go-to reverb for many of us, and we'd be honored if it becomes part of your music.

Neoverb Overview

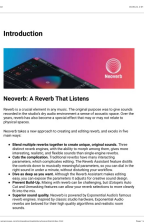
Although Neoverb offers unprecedented ease of use, it also offers extreme depth so that you can create unique, personalized sounds. You'll edit your sounds using these main elements.

- The innovative Blend Pad interface chooses any proportion of three different reverb engines, and mixes them into one sound. The first Reverb engine generates early reflections. Reverb 2 generates reverb tails for either Room, Medium Chamber, or Plate reverb sounds, while Reverb 3 generates reverb tails for Large Chamber or Hall reverb sounds.
- For deep editing, an Advanced panel exposes 17 additional parameters (like Decay Time, Size, Damping, Diffusion, etc.) that affect the reverb engines.
- A Pre EQ section can analyze the input signal to reduce resonances for a sweeter reverb sound, or you can adjust this manually.
- The Reverb EQ's "unmask" feature prevents a build-up of reverb frequencies that could interfere with other sounds in the same frequency range. It can compare the dry and wet sounds.
- A Smoothing transient shaper softens the transients of signals entering Neoverb, in turn making the resulting signal smoother and more even sounding.
- Neoverb's Mod section uses an X-Y interface to modulate reverb parameters over time, which adds variety and animation to the reverb effect.
- Some parameters can sync to the host tempo to create rhythmic-oriented reverb effects.

SHORTCUTS

Alt+Click returns most controls to their default positions. Double-clicking within most controls or labels opens a text field where you can type in a specific value.

Documents / Resources

	<p>Plugin Alliance Neoverb A Reverb That Listens [pdf] Instructions Neoverb A Reverb That Listens, A Reverb That Listens, That Listens</p>
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References

-  [Introduction](#)

Manuals+.