MUTANT reverb

'Mutant Reverb' is a mono-to-stereo reverb plugin with a built-in ducker. The ducker listens to the dry source signal, and ducks the wet reverb signal making space for the source signal. This setup is very useful when using more pronounced reverb effects that have long tails on for example vocals, synths and percussion. It allows you to dial in long reverb times without losing the definition and clarity of the source signal. This setup is traditionally used a lot in vocal production, but it requires complex routing and tweaking your FX chain. With the Mutant Reverb plugin you get this setup right out of the box.

The Stereo Split Reverb section of Mutant Reverb offers a lush reverb algorithm that can turn a mono source in a stereo reverb signal, including several controls to tune the room and tail character of the reverb effect. The Internal Ducker section gives you the typical threshold, ratio, attack, hold and release controls, to create room in your mix. In addition, you can mute the original signal, so you can listen to the ducked reverb effect in detail or use the plugin on an effect bus. Finally, the graph on top shows you the dry source and the wet reverb signal in different colours so you can also see clearly what the plugin is doing in terms of reverberation and and ducking. Mutant Reverb is a powerful tool to create a massive vocal production or to create definition in synth and percussion tracks with longer reverb tails.

Logo:

The Mutant Reverb logo acts as a bypass control for the whole plugin, and is smoothed to be click and pop free for unhindered A/B testing.

Mix / Mute:

The mix feature lets you mix in the wet reverb signal with the source signal. If you want to listen to the ducked reverb effect in solo mode of use the plugin on an effects bus, you can activate the mute feature that will mute the source signal.

Time / Pre-Delay:

With the time feature you can set the length of the reverb tail up to an infinity. The dot-control attached to the time feature lets you adjust the reverb's pre-delay time up to a 100ms.

Size / Diffusion:

With the time size you can set the simulated roomsize of the reverb. The dot-control attached to the size feature lets you adjust the reverb's diffusion, smoothing out the simulated room.

HPF / LPF / Dampenning:

With the hpf and lpf filters you can filter the output of the reverb signal. The dot-control attached to the filter feature lets you adjust the reverb's dampening, allowing you to simulate a more natural sounding room.

Treshold / Ratio:

With the threshold and ratio you set the intensity of the internal ducking effect. The lower the threshold the quicker the ducker kicks in based on the reverb signal. The higher the ratio, the more gain reduction the ducker applies to the source signal.

Attack / Hold / Release:

With the attack, hold and release features you can adjust the behaviour of the internal ducking effect. The attack lets you ignore transients in the reverb signal, the hold stabilises the generated gain reduction, and the release fades out the gain reduction. Using zero attack and long release times you can really create a lot of your in your mix.