

BlueDepth

BLUE DEPTH EPIC MOTION REVERB FX

[RACK EXTENSION]
MANUAL / 2021

Re
Rack Extension

PRODUCT OF
TURN2ON



EPIC MOTION
REVERB

FX device by Turn2on Software



BLUEDEPTH is a modern creative effect which produces Epic Motion Reverberations. The device centers on the **AirVerb**, **UnderwaterVerb** and **Submersion** sections.

AirVerb: The crystal and airy part of the BlueDepth effect. This section produces beautiful additions to the processed signal ranging from short to amazingly long decay reverberations which add an element of rich sea breath to the sound.

Underwater Verb: With 14 selectable Verb characters, Underwater Verb creates fundamental depth reverberations which create a sense of underwater motions and the life of an unexplored sea world.

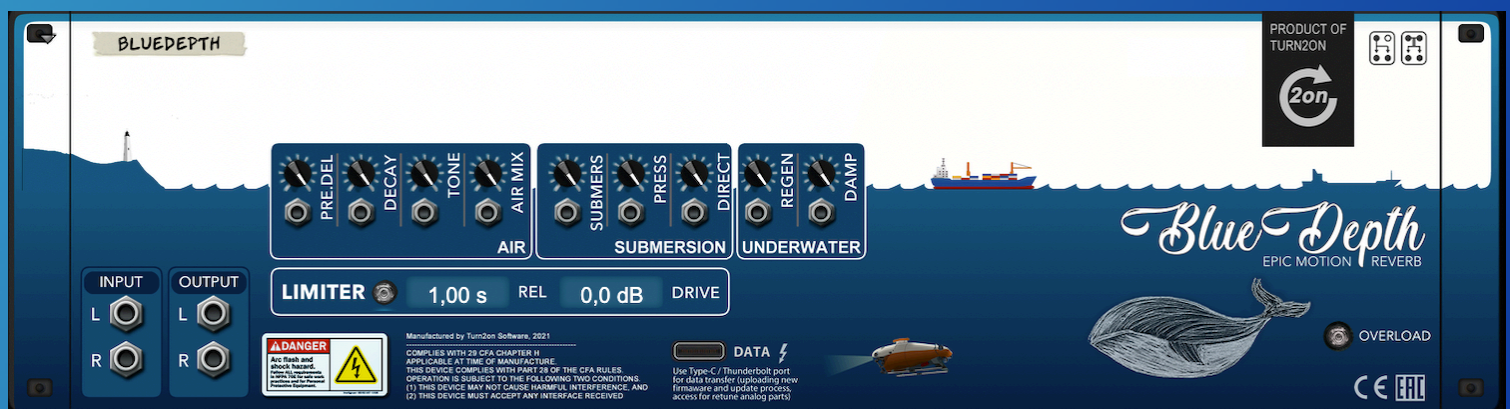
Parallel Verb: An additional parallel signal, processed by the AirVerb contour, is sent to the Underwater Verb. The sum of the Underwater Verb and the parallel signal is processed through the

Submersion section and then routed back to the AirVerb section.

Submersion: is a 1-octave down pitch-shifter with feedback and buffer duration control. It adds unstable lower harmonics to the processed reverberated signal. It gives a rich basis for reverberated sound through the addition of low frequencies which help to produces an Epic Reverb effect.

The main role of this effect is creating long decay reverberations, which sometimes go to self oscillation and overload the output signal. On the rear panel we have placed a Limiter which compresses the signal and maximizes it's level with boosts of up to +60 dB. This not only preserves the signal strength without overloading, but also creates a punch effect.

BlueDepth is like a boutique effect for unbelievable Epic reveberations. Try it now in the Reason Rack!



Visit us: turn2on.com

BLUE DEPTH EPIC MOTION REVERB



AIR VERB



AIR VERB, The crystal and airy part of the BlueDepth effect. Produces beautiful short to amazingly long decay reverberations.

| | | | |
|------------------|--------------------------------------------------|------------|---------------------------------------------------------|
| PRE DELAY | Initial delay before AirVerb reverberation | MIX | Mix between dry / wet signals of Air Verb section |
| DECAY | Decay Time / Length of reverb tails | DRY | Gain of the dry input level (unprocessed input signal) |
| TONE | High-frequency control of the reverberation tail | WET | Gain of the wet input level (Air Verb processed signal) |

UNDERWATER VERB

With 14 selectable Verb characters, Underwater Verb creates fundamental depth reverberations which create a sense of underwater motions and the life of an unexplored sea world.



| | |
|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CHARACTER | 14 characters of the Underwater reverberation |
| OSCILLATE DEPTH | Set length of the Underwater reverb decay with self-oscillation amount |
| REGEN (BLUE DEPTH) | Mix amount of the unprocessed signal (plus Parallel Verb) with processed signal by Underwater Verb |
| SCALE | Used for tuning the Regen decay (Underwater section) upwards or downwards. * After Scale changes, Regen Character is reloading. For smoothing this, add the AirVerb Decay parameter value. |
| PRL (PARALLEL VERB) | Amount of the additional parallel signal, processed by AirVerb contour, sends to the Underwater Verb. Sum of the Underwater Verb and this parallel signal is processing thru Submersion section and routed back to the mix with AirVerb section. |
| REGEN WET | Gain level of the processed signal by Underwater Verb |
| REGEN POST (SUBMERSION DRY) | Gain level of the Underwater Verb, routed to the Submersion |
| REFLECTION | Delay before Underwater reverb |
| DAMPING | High-frequency control of the Underwater reverberation tail |

SUBMERSION

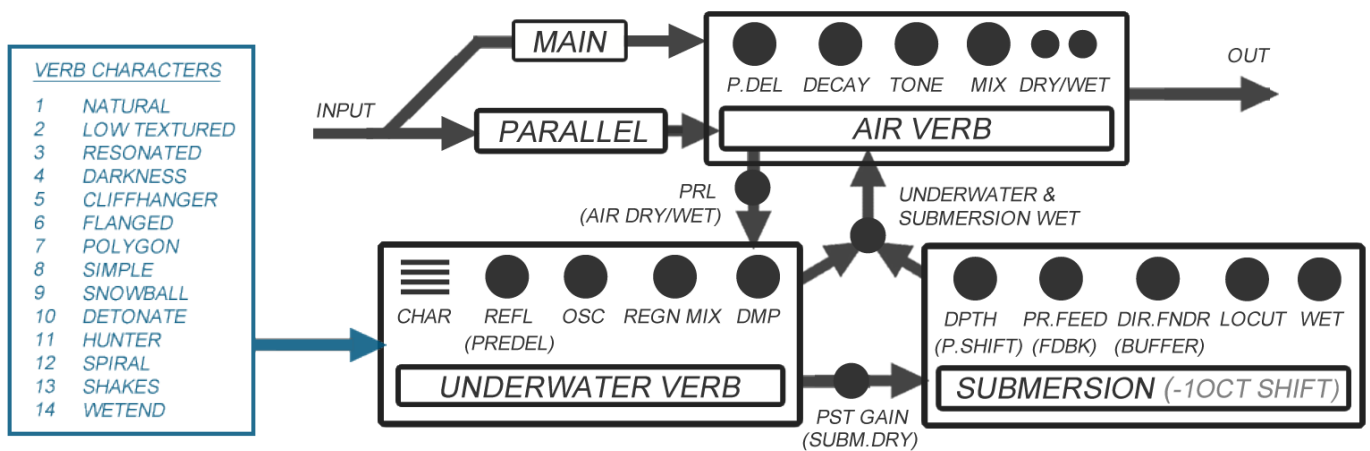


SUBMERSION is a 1-octave down pitch-shifter with feedback and buffer duration control. It adds unstable lower harmonics to the processed reverberated signal. It gives a rich basis for reverberated sound through the addition of low frequencies which help to produces an Epic Reverb effect.

| | |
|--------------------------|-----------------------------------------------------------------------------------|
| SUBMERSION DEPTH | Mix value between Underwater Verb and 1-octave down pitch-shifted signal. |
| PRESSURE FEEDBACK | Feedback value of the pitch-shifted signal buffer output back to Submersion input |
| DIRECTION FINDER | Buffer duration in milliseconds |
| WET | Level of the processed signal thru Submersion section |
| LC (LOW CUT) | Reducing low frequency of Submersion output |

BLUEDEPTH SCHEME

An additional parallel signal, processed by the AirVerb contour, is sent to the Underwater Verb. The sum of the Underwater Verb and the parallel signal is processed through the Submersion section and then routed back to the AirVerb section.



BASIC SETTINGS



BYPASS - disable effect
ON - enable effect
OFF - mute incoming signal

SubDiving



PATCH BROWSER

Used to open the patch library, load built-in patches, or save your own patches.

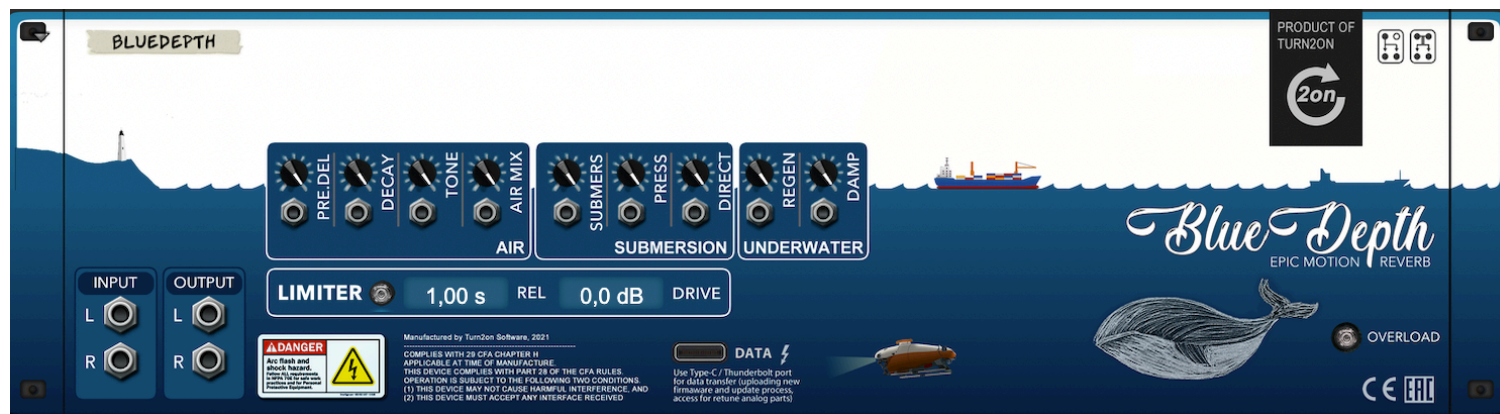


INFO LABELS (i) - additional Label names mode, that show functionality names of some device controls vs creative names, used by default



SOFT BYPASS - Variation of effect bypass with fade in and fade out that exclude loud peaks whgen you enable or disable effect

REAR PANEL



AUDIO INPUT/OUTPUT:

Mono or Stereo connections for audio signals.



LIMITER ON/OFF: Enable / Disable Limiter activity

RELEASE: Set recovery time of the limited signal

DRIVE: Maximizer level with boosts (up to +60 dB) and compresses signal



CV INPUTS

Use these CV inputs to control the main parameters by external CV source curves



BLUEDEPTH

EPIC MOTION REVERB

Reason Studios Add-on Shop

Thanks to all beta-testers,

Special thanks to MrFigg (Cameron Jeffrey), Despondo (Philip Meadows)



Turn2on

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