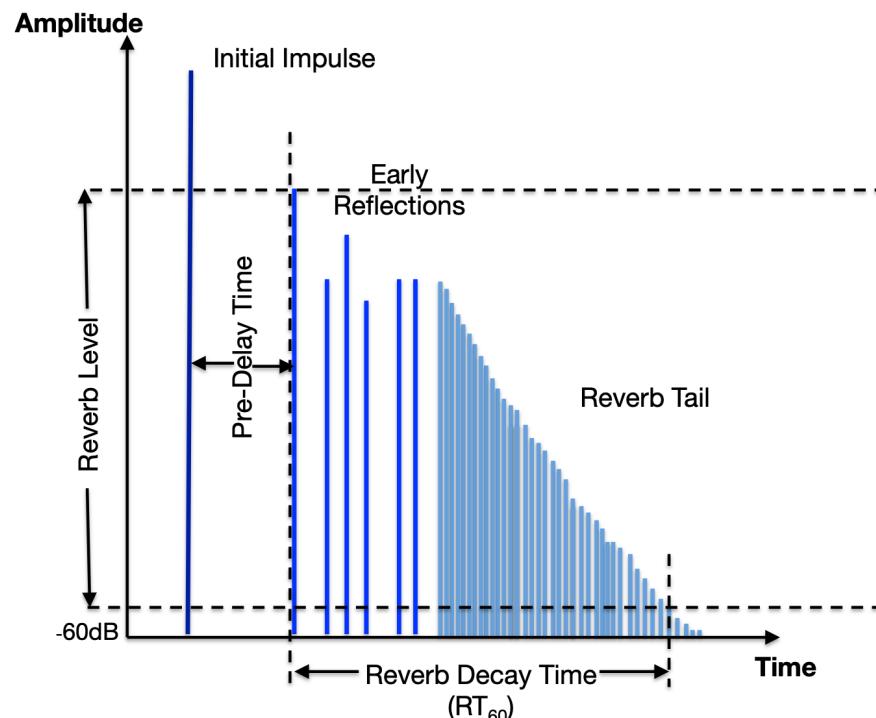


# Effects (Reverb) - Knowledge Organiser

GLOSSARY	
<b>Pre-Delay Time</b>	The <b>gap</b> between the direct sound and the onset of the early reflections and reverb tail
<b>Reverb Time</b>	The amount of time taken for the reverb to decay to the point at which it is <b>inaudible</b>
<b>RT<sub>60</sub></b>	The time it takes for a sound source's SPL to decay by 60dB
<b>Early Reflections</b>	The first reflections that occur <b>after</b> the direct sound but <b>before</b> the reverb tail
<b>Reverb Tail</b>	The general wash of sound that occurs after the direct sound and early reflections
<b>HF (High Frequency) Damping</b>	Increases the perceived warmth of a space by attenuating higher frequencies
<b>Wet/Dry</b>	Controls the balance between the <b>altered</b> (wet) and <b>unaltered</b> (dry) signals



REVERB TYPES	
Natural/Room Reverb	<ul style="list-style-type: none"> <li>• Reverb would be captured in live rooms with an appropriate reverberation characteristic</li> <li>• Can't remove the reverb after the initial capture</li> </ul>
Echo Chambers	<ul style="list-style-type: none"> <li>• Tracks would be played back in a reverberant space</li> <li>• The resulting ambience is recorded and added to the track</li> </ul>
Spring Reverb	<ul style="list-style-type: none"> <li>• Audio is sent through to metal springs which vibrate</li> <li>• The vibrations are converted into audio using transducers</li> <li>• Commonly used with guitars</li> </ul>
Plate Reverb	<ul style="list-style-type: none"> <li>• Audio is sent through a thin metal sheet that vibrates</li> <li>• The vibrations are converted into audio using transducers</li> <li>• Commonly used with vocals</li> </ul>
Digital Reverb	<ul style="list-style-type: none"> <li>• Creates a reverb effect by using many mathematically calculated delays</li> </ul>
Convolution Reverb	<ul style="list-style-type: none"> <li>• Reproduces a real reverb from an existing space like a concert hall or cathedral</li> <li>• An impulse response is generated in a room and recorded</li> </ul>
Gated Reverb	<ul style="list-style-type: none"> <li>• Combines reverb with a noise gate</li> <li>• Cuts off the reverb tail before it fades to silence</li> </ul>
Reverse Reverb	<ul style="list-style-type: none"> <li>• The reverb tail is played backwards after the initial impulse</li> </ul>