Voxengo Water Chorus User Guide

Version 1.1

https://www.voxengo.com/product/waterchorus/

Contents

Introduction

Water Chorus is a stereo chorus effect plug-in for professional music production applications. Water Chorus is able to produce stereo-widening and weird “watery” modulation effects, possibly with a flanger vibe.

Water Chorus plug-in uses 4 operators for each channel thus creating a quite dense stereo chorus sound, which is also very smooth.

Features

- Feedback for flange and delay effects
- Low-pass filter
- Stereo processing
- 64-bit floating point processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AAX, AudioUnit, VST, or VST3 plug-in specification.

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8, 10 and later versions, if not announced otherwise) and macOS (10.11 and later versions, if not announced otherwise, 64-bit Intel and Apple Silicon processor-based) computers (2.5 GHz dual-core or faster processor with at least 4 GB of system RAM required). A separate binary distribution file is available for each target computer platform and audio plug-in specification.

User Interface Elements

Note: All Voxengo plug-ins feature a highly consistent user interface. Most interface elements (buttons, labels) located at the top of the user interface are the same in all Voxengo plug-ins. For an in-depth description of these and other standard features, and user interface elements, please refer to the "Voxengo Primary User Guide".

Character

This group of knobs affects chorus effect's characteristics.

The "Freq" parameter specifies chorus modulation frequency, in Hertz; how "slow" or "fast" the modulation proceeds.

The "Depth" parameter specifies chorus modulation depth (in milliseconds); how strong the overall de-tuning effect is.

The "Delay" parameter specifies chorus signal delay (in milliseconds). When feedback is non-zero, this parameter controls the "spatial volume" of the chorus effect.

The "Feedback" parameter specifies feedback amount, positive or negative. This parameter creates a mild flanging effect. Coupled with the "Delay" parameter it creates a "small room" effect.

Levels

The "Wet Cut" parameter specifies low-pass filter's corner frequency applied to the chorus signal. Setting this parameter to 21k disables the low-pass filter. This parameter can be used to obtain a "classic" low-fi chorus effect.

The "Dry Mix" parameter (in percent) controls the balance between chorus and dry input signal. Set to 0.0 for full chorus signal, or 100.0 for dry signal.

The "Out Gain" parameter specifies the overall output gain of the plugin, in decibel.

Credits

DSP algorithms, internal signal routing code, user interface layout by Aleksey Vaneev.

Graphics user interface code by Vladimir Stolypko. Graphics elements by Vladimir Stolypko and Scott Kane.

This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), “LZ4” compression library by Yann Collet, “base64” code by Jouni Malinen, filter design equations by Magnus Jonsson and Robert Bristow-Johnson, VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., AAX plug-in SDK by Avid Technology, Inc., Intel IPP and run-time library by Intel Corporation (used under the corresponding licenses granted by these parties).