



## User Manual



**hongo**digital



# User Manual

## 1 WHAT IS EASYVERB?

**easyverb** is a reverb plugin that works entirely by convolution. This means that **easyverb** allows an audio signal (can be music, voice over or any other type of sound record) to sound as if it had been played elsewhere.

This allows the acoustics of different spaces to be reproduced in recordings made very far from those spaces. Also, these could well be auditoriums, theaters, or movie theaters, as well as a drawer or closet!

## 2 HOW EASYVERB WORKS

**easyverb** works by the operation known as convolution.

This mathematical operation allows obtaining the response of a system to a signal, even if the signal does not come specifically from that system.

Because acoustic rooms are systems that transform sound signals, convolution allows you to recreate a room's response to a sound, even if the sound never sounded in that room!

The convolution is executed between the audio signal to be modified and the response (s) to the impulse of the room. These are recordings of how the room responds, in a certain position of the room, to an impulse, this is a signal that develops a lot of energy in a very short period of time.

A convolution reverb can recreate any position in a room where an impulse response has been recorded.

In its current version, **easyverb** has responses to impulse in five locations in two emblematic theaters in Buenos Aires: the Margarita Xirgu theater, built in the early 20th century; and the Usina del Arte theater, a historical building restored as a cultural space in the city.





### 3 INSTRUCTIONS FOR USE

**easyverb** can be used inside a DAW (such as Logic Pro, Cubase or Reaper), or outside it in Standalone mode.

#### 3.1 CONTROLS

**easyverb** is characterized by ease of use and easy interaction with the user, as can be seen in Figure 1:

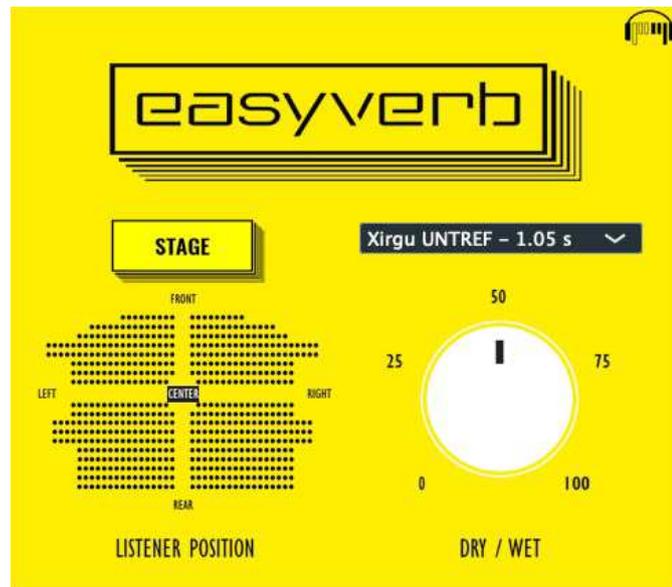


Figure 1: Easyverb graphical interface

The easyverb interface presents two controls, called **Listener Position** and **Dry / Wet**, and a room selector where we can choose the theater in which we want to locate ourselves.

Listener Position is the control that allows us to position ourselves as listeners in different positions within the room. In other words, we will be listening to our signal in the selected position of the audience as if it had been reproduced on stage.



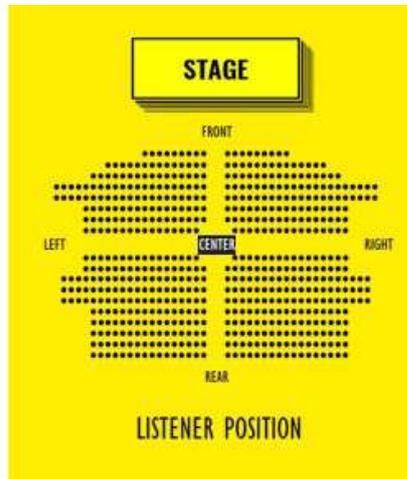


Figure 2: Listener Position Control

The different audience positions are called: **front, left, right, rear, center**. They correspond to the listening positions at the front of the room (near the stage), on the left or right wing, at the back of the room, or in the center, respectively.

The Theater Selector allows you to choose between the two available theaters: Xirgu UNTREF or Usina del Arte.

Dry / Wet is the control that allows you to adjust what percentage of the signal the effect wants to apply. Thus, a Dry / Wet value of 50 corresponds to a combination of 50% of the original signal, and 50% of the signal reverberated in the room. Auditively, it can be associated with what proportion of what we hear comes directly from the stage, and what proportion comes from the reflections in the room.

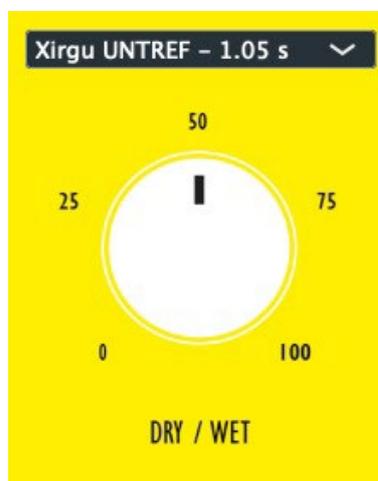


Figure 3: Dry / Wet control and theater selector.



By experimenting with different room positions and Dry / Wet percentages, many creative possibilities can be achieved. easyverb lets you know how the voice of your favorite singer would sound in a theater in San Telmo, or whatever musical instrument you want in the center of a theater in the Boca neighborhood of the city of Buenos Aires.

**Have fun!.**

