

PARAMETRIC

DUCKY & VERB

The interface features a yellow duck icon at the top center. In the top right corner, there is a search bar containing the text "Default" and a save icon. Below the duck icon, the "DUCKER" section includes an "IN" level meter, four knobs for "ATTACK", "RELEASE", "THRESHOLD", and "RATIO", and an "OUT" level meter. The "REVERB" section contains eight knobs: "DRY MIX", "WET MIX", "ROOM SIZE", "DECAY", "STEREO SPREAD", "DAMPING", "DIFFUSION", and "DENSITY". At the bottom, there are three buttons: "WET", "WET & DRY", and "MUTE". To the right of these buttons are three sliders for "FREQ", "GAIN", and "Q".

DUCKER

IN

ATTACK RELEASE THRESHOLD RATIO

OUT

REVERB

DRY MIX WET MIX ROOM SIZE DECAY STEREO SPREAD DAMPING DIFFUSION DENSITY

20 30 40 50 60 80 100 200 300 400 500 600 800 1k 2k 3k 4k 5k 6k 8k 10k 20k

+18 +12 +6 0 -6 -12 -18

WET WET & DRY MUTE

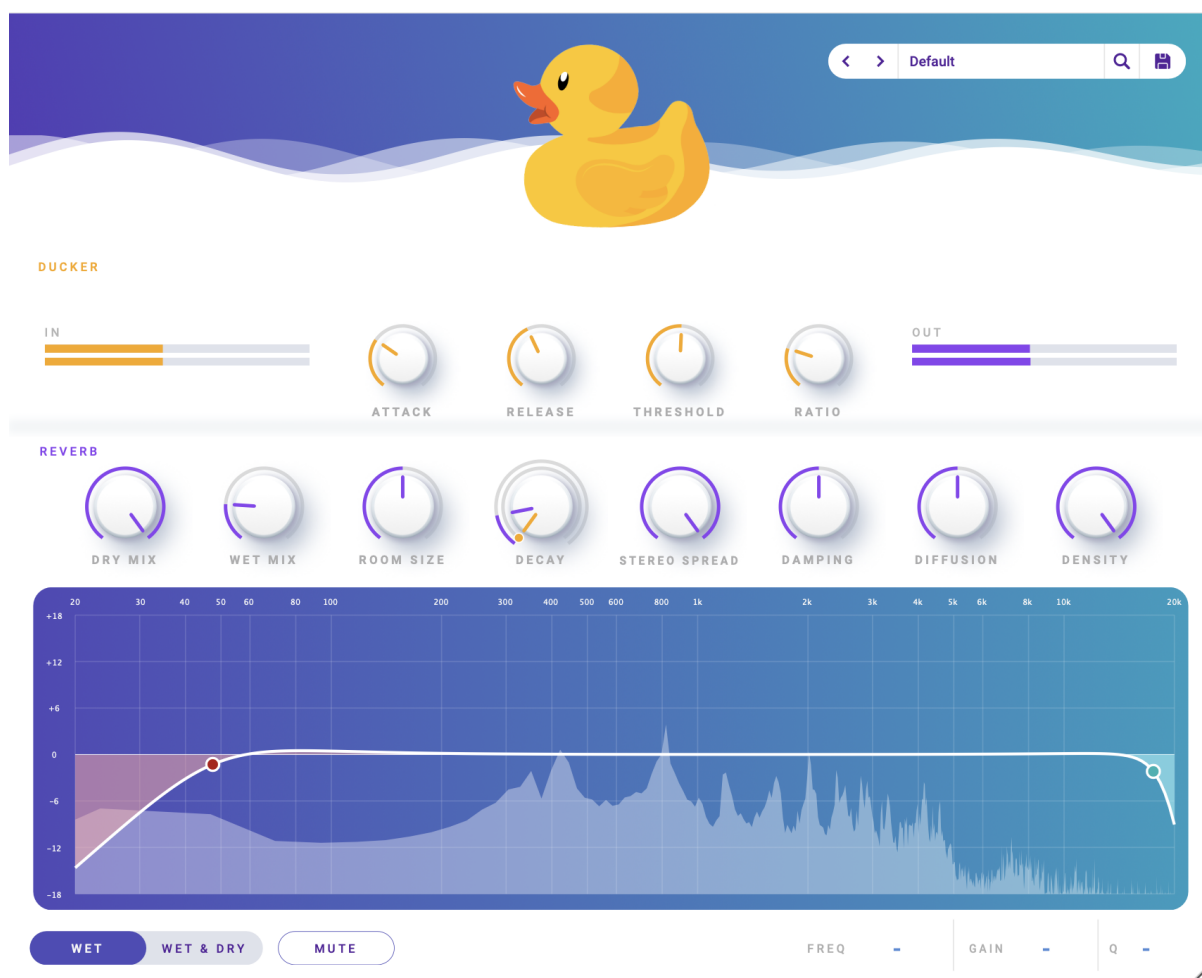
FREQ - GAIN - Q -

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About Duckyverb

Duckyverb is a powerful reverb plugin that offers a unique post-reverb compression unit built right into its interface. With Duckyverb, users have the ability to compress their reverb in real time, based on the level of the audio input. This feature ensures that your audio remains clear and intelligible, without becoming overshadowed by the reverb. Whether you're working on music, voiceovers, podcasts, or any other type of audio project, Duckyverb's versatile and easy-to-use reverb and compression controls can help you achieve the perfect sound.



Key Features

- A versatile reverb unit with adjustable dry and wet mix controls, as well as adjustable parameters for room size, decay, pre-delay, stereo spread, damping, diffusion, and density.
- A powerful post-reverb compressor unit that utilises side-chain technology, with adjustable attack, release, threshold, and ratio controls.
- A comprehensive parametric equaliser with notch filter, low cut filter, high cut filter, low shelf filter, high shelf filter, and variable Q value controls.
- A simple and intuitive user interface that makes it easy to adjust and fine-tune your reverb and compression settings.
- A wide range of presets to help you get started quickly and easily.
- Compatibility with a variety of DAWs and plugin formats, making it easy to integrate Duckyverb into your existing workflow.
- High-quality sound processing algorithms that ensure your audio sounds clear and natural, without any unwanted artefacts.

Duckyverb is available in AU & VST3 formats on both Windows and Mac platforms.

Quick Start

When you install Duckyverb, the plugin will be automatically copied to the standard VST, VST 3, and AU (macOS only) plugin folders on your computer. On macOS, the plugin folders located in /Library/Audio/Plug-Ins are used.

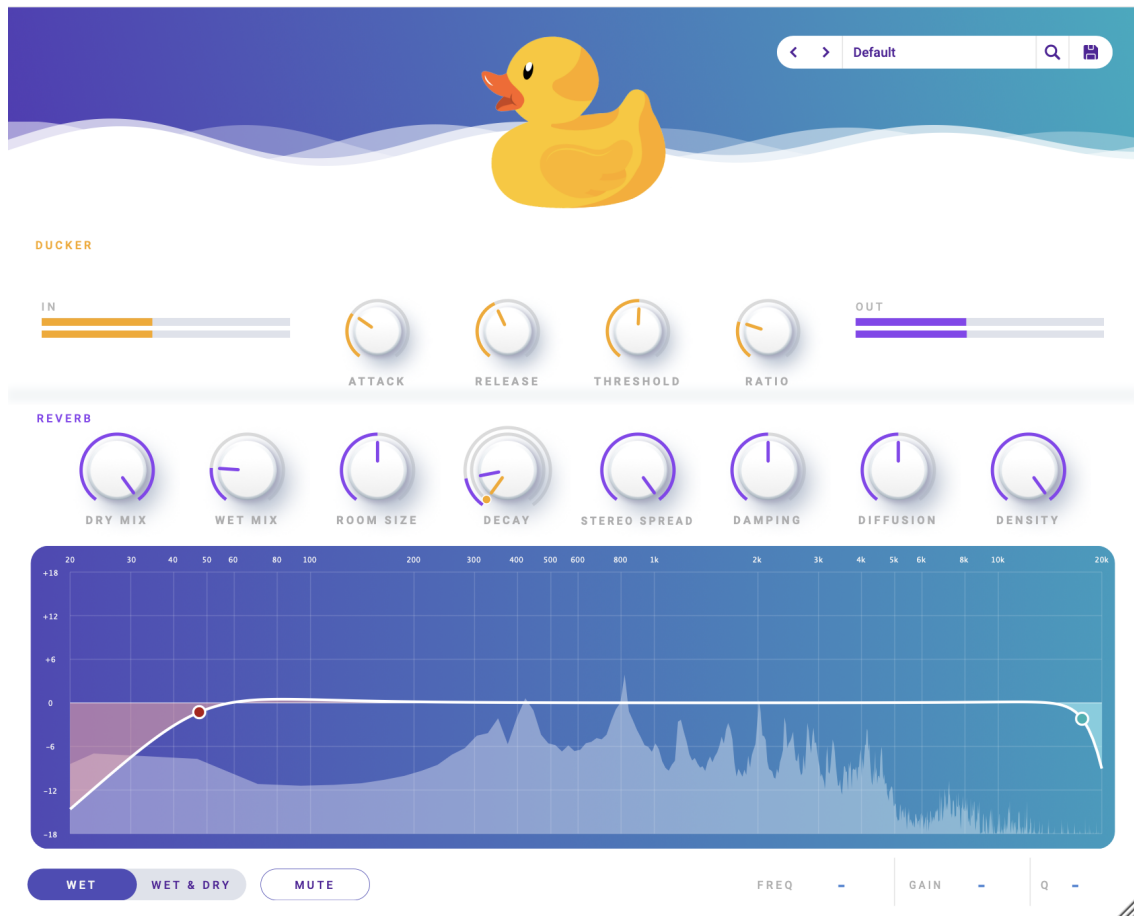
In most cases, Duckyverb should be automatically recognized by your digital audio workstation (DAW). If not, please refer to the manual installation guide.

To use Duckyverb in your DAW, follow these steps:

- In Pro Tools, select an empty insert slot on an audio track, instrument track, or bus, and choose Duckyverb from the pop-up menu in the Reverb section.
- In Studio One, click the '+' button next to the Inserts tab on an audio track, instrument track, or bus, and select 'Duckyverb' from the drop-down menu.
- In Logic Pro, choose an empty insert slot on an audio track, instrument track, or bus, and select Duckyverb from the pop-up menu. You can find Duckyverb in the Audio Units > Duckyverb section.
- In Ableton Live, select the track you want to place Duckyverb on and click on the Plug-in Device Browser icon at the top left of Ableton Live's interface. From the plug-ins list, double-click Duckyverb, or drag it onto the track.
- In Cubase, choose an empty insert slot in the Mixer and select Duckyverb from the menu that appears.

To get started with Duckyverb, simply choose one of its factory presets and experiment with the reverb and compression controls to achieve your desired sound.

Overview



Controls

Reverb Controls

- Dry Mix: The amount of unprocessed audio that will pass through the plugin.
- Wet Mix: The amount of processed audio that will be added to the output.
- Room Size: The size of the reverb's room changes the timbre of the reverb.
- Decay: The decay alters how long the audio tail of the reverb is.
- Pre-delay: The pre-delay is the amount of time between the start of the reverb source input and reverb audio output.
- Stereo Spread: This alters how the reverb output is spread across stereo speakers. The larger the values, the more the audio is spread.
- Damping: Effects how the reverb tail sounds.
- Diffusion: Effects how the reverberation diffuses through the space. The more diffuse, the less intelligible the sound is.
- Density: Effects how "thick" the reverberation sounds. The more Dense, the smoother the reverb tail.

Compressor Controls:

- Attack: adjusts the time it takes for the compressor to activate after the audio input exceeds the threshold.
- Release: adjusts the time it takes for the compressor to release its compression after the audio input falls below the threshold.
- Threshold: sets the level at which the compressor begins to activate, lowering the volume of the output signal.
- Ratio: sets the degree to which the compressor reduces the volume of the output signal in relation to the input signal that exceeds the threshold level.

EQ Controls

- Place a new EQ node: double click on the parametric EQ to add a new node
- Frequency: change frequency of node by moving on XY EQ element, or change the frequency value in bottom right
- Q: The Q value is a control that determines the width of the frequency band affected by the filter. A low Q value affects a wider range of frequencies, while a high Q value targets a narrower range.
- EQ Shape: select the form of EQ filter to apply
 - Shelf: A low shelf affects all frequencies below the set frequency point, while a high shelf affects all frequencies above it.
 - Cut: Remove frequencies below or above a certain frequency.
 - Notch: remove a single frequency or a narrow band of frequencies
- Wet/Dry & Wet: alters whether the EQ spectrum analyser shows wet output or wet and dry output.

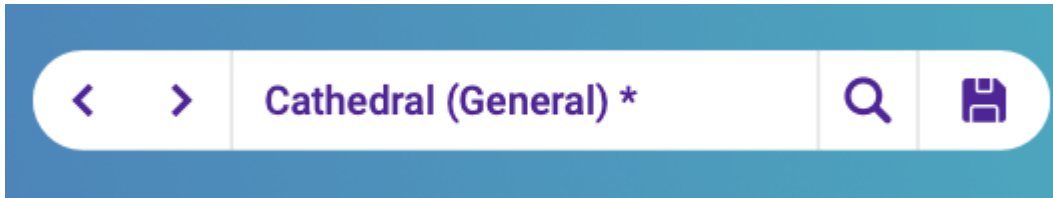
Resizing

- Duckyverb can be resized using the grab handle in the bottom right of the window.

Presets

Saving

- To save a new preset, first alter a duckyverb parameter. You will see the * appear beside the preset name.



- Press the save button on the far right of the preset dropdown menu.
- Enter a new name for the preset.
- Click Save.

Loading

Use the left and right arrow buttons on the preset menu to switch between presets. Click on the name of a preset to open the drop down menu. Select a new preset.