



# TIME & SPACE TEXTURES

Echoes, Delays and Multitap Dlys Machines  
for the

Eventide H8000/A/FW – H7600  
Ultra Harmonizers Effects Processors

(FULLY COMPATIBLE WITH DSP7000/DSP7500/ORVILLE running on OS V3.002)

Italo De Angelis Presets Library – 2013© – FX SOUNDWORKS







## Welcome to a stunning 80 presets extended collection for the Eventide H8000/H7600 Ultra Harmonizers©

Including:

- a selection of presets from the **Eventide Eclipse Blue Library : DELAY**
- a selection of presets from the **Korg DL8000R Library**
- new amazing textural delays/verbs based on a **much improved DL8000R structure**, including the **“Himalayas”** reverbs
- SPACES** from the **Lexicon PCM80!** Textural verbs created w/multitap delays
- BAND MOD DELAYS**, a new efx never previously available on any machine
- BAND MOD DELAYS PLEX**, a unique Eventide structure thru the mighty Plex
- “SHIFT THE SHIFTER”** new algorithm for spectacular new multitaps dlys and pads!

The variety of delays, multitaps and “reverbs based on delays” included in this library has never been offered before on any digital processor. Accurate analog warm echoes emulations, input stage clipping early digital delays, filtered and filter swept modern delays, psycho-acoustic treatments, reverbs and delays in different routings, pitched echoes, multitap modulated and filtered delays, classic Eventide and Lexicon delays, crosstaps delays, new spectacular 3D deep sounding reverbs created with delay algorithms, BandModDlys... why nobody thought about this before? Then take and mangle it thru the classic Eventide Plex structure for more delay into verb evolutions.

“Shift the Shifter” is the final icing on the cake! Series and parallel shifters are the trick to never heard before detuning, delays and pads, multitaps and fractal rhythms and arpeggios tricks... all with a nice reverb if you need it.



These are TRUE STEREO algorithms. MONO IS DEAD!!! For the best results please connect 2 inputs of your Eventide processor to get the best performance. You may also use a “Y” cable to run both inputs from a single (mono) signal. Orville and H8000 can route a single hardware input to 2 dsp inputs. Do not sum outputs on a “Y” cable though! It will be dangerous for the connected device. Use a mixer to go stereo > mono.

This library is fully compatible with Eventide DSP7000/DSP7500/ORVILLE Ultra Harmonizers, running on their last firmware, V3.002. If your unit is on an older version, you are missing A LOT! Contact Eventide (or me) to get the latest OS.

*A request from the author...*

*Please do not distribute these presets you have purchased! Show respect for years of professional work and experience in the field. Let me support my family and keep these libraries' prices reasonable for everybody. Show respect for the money you've earned and invested in these soundworks.*

*Thank you for your purchase and understanding.*





# PRESETS DESCRIPTIONS



## Eventide ECLIPSE BLUE LIBRARY : DELAY presets

### PCM42

The Digital Delay! Lexicon early '80s masterpiece set benchmarks in its field. Even better spec'd wonders, such as the TC2290, can't match its warmth and particular modulation engine. Sample rate variations techniques created those lush sweeps no other units has. This emulation is mostly concerned with the tonal response and sound fatness of the original. A mono delay with Tap Tempo.

### 2PCM42s

Same as above, only as a stereo ping pong now!

### TWO42s+DLY

Here's a rack with 4 PCM42s! 2 are set to a thick & lush chorus, the other 2 cover the stereo delays. Massive warm old style "echorus" tones!

### HUGE PCM42s

Stereo big fat PCM42. With Tap Tempo.

### LEXICON DLYS

The 224 brought diffusion to delays! A network of very short delays, creating the reflective ambience of a small to mid-sized room, usually available in reverbs, was placed into multi-voice delays feedback paths. The legend grew with the PCM70, available to a wider users base.

Diffusion smears attack transients and makes echoes thicker, spread and very musical.

Here you also have modulation in the diffusion. It helps "randomizing" ambience and limiting unwanted high frequency content summing. This stereo delay sounds like a wall in your face!



## L/R/C/ 80sDDL

The second half of the 1980s brought VLSI DSP to fx land! Cheaper and more complex effects structures were finally available to more users. A 3 to 6 voice delays was no longer a huge rack! The PCM70 was an instant legend. Here 2 delays bouncing in cross-feedback paths, generate a third tap in the center position. So good for those screaming lead tones you all know.

Modulation sweep can be set in sync or opposite phases for the 2 delays, meaning one goes sharp while the other goes flat or they both go sharp and flat together. Feedback type allows for separate or crossed feedback paths. Vintage texture runs internal algorithm audio at 12 bits.

## ANALOG FAT DLYS

You can't get an analog delay from a digital one, right?

Well...check this preset and creamy echoes will wrap your head. I swear!

## 4ECHOPITCH

2 parallel dual voice pitch shifters are set to micro-detuning and Tap Tempo delays. You get 4 pitched echoes...with added LFO detuning. Each shifter is set to a detuning value and further modulated by an LFO for more animated shifting. Pitch shifting meets chorusing! So much tweaking you can use here.

## MPITCH>SHUFFLE

Classic Eventide micropitch effect AND shuffle Tap Tempo delays in parallel to it. Same structure as in the previous preset, tuned for extra thick detuned doubling and echoes.

Your gtr solos takes high here! Watch levels...as it's THAT thick!

## PITCHED ECHOS

Very warm sounding detuned Ping Pong delays. 48dB/oct. filter in series with shifters, for very vintage liquid sounding echoes... almost "tape-like".



## **-GRUNGE DELAYS (with Soft Clipping and Limiting)-**

Enter the analog input stage madness! People want it back! Listen!!!

The magic of the old digital tones was often in the input stage. Preamp, filtering and limiting were a true character shape for the product. We all know how a Lexicon PCM42 or the an Eventide H3000 sounds like, in terms of warmth, soft clipping, thickening capabilities and musicality!

Here the DISTORTION PREAMP is used to add that tiny clipping, character filtering and limiting. Tweaking the thing has been a long tale of desire and pain... worth every minute of it.

A word on the PREAMP distortion curves choice the manual never offered, from the engineer who created them:

0 : kinda clean. Actually distorts quite nastily at higher gain, but can be used as a 'vanilla' section for morphing (in and out of the other curves)

1 : sort of default distortion curve, crunchy, w/more highs and heavy on odd harmonics

2 : similar to 1...a bit more round...less edgy

3 : thicker than # 2 and more fuzzy

4 : even more distortion, w/ weird harmonics drop off...getting cyber!

5 : like # 4, less highs and more mids...great for experiments

6 : thick w/less bottom, squash...british style

7 : like # 6, with a more pronounced fuzz character

8 : the demon of the bunch! Definitely Cyber Distortion with extreme "squash" reactance at stronger transients...breathing!

Not so evil sounding at first listen, but when you start cranking up the gain, it does some dynamic reversal, squishing everything out and sounds kinda perverted. It has a really weird harmonic spectrum.

9 : this sounds more in the class A dynamics/harmonics distortion character...bluesy after tweaking.



Now, these "gtr lingo" descriptions are starting points: you will get quite different behaviors out of each single curve, depending on how you set the compressor, the filter level and Q AND the drive. These parameters are crucial to build the way the preamp reacts to your playing dynamics, in terms of "voice tuning", harmonics content, reactance, feel. The following FLUX is a pretty good way to simulate tube or diode rectification...getting more even or odd harmonics after distortion! Hicut tames unwanted "zzzzzzzzzzzz" !

## **WARNING!**

Be aware of the fact that compression and saturation are extremely input level dependant. My tweaks here may sound very different if your system has more or less input level. So... if delays sound too clipped you need to make adjustments to your setup. Try reducing DRIVE and compensate with LEVEL. Also raise the compressor threshold to get less squashed delays.

## **GRUNGE DLY**

A mono clipping delay...

These are the most crucial parameters:

DRIVE controls the amount of distortion. Be a good boy! No need for heavy metal echoes.

HICUT rounds the high frq. content of the distortion. Very useful!

FILTER adds character filtering of the preamp.

FREQ and Q set the filter and tune the final sound of your delays.

More tweaking available in the Fuzz parametric EQ and using the Flux parameter.



## ADV(anced) GRUNGE DLY

Still a mono soft clipped/limited delay with a deeper tweaking potential in the SOFT KEYS.

Many of them are the same as in the previous preset. But more are offered:

CURVE selects the distortion behavior of the clipping. Any choice here is highly interactive with all other parameters, particularly with LEVEL and DRIVE. Any change needs adjustments all over.

FLUX emulates the rectification, making distortion harsher or mellower.

## ADV GRUNGE StDLY

Stereo version of the previous preset, with feedback paths types (self or crossed), delay high and low cut filters added. More colors! Try playing with FILTER, FREQ, Q and FLUX to change the whole delay character into a different one.

## GRUNGPINGPONG

True Ping Pong delay (no “ghost” tap in the center) fed by the clipping tone shaper structure.

Tap Tempo and delay modulation available.

## GRUNGE MTAPS

A modern version of this vintage concept delay, using a 4 taps delays plex. Beautiful bounces!

You get all the parameters for the deepest mods in the U.I. and, as before, a truly powerful parametric EQ is available for ultimate tone shaping of the delays... just EDIT it!

The Grunge Delays are deep! You may simply need to adjust distortion amount and level, maybe compression, to fit your equipment. If you get into tweaking CURVES and filtering characters... your is the fun! Endless tones for yesterday and tomorrow echoes! I hope you'll have so much fun as I had.



#### 4\_AQUATAPS

4 “liquid” sounding chorused delay taps are fed to the H3000 UNDULATOR!

This is a complex engine where delays, pitch, tremolo and vibrato fx are combined in unpredictable ways. According to how you set its parameters you’ll get more of a pitch mangler or an evolutive reverb generated by pitched delay taps. It’s something you want to spend your time on... with highly interactive parameters. Here the mod\_taps grow into a second layer of tremmed ambience, fading in the distance. Not a verb, not a delay... WHAT is IT then?

#### 4DLYS>4DTNS

Ping Pongin’ polyrhythmic modulated delays feed multivoice micro-detuning for extra thick textures. Detuners are set to 0 ms. delay to get a special “flangey” phase notched sound quality... a neat pitch shifting artifact.

#### AMBIDELAYS

4 modulated delays are tone shaped thru a low-pass filter on the left channel and a high-pass one on the right. Filters are then swept by an LFO. Psycho-panning and highly colored echoes sweep around. Great electronica effect, heard in many contemporary recordings, on just about any source... from drums to synths, guitars and vocals.

#### MTAP>SWPTFLTR

A diffused 8 taps panning delay feeds a stereo lowpass filter swept by an LFO. Intense panning owed to delay taps spread and mirror modulation of the filters frequencies and Q. Very strong modern sounding delays you can use on any audio source. DMIX controls diffusion mix on the delays.



## DLY>MULTITAP

Up to 20 seconds mono delay feeds a 4 modulated delays plex.

The trick here is about how you set the long delay value against the 4 delay taps.

And the long delay FBACK interaction with the plex DECAY (its feedback) is what generates even more spacial evolution of the repetitions.

## HALL//DLYS

A large plex reverb set to “hall” and 2 delays are routed in parallel. Many rock productions favor this routing for these very popular effects. Nice on solos...avoiding long echoes and verb tails summing. Everything stays clear and focused.

## HALL>DLYS

Same as the previous preset but routing is now in series. Verb tail is thicker than normally would be.

Notice the differences between series and parallel verb+delays effects and experiment to find your flavor.

## ROOM>DLYS

A “room” reverb goes thru 2 delays, slightly offset in time. Hicut available for both reverb and delays.

Very “in your face” sound, great for just about any lead instrument or main vocal track. Delays here keep the ambience of the room alive, sounding as an extended tail of the verb. Nice studio trick!

Try to get the right amount of delays in your space.

## THE5thPLANET

A stratospheric plex reverb feeding reverse crystals.

With just about the perfect blend of pitch, this spectacular reverb has some tasty 5ths resonance adding color to its harmonic content. It's a tale of a distant planet with inverse gravity...



### PSYCO3dDELAY

Up to 20 seconds mono delay is band filtered for warm sounding tones and space swept, in a strange dual axis 3D zone. A perception of left & right movement AND center depth changes is tricking the ear... actually the brain! It's all about floating here...

### PSYCO3dRVDLY

Same as above. The mono delay is now reversed and has up to 10 seconds memory.

### UNDULECHO

This mono warm delay goes thru the H3000 UNDULATOR for post-processing.

After the second echo bounce you start hearing tremolo and fast dynamic panning, depending on your input dynamics. Highly interactive effects are possible here. Try!

### S\_UNDULECHO

A stereo version of the previous preset, set for ping pong delays.

Tremolo and panning grow in speed according to your playing dynamics.

Your ECHO is ALIVE!



## Korg DL8000R MULTITAP DELAY LIBRARY presets

### 500ms MODDLY

Half a second delay with spectacular modulation going on. Chorused echo on the verge of flanging.

### AMBIENT GTR 2

Eventide plex style multitap modulated delays... without the Plex! Echoes pan in wide and narrow stereo fields, at different times. Play sparsely sustained notes and your delays create a detuning verb aura of singular beauty.

### BIO DELAYS

Hyper comb-filtered stereo delays with an organic flanging texture. The feedback has bandpass filters swept by the LFO, reducing their echoes life span. Change delay times manually if you need longer ones.

### CROSSTAPSDLY

Quite modulated multitaps delays with cross-feedback paths create polyrhythms and fade out in a distant ambience.

Nice blend of delays, chorus, rhythms and verb.

### DETUNED SPACE

Another beautiful vintage midrange sounding reverb! Clusters of modulated delays are fed-back to a sweet stereo band pass filter and a great detuned aura rises and fades in a midrange dusk. The power of multitap delays in their lo-fi fascination!

### ECHORUS 1

Popular PCM70 effect mixing chorus & echo effects. Delay is modulated and warbles in the distance. Inspiring tone for chordal playing.



## ECHORUS 2

The previous chorus & echo effect with a delays shuffle feel.

## ECHOVERB

2 panning delay clusters evolve in a modulated reverb on sustained notes. Staccato playing sounds very diffused, smeared.

## ENO HALL

Enter the ambient master mind! So 224XL sounding, even though crispier. Nice midrange textural reverb made of hundreds of repeating taps. Modulation moves the heart. Sustained notes take off to a distant cloud. Very few DSP processors can do reverbs like this and the Eventides are ambient kings!

## FOREVERVERB

Delays cluster up in an ambient reverb... and modulation adds the magic. Nice filtering for warmth. You'll hear surviving taps in the distance and more warble, but still everything remains so musical! Play it sparsely for the best verb effect... staccato playing creates circles of delay taps... how is that possible?

## LANDAU TSC

Another spectacular rendition of one of the most sought after classic chorus tones from the '80s and '90s L.A. studios scene.

A hard to replicate tri-stereo chorus effect with animated modulation and wild spectral content mangled by tons of phases games. Rich, thick, lush, you say so! Chords bloom thru it! Great on electric piano too.

## OCTACHORUS

8 voice chorus! Quite animated modulation going on and very broad stereo spread. This is a rich chorus with some nice cross-feedback applied for enhanced spectrum games.



TSC+42s

The Tri Stereo Chorus with a stereo set of PCM42s for those cool fading mod\_echoes!

Very Landau/Karizma tones.

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The following presets are based on an improved design of the Korg DL8000R algorithm, including LFO swept filters and diffusers in the feedback paths and the capability to use Tap Tempo and delays modulation together which can't be done on the Korg unit.

A spectacular series of very inspiring textural “**Himalayas**” echoes/verbs are a result of these improvements. Look for the \***Hmly**\* logo. Enjoy!

ANNAPURNA (Hmly)

The magic of modulated, band filtered, diffused multitap delays! Clusters of delays pan and grow in smeared clouds, fading in a midrangey aura. Complex evolving echoverb texture, hard to create elsewhere.

ECHOPLEX

Warm panning taps with short delays sounding very '70s.

ECHOVERBOLUTION

The fast panning taps create beds of reverb... and you keep playing with your delays while the older echoes are now a verb. Echo becomes ambience.

ECHOWEB

Cool rhythmic taps, panning and chorused. Sparse playing goes verb. Staccato has more echoes goin'on, eventually verbing out.



## EVENTIDETAPS

Chorused Tap Tempo multitaps, nicely LFO filtered. Great to use on tempo beat or rubato playing. A classic Eventide delay!

## LAYERMATIC

This is a one-of-a-kind beast! Tight and spread waves of delays keep feedback for long time, loosing attack intensity thanks to diffusion and getting more band-passed in time. Very ambient texture that lives for long... thanks to evolving delay layers. For your next movie!

## LEXICON

Highly diffused taps tweaked for the classic Massachusets warm midrange reverb legend. This algorithm can do so many different things. Sounds classic with a vintage twist.

## LHOTSE (Hmly)

Another highlands reverb with waves of intensely smeared delay taps. Deep and wide ambience.

## NANGA PARBAT (Hmly)

3D aerial reverb with great depth of field. The diffused taps create a thick midrange reverb, mildly swept by the LFO. Feels like flying over the Himalayas.

## NEW OCTACHORUS

A new version of OCTACHORUS with the typical Eventide chorus flavor. A great multivoice chorus!

## PITCHVORTEX

Hard diffused taps build up a dense reverb whose modulation detuning rises and falls while delays pan in a swirl.



## SHISHAPANGMA (Hmly)

A vast reverberant space with panning delay clusters surviving and eventually smearing into the cloud.  
Deep... wide... infinite.

## TIMEZONES

Alternating rhythmic filtered delays clusters, great for rhythmic staccato playing.

## VERBORUS

A chorus, a multitap delay and a highly reflective reverb, with a vintage sounding quality.  
Great multi-fx with a special tonal color.



## Lexicon PCM80 NON REVERB VERBS:

### SPACE 1

Delays and diffusers work together defining a huge space. A thing of beauty typical reverb algorithms cannot design. Notice the mid-high aura being detuned and swept across the stereo field. Chords bloom thru this three-dimensional reverb.

### SPACE 2

Darker than the previous one, more detuning going on in its later decay stage. Another tale of skies, clouds, mountains...

### SPACE 4

The closest to a classic reverb of the bunch! Still deep and animated by panning delay clusters, diffused and chorused. Let chords ring, being a piano or a guitar... and enjoy the cloud they fade thru.

*The trick to ambience from delays here is to play with short delay times, offsetting them. Work with diffusion then and add careful input filtering and feedback paths coloring to add the warmth. Generous feedback, phase games and soft levels add the final magic. A lot of possibilities here!*



## BAND MOD DELAYS:

### BANDMODELAYS

Several units offer Band Delays effects but none with delay modulation. Why nobody thought about this before remains a mystery to me.

This is a nice rhythmic multitap with hi-Q resonant band filters and chorusing. A very changing in tone, pitch and panning effect.

### BANDMODECHORUS

A warmer version of the classic Echorus effect, with a stereo chorus and stereo ping pong delay. Really nice chorus overall, very 1980s'.

### BANDSPACE

Delay taps define a tight reverberant space with a high reflective tonal quality. Something in between a spring and a plate reverb, with modulation. Definitely different from most reverbs.

### BANDSPACE2

Similar to the previous effect, with longer delays. Verb lasts longer.



## BAND MOD DELAYS PLEX:

### BANDMODDLYSPLEX

The chorused Band Delays interacting inside the classic Eventide Plex! Another new effect.

Rhythmic chorused taps are band passed and their resonance in the midrange frequencies increases with time. Play this in time and use Tap Tempo.

### CRIMSONBANDPLEX

A resonant band-passed reverb reminding of Adrian Belew and Trey Gunn tone on the 1990s' King Crimson CDs.

Definitely an aggressive ambience type.

### ECHOREC

Mid-low band passed taps... for the rhythmic vintage sounding delays fan.

### ECHOREC 2

Long and short chorused band delays alternate, while tone gets warmer in time.

Play staccato for cool rhythm stuff or sparsely for colored chorused echoverb.

### FRACTALS

Dig these odd & even rhythmic subdivided delays, with modulation and band-passed character.

### FRACTALS 2

Similar to the previous preset, with different rhythms and longer feedback. Plex makes it verby!



## **“SHIFT THE SHIFTER” EFX:**

A word on this new amazing effect! 2 shifters feed two other shifters each, then all are filtered and sent to a verb in parallel. A final mixer sums them all. When you pitch shift a pitch shift, the formant you are dealing with is no longer natural. More of a synthetic one. This helps create different sounding shifted tones. We're not searching for tonal fidelity here... only for a new quality, more defined, stronger and aggressive... almost synth-ish! A lot of different possibilities here... from arpeggios to counterpoints, amazing pads and spectacular chorus/detuning with realtime pitch correction to balance even extreme detuning effects, great multitaps delays and a lot more...

### CHINA

Sounds from the big wall! Play pentatonics and get HUGE shifted chords-lines. Verb adds space to it. Mid and low strings sound like a Hammond!

### CHORDS PAD

Some serious verb fed by filtered detuned shifters create a majestic pad for your chordal swell. Use a volume pedal for the best results.

### CHORDS PAD2

Eight/quarter and half notes stereo delays create waves into this hall reverb. Detuning and filtering add the magic. Your swells get a lot of energy from the delay waves and last longer in the verb.

### CHORDS PAD3

5ths and octaves dance into the verb! Play single notes thru this or 5ths/octaves double stops. Chords won't work.



## CHORDS PAD4

Similar to the previous one, with more intervals going on. Again... best results on single notes, 5ths and octaves. Pentatonics are nice too!

## COUNTERPOINT 1

4ths & 5ths with delayed octaves and 5ths. Delays are set to rhythmic fractals for counterpoints effects. Know your scales, harmony and intervals with this one! Single notes playing, please.

## COUNTERPOINT 2

6 intervals taps dance in time, thru a nice hall reverb. Helps investigating the power of rhythmic intervals playing. Single notes... yes/Chords... no!

## MTAPDETUNERS

3 stereo rhythmic subdivisions delays with a spectacular warm tone detuning. One of the best presets in this collection! Your chords sound so good thru this MultiTap Detuners... one of the best “echorus” you can imagine, with a really nice reverb on it.

## MTAPDETUNERS 2

Triplets feel detuned rhythmic subdivisions delays and hall reverb. Play in time for best results. Gorgeous!

## MTAPDETUNERS 3

6 different delays fractal subdivisions with more detuning and realtime pitch correction of it. Add verb for glory. Great for comping and pads swells.



## MTAPDETUNERS 4

Polyrhythmic delays fractal subdivisions with intense detuning and realtime pitch correction of it. Guitars and keyboards sound majestic thru this one. A real thing of beauty!

## QUARTAL PAD

This ends the collection with a solemn touch!

A quartal shifted huge warm verb, great for single notes swells. Chords won't fit.

Enjoy your Eventide!

*Feel free to experiment with the "Shift the Shifter" structure as its applications are endless.*

*Be careful with the pitch shifters intervals as pitch A feeds A1 and A2 and pitch B feeds B1 and B2.*

*So the 1 and 2 couples intervals are a shift of their previous feeding respective interval. tricky, I know!*

*Polyrhythms can be an added musical tool as you'll get into arpeggiated lines and counterpoints.*

*Detuning and correcting it in realtime provide the ultimate chorusing you can't get with normal delay modulation or single stage detuning.*





If you have enjoyed my soundworks, please contact me and let me know your opinions and suggestions.  
Good luck in your music life!

*Italo De Angelis*

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