

EMULATORS OF THE LOST REVERB




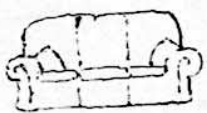




IN ORDER TO EMULATE REVERB, THE CHARACTERISTICS NEEDED ARE: PRE-DELAY TIME, REVERB TIME, DIFFUSION, H.F. DAMPING AND MIX. HERE OUR WIKEND EXPLORER INDIANA REVERB SETS OUT TO FIND A MISSING BATHROOM REVERB...

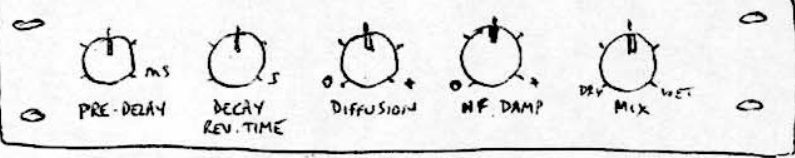


AFTER A LONG SEARCH, INDY FINDS A STRANGE SET OF HEIROGLYPHS BATHED IN AN EERIE LIGHT! LUCKILY INDIANA REVERB HAD SPENT MANY YEARS STUDY AND PRACTICE READING DIFFERENT HEIROGLYPHS... MANY

ROOM CHARACTERISTICS

| | PRE DELAY | REVERB TIME | DIFFUSION | H.F. DAMPING | MIX |
|---|-----------|-------------|---|---|---|
|  CATHEDRAL J.H.F. | 100ms | 9 sec | SOME some pillars | little A few wooden carvings | SOME CATHEDRALS ARE LITTLE  |
|  HALL J.R. | 50ms | 2.9 sec | Lots Lots of comfy chairs, wooden roof | lots all that jumble sale stuff | |
|  SITTING ROOM J.E. | 20ms | 0.9 sec | Lots All that furniture sofas, chairs | lots cushions curtains carpets | LITTLE NUN IN THE LOO  |
|  TOILET J.E. | 10ms | 0.25 sec | little A loo, a sink | NONE - All those tiles - NO absorption | |





REVERB CONTROLS