HoRNetSpaces

Spaces is a algorithmic reverb plugin designed to let you model a square room of arbitrary dimensions and proportions.

To create the simulation Spaces uses a technique called "Digital Waveguide Network", this kind of reverb can simulate the audio reflections that happens naturally inside a closed space and the amount of diffusion you get from each of those reflections.

This algorithm is one of the most accurate way to simulate a room, a hall or any closed space, HoRNetSpaces focus on cubic rooms of various dimensions and proportions, since it's easy to create bad sounding rooms for convenience Spaces has three preset kind of rooms with fixed proportions known to sound good, we call them "small", "mid", and "large" because of the different ratios between height, width and length. When using one of the preset rooms changing the height control changes the other two dimensions according to the chosen room ratios.

Spaces is not meant to be an all round reverb, but a specific algorithm tailored at creating realistic rooms, halls and everything that has four walls, a ceiling and a floor that you can design using the custom room mode and the three sliders that control the height, width and length of the room. The size of the rooms determines the "room modes", frequencies at which the room resonates and that create the typical reverb of that specific space, the main frequencies of those modes (axial, tangential and oblique) are shown in the central display of the plugin.

HoRNetSpaces lets you also control the amount of diffusion of the room, an empty room is less diffusive than a room full of forniture, using this control you can create spaces that goes from "a bathroom" to a lush hall.

Reverb time is often different at different frequency ranges and not every frequency is reflected the same way, using the "high absorption" and "low absorption controls" you can shape the sound of the reverb tail to create a realistic space.

Sets the balance between the dry signal and the processed signal

Preset browser

Room modes display

These buttons let you choose if you want a custom designed room or use some preset ratios known to sound good

Sets the stereo width of the reverb

These three slider lets you design your room choosing its height, width and length

Sets the accuracy of the simulation, higher values creates a more accurate room but use more CPU

Sets the amount of diffusion of the room, lower values creates a more metallic sound while higher ones a more dense sound

Sets the amount of absorption of high frequency for the room, a higher value means less high frequency in the reverb

Sets the amount of absorption of low frequency for the room, a higher value means less low frequency in the reverb

Sets the amount of damping of the room, higher value result in a quicker decay of the reverb