FOG CONVOLVER

USER GUIDE

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1. Fog Convolver

Fog Convolver is a convolution plugin that applies the sonic character of an impulse response to another sound in real time.

An *impulse response* is a recording of the output that is caused by an acoustic space or electronic gear when an impulse is played (electric spark, starter pistol shot or the bursting of a balloon).

Fog Convolver can be used to add reverberation, create special effects, and apply an acoustic impulse captured from audio equipment.

The *factory bank* features more than 250 impulse responses made from spaces, analog and digital equipment, organic sources, and more.

1.1 Specifications

- 250+ Impulse Responses
- Lightweight real time Convolution Engine
- Preset system with randomizer
- Formats: VST, AU, and AAX (32/64bit)
- Platforms: OSX, Windows

1.2 Installation

OSX

- Double click on the DMG image *FogConvolver.dmg*
- Right click on the package *FogConvolver.mpkg* and click open
- Follow the instructions to install the plug-in(s)

Windows

- Extract *FogConvolver.rar*
- Run *FogConvolverSetup.exe*
- Follow the instructions to install the plug-in(s)

1.3 Registration

In demo mode the plugin will output silence for 3 seconds every 30 seconds.
To register it, you should have a valid license file (*fogconvolver_license.atl*).
Click on the *More* button and then choose *Registration*.
A popup window will open, click on *Load License File...* and locate your license file (*fogconvolver_license.atl*).
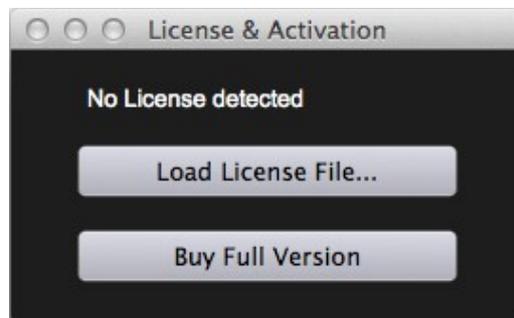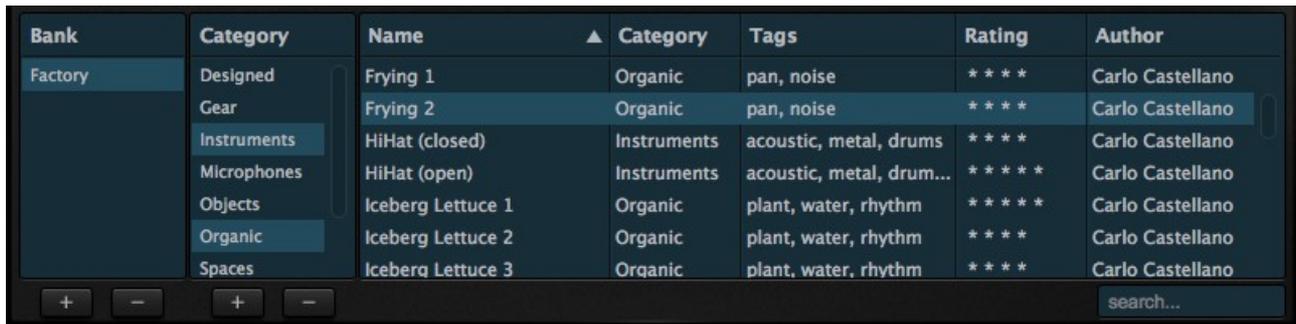

2. Features

2.1 Parameters

Stretch	Changes the speed (and the pitch) of the Impulse Response. Also known as *Size* for generic convolution reverbs.
Gain	Increases or attenuates the volume of the Impulse Response
Pre Delay	Applies a delay in ms before the convolution. It's an essential parameter for reverbs effects that can give clarity to the attack of the sound and change the perception of its space.
Start	Cuts the Impulse Response from the start
End	Cuts the Impulse Response from the end
Fade In	Applies a fade at the beginning of the Impulse Response
In Curve	Changes the *Fade In* curve from linear to exponential
Fade Out	Applies a fade at the end of the Impulse Response
Out Curve	Changes the *Fade Out* curve from linear to exponential
HighPass	Attenuates the low frequencies in the Impulse Response
LowPass	Attenuates the high frequencies in the Impulse Response
Dry	The amount of dry signal
Wet	The amount of wet signal

2.2 Preset Browser

You can add or remove a Bank or Category by using the +/- buttons at the bottom of the browser.

You can also select multiple categories by holding Ctrl/Cmd when clicking. This will update the preset list showing only the desired presets.
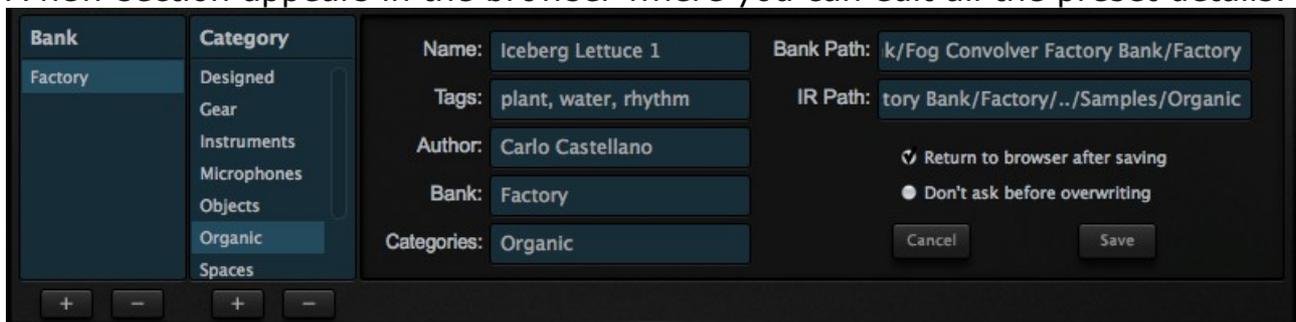
You can also use the search box in the bottom right corner to further narrowing the preset list.

To load a preset you can double click on the preset list or you can choose it from the preset menu in the top bar.

2.3 Saving Presets

You can save a preset by clicking on the Save button in the top bar.
A new section appears in the browser where you can edit all the preset details.

The Categories and Bank fields are updated by clicking on the lists on the left.

When you save the preset the path to the Impulse Response will be relative to the preset path.
This is usefull if you want to move your Impulse Response bank(s) to another location.

For new banks we reccomend to have a main folder with two sub-folders, one with the name of the bank and one for the samples.

2.4 Randomizer

It is possible to randomize all the parameters in the interface by clicking on the Random button in the top bar.

Right-clicking on a parameter will show the Randomizer menu.

Lock/Unlock Random   Decides if the parameter can be randomized

Lock All   No parameters will be randomized

*Unlock All*   All parameters will be randomized

2.5 Global Settings

To access the *Global Settings* click on the button labeled *More* and then *Settings*.

FFT Settings

In order to provide fast and real-time convolution, the process is divided in two blocks, and it is possible to set the buffer for each block. It's reccomended to keep the head block size smaller than the tail block size for better CPU performance.

If you choose Head Block Auto Size, the Head block size will be calculated using your DAW buffer settings.
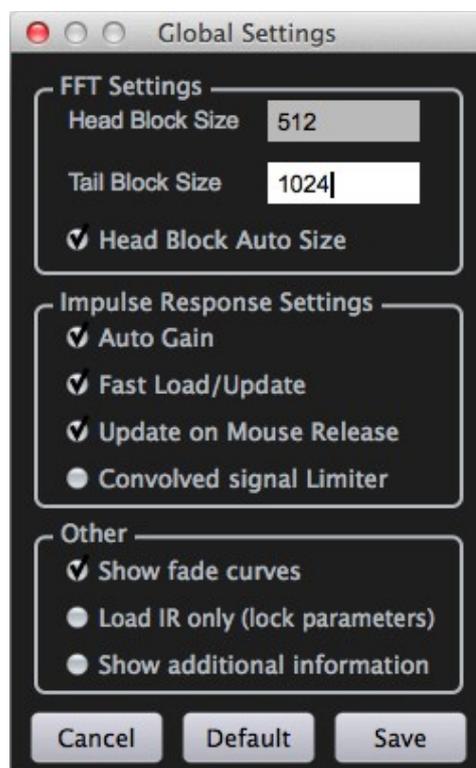
Impulse Response Settings

Auto Gain	Convolving two signal with high gain may result in a very loud output sound. If *Auto Gain* is enabled, the result output will be much more natural.
Fast Load/Update	If you are experiencing high CPU loads while tweaking the parameters in the interface, you can turn off the *Fast Load/Update* option. Turning it off will improve the CPU usage when tweaking parameters with very long Impulse Responses.

Update on Mouse Release	Update the parameters only when releasing the mouse. This can avoid annoying clicks/pops in the audio while turning the knobs.
Convolved signal Limiter	It will limit (hard clip) the convolved signal. It's reccomended only if *Auto Gain* is off.

Other

Show fade curves	When enabled the waveform window will show the Fade In and Fade Out curves.
Load IR only (lock parameters)	When enabled loading a preset will only update the Impulse Response without loading the preset parameters. Useful if you want to retein the same parameters while browsing through the presets.
Show additional information	It will show additional information in the bottom part of the interface such as Update Time, IR Samplerate, IR size, and Head Block Size.

2.6 Exporting WAVs

If you want to use the edited Impulse Response outside Fog Convolver you can export it in two ways:
- Drag the waveform from the plugin to your DAW arrange.
- To save it to a file, click on the button labeled *More* and then *Export WAV*. Choose were to save your file and then wait for the confirmation message.

3. End

3.1 Credits

Concept & Sound Design: Carlo Castellano
Design: John Gordon (vstyler)
Programming: Carlo Castellano

3.2 EULA

Please visit www.audiothing.net/eula to review this product EULA.

3.3 Thank You

Thank you for buying AudioThing Fog Convolver! We hope you will have as much fun using it as we had making this product. For help or any question, feel free to mail us: info@audiothing.net