REVERSE REVERB

Quick Start

BIXLAB
Audio Software

01
INSERT

Load Reverse Reverb on the vocal or drum track you want to swell.

02
CAPTURE

Click "Capture", then play or record the word/hit you want to reverse into a swell. The plugin listens and stops automatically once it has heard the sound.

03
LISTEN

Press play on your DAW timeline. The swell now builds up INTO the captured sound (reverse reverb), right before it.

04
SHAPE IT

Drag directly in the display, or use the knobs, to shape the swell's length and the reverb's character. Reverb Type switches between Plate, Room, Hall, Chamber, Space and Cathedral. Filter: drag the two nodes in the FILTER window to set high-pass / low-pass cutoffs.

05
SYNC TO TEMPO

Optional -- switch "Length" from ms to Beat to sync the swell length to your song's tempo, with a note-value selector.

06
DRAG & DROP

The easy way, no bouncing. Once the swell sounds right, click "Drag & Drop" (bottom right) and drag straight into a track in your DAW. The plugin drops a WAV of the finished swell (plus the captured word) right there. The status line shows "drag WAV @ bar N (X.XX s)" -- with your DAW's bar/grid snap on, drop it at that bar and the word lands right back where it was. Ableton Live: turn off Auto-Warp for both short and long samples first (Preferences, Record Warp & Launch).

07

BOUNCING / EXPORTING

The other way. The swell starts WELL BEFORE the captured sound, so your bounce selection must start early enough to include the full swell, or its quiet fade-in gets cut off. The plugin footer shows the swell length (e.g. "tail 4.76 s"). Set your bounce start at least that many seconds before the captured sound, plus a safety margin -- if in doubt, start 5 seconds earlier than you think you need to.

08

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