



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)

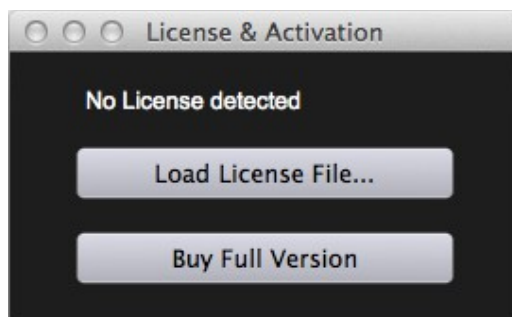
Windows

- 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*).

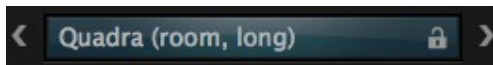


2. Features

2.1 Parameters

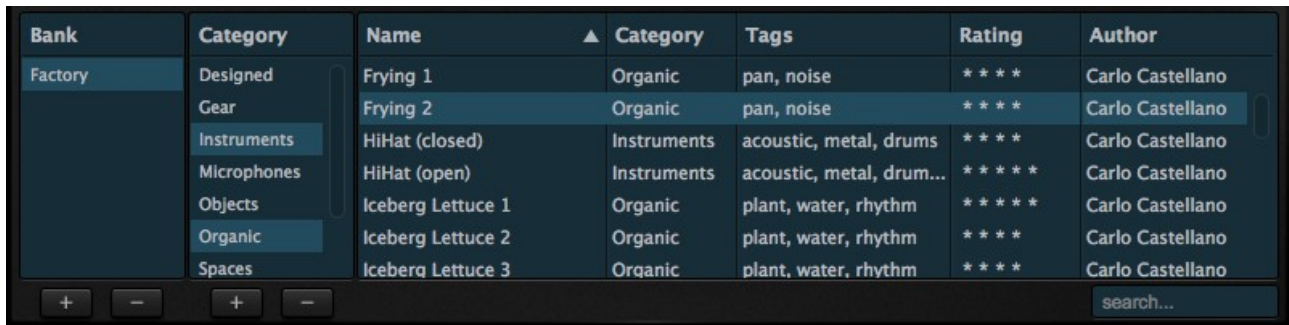
- Stretch* Changes the speed (and the pitch) of the Impulse Response. Also known as *Size* for generic convolution reverbs.
- Gain* Increases or attenuates the volume of the Impulse Response
- Pre Delay* Applies a delay in ms before the convolution. It's an essential parameter for reverbs effects that 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 Parameters Lock



When the lock near the Preset Name is locked, loading a preset will only update the Impulse Response file without loading the preset parameters. Useful if you want to retain the same parameters while browsing through the presets. This option is also available from the Global Settings.

2.3 Preset Browser



Bank	Category	Name	Category	Tags	Rating	Author
Factory	Designed	Frying 1	Organic	pan, noise	****	Carlo Castellano
	Gear	Frying 2	Organic	pan, noise	****	Carlo Castellano
	Instruments	HiHat (closed)	Instruments	acoustic, metal, drums	****	Carlo Castellano
	Microphones	HiHat (open)	Instruments	acoustic, metal, drum...	*****	Carlo Castellano
	Objects	Iceberg Lettuce 1	Organic	plant, water, rhythm	*****	Carlo Castellano
	Organic	Iceberg Lettuce 2	Organic	plant, water, rhythm	****	Carlo Castellano
	Spaces	Iceberg Lettuce 3	Organic	plant, water, rhythm	****	Carlo Castellano

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.

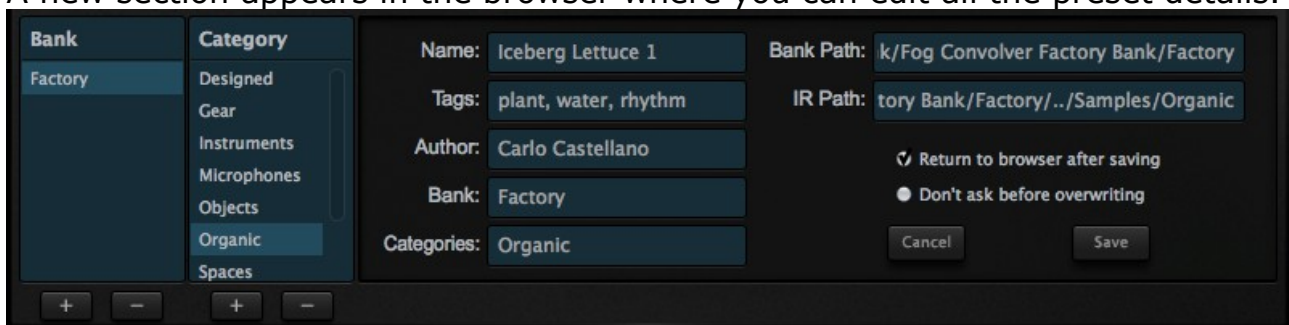
You can use the search box in the bottom right corner to further narrowing the preset list.

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

2.4 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.



Bank	Category	Name: Iceberg Lettuce 1	Bank Path: k/Fog Convolver Factory Bank/Factory
Factory	Designed	Tags: plant, water, rhythm	IR Path: tory Bank/Factory/../../Samples/Organic
	Gear	Author: Carlo Castellano	<input checked="" type="checkbox"/> Return to browser after saving
	Instruments	Bank: Factory	<input type="radio"/> Don't ask before overwriting
	Microphones	Categories: Organic	Cancel Save
	Objects		
	Organic		
	Spaces		

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

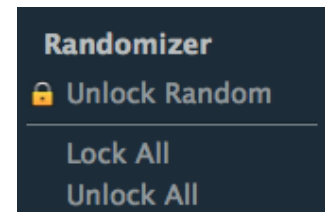
When you save the preset the path to the Impulse Response will be relative to the preset path.

This is useful if you want to move your Impulse Response bank(s) to another location.

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

2.5 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.

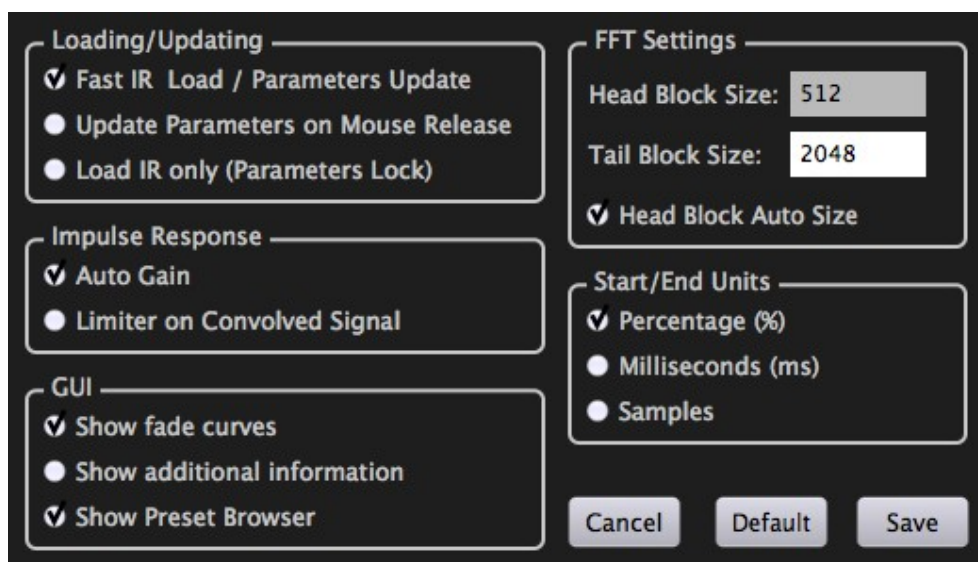
Lock/Unlock Random Decides if the parameter can be randomized

Lock All No parameters will be randomized

Unlock All All parameters will be randomized

2.6 Global Settings

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



Loading/Updating

Fast IR Load / Parameters Update If you are experiencing high CPU loads while tweaking the parameters in the interface, you can turn off the *Fast Load/Update* option.

Update Parameters on Mouse Release Update the parameters only when releasing the mouse. This can avoid annoying clicks/pops in the audio while turning the knobs.

Load IR only (lock parameters) When enabled loading a preset will only update the Impulse Response file without loading the preset parameters. Useful if you want to retain the same parameters while browsing through the presets. This option is also available from the lock near the Preset Name in the top bar.

Impulse Response

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.

Limiter on Convolved Signal It will limit (hard clip) the convolved signal. It's recommended only if *Auto Gain* is off.

GUI

Show fade curves When enabled the waveform window will show the Fade In and Fade Out curves.

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.

Show Preset Browser Disabling it will hide the preset browser making the interface smaller.

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 recommended 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.

Start/End Units

You can choose which units to use for the Start and End knobs, between Percentage (%), Milliseconds (ms) and Samples. You can fine-adjust the Start and End values, especially if you have Samples selected, by double clicking on the value boxes in the GUI.

2.7 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 where to save your file and then wait for the confirmation message.

2.8 Importing IR folders

If you already have other Impulse Response banks, you can import them as Banks:

- Click on the button labeled *More* and then *Import IR Folder*. (You can also click on the *Plus* button at the bottom of the Bank list and chose *Import IR Folder* from there.)
- You can now browse to your IR folder and click to Open.
- You will see your IR Folder inside the Bank list.

If you organize your IRs in sub-folders, each one will be imported as a Category. After that you can add tags, author details, and rating by manually saving each preset.

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

