Eventide ECLIPSE Harmonizer® Effects Processor
Italo De Angelis Presets Library 2011©

FX SOUNDWORKS

Welcome to this extended collection of 60 presets for the Eventide Eclipse Harmonizer® Effects Processor!

A terrific vast array of effects is awaiting for you here, covering a wide spectrum of possibilities. Great stereo and multi-voice choruses and flangers, detuners, delays with diffusion, thickening tools, new Rooms, Chambers and Halls, amazing ambient and realistic spaces, pitch shifters and reverse shifters, crystals and delays, spectacular Eventide only effects such as Plexes and Ultrataps, unique sonic environments, great classic Lexicon, TC, Eventide, Dytronics, Yamaha units emulations, Haas fx, phasers and Shimmers fx. These are just a few definitions. There is more in this project!

Great care has been put into creating new reverbs with space clues location. Walls, early and late reflections, colors, depth of field and diffusion are now part of dual algorithms presets. You will be able to design your own space by tweaking a few parameters.

Ambient spaces include deep experimentation with the Ultratap2 algorithm. Up to 36 delay taps with an infinite amount of tweaking can provide just about anything in the delay/reverb/diffusion/reflections zone. The addition of crafty modulations give these spaces a nice taste.

Modulated detuners are also great tools for very special micro-phase shifts flangers.

The now famous "Michael In A Box" project for the H8000 has been broken into different parts, allowing Eclipse to load different sections of the H8000 structures. More info here:

http://www.italodeangelis.com/it/eventide_and_other_stuff/michael-in-a-box.asp

Amazing emotional sound pads are available in this library. Your guitar will sound like a rack of synths!

Complete multi-effects presets will cover all your needs.

The presets were created with Eclipse in full wet mode. Dry sound was placed in parallel to it, using a line mixer. Both Eclipse inputs and outputs were consistently connected for full stereo processing.
If you are using your unit and these presets in a different setup/signal routing, you may need to adjust wet/dry balance and/or effects levels.
In this case it would be wise to store your own versions of these presets, according to your system.
Each preset description mentions its mother algorithms and internal A & B FX Blocks signal routing.
ALL presets offer an extended set of HOT KEYS (up to 16!). These bring crucial parameters up on the U.I. for further or "on the fly" tweaking needs. All Hot Keys are carefully described here.
I'm confident you will love these sounds and get familiar with their U.I. to get started for your personal variations and tweaks.

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

FLANGER (St.Chorus)
This nice flanger is true stereo and has a warm analog feeling.
Many parameters are available for your custom tweaks.
For when you need just a flanger.

FLANGED DLYS (ChorusDelays > St.Chorus)
Pan Delays processed thru the FLANGER preset.
Tap Tempo delays and Tap Tempo modulation rate flanger.
Lots of Soft Keys for customization.
[L/R_T_DLY] set L & R Tap Tempo delays settings
[L/R_FBACK] set the 2 delays feedbacks
[DLY_LEV] sets delays master level
[FLANGRATE] sets flanger Tap Tempo modulation rate
[L/R_DEPTH] set the flanger L & R modulation depths
[HICUT] warms up the tone
[FLANGMIX] blends stereo flanger in.

DIFFUSDLYS (Tapdly+Diffchorus)
2 tap delays with a feedback delay, all feeding a diffusor.
The 2 taps are hard panned L&R; the feedback dly sets feedback for both taps.
If you need a regular pandelay just set it at the same value as the longest among the 2 delays.
Different settings may provide interesting polyrhythmic tricks.
Diffusor smears delays into some kind of tight ambience.
You may also add chorusing in the diffusor parameters.

DLY>4ModDTUN (Loop10 > MultiShift4)
Great studio trick to fatten up a mono delay!
Up to 10 seconds delay processed thru 4 modulated microshifters (detuners) that make it BIG!
Detuners are modulated by system LFO#1. Warm, lush wide delay for all applications.
[LEVEL] sets delay level
[DELAY/T_DLY] set Tap Tempo delay
[FBACK] sets delay feedback
[HICUT] is your key to a more analog sounding texture
[DTUN_MIX] blends microshifters in.

PANDLYS+MOD (ChorusDelays)
Here you have the legendary PCM70 PanDelays with the nice option to add modulation on their repetitions for chorused delays.
Use [DLYS_MOD] to add chorusing to the delays tails.

CIRCULAR DLYS (ChorusTaps)
Another legend from the PCM70! 3 taps dancing around your head.
Again, you have the option to add modulation on the 3 delays repetitions for a nice widening.
[LEVEL] sets all 3 taps delays level
[L/R/C TAP] set individual taps Tap Tempo rhythmic subdivisions.
[FBACK] controls all taps feedback
[M_DEPTH/RATE] set modulation depth & rate on the 3 taps tails.

THICKEN TOOLS (UltraTap2 > 4Detuners)
A complete set of tools to fatten up just about anything, your guitar, a snare drum or your vocal tracks.
6 taps microdelays create fat ADT. Add room ambience for space. Add multivoice detuning for even thicker texture.
You can experiment with different delays taps and length amounts for thickening variations.
[LEVEL] sets overall thickening effects master level
[# TAPS] sets the number of thickening delays, up to 32!
[LENGTH] adjusts the amount of total delay used by the delay taps
[ROOM_MIX] blends in tight room diffusion/ambience
[DTUN_MIX] adds 4 voice detuners. Probably best between 10 and 30%.

DIFFCIRCLDLYS (St. Diffusor > ChorusTaps)
The Circular Delays fed by a stereo diffusor to create that "Lexi" smeared delays you love!
Use [DLYS_MOD] to add chorusing to the delays tails.

DIFFPANDLYS (St. Diffusor > ChorusTaps)
The Pan Delays fed by a stereo diffusor to create that "Lexi" smeared delays you love!
Use [M_DEPTH] to add chorusing to the delays tails.

REVERSE CLOUDS (Reverse Crystals)
Reverse detuned delays bounce and fade away in clouds of sounds.
Nice ambient chordal textures are possible with this one. Beauty for guitars and keyboards.
Eclipse replica of a popular H3000 preset, from my dedicated library.

CANYON STRINGS (Reverb16 > Large Dly8 Plex)
Stereo Reverb is further extended in decay and stereo sides spread by the Plex delays.
If you turn reverb off (Parameter Menu) a dense cluster of panning delays can be heard. That's extending and spreading the verb! Tons of tweaking possible here. You can come up with all sorts of ambients, from dreamy to earthy, from movies to real.
This tweak is for the moody Stratocaster!
[VERB_LEV] sets reverb level
[VERB_DCY] sets reverb decay
[HICUT/HIFREQ] control high freq. content in the reverb tail
[PLEX_DCY] sets plex delays decay
[PLEXSIZE] sets plex delays times
[HICUT/HIFREQ] control high freq. content in the plex delays feedback
[VRBDEPTH/VRBRATE] set reverb modulation
[PLXDEPTH/PLXRATE] set plex delays modulation
[PLEX_MIX] blends the plex in.

NEW HALL (Reverb16 > Large Dly8 Plex)
Same structure as CANYON STRINGS, tweaked for a real hall space. From ambient to reality.
As already suggested, tweaking this powerful presets will provide hundreds of different reverbs, spaces and delays.
[VERB_LEV] sets reverb level
[VERB_DCY] sets reverb decay
[HICUT/HIFREQ] control high freq. content in the reverb tail
[PLEX_DCY] sets plex delays decay
[PLEXSIZE] sets plex delays times
[HICUT/HIFREQ] control high freq. content in the plex delays feedback
[VRBDEPTH/VRBRATE] set reverb modulation
[PLXDEPTH/PLXRATE] set plex delays modulation
[PLEX_MIX] blends the plex in.

ENO CLOUDS 2 (Reverb 8 // Reverb8)
Two identical Reverb 8s in stereo parallel routing. Eclipse replica of a popular H3000 preset, from my dedicated library. Nice large modulated reverb, with a special 3D quality in the later reflections tails.
Slightly offset modulation between the 2 reverbs. Try experimenting with series routing and/or offsetting parameters. 2 sets of crucial parameters are presented as Hot Keys for your tweaks.
This presets will tell you how to play thru it!

STAGE & SIDES (Reverb16 > Large Dly8 Plex)
Reverb into late reflections network.
This preset simulates the stage depth and width, with added reflections from the sides and back walls.
Tweak it for many different spaces simulations.
[R LEVEL] sets reverb level
[RDECAY] sets reverb time
[RSIZE] sets reverb size
[PREDLY] sets reverb predelay
[HICUT/HIFREQ] set reverb high frequency cutoff
[DEPTH/RATE] set reverb modulation depth and rate
[LRF_LEV] sets late reflections level
[LRF_DCY] sets late reflections feedback
[LRFSIZE] sets late reflections delays times
[VRB/LRF] sets the mix between reverb and late reflections.

TIGHT CHAMBER (Reverb16 > Large Dly8 Plex)
Reverb into late reflections network.
A tight Chamber reverb for all uses.
R LEVEL] sets reverb level
[RDECAY] sets reverb time
[RSIZE] sets reverb size
[PREDLY] sets reverb predelay
[HICUT/HIFREQ] set reverb high frequency cutoff
[DEPTH/RATE] set reverb modulation depth and rate
[LRF_LEV] sets late reflections level
[LRF_DCY] sets late reflections feedback
[LRFSIZE] sets late reflections delays times
[VRB/LRF] sets the mix between reverb and late reflections.

ECHORUS>DTUNE (Chorusdelays > MultiShift4)
Thick stereo delay in parallel to stereo chorus, all processed thru 0 delay 4 voice detuners for slight pitch offset and psycho-panning
and flangey-comb filtering. A classic modern guitar sound.
All Hot Keys are very self explanatory.

DTUNEDIFFTAPS (Ultratap2 > 4Detuners)
Ultratap is set to 4 delay taps, then processed thru Diffusion. Feedback is only available if Diffusion is enabled (Dmix parameter). The whole thing is then going true 4 detuners. Nice diffused detuned delays.
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[LEVEL] sets Ultratap output level
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.
[DTUNMIX] blends diffusers in.

REVRSDIFFTAPS (Ultratap2 > 4Detuners)
Ultratap is set to 18 delay taps with a reverse contour, then processed thru Diffusion. Feedback is only available if Diffusion is enabled (Dmix parameter). The whole thing is then going true 4 detuners.
Reverse delay/ambience good for lead tones.
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[LEVEL] sets Ultratap output level
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.
[DTUNMIX] blends diffusers in.

3D PLEX (Large Dly8 Plex)
One of a kind "motion" reverb! Its internal delays are panned around in offset positions by the system LFO#1.
You'll hear a special depth of field and stereo animation in this one. Phase tricks simulate PCM80/90 surround processing. 3DRATE is crucial for the motion fx.
For a different take on 3D chorusing, try setting:
LEV: 0dB   DECAY: 1% DECAY: 2% DEPTH: 3.5ms T_RATE: 7/16note.

H3000 PLATE (Ultratap2 > 4Detuners)
Ultratap is set to create a dense bright reflecting and diffused plate reverb. Detuners add early reflections.
Bright granular texture plate reverb reminding of the H3000 sound.
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[LEVEL] sets Ultratap output level
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.
[EARLYMIX] blends early reflections in and around the Plate.

MEDIUM HALL (Combdelays > Reverb16)
This structure is very similar to the PCM70 Hall reverb algorithm. This has a brighter quality and a medium size environment. Early reflections are available, so smaller spaces such as Rooms and Chambers can be created as well, adding more of them.
[REFLECTS] blends early reflections in
[VERB] sets balance between early reflections and reverb levels
[REFLDLYS] scales early reflection delays, simulating different spaces
[REFLFDBK] sets early reflections feedback
[RDECAY] sets reverb decay time
[SIZE] sets reverb size
[PREDLY] sets reverb predelay
[HICUT] sets reverb hicut filter.

WINDS PLATEAU   (Dual ModFreqShift > Large Dly8 Plex)
Highlands reverb! Wind blows thru…a beautiful Plex reverb.
WINDS Hot Key tames the storm.

ROCK GTR (ChorusDelays // ChorusDelays)
A stereo doubling and stereo delays in parallel, without modulation.
Very useful for classic guitar rock lead sounds.
Hot Keys show access to master delay/mod depth/rate and feedback for 8 delays, in addition to each single delay time.

GTR ROOM (Combdelays > Reverb16)
Medium Hall preset tweaked for room environment. Nice for clean guitar funky parts or bluesy crunchy leads.
Also great on drums or acoustic guitars.
[REFLECTS] blends early reflections in
[VERB] sets balance between early reflections and reverb levels
[REFLDLYS] scales early reflection delays, simulating different spaces
[REFLFDBK] sets early reflections feedback
[RDECAY] sets reverb decay time
[SIZE] sets reverb size
[PREDLY] sets reverb predelay
[HICUT] sets reverb hicut filter.

ROTOSPHERES (Diffchorus > Reverse Crystals)
A beautiful modulated ambient reverb is processed thru a stereo reverse slightly detuned delay with offset time values.
You get a lush space with alternate panning reverse waves of ambience coming back at you, the rotospheres.
[LEVEL] sets the whole effect output level
[DIFFUSIO/DSIZE] set the Diffchorus diffusion and scales its delays
[HICUT] sets Diffchorus hicut filter
[DEPTH/RATE] set Diffchorus modulation
[RVRSMIX] blends Reverse delays in
[M_FBACK] sets Reverse delays master feedback
[FB TYPE] selects different feedback paths for the Reverse delays
[RVSHICUT] sets Reverse delays hicut filter
[PITCH1/2] set the tuning for the Reverse delays/shifters
[LENGTH1/2] set the delay time for the Reverse delays/shifters.

ALLAN CHORUS 4 (ChorusDelays // ChorusDelays)
Allan Holdsworth chorus-delay preset replica from Yamaha UD Stomp.
8 parallel modulation delays set for chorus and delays. Use clean tone on this.

ALLAN ELSOLO 4 (ChorusDelays // ChorusDelays)
Allan Holdsworth chorus-delay preset replica from Yamaha UD Stomp.
8 parallel modulation delays set for doubling and delays. Use lead tone on this.

ALLAN ELSOLO 9 (ChorusDelays // ChorusDelays)
Allan Holdsworth chorus-delay preset replica from Yamaha UD Stomp.
8 parallel modulation delays set for doubling and delays. Use lead tone on this.

ALLAN ELSOLO 8 (ChorusDelays // ChorusDelays)
Allan Holdsworth chorus-delay preset replica from Yamaha UD Stomp.
8 parallel modulation delays set for doubling and delays. Use lead tone on this.

ALLAN PEDSWL2 (ChorusDelays // ChorusDelays)
Allan Holdsworth chorus-delay preset replica from Yamaha UD Stomp.
8 parallel modulation delays set for chorus and delays. Use a volume pedal and clean tone on this.

MESMERIZE (Reverse Crystals > Delay 8Plex)
Reverse delays into a beautiful large space reverb.
Listen to this carefully. You'll hear a wide stereo spectrum, enhanced by the reverse delays repetitions.
The depth of this reverb is truly magic.
[LEVEL] sets reverse delays output level
[M_FBACK] sets both reverse delays feedbacks
[FB TYPE] chooses between 3 different feedback paths for the reverse delays
[HICUT] sets the reverse delays filters high frequency cutoff
[PITCH1/2] set the reverse delays pitch shift
[LENGTH1/2] set the delay time for the Reverse delays/shifters
[PLEXMIX] blends Plex in
[PLEXLEV] sets Plex level
[PLEX_DCY] sets the Plex verb decay
[PLEXSIZE] scales the Plex delays
[HICUT/HIFREQ] set the Plex hicut filter
[PLXDEPTH/PLXRATE] set Plex delays modulation.

OSIRIS (Reverse Crystals > Reverb8)
The god of afterlife in ancient Egypt. Also associated with the cycles observed in nature, in particular vegetation and the annual flooding of the Nile. This sound is a nice +1 octave dark reverse pad thru a beautiful reverb.
Dreamy guitar playing, moody textures and beautiful chordal enrichment. Life inspired!
[RVRSMIX] blends Reverse delays in
[M_FBACK] sets Reverse delays master feedback
[FB TYPE] selects different feedback paths for the Reverse delays
[HICUT] sets Reverse delays hicut filter
[PITCH1/2] set the tuning for the Reverse delays/shifters
[LENGTH1/2] set the delay time for the Reverse delays/shifters.
[VERBMIX] blends reverb in
[RDECAY] sets reverb decay time
[RSIZE] sets reverb size
[PREDLY] sets reverb predelay
[HICUT] sets reverb hicut filter
[HIFREQ] tunes the reverb hicut filter
[DEPTH/RATE] set reverb modulation.

ANUBIS (Reverse Crystals > Reverb8)
The jackal-headed god of mummification in ancient Egypt. Older cult than OSIRIS. -1 and -2 octaves dark reverse pad thru a beautiful reverb. Spooky textures from the deepest floors and tunnels of the pyramids.
[RVRSMIX] blends Reverse delays in
[M_FBACK] sets Reverse delays master feedback
[FB TYPE] selects different feedback paths for the Reverse delays
[HICUT] sets Reverse delays hicut filter
[PITCH1/2] set the tuning for the Reverse delays/shifters
[LENGTH1/2] set the delay time for the Reverse delays/shifters.
[VERBMIX] blends reverb in
[RDECAY] sets reverb decay time
[RSIZE] sets reverb size
[PREDLY] sets reverb predelay
[HICUT] sets reverb hicut filter
[HIFREQ] tunes the reverb hicut filter
[DEPTH/RATE] set reverb modulation.

2x2290s (Ducked Delays > ChorusDelays)
Nice one! 2 ducked delays going thru 4 modulated delays.
You'd need a lot of gear to create this one.
This tweaking is great for both clean and distorted tones. Adding more delay time to the 4 post delays will
thicken/diffuse the ducked delays up.
Ducked delay needs very careful tweaking to sound right. Each system has it's own routing and levels.
You need to set parameters according to it.
[THRESH] sets the input level threshold where the ducking occurs
[RATIO] sets the ducking intensity, gain reduction: for each 1 dB in input level over the threshold
[ATTACK/DECAY] set the ducking on/off times
[T_DELAY1/2] set the tap tempo rhythmic subdivisions for the 2 ducked delays
[FBACK1/2] set the ducked delay feedbacks
[DLYSLEV] sets the master output level for the ducked delays
[MOD_DLYS] scales the 4 post delays time values[
[MOD_RATE] sets modulation rate for the 4 post delays
[MOD_DEPT] sets modulation depth for the 4 post delays
[MDLYSMIX] blends the 4 post delays in.
Hints:
-delays modulation is really nice when [MOD_DLY] is set at 0%. It gets a cool phase canceling/comb filters texture. Use this parameter
to add more delays spread in the chorus voices
-for deep modulation try [MOD_DLYS] at 5%, [MOD_RATE] at 70% and [MOD_DEPTH] at 100%.

PANNING 2290 (Ducked Delays > ChorusDelays)
A mono ducked delay with Tap Tempo panning, thru 4 modulated delays.
Adding more delay time to the 4 post delays will
thicken/diffuse the ducked delays up.
Panning is set by the system modulation source LFO#1
Ducked delay needs very careful tweaking to sound right. Each system has it's own routing and levels.
You need to set parameters according to it.
[THRESH] sets the input level threshold where the ducking occurs
[RATIO] sets the ducking intensity, gain reduction: for each 1 dB in input level over the threshold
[ATTACK/DECAY] set the ducking on/off times
[T_DELAY] sets the tap tempo rhythmic subdivisions for the ducked delay
[FBACK] set the ducked delay feedback
[IMAGE] shows the panning in action
[PANRATE] sets the Tap Tempo rhythmic subdivisions for the panning rate
[DLYLEV] sets the master output level for the ducked delay
[MOD_DLYS] scales the 4 post delays time values[
[MOD_RATE] sets modulation rate for the 4 post delays
[MOD_DEPT] sets modulation depth for the 4 post delays
[MDLYSMIX] blends the 4 post delays in.
Hints:
-delays modulation is really nice when [MOD_DLY] is set at 0%. It gets a cool phase canceling/comb filters texture. Use this parameter
to add more delays spread in the chorus voices
-for deep modulation try [MOD_DLYS] at 5%, [MOD_RATE] at 70% and [MOD_DEPTH] at 100%.

NEW CHAMBER (Large Dly8 Plex > Reverb16)
Plex delays provide the early reflections to this Chamber reverb. A lot of tweaking is possible here.
Use filters to simulate different reflecting walls materials such as marble, concrete, wood…
Harder materials are more reflective and high freq. rich, while tender ones are less reflective and darker in tone.
[EARLYMIX] blends early reflections in
[EARLYDCY] sets early reflections feedback
[EARLYSIZ] scales early reflections delays
[EARLHICUT/HIFRQ] set the early reflections high cut filter
[EARL/VERB] controls the level balance of early reflections and reverb. All values below 100% let pass series and parallel routings of early reflections and reverb. At 100% you'll only hear the two in series.
[R LEVEL] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] scales reverb delays
[PREDLY] sets reverb pre-delay
[HICUT/HIFREQ] set the reverb hicut filter
[DEPTH/RATE] set reverb modulation depth and rate.

NEW ROOM (Large Dly8 Plex > Reverb16)
Plex delays provide the early reflections to this Room reverb. A lot of tweaking is possible here.
Use filters to simulate different reflecting walls materials such as marble, concrete, wood…
Harder materials are more reflective and high freq. rich, while tender ones are less reflective and darker in tone.
Great structure to provide "air" to any source in direct recording.
[EARLYMIX] blends early reflections in
[EARLYDCY] sets early reflections feedback
[EARLYSIZ] scales early reflections delays
[EARLHICUT/HIFRQ] set the early reflections high cut filter
[EARL/VERB] controls the level balance of early reflections and reverb. All values below 100% let pass series and parallel routings of early reflections and reverb. At 100% you'll only hear the two in series.
[R LEVEL] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] scales reverb delays
[PREDLY] sets reverb pre-delay
[HICUT/HIFREQ] set the reverb hicut filter
[DEPTH/RATE] set reverb modulation depth and rate.

WAVEMOTIONS (UltraTap 2 > Large Dly8 Plex)
Panning tap delays thru diffusion, all processed by a Plex reverb.
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays.
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[LEVEL] sets Ultratap output level
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.
[PLEX_DCY] sets the Plex verb decay
[PLEXSIZE] scales the Plex delays
[HICUT/HIFREQ] set the Plex hicut filter
[PLXDEPTH/PLXRATE] set Plex delays modulation
[TAPSMIX] blends Ultratap in
[PLEXMIX] blends Plex in.

CRIMSON SKIES (Reverse Crystals > Large Dly8 Plex)
Stunning reverb pad with crystals auto tuned to +octaves, +5ths and +4ths by the system LFO#1.
Your verb changes tuning for an enchanting musical effect.
Great on double stops or chords.
[RVRSMIX] blends Reverse delays in
[M_FBACK] sets Reverse delays master feedback
[FB TYPE] selects different feedback paths for the Reverse delays
[HICUT] sets Reverse delays hicut filter
[PITCH1/2] set the tuning for the Reverse delays/shifters
[LENGTH1/2] set the delay time for the Reverse delays/shifters.
[PLEXLEV] sets Plex level
[PLEX_DCY] sets the Plex verb decay
[PLEXSIZE] scales the Plex delays
[HICUT/HIFREQ] set the Plex hicut filter
[PLXDEPTH/PLXRATE] set Plex delays modulation.

HAAS>3CHORUS (ChorusDelays > ChorusDelays)
Dynamic Haas effect (psycho-acoustic panning) thru 3 voice chorus, panned L/C/R.
The stereo panorama is truly enriched by all sort of micro-panning and phase-shifts.
Tweaked for clean gtr sounds or electric piano.
[L_HAAS] sets left channel delay
[R_HAAS] sets right channel delay
[LPANRATE] sets left channel panning
[RPANRATE] sets right channel panning
[LPANDPTH] sets left channel panning depth
[RPANDPTH] sets right channel panning depth
[M_DELAY] scales chorus delays values
[M_FBACK] sets chorus delays feedbacks
[M_RATE] sets chorus delays modulation rates
[M_DEPTH] sets chorus delays modulation depths
[CHORSMIX] blends chorus delays in.
Hints:
-static Haas fx requires a zero delay on a channel and a short delay (1 or 2 ms.) on the other channel, without modulation.
-dynamic panning Haas fx requires the same as static Haas plus you need to modulate the zero delay channel with a very short depth
and some modulation rate. Do not modulate the other channel.

HAAS>1210 (ChorusDelays > St Chorus)
Dynamic Haas effect (psycho-acoustic panning) thru TC1210 style mirror modulated stereo chorus.
The stereo panorama is truly enriched by all sort of micro-panning and phase-shifts.
Tweaked for clean gtr sounds or electric piano.
[L_HAAS] sets left channel delay
[R_HAAS] sets right channel delay
[LPANRATE] sets left channel panning
[RPANRATE] sets right channel panning
[LPANDPTH] sets left channel panning depth
[RPANDPTH] sets right channel panning depth
[CHORSMIX] blends chorus delays in
[HICUT] sets chorus hicut filter freq.
[DELAY1/2] set chorus delays
[FBACK] sets chorus feedback
[FB TYPE] sets chorus feedback paths
[DEPTH1/2] set chorus delays modulation depths
[RATE] sets chorus modulation rate
[SWEEP] sets LFO delays modulation pattern.
Hints:
-static Haas fx requires a zero delay on a channel and a short delay (1 or 2 ms.) on the other channel, without modulation.
-dynamic panning Haas fx requires the same as static Haas plus you need to modulate the zero delay channel with a very short depth and some modulation rate. Do not modulate the other channel.

HAAS&PANDLYS (ChorusDelays)
Dynamic Haas effect (psycho-acoustic panning) with 2 delays in parallel.
Great classic fx for rock lead sounds! You can even use this preset without dry sound.
The panning effect will be more pronounced.
[L_HAAS] sets left channel delay
[R_HAAS] sets right channel delay
[LPANRATE] sets left channel panning
[RPANRATE] sets right channel panning
[LPANDPTH] sets left channel panning depth
[RPANDPTH] sets right channel panning depth
[L/RDLYLEV] set left & right delays levels
[L/R_T_DLY] set left & right tap tempo delays rhythmic subdivisions
[L/R_FBCK] set left & right delays feedbacks
Hints:
-try a static HAss fx with this preset. Set:
L_HAAS: 4ms RPANRATE: 0.00Hz RPANDEPTH: 0.0ms and don't use any dry sound thru it.

MIKE IN A BOX1 (MultiShift+Verb8 > Dual Loops5)
From the H8000 "Michael Landau In A Box" presets.
Stereo detuning w/reverb in parallel > all thru stereo delays.
You can use your stereo chorus in front of this preset to complete Landau's 1980s rig.
[L/R_PITCH] set stereo detuning
[L/RPI_DLY] set pitch detuning delays
[VERB_LEV] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] sets reverb size
[PREDLY] sets reverb pre-delay
[HICUT/HIFREQ] set reverb hicut filter
[L/R_DLY_LEV] set stereo delays levels
[L/R_DLY] set stereo delays times. These are Tap Tempo controlled as 1/4note and 1/8note subdivisions.
[L/R_FBCK] set stereo delays feedbacks.

MIKE IN A BOX2 (MultiShift+Verb8 > ChorusDelays)
From the H8000 "Michael Landau In A Box" presets.
Stereo detuning w/reverb in parallel > all thru stereo modulated delays.
You can use your stereo chorus in front of this preset to complete Landau's 1980s rig.
[L/R_PITCH] set stereo detuning
[L/RPI_DLY] set pitch detuning delays
[VERB_LEV] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] sets reverb size
[PREDLY] sets reverb pre-delay
[HICUT/HIFREQ] set reverb hicut filter
[L/R_T_DLY] set stereo delays times
[M_LEVEL] sets stereo delays levels
[M_FBACK] sets stereo delays feedbacks
[M_RATE] sets stereo delays modulation rate
[M_DEPTH] sets stereo delays modulation depth.

MIKE IN A BOX3 (MultiShift+Verb8 > Delay_DiffChorus)
From the H8000 "Michael Landau In A Box" presets.
This is a personal variation on the theme, featuring stereo modulated detuning w/reverb in parallel> all thru
diffused stereo delays. It has a more lively detuning effect.
Detuners are Tap Tempo modulated by system LFO#1 at 1/4note value.
[L/R_PITCH] show stereo modulated detuning
[L/RPI_DLY] set pitch detuning delays
[VERB_LEV] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] sets reverb size
[PREDLY] sets reverb pre-delay
[HICUT/HIFREQ] set reverb hicut filter
[L/R_T_DLY] set stereo delays times
[T_FBACK] sets a feedback delay feeding the stereo delays.
Set this parameter to the longest L/R T_DLY value to get a pan delay.
Other values may be provide interesting polyrhythmic delays.
[FBACK] sets stereo delays feedbacks
[DLYS_LEV] sets stereo delays levels
[DIFF] adds diffusion to the whole preset.

MDTUN>3CHORUS (MultiShift2 > ChorusDelays)
A different take to Michael Landau chorus.
Here a stereo modulated detuner goes thru a 3 voice chorus, panned L/C/R.
You can use other processors to add reverb and stereo delays to complete Landau's 1980s rig.
The 3 chorus delays feedbacks help emulating TriStereo Chorus modulation.
[L/R_PITCH] set stereo detuning
[L/RPI_DLY] set pitch detuning delays
[L/R_MOD] set the amount of pitch detuning modulation
[MODE] sets the LFO modulation pattern
[RATE] sets the detuning modulation rate
[M_LEVEL] sets the 3 chorus delays levels
[M_DELAY] sets the 3 chorus delays times
[M_RATE] sets the 3 chorus delays modulation rate
[M_DEPTH] sets the 3 chorus delays modulation depth
[M_FBACK] sets the 3 chorus delays feedbacks.

3CHORUS>MDTUN (ChorusDelays > MultiShift2)
The inverse fx routing of MDTUN>3CHORUS preset.
The 3 chorus delays feedbacks help emulating TriStereo Chorus modulation.
You decide which one sounds better to your ears.
[M_LEVEL] sets the 3 chorus delays levels
[M_DELAY] sets the 3 chorus delays times
[M_RATE] sets the 3 chorus delays modulation rate
[M_DEPTH] sets the 3 chorus delays modulation depth
[M_FBACK] sets the 3 chorus delays feedbacks
[L/R_PITCH] set stereo detuning
[L/R_PIDLY] set pitch detuning delays
[L/R_MOD] set the amount of pitch detuning modulation
[MODE] sets the LFO modulation pattern
[RATE] sets the detuning modulation rate.

ECHORUS>MDETUN (ChorusDelays > MultiShift2)
Stereo chorus with modulated delays in parallel > modulated stereo detuners.
Another possibility for thick modulated/detuned/echoed guitar sounds.
[L_CHRDLY] sets left chorus delay
[R_CHRDLY] sets right chorus delay
[L/R_FBCK] set stereo chorus feedbacks
[L/R_T_DLY] set stereo delays times
[L/R_FBCK] set stereo delays feedbacks
[L/R_PITCH] set stereo detuning
[L/RPI_DLY] set pitch detuning delays
[L/R_MOD] set the amount of pitch detuning modulation
[MODE] sets the LFO modulation pattern
[RATE] sets the detuning modulation rate.

ULTRA EDGE TAPS (UltraTap2 // UltraTap2 : DUAL MONO Routing)
This is a new take on a classic Eventide multitap delay.
2 parallel mono Ultrataps, using 9 delay_taps on the left channel and 18 on the right one, are diffused and fedback for nice rhythmic
ambience.
Play thru this simple 2 or 3 strings arpeggios, with clean tone. Try to play in time with the delays and you'll get
a dozen guitars parts out of your axe!
[L_DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays
[L_DIFF] sets amount of diffusion
[L_DSIZE] scales diffusion delays, simulating different spaces
[L_LEVEL] sets Ultratap output level
[L_FBDLY/L_FBACK] set diffusion+Ultratap feedback
[L_# TAPS] sets the number of delay taps in the Ultratap network
[L_LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps
[R_DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays
[R_DIFF] sets amount of diffusion
[R_DSIZE] scales diffusion delays, simulating different spaces
[R_LEVEL] sets Ultratap output level
[R_FBDLY/R_FBACK] set diffusion+Ultratap feedback
[R_# TAPS] sets the number of delay taps in the Ultratap network
[R_LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.

EARGASM! (MultiShift+Reverb8 > UltraTap2)
A stereo modulated flangey detuner goes thru a diffused UltraTap delay.
Reverb available in parallel to the shifters, if you need it.
L/R bouncing detuned delays reach center position in time, creating a diffused ambient texture.
Nice with arpeggios and broken chords…on a clean sound guitar!
[L/R_PITCH] show stereo detuning modulation
[L/RPI_DLY] set pitch detuning delays
[L/R_FBCK] set detuners feedbacks
[RATE] sets the detuning modulation rate
[MODE] sets the LFO modulation waveform
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays.
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[LEVEL] sets Ultratap output level
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.

AFTER THE RAIN (Delay8 Plex > UltraTap2]
Grand reverb into panning delay taps. Great depth of field with a slow attack slope.
Use this as an auto swelling pad to extend your chords life.
Has a lot of hope, just like the sun breaks in, after the storm!
[PLEXLEV] sets Plex level
[PLEX_DCY] sets the Plex verb decay
[PLEXSIZE] scales the Plex delays
[HICUT/HIFREQ] set the Plex hicut filter
[PLXDEPTH/PLXRATE] set Plex delays modulation
[ULTRAMIX] blends UltraTap in
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays.
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[LEVEL] sets Ultratap output level
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.

ULTRAVERSE (UltraTap2 > Reverse Crystals)
18 spread delay taps are diffused and processed thru 2 detuned long reversed delays.
The effect is a verby pad that takes time to rise and decay… so playing accordingly is a good choice.
Very nice with bright clean guitar tones. Desert guitar texture.
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays.
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[LEVEL] sets Ultratap output level
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.
[RVRSMIX] blends Reverse delays in
[M_FBACK] sets Reverse delays master feedback
[FB TYPE] selects different feedback paths for the Reverse delays
[HICUT] sets Reverse delays hicut filter
[PITCH1/2] set the tuning for the Reverse delays/shifters
[LENGTH1/2] set the delay time for the Reverse delays/shifters.

FLANGY TAPS (MultiShift+Reverb8 > UltraTap2)
A LOT going on here!
Stereo modulated detuners set to flanger, with reverb in parallel > all thru Multitaps for panning delays.
Try using zero delay on the 3 detuners for a tighter flanger. Watch those feedbacks!
[L/R_PITCH] show stereo detuning modulation
[L/RPI_DLY] set pitch detuning delays
[L/R_FBCK] set detuners feedbacks
[RATE] sets the detuning modulation rate
[VERBLEV] sets reverb output level
[DMIX] adds diffusion to Ultratap. You need this if you want feedback working on Ultratap delays.
[DIFFUSIO] sets amount of diffusion
[DSIZE] scales diffusion delays, simulating different spaces
[LEVEL] sets Ultratap output level
[FBDELAY/FBACK] set diffusion+Ultratap feedback
[# TAPS] sets the number of delay taps in the Ultratap network
[LENGTH] sets the amount of total delay memory used by the Ultratap and shared by the number of used delay taps.

PHASER (Stereo Phaser)
Useful stereo phaser. Try using it without any dry sound mixed in. It will sound much better.
Experiment with number of filters (#poles), depth and feedback for different sounding variations.
[DRY_MIX] blends dry sound in
[#POLES] sets the number of filters used in the phaser
[RATE/T_RATE] set the phaser sweep speed
[DEPTH] sets the phaser sweep depth
[SWEEP] sets the LFO sweep pattern
[FBACK] adds feedback to the phaser.

PHASER>CRCLDLY (Stereo Phaser > ChorusDelays)
Stereo phaser into Circular Dlys, panned L/C/R.
Nice on Stratocaster neck single coil pickup with clean, bluesy or lead tones.
Very Hendrix!
You have the option to add modulation on the 3 delays repetitions for a nice widening.
[DRY_MIX] blends dry sound in
[#POLES] sets the number of filters used in the phaser
[RATE/T_RATE] set the phaser sweep speed
[DEPTH] sets the phaser sweep depth
[SWEEP] sets the LFO sweep pattern
[FBACK] adds feedback to the phaser
[DLYS_MIX] blends circular dlys in
[LEVEL] sets all 3 taps delays level
[L/R/C TAP] set individual taps Tap Tempo rhythmic subdivisions.
[FBACK] controls all taps feedback
[M_DEPTH/RATE] set modulation depth & rate on the 3 taps tails.

HAAS+DLY>PHASER (ChorusDelays > Stereo Phaser)
Dynamic Haas effect (psycho-acoustic panning) with stereo delay in parallel > all thru stereo phaser.
Sounds better with no dry sound mixed in. Nice micro phase shifts and panning going on.
Great on lead tones!
[HAASDPTH] sets the Haas panning depth
[HAASRATE] sets the Haas panning rate
[L/R_DLYLEV] set the stereo delays levels
[L/R_T_DLY] set the stereo delays tap tempo rhythmic subdivisions
[L/R_FBCK] set the stereo delays feedbacks
[PHSRMIX] blends the phaser in
[#POLES] sets the number of filters used in the phaser
[RATE/T_RATE] set the phaser sweep speed
[DEPTH] sets the phaser sweep depth
[SWEEP] sets the LFO sweep pattern
[FBACK] adds feedback to the phaser.

ANOTHER BRICK (ChorusDelays > ChorusDelays)
Classic David Gilmour delay preset from "Another Brick In The Wall Pt1".
A slightly modulated chorus goes thru a stereo Tap Tempo delay.
Only left channel delay is TTempo controlled. Set the right one at a slightly offset value
to get a thick doubled delay sound.
[CHRS_LEV] sets chorus level
[L/R_CHRDLY] set left and right chorus delays times
[CHR_DPTH] sets the chorus depth
[L_DLY/L_T_DLY] set left dly and its rhythmic subdivisions
[R_DLY] sets right delay
[L/R_FBCK] set stereo delays feedbacks
[L/R_DLYLEV] set stereo delays levels
[M_RATE/DEPTH] set stereo delays modulation
[DLYS_MIX] blends delays in.

SHIMMER (MultiShift2 > Dense Room16)
The classic Eno/Lanois octaves staircase effect into a beautiful large reverb.
This has a more modern tonal character than the original one.
Still it is very inspiring and dreamy.
[L/RPI_LEV] set left and right pitch shifters levels
[L/R_PITCH] set left and right pitch shifting
[L/RPI_DLY] set left and right pitch shifters delays
[L/RPI_FBCK] set left and right pitch shifters feedbacks
[VERB_MIX] blends reverb in
[R LEVEL] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] scales reverb delays
[HICUT/HIFREQ] set the reverb hicut filter
[DEPTH/RATE] set reverb modulation depth and rate.

VINTAGE SHIMMER (MultiShift+Reverb8)
The classic Eno/Lanois verbed octaves staircase effect with a vintage tone.
Darker old digital technology tone in this one.
Sounds warm and mild.
[L/R_PITCH] set left and right pitch shifting
[L/RPI_DLY] set left and right pitch shifters delays
[L/RPI_FBCK] set left and right pitch shifters feedbacks
[PI_HICUT] sets pitch shifters hicut filter frequency
[VERB_LEV] sets reverb level
[RDECAY] sets reverb decay time
[RSIZE] scales reverb delays
[PREDLY] sets reverb pre-delay
[HICUT/HIFREQ] set the reverb hicut filter
[DEPTH/RATE] set reverb modulation depth and rate.

VALHALLA (Reverse 4Plex)
2 reverse detuned delays and 2 reverse crystals are plexed into a majestic delays/reverb dome.
An Eclipse gods place!
Clean arpeggios sound best with this presets. Try different pitch shifting and delays amounts.
[PLEX_LEV] sets plex overall output level
[PLEX_DCY] sets plex delays decay
[PLEXSIZE] scales plex delays times
[HICUT] sets amount of hi-freq filter cutoff
[PITCH1/2/3/4] set the amount of pitch shifting for the 4 reverse shifters
[LENGTH1/2/3/4] set the amount of delay for the 4 reverse shifters
[LEVEL1/2/3/4] set the levels of the 4 reverse shifters.

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