

DDMF Endless reverb plugin

Endless is a reverb plugin based on an algorithm that resembles a vocoder in some way, using granular synthesis and spreading out the frequency information of the incoming signal over time. It can also detune and shift the frequency content to create eery effects that cannot be achieved with traditional reverbs. While the UI is hopefully very easy to understand, let's quickly go through the controls:



In the ROOM section we have:

- Length: the reverb time, corresponds to the decay time for the spectral components.
- Granular: the time over which the frequency content is collected, to be later repeated while decaying. Shorter values sound less reverb-like but can also be an interesting effect. Longer values smooth out the response but will take longer to react to very short signals.
- Predelay: the time after which the reverb tail sets in.

Then, the SOUND section entails:

- Low cut: a low cut filter for the reverb tail
- High cut: a corresponding high cut
- Damping: how strong those two filters act on the tail
- Width: the stereo width of the reverb tail

The next section is called SFX for special effects:

- Sparkle adds additional contributions at higher harmonics of the incoming signal, which can be used for angelic textures.
- Sparkle sound changes the weights of the higher harmonics
- Detune smears out the frequency spectrum

- Detune shift takes the whole frequency spectrum and slowly shifts it up or down the frequency axis.

Finally, you have standard wet and dry controls, plus an A/B knob to switch between two different states for a quick comparison of settings, and a Copy knob to copy the settings of the currently active state to the other one. The bypass button does exactly what you suspect it to do!

That's it already, I hope you have fun creating some cool reverb sounds with Endless! If there are any questions or issues, please drop an email to support@ddmf.eu, that'd be much appreciated. Happy mixing!