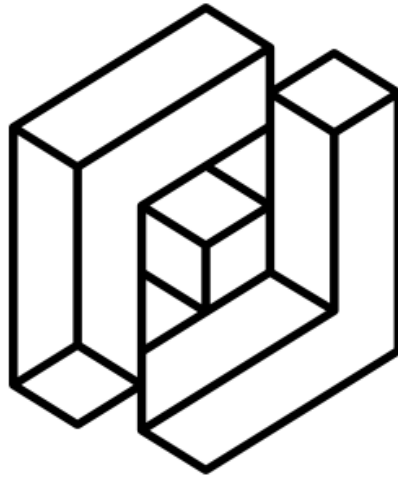




EXOVERB



# EXOVERB

## USER MANUAL

### V1.2.1

**Please read this manual carefully before using the software.**

Last updated: February 2024

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## Quick Start Guide

### Install and Authorize Your new Plugin:

Double-click the .pkg (Mac) or .exe (Win) file.

Follow the installation instructions.

Open the plugin in your DAW of choice, enter your license code and click on  
ACTIVATE.

For more information, please visit: [www.dear-reality.com](http://www.dear-reality.com)

### System Requirements and Supported Platforms

Supported sample rates by installation: 44.1 kHz, 48 kHz and 96 kHz

[Download reverb files](#) for additional support: 88.2 kHz, 176.4 kHz and 192 kHz

Supported buffer sizes: 32, 64, 128, 256, 512 and 1024

For latest System requirements & Supported Platforms, please check the product page  
on our website.

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# 1 Introduction

Thank you for purchasing EXOVERB and welcome to the next step towards our goal of making immersive audio production accessible for everyone. With EXOVERB we want to combine a classic stereo reverb with spatial audio technologies to add a new level of depth to your audio production.

## **Bringing Spatial Audio to Stereo**

Spatial audio technologies have long been considered incompatible with traditional stereo workflows. While this is true to some degree, it is often overlooked that stereo is capable to produce realistic depth if it is used right. With EXOVERB we want to unlock this capability by applying fundamentals of spatial audio technology into a classic stereo reverb.

# 2 About Reverb

Reverb is certainly one of the key elements in every audio production by providing space, depth and width. And though many reverbs provide space and width, we experienced a lack of real depth in most cases. With EXOVERB we want to change that and give you the tool to properly create a real sense of depth instead just blurring the mix.

The reverbs in EXOVERB are all modelled and finetuned manually by our spatial audio experts to give you the best result from the first reflection up to the late reverberation.

## **2.1 Early Reflections**

A signal being reflected once or twice from parts of a listening space - walls, ceilings, and floor - arrives shortly after the direct signal at the listener's position. Such early reflections can be seen as a transition period before the reverberant field has built up.

First reflections are responsible for our impression of the general character and the size of a room or environment. These reflections are of great importance to create a realistic localisation and the impression of space.

## **2.2 Late Reverberation**

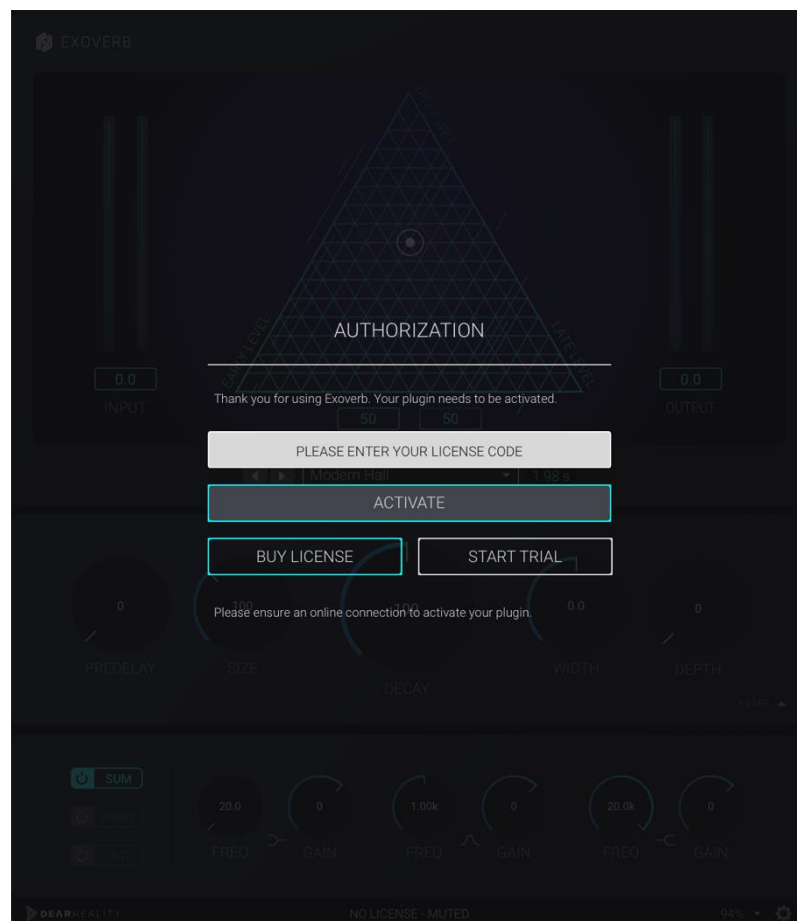
Reverb itself is an extremely complex reflection and diffusion pattern that builds up to a dense and diffuse thickness from the moment you hear the original dry sound. In EXOVERB we have incorporated fundamental conditions of the human hearing into this part to model the natural perception of diffuse reverberant environments as good as possible without compromising sound on any playback device.

### 3 Authorization

Before you can use the plugin, you need to activate it with our license server. Upon opening the plugin, you will see the plugin asking for a license key. There are three license types we offer:

- Trial license
- NFR license
- Full license

The trial license and NFR license are only valid for a certain duration. For the trial the duration is 14 days, for the NFR up to 12 months. The full license is perpetual. If you want to activate the trial license, you can simply click START TRIAL in the activation dialogue. For an NFR or full license activation, please enter your license code and click on ACTIVATE.



*License Activation*

## 4 Additional Reverb files

EXOVERB is distributed with so called flatbuffers, which represent the reverbs as .dat-files.

The installer for the plugin ships reverb files for 44.1, 48 and 96 kHz, you can get the flatbuffers for 44.1, 48, 88.2, 96, 176.4 and 192 kHz by following [this link](#).



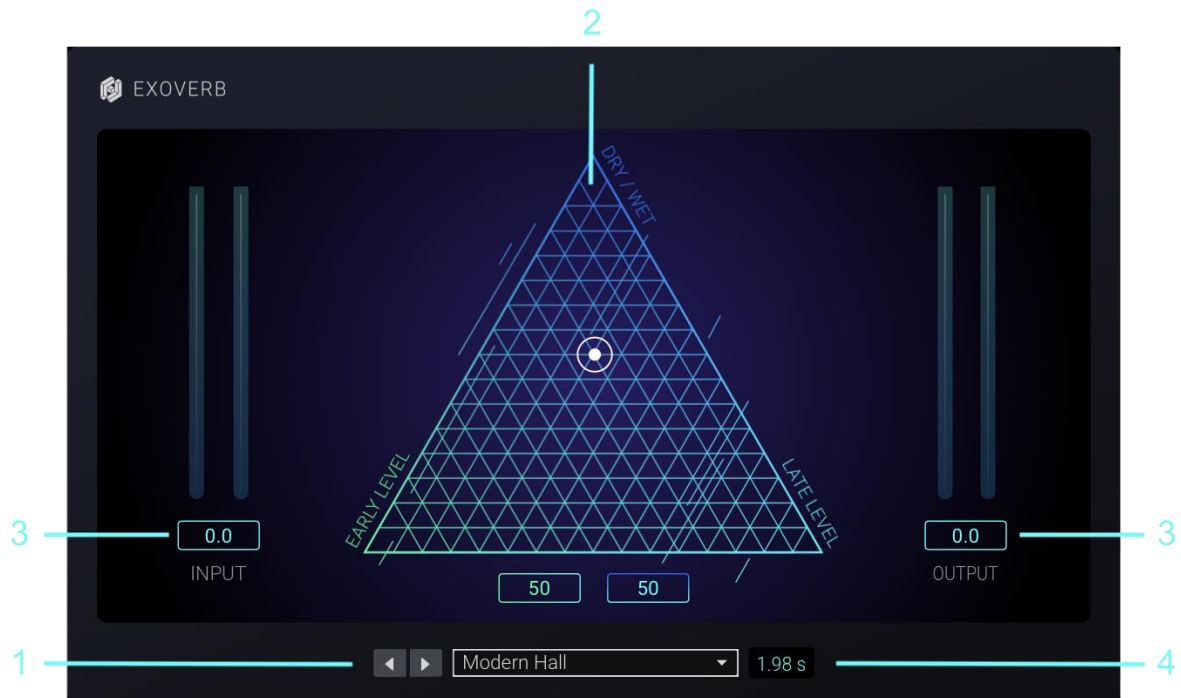
## 5 EXOVERB Overview



EXOVERB consists of four parts:

1. General Parameter Section
2. Reverb Parameter Section
3. EQ Section
4. License Toolbar & Settings Window

## 5.1 General Parameter Section



This section is all about finding the right Reverb for your mix.

In this section you can adjust and see the following parameters and information:

### 1. Reverb

Choose the best Reverb for your production by using either the dropdown or the arrow buttons. The Reverbs are divided into 4 different categories – Ambiences, Rooms, Halls and Plates that contain a total of 50 Reverbs. All of them are hand crafted by our spatial audio experts.

### 2. Early/Late and Dry/Wet

With the triangle pad of EXOVERB we give you control over two of the most important ratios with just one mouse movement - Dry/Wet and Early/Late - to find the sweet spot of each Reverb with ease.

Besides that, you can also adjust both ratios individually with their respective Value Fields below the Triangle Pad.

### 3. Input/Output Level

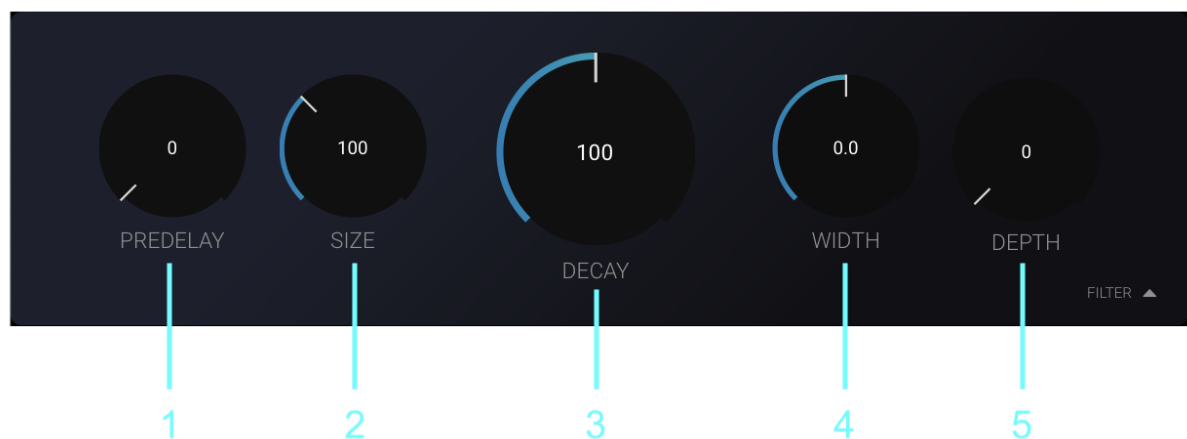
Things can get hot easily while working on the perfect mix. Get the right level with separate Input and Output Levels.

### 4. Decay Time

Probably the most important information for every Reverb: The Decay Time. In

EXOVERB we provide you the so called RT60 time, which is particularly well suited to describe the human perception of reverberation times.

## 5.2 Reverb Parameter Section



This section is all about finetuning your chosen Reverb to your taste by controlling the following Parameters:

#### 1. Pre-Delay

Adjust the initial time delay gap between your Dry Signal and the first Reflections of the Reverb with Pre-Delay. Try increasing the Pre-Delay if your Dry Signal feels muddy and decrease it if you hear audible echoes. You can also use it to create an intentional slap back delay with a range of up to 500ms.

#### 2. Size

Change the perceived Size of your Reverb within a range of 50 to 200%.

### 3. Decay

Change the length of the Late Reverberation with the Decay Parameter. The result of this parameter can be seen within the Decay Time Display in the General Parameter Section.

Note that the translation between the Decay Parameter and the resulting Decay Time is just an estimation. Due to the algorithm that is used in EXOVERB, there is no direct translation between Decay Parameter and resulting Decay Time.

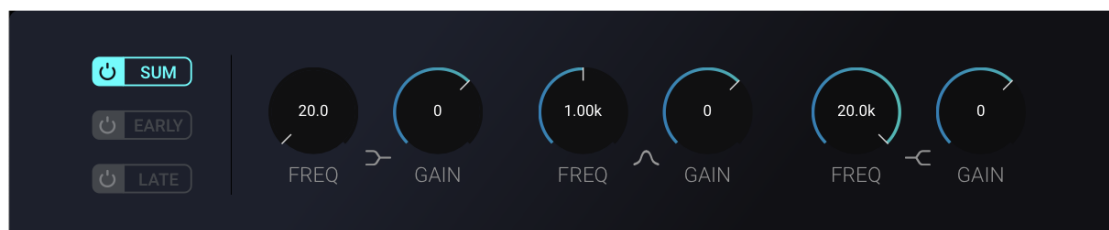
### 4. Width

Use the width parameter to change the width of the Late Reverberation.

### 5. Depth

EXOVERB is focused on providing an especially good sense of depth. With the Depth Parameter you can enhance this sense of depth even more.

## 5.3 EQ Section



The EQ Section gives you detailed control over the frequency response of all parts of your Reverb. To make it visible, use the Filter dropout button at the bottom right of the Reverb Parameter Section.

The buttons on the left side of the EQ section let you activate and deactivate each section but also choose which section you want to display. With that you can choose if you want to apply Filters to only the Early Reflections, the Late Reverberation, to the sum of both – and even all of that separately. Each Filter section thereby consists of three filter types. A Low Shelf Filter, a Bell Filter, and a High Shelf Filter.

## 5.4 License Toolbar & Settings Window

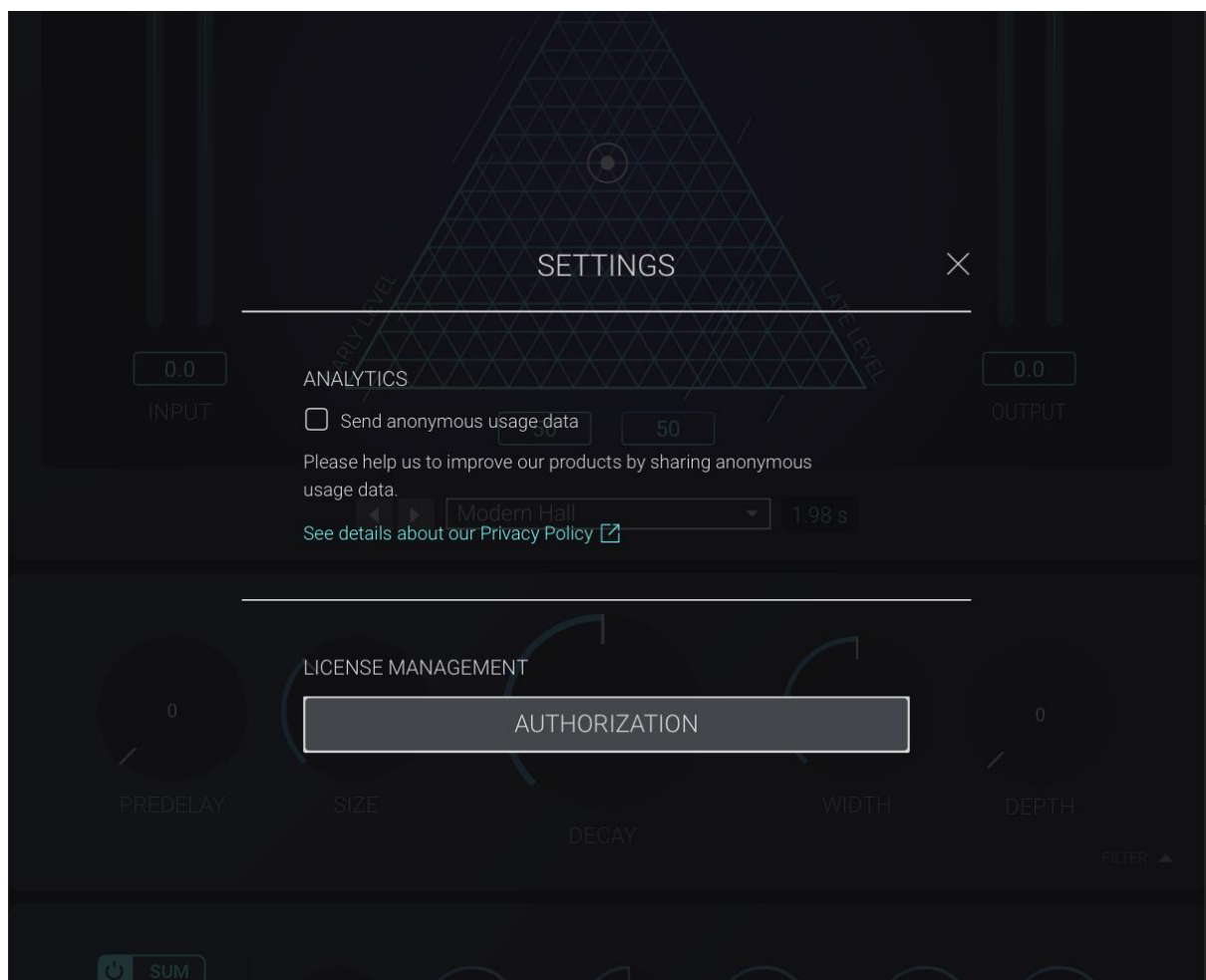


### 1. License Toolbar

The License Toolbar is the control centre of all Dear Reality Plugins. It gives you information about your license status, lets you open the general settings and choose between different sizes of the plugin to give you the best viewability on any monitor.

### 2. Settings Window

Click on the cog icon in the Toolbar to open the Settings Window. It is divided into two sections – the Analytics and the License Management.



### **3. The Analytics Section**

With the checkbox you can enable or disable Google Analytics for Dear Reality Exoverb. If enabled anonymous usage data is collected, gathered, and analysed. We are constantly trying to improve our products. The collected data helps us to understand user needs and find valuable features to improve our products. For more information, please visit our [website](#).

### **4. The License Management**

If you are using a Trial License or NFR but want to switch to a full license you can use this window. Click on AUTHORIZATION and enter your license code. Once a valid life-time license is active, the Authorization button turns grey and is no longer needed.

## 6 Troubleshooting / Known issues

### 1. Resetting the parameters in Pro Tools on Windows.

At the moment, it isn't possible to use Alt + Click to reset the knobs and value fields to its default values. For the knobs you can double-click anywhere in the knob, except the digits as a workaround. The value fields can only be set back manually though.

### 2. On Macs with Apple Silicon (M1) resizing glitches in Logic Pro.

Resizing is still functionally and doesn't affect the plugin at all.

### 3. Loading the factory default preset in Pro Tools

sets all parameters to its default value, except the Dry/Wet representation in the triangle pad. Thus the Early/Late and Dry/Wet value fields are set to 50 respectively, but in the triangle pad the cursor only shifts to Early/Late = 50 and stays at the former Dry/Wet value. The sound corresponds to the value fields and corresponds to the default preset.

### 4. On Macs with Apple Silicon (M1) moving the cursor in the triangle pad in Logic Pro

hides the mouse cursor as intended, but the mouse cursor isn't restricted to the area of the triangle pad and becomes visible if you navigate outside of the plugin window. Therefore, the experience of the triangle pad currently differs to other systems.

## 7 Changelog

### **V1.2.1:**

- Several bug fixes

### **v1.2:**

- Improved performance
- Additional reverb files for 44.1, 48, 88.2, 96, 176.4 and 192 kHz. Find more info in Chapter 4

### **v1.1:**

- Size of UI can now additionally be changed via the dropdown in the toolbar
- Performance improvements on Windows machines with AMD CPUs
- The cursor of the triangle pad can now be grabbed much easier if it is on the edge or in a corner
- Several bug fixes



## 8 Contact

### Support

Please let us know if there are any questions concerning this Dear Reality Plugin.

If you need further assistance, please send an email to:

[support@dear-reality.com](mailto:support@dear-reality.com)

For the latest news concerning Dear Reality please visit our website at:

[www.dear-reality.com](http://www.dear-reality.com)



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### Caution

Using headphones requires responsible listening. Damage to hearing occurs when listen to loud sounds with headphones over time.

- Set the volume control of your computer to a minimum when connecting your headphones.
- Set the volume in a quiet environment and select the lowest volume at which you can hear adequately.
- Do not turn the volume control to high, as this can cause permanent hearing damage.
- Be aware that you can adapt to higher volume settings over time, not realizing that the higher volume may be harmful to your hearing.

Dear Reality GmbH will in any event not be liable for any damage to hearing caused by loud sounds.

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