

epicPLATE

MANUAL

revision 1.0

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1 Introduction

1.1. LICENSE

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1.2. DISCLAIMER

'VST' is a Technology and Trademark by Steinberg.
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Warning: Lower your listening volume while operating the plug-in to avoid hearing damage or damage of speakers or any other equipment.

1.3. INSTALLATION

Requirements: Windows compatible system, VST compatible host.

Installation: Put the DLL files contained in this archive into the according VST plug-in folder of your host. This distribution contains both 32 and 64bit binaries.

1.4. BASIC OPERATION

- Use the power on/off switch and the output volume control on the very right side of the user interface for handy A/B comparisons.
- Use *<ctrl> + mouse left click* on a knob or switch, to restore default position.
- Use *<shift> + mouse left click* on a knob to fine adjust values.
- Insert this plug-in as a mono or stereo effect in any channel of your VST host.

1.5. BACKGROUND

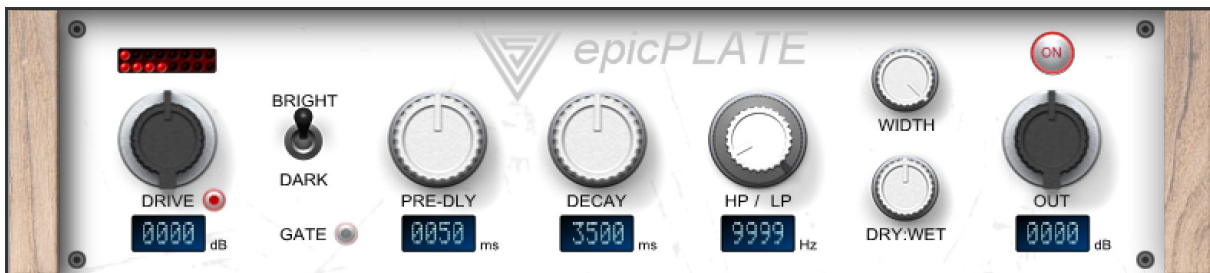
Unlike digital reverberation, the plate reverb is one of the true analog attempts in recreating convincing reverberation build right into a studio device. It is basically an electro-mechanical device containing a plate of steel, transducers and a contact microphone to pickup the induced vibrations from that plate.

The sound is basically determined by the physical properties of the plate and its mechanical damping. Its not about reflecting waves from the plates surface but about the propagation of waves within the plate. While the plate itself has a fixed, regular shaped size and can be seen as a flat (two dimensional) room itself it actually does not produce early reflection patterns as we are used to from real rooms with solid walls. In fact there are no such reflections distinguishable by human hearing. On the other hand there appears to be a rather instant onset and the reverb build-up has a very high modal density already.

Also reverb diffusion appears to be quite unique within the plate. The wave propagation through metal performs different compared to air (e.g. speed/frequency wise) and also the plate itself – being a rather regular shape with a uniform surface and material – defines the sound. This typically results in a very uniform reverb tail although the higher frequencies tend to resonate a little bit more. Also due to the physics and the damping of the plate, we usually do not see hear very long decay times.

All in all, the fast and consistent reverb build up combined with its distinct tonality defines that specific plate reverb sound and explains why it is still so much beloved even after decades. The lack of early reflections can be easily compensated for just by adding some upfront delay lines to improve stereo localization if a mix demands it. The other way around, the plate reverb makes a perfect companion for all kinds of delay effects.

2 Reference



2.1. DRIVE AND GAINSTAGING

The epicPLATE plugin contains a unique output amplifier stage which can be utilized to glue the outgoing dry/wet mix altogether. To get the most out of this feature its recommended to use the plugin as an insert effect. However, also just used on the wet signal (e.g when used as a send effect) this effect can be beneficial. It can be activated by the DRIVE push button and the amount can be adjusted in a +/-12dB range using the DRIVE knob. If activated, the LED strips above reflects activity (left & right channel seperately) with a sweet-spot indicated by just some glowing LEDs in the left half of the meter.

2.2. REVERB PARAMETERS

BRIGHT / DARK	Toggles between two plate algorithms damped differently
GATE	Creates an immediate reverb decay effect
PRE-DLY	Pre-delay time in ms
DECAY	Reverb decay time in ms
HP / LP	Highpass (inner ring) and lowpass filter (outer ring)
WIDTH	Alters the width of the reverb (wet) signal
DRY:WET	Mixes the input (dry) and the reverb (wet) signal
ON	Power On/Off
OUT	Output gain in dB

3 Addendum

3.1. THIS & THAT

- Concerning dry/wet mix, all presets are made to be used as an insert effect.
- Deactivating the amplifier stage saves around 50% CPU.

3.2. CREDITS

Special thanks to Martin Vicanek (vicanek.de) for sharing his convolution DSP code – this plugin would have not been possible without it.

Special thanks to Patrick Barca for the original epicVerb artwork and the UI controls still used in this plugin.

Special thanks to the audio community for supporting me when starting releasing plugins back in 2007 and still today!

3.3. UPDATES AND FURTHER INFORMATION

Refer to my Blog [Variety Of Sound](#) for some additional information and updates or to report any issues with the plugin.

Peace,
Herbert