

ASYMO REVERB

USER MANUAL v1.0



Introduction

Most digital reverbs simulate static, symmetrical spaces. Asymo Reverb breaks this convention by allowing you to dynamically warp the walls and rotate the acoustic chamber, introducing organic movement to what has traditionally been a stationary effect.

In the physical world, warping or rotating an active room would cause severe pitch-shifting and phase issues. To bypass these limitations, Asymo Reverb writes its own rules of acoustic physics, allowing for radical spatial modulation while maintaining complete pitch and phase stability.

While designed for creative sound design, Asymo Reverb also functions beautifully as a clean, professional reverb. At moderate settings, it provides lush, warm, and natural acoustic spaces. However, when pushed, it easily transforms into a unique tool for sculpting experimental textures and moving soundscapes.

The idea was born from a simple question. While working on his early mixing sessions, developer Mustafa Orhan wondered why digital reverb spaces had to remain static. Realizing that music production had accepted fixed walls as an unbreakable rule, he designed Asymo Reverb to give creators an intuitive way to reshape and animate their acoustic space.

CONTROLS

INTERACTIVE GEOMETRY DISPLAY

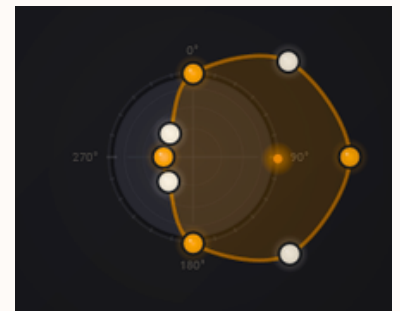
This interactive panel is the visual and physical heart of Asymo Reverb. The white and orange nodes represent the boundaries of the simulated room and can be dragged directly with your mouse to warp the acoustic environment. The 0°, 90°, 180°, and 270° markers help visualize the rotation path controlled by the Angle parameter. When the room is put into motion, the entire geometric shape rotates in real-time on this display.



ASYMMETRY • MOTION

Asymmetry: Proportionally balances the geometric warping made via the interactive display nodes. At 0%, the Orbit controls are bypassed and the room remains stationary.

Angle: Controls the rotation angle of the room. As Asymmetry is increased, a guiding indicator light appears on the orbital track of the display to assist with angle positioning.



Character: Increases the prominence of the asymmetric room reflections while adding a subtle, warm saturation.

Orbit Speed: Sets the rate of the room's rotation (orbit) speed.

Orbit Range: Determines the depth of the spatial movement. Between 0% and 100%, the room sways in a natural pendulum motion. Turning the knob past 100% (Full) transitions the movement into a continuous, 360-degree rotation.

Reverse: Toggles the direction of the orbital rotation, shifting the movement counter-clockwise.

ROOM

Size: Adjusts the physical volume and dimensions of the simulated space.

Damping: Controls high-frequency absorption within the room, simulating how quickly treble frequencies decay.

Width: Sets the stereo width of the reverb, from narrow mono to wide stereo.

Early: Balances the level of early reflections, which define the initial size and shape of the room.

Decay: Sets the total time it takes for the late reverb tail to fade to silence.

Bass: Scales the decay time of low frequencies.

Treble: Scales the decay time of high frequencies.

OUTPUT

Mix: Blends the unprocessed dry input signal with the wet processed reverb signal.

Pre Delay: Sets the time delay before the onset of the early reflections, helping separate the dry signal from the reverb space.

Ducking: Automatically reduces the reverb level in the presence of a dry input signal. This transparently carves out space for transients and vocal clarity, letting the reverb tail expand naturally once the dry signal stops.

Low Cut: Filters out low frequencies from the reverb signal to keep the low-end clean.

High Cut: Filters out high frequencies from the reverb signal to tame harshness.

OTHER CONTROLS

A/B Comparison: Allows you to compare two different states of the plugin (A and B) to quickly audition and compare different settings.

Preset Manager: Loads, saves, and browses through factory and user presets using the display and navigation arrows.