TIMP
NEBULA LIBRARIES

Real Spaces

Features:

33 x Spaces.

21 x Programs.

4 x Program types.

4 x Sample Rates.

Type 1 programs

List of type 1 Spaces:

1. Chapel.
2. Garage.
3. Part tiled room.
4. Church.
5. Small Victorian Hall.

Each space has a program with the source facing forward and up, totalling 10 programs.

Source control

To understand source control, let's first explain what a source in the program is. The source is the place where the sound radiates from. All sound produced in the reverberation radiates from this starting point. With source control, we can control not only which way the source is facing but also its phase.

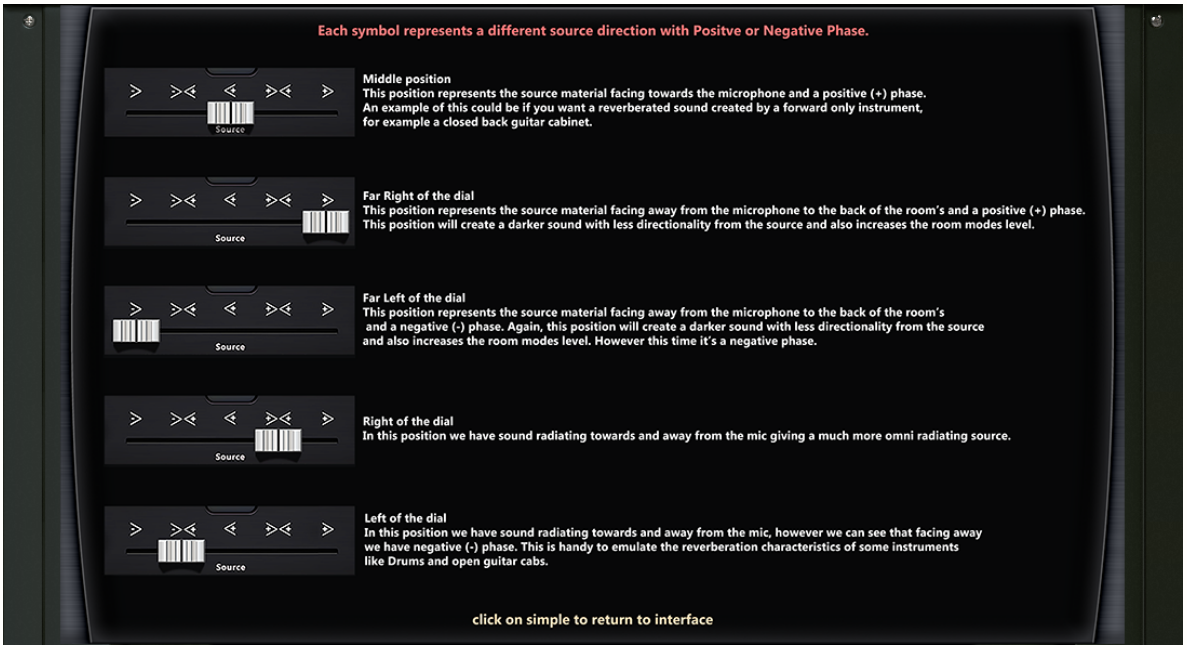
Controlling the direction of the source will have an impact on where the main reflections start and the overall tone.

So why control its phase? Many sound sources create a negative phase radiating from the opposite side, this can cause subtle phase cancellations, sometimes changing the sound, especially in the bass region. A good example of this is an open back guitar cab or drums.

Forward programs are based on sound source facing mics.

Up programs are based on the source facing the ceiling in centre position.

More information can be found by clicking N4's edit tab within the program:



Emphasis

Explanation at bottom of manual.

Selectable arrays

1. M/S: Mid side captures allow the user to create a stereo effect without issues when the image is collapsed to mono. In this version of M/S I used an omni as the centre and a figure 8 for the sides.

2. ORTF: A near-coincident pair mic'ing using cardioids.

3. Spaced pair: Spaced pair using a pair of omni mics.

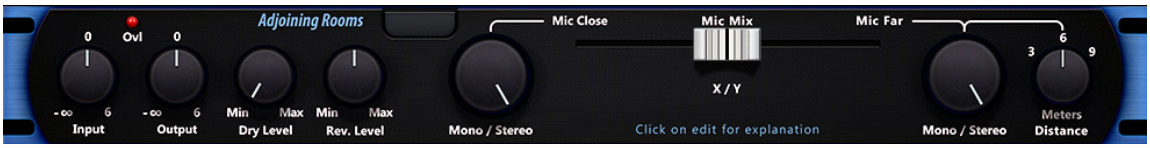
Stereo control

There are two techniques used for stereo control.

1. Mid/Side uses its side level to change the stereo level.

2. Ortf and Spaced pair. Left only is used for mono to stop any phase cancellation that would otherwise occur by summing left and right.

Type 2 programs:



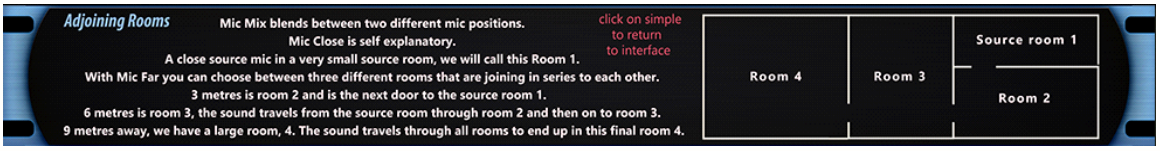
There are two spaces of this type:

1. Adjoining rooms with Arrays: XY, Spaced.

2. Vaults with Arrays: XY, ORTF, Spaced.

These presets are dual mic distance captures with a blend control.

More information can be found by clicking on N4's edit tab within the program:



Mic mix

This control enables a blend between two different distances or spaces. One close and the other far.

Distance control

This controls the distance of the second mic.

Stereo controls

Each mic has an independent stereo control.

Type 3 programs

There is only one type 3 preset. This is program called Church Pillars.

Church pillars uses all 6 pillars to hide mics behind them; this stops any direct signal from occurring and reduces first reflections, giving a warmer sound.

Select Pillar

A. Close. B. Midfield. C. Far.

This information can be found by clicking N4's edit tab within the program.

Emphasis

Explanation at bottom of manual.

Stereo control

Church Pillars is two spaced omni mics behind a left and right pillar. Left only is used for mono to stop any phase cancellation that would otherwise occur by summing left and right.

Type 4 programs

Contains outside and unique spaces. 25 spaces were captured. 5 programs x 5 spaces. Here is a list of each program with 5 selections within the program:

1. Under the Bridge:
A. 6ft High Arch Road Bridge.
B. City Swing Bridge.
C. Train Bridge approx 40ft.
D. Viaduct 80ft.
E. Viaduct 2 approx 55ft.

2. Tunnels:
A. Canal Tunnel 1.
B. Canal Tunnel 2.
C. Pedestrian Tunnel.
D. Small Viaduct Tunnel.
E. Small Viaduct Tunnel Petal Shape.

3. Woodlands:
A. Woodlands 1 40ft from Source.
B. Woodlands 1 20ft from Source.
C. Woodlands 2 Space 1 20ft from Source.
D. Woodlands 2 Space 1 60ft from Source.
E. Woodlands 2 Space 2 15ft from Source.

4. Churches:
A,B,C,D,E Various Churches.

5. Other spaces:
A. Park Temple.
B. Open Lodge.
C. Folly.
D. The Gorge 1.
E. The Gorge 2.

More Info can be found by clicking on N4's edit within the program:

Emphasis

Explanation at bottom of manual.

Two selectable arrays

1. X/Y for excellent mono compatibility.

2. Spaced Pair.

Emphasis Explanation:

All programs except preset type 2 have the same emphasis control functionality.

This is similar to an early and late reflection control, but for the purpose of musicality and to create a whole new palette of sounds I've made this more geared towards good interpolation, so we can create sounds that appear to change the distance from the source.

Using the Early setting applies a log style curve, giving the impression of the source being closer and even changing its decay characteristics. Using the Late settings the early reflections give a further from the source effect and also gives the impression that the decay is bigger.