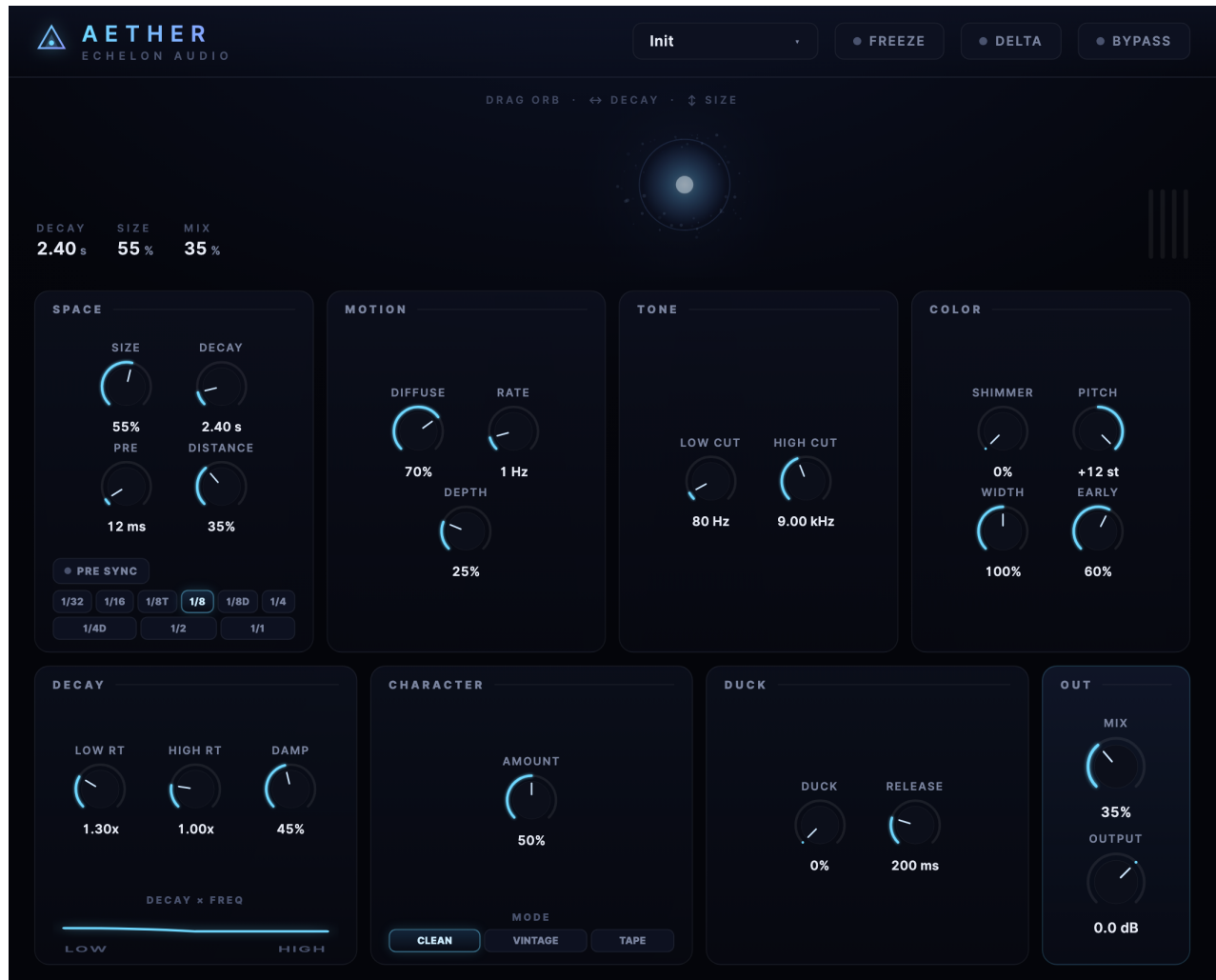


ECHELON AUDIO

AETHER

Spatial Reverb — User Manual



The AETHER interface. Hover any knob, selector or button in the plugin for a quick tip; this manual covers every control in full.

AETHER is a lush algorithmic spatial reverb built on a feedback delay network. It offers frequency-dependent decay (independent Low / High RT), octave shimmer, tempo-synced predelay, ducking, and Clean / Vintage / Tape character, with a draggable orb that visualizes the space. Shape it across eight panels, browse 24 presets, and Freeze the tail at any time.

Global & Header Controls

Control	What it does
Preset	Browse the 24 factory presets (room/drum/vocal workhorses + ambient/cinematic).
Freeze	Infinitely sustain the current reverb tail.
Delta	Solo the wet reverb tail only.
Bypass	Bypass the whole plugin to compare against the dry signal.
Pre Sync	Sync the predelay to host tempo using the division selector in the Space panel.
Reverb Orb	Drag horizontally to set Decay, vertically to set Size; the glow shows Mix. Double-click resets both.

Controls

Space

Size, length and placement of the reverb. You can also drag the orb (horizontal = Decay, vertical = Size).

Control	Range	What it does
Size	0 ... 100%	Dimensions of the virtual space — larger = bigger room and longer early reflections.
Decay	0.1 ... 20 s	Reverb time (RT60) — how long the tail takes to fade.
Pre	0 ... 250 ms	Predelay — gap before the reverb starts, separating it from the dry sound. Sync with Pre Sync.
Distance	0 ... 100%	Moves the source nearer or further by balancing early reflections against the late tail.

Motion

Movement and diffusion of the tail.

Control	Range	What it does
Diffuse	0 ... 100%	Density and smoothness — lower is grainier/echoey, higher is smooth and dense.
Rate	0.05 ... 5 Hz	Speed of the tail modulation — adds lushness and avoids metallic ringing.
Depth	0 ... 100%	How much the tail is modulated/detuned over time.

Tone

Spectral shaping of the reverb.

Control	Range	What it does
Low Cut	20 ... 1000 Hz	High-pass on the reverb — removes low rumble and mud from the tail.
High Cut	1 ... 20 kHz	Low-pass on the reverb — darkens the tail by removing highs.

Color

Shimmer, width and early reflections.

Control	Range	What it does
Shimmer	0 ... 100%	Amount of pitch-shifted feedback for ethereal, octave-up shimmer tails.
Pitch	-12 ... +12 st	Shimmer pitch interval in semitones (+12 = octave up).
Width	0 ... 200%	Stereo width of the reverb.
Early	0 ... 100%	Level of the early reflections relative to the late tail.

Decay (per-band)

Frequency-dependent decay — see the DECAY × FREQ curve.

Control	Range	What it does
Low RT	0.25 ... 4x	Multiplies the decay time of low frequencies — >1 longer bass tail, <1 tighter.
High RT	0.25 ... 4x	Multiplies the decay time of high frequencies.
Damp	0 ... 100%	How quickly highs fade over the tail, like air and surface absorption.

Character

Analog coloration.

Control	Range	What it does
Amount	0 ... 100%	How much of the selected Mode color is applied.
Mode	Clean / Vintage / Tape	Coloration character of the reverb feedback path.

Duck

Keep the dry signal clear.

Control	Range	What it does
Duck	0 ... 100%	Pulls the reverb down while the dry signal plays, blooming in the gaps.
Release	20 ... 800 ms	How fast the reverb returns after the dry signal stops.

Out

Blend and level.

Control	Range	What it does
Mix	0 ... 100%	Dry/wet blend of the reverb against the original.
Output	-24 ... +12 dB	Final output trim to match levels against bypass.

Echelon Audio · AETHER · double-click any knob to reset it; drag the orb to set Decay & Size.