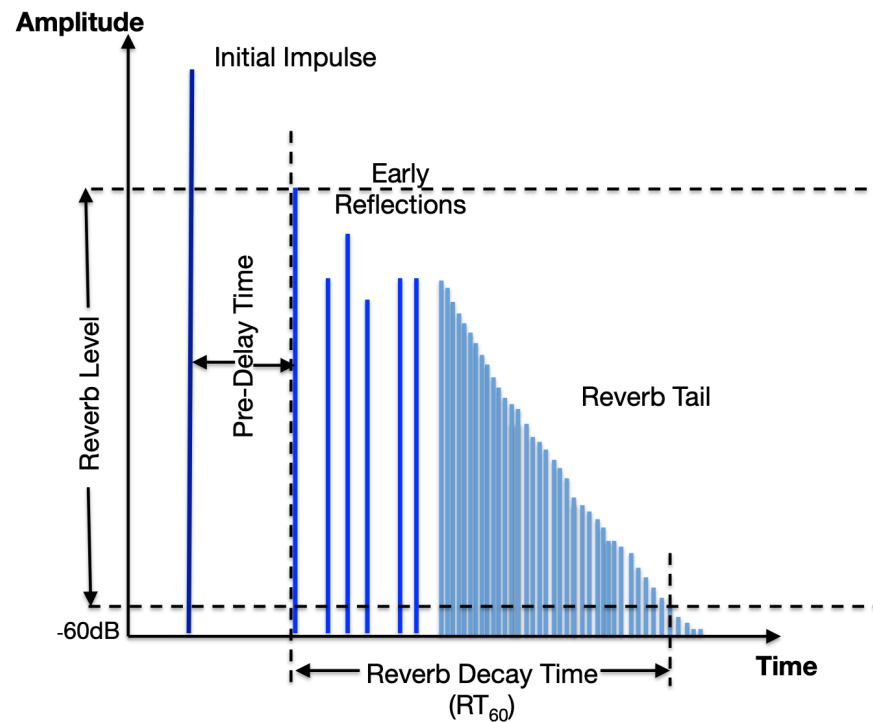


# Effects (Reverb) - Knowledge Organiser

| 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>  |