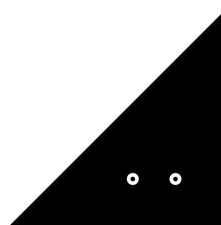


space

spacial landscape sculptor



SoundGhost



Thank you for downloading '**space**'. We hope you enjoy using this plugin and that it inspires new ideas.

Introduction

'space' is a minimalistic live audio effect that applies reverberation effects to the incoming signal. You can create small, boxy type reverbs or huge expansive caverns. Best of all, it's incredibly easy to use.

Installation

Once you've downloaded the file, extract the ZIP and run the installer.

By default, the plugin is installed into:

Mac AU: /Library/Audio/Plug-Ins/Component

Mac VST3: /Library/Audio/Plug-Ins/VST3

Win VST3: C:\Program Files\Common Files\VST3

Once installed, open your preferred DAW. 'space' is a VST3 and AU plugin, so you'll need to ensure your DAW is set-up correctly to find and load the plugin. The above directories are where most DAWs expect these files to be - otherwise some hosts can't find a plugin on the machine. E.g. this is the case for FL Studio or Cubase with VST3 files.

On Mac, 'space' installs both VST3 and AU formats of the plugin by default. If you want to install only one of these, please select the format by clicking "Customise" in the Installation Type tab.

If you use any other folder for your plugins on Windows, please select it by clicking "Browse" in the Destination Location Panel during the installation.

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Using 'space'

'space' is an audio effect, so to get started, load 'space' onto a track - whether it be an audio track, instrument track, master track - anything that plays audio.

Space

This controls the reverb mix level, from dry to wet. At 100%, the dry/incoming signal is no longer audible and vice versa.

Size

Controls the reverberation size. Smaller values will create small and tight spaces, whereas higher values will increase the size of the room and the length of the reverberation tail.

Width

Controls the width of the stereo effect. At 0%, the reverb tail is completely mono. At higher values, the reverb increases in the stereo field. 50% is full stereo, 50-100% increases the width further to produce a wider effect.

Damping

Absorption of reflective frequencies. At lower values, less incoming frequencies are absorbed, resulting in a brighter reverb. At higher values, more frequencies are absorbed, resulting in a darker sound.

Freeze

Freezes the reverb tail present at the time of activation. This effect is dependent on there being a tail in the first place, so if you save and reopen a DAW project with this active, Freeze will not have any audio as there is no history of incoming audio on initialisation. If you wish to 'print' the effect, record the output to another track or flatten the track in your DAW. Our SCATTER plugin does this differently and records audio into an audio buffer which is recallable when re-opening DAW projects.

Version and UI Size

To check your plugin version or change the UI size, click the header/logo at the top of the plugin to open the settings page.

Uninstalling

If you wish to uninstall the plugin and/or the demo version of the plugin, on Mac you need to delete the files from the following locations:

Mac AU: /Library/Audio/Plug-Ins/Component

Mac VST3: /Library/Audio/Plug-Ins/VST3

Win VST3: C:\Program Files\Common Files\VST3

We hope you enjoy the plugin. If you have any questions or need support, send us a message at: hello@soundghost.net

www.soundghost.net

