



Lexicon Pcm80/81 The Revelation Collection

FX SOUNDWORKS ©2019

a modelers wannabes meltdown



Welcome to the third collection for the Lexicon PCM80/81!
This is a very special work for several good reasons.
Let's see what they are...

- The collection features presets built with all native and FX CARDS algorithms
 - the **CORE** 151 presets run on both machines, without the need for any external algorithms card
 - the **PITCH** 44 presets run natively on the PCM81 and require the PITCH FX card on the PCM80
 - the **DUAL FX** 66 presets require the DUAL FX card to run on both the PCM80 and 81
 - the **TWO PCMs** 18 presets are for rigs running 2 PCM80s/81s or mix of them, for very special and elaborate sounds. They require the PITCH FX card on the PCM80 for one preset only
 - the **Reel to Reel (R2R) Tape Echo** 30 presets run on both machines. No cards required
 - the **PORTED from the DUAL FX card** 7 presets run on both machines. No cards required
 - the number of presets is simply HUGE, 316... and their sonic quality is stunning!
 - you will be able to create your library by choosing subgroups of presets to fit the software cards you have. As an example a PCM80 w/PITCH FX card owner may not need the DUAL FX presets subgroup and get it in a second time
- Please contact me to know prices for different combo packages.**

TECHNICAL DETAILS YOU NEED TO KNOW

-SETUP

ALL the presets were designed, tweaked and tested on a desktop line mixer, with the PCM set to run at +4dBu line levels, in true stereo. The signal routing for the PCM is parallel to the dry signal, getting left & right dry sound channels from two AUX SENDs. PCM runs in FULL WET (100%) mode. To run a mono signal thru the PCM you **must** use both Aux SENDs of its mixer channel, to correctly feed the stereo processing. Yes, the PCM80 and 81 are truly and fully stereo effects processors, from inputs to outputs!

-LEVELS

Presets levels perfectly match dry sound level for unity levels balancing. You may need to raise the FX LEVEL parameter of the presets if your setup is different from the one used to create the library.

-SOFT ROW

Up to 10 parameters are gathered in the Soft Row for quick tweaking of the most important aspects of a preset. If you press EDIT you'll be taken to the SOFT ROW instantly and most of the times to the FX ADJUST parameter... if you want/need to change the preset (WET) level. What's the SOFT ROW? RTFM!

-ADJUST KNOB

This is often patched to some useful function(s), like overall level, feedback or other tasks.

-DUAL PCMs presets require a 4 AUX SENDs mixer as they often run in series (PCM1>PCM2) and in parallel at the same time. More tech details in the last section of this booklet.

-TEMPO FX

Many presets use Tap Tempo to sync delays/LFOs. Others don't... as they use absolute time for specific sound design reasons (math or chaos ordered magic!). Font panel TAP key, external Tap Tempo triggers like a footswitch or a MIDI CC, are definitely required to get the most out of the sync_ed echoes.

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

CORE COLLECTION

These 151 presets run natively on both the PCM80 and 81, without requiring ANY FX Card.

DELAYS

480 Bounce Glide

A nice rendering of the 480 Prime Time III program. Filtered stereo doubling and bouncing modulated delays.

Bio Delays

From my Korg DL8000R library. A multivoice modulated delay with swept filtering and a tiny bit of glide for a more liquid sound. Flangy in a classic way...

Circular/Pan

The classic delays presets from the PCM70, here in a parallel AND slightly serial fed version (Circular>Pan). Modulation is added to Circular. A new take with interesting rhythmic layers.

Circular>Pan

The same PCM70 classics, now in full series, no modulation. Filtering at 4.3 KHz.

DIG series

A nice and much improved rendering of the Strymon pedal dual cascading delays. These echoes stack in a magic pattern, creating a beautiful transition to reverb. Modulation of the first dual delays open up the space a lot. Not as spectacular as the Dual PCMs version, but still unique!

Diffused Echo

THE Lexicon thing... smeared ambience wraps this stereo bouncing delays.

Duck Dlys

A different take on dynamic delays. Here the reverb shell delays are ducked by your playing dynamics. These delays are nicely post processed by a couple of gliding delays.

Epic Echoes

This is what people who know and have ears define the LEXICON delays! So beautiful, liquid, natural... add Diffusion for another classic Lexi flavor to it.

Huge Echoes

Fat, thick, spread, dark, diffused, gliding post processed reverb shell echoes.

Lexicon Echoes

Same as above... only bouncing!

MTaps

PCMs are all about multitaps delays. This is a 4 taps, glided and chorused... and rich!

ModDiffDlys

Long stereo delays, modulated and diffused. Use TapTempo to set your favourite rhythms.

PanWidth Delays

To me this is **THE ULTIMATE** stereo delays preset! The next PanDly/CircularDlys classic.

Tap Tempo rhythmic asymmetric echoes, slightly glided, panning from surround inverted to straight stereo field... with a nice Plate reverb in parallel. It wraps anything you process thru it, creating a spectacular background.

PostDlys & Verb

Reverb shell delays are glided. A Plate reverb runs with them. All slightly flanged by the post gliding delays.

Tim Pierce Delays

Vintage delays at work! 2 slightly modulated, darkened delays bounce at quarter note/dotted eight. Tim uses this a lot, particularly on rock ballads. TapTempo available [here](#).

Tim Pierce TapeDly

Here I took the liberty to port the previous preset to a different way the PCM can perfectly create tape-like echoes, using the same technical principle as Reel to Reel tape decks do. This technique has deeply been investigated and developed in the "R2R Tape Echoes". You can hear the spectacular texture these echoes get from such technique, very smooth and liquid, with a chorus/flange in between character only tape can do. Grab the ADJUST KNOB to change delay speed... that is setting delay time by ear... no TapTempo is available on a tape deck.

This preset proves you should get the "R2R Tape Echoes" presets if you care for classic efx.

XTapsDly 2

6 glided rhythmic delays dance around your head. Use TapTempo to set your dance rhythms.

MODULATION FX

1985 Chorus

Stunning vintage chorus! 4 gliding micro-delays sound so close to most analog and digital chorus units from the mid '80s. Grab the ADJUST KNOB to set the chorus rate you like.

3Phase Chorus

Technically the PCM can't do real phase shifts choruses... but here you get a very similar efx using the preset delay times settings. Listen to how the 3 choruses create some interesting panning. ADJUST KNOB changes delay times... but I recommend using this as it is.

480 Flange

Anything "480" is good. Period. Intense stereo flanging "chasing its own tail".

480 Heavy Chorus

Semi-tape chorus texture. Smooth. Nice on any source.

480 Prime Chorus

This is a basic preset which independently wobbles the left and right audio sources. Each channel runs asynchronously (different speeds and depths).

480 Swirls

Another great sounding "borrowed" chorus. Clean and transparent.

480 Wowza

Deeper and more animated chorus... from the past.

8 Shades of Chorus

This is cool! 8 different chorus tweaks within a single preset. Grab the ADJUST KNOB and look for the one you like best. 4 voice chorusing turning into multiple personalities.

Chorus Image

4 presets in a single one! The ADJUST KNOB selects: image shifting chorus/+stereo delays/the same chorus + reverb/all of them together. All without compromise. Listen to the imaging!

Chorus Image 2

Very similar to the previous one... with real panning added.

ChorusMondo

A 4 voice chorus with a lot going on. Voices are glided, glide rate changes as it's auto swept by the LFO, using a different waveform... and rate shifting panning is also applied to the voices. The more parameters are shifting in a chorus, the less predictable it sounds... and works great for any source.

Danish Job 1/2/3/4/5

Each one emulates a popular classic danish chorus, using different algorithms and/or modulation techniques. From very simple to quite complex... all sound good.

Make your choice!

DbIGlide & Chorus

A nice stereo chorus based on gliding and regular modulation. Uncommon in 99% of the processors out there. I call this hybrid chorus.

DynoChorus & Glide

Another emulation of a classic '80s chorus device. Here you get a lot more as 3 voices are chorused while the other 3 are glided with different waveforms. A more modern take on a classic chorus effect.

DynoWaveShape

Tri stereo chorus using multiple LFOs waveshaping modulation. Very unpredictable. Very nice!

[THE FM CHORUS]

The next presets use an interesting technique, Frequency Modulation, to create chorus efx which sound less cyclical, more pattern-less in their sweeps. This is a classic Eventide technique. The PCM80/81 can do nice F.M. modulation. The key to mod rates is the use of FM style LFOs, where a sweep oscillator (the carrier) is swept by another oscillator (the modulator). So, the quick explanation is that the "Carrier" is the normal chorus/flange oscillator frequency control while the 'Modulator' sweeps the "Carrier" frequency. All this causes the chorus sweep to have unusual symmetry patterns.

FM Chorus 1/2/3/4/5

Here are 5 variations on the F.M. modulation technique.

Let your ears guide you. One of the best chorus for distorted guitars!

FM Flanger

F.M. applied to stereo glide flanging.

FM 6vChorus1

A 6 voice chorus swept by your F.M. ... actually glided!

FM 6vFlanger1

Same as the previous... only tweaked for flanging effects.

FM Mod4Lead

A carefully tweaked stereo F.M. chorus for lead guitar tones.

FM 6vModLead1

A 6 voice version for the lead guitarist.

GTR Grease1

The lush 6 voice chorus you expect from the PCM series. Harmonically rich and sweet.

GTR Grease2

A milder tweak of the previous Grease!

GTR Grease3

Sloooow and deeeep, tighter than the previous Greases... ADJUST KNOB adds a soft echo.

Glide & Chorus

Almost like Bonnie & Clyde... or not!

This is one of the greatest techniques available in the PCM, gliding AND modulating delays. Here two microdelays are very tightly glided and modulated. This is carefully tweaked to add almost un_noticeable pitch warble so that your clean chords or distorted lines are “wrapped” by a phase shifting aura rather than a real chorus effect. You’d have to work hard with the best BBD chips to get something like this in analog domain.

Hybrid Chorus

6 voices... a mix of some glided ones and others modulated... and you get this unique textural chorus efx. Panning of the voices is also crucial here. Top notch preset!

Hybrid Chorus 2

Same as the previous one in concept... only faster and flangy in character.

Hyper Combs

Math is the key! Delay times, mod rates and depths... set in a way to create interesting strong combs (shifting phase nulls). 6 voices glory! ADJUST KNOB ads reverb...

Japan Chorus

Glide and phase gimmicks on audio signals create the color of some of the classic analog and digital choruses of a famous japanese company... traditionally split in two personalities.

More anti-patterns sweeping programming work....

Lush Flanger

A magnificent 6 voice flanger with 4 voices being panned around by 2 different sweeping flows. You can't find a flanger like this very easily. ADJUST KNOB controls modulation depth.

MPhase Chorus

Audio phase and psycho-acoustic panning shifting... rather than chorusing. Try using it without dry sound at all and you'll notice how much is going on. Great on guitars, electric pianos, synths pads...

MirrorQuad5

That's a very cryptic way to name a preset. I agree. Sorry... but I need to protect my works from the prying eyes of uninventive companies spies and "aspiring programmers in diapers". Several math techniques applied here for a chorus that sounds different, good for anything, tight, liquid, great for clean and mangled tones. Whatever... just use it and you'll know better.

Mirrors20

A math tweak on gliding, including hidden math techniques as above. This is faster and more animated... probably better for clean tones then.

Mirrors5

Same cryptic matter! Only different. This is particularly beautiful... and still vibrant and alive.

MPX1 Aerosol

Very close to the Lexicon MPX1 Aerosol algorithm mechanics... but tone is definitely PCM, bigger and fatter. Can't slim that down....

MPX1 Orbits2

A take on the Lexicon MPX1 Orbits algorithm... chorus and panning and something....

PrimeTime2 Chorus

The legendary Lexicon Prime Time II... and one of its classic chorus tweaks, including a light ADT on the right channel.

PrimeTime2 Flanger

Same legend, different tweak... now a stereo flanger with audio phase inversion.

PanChorus 6v

6 voice tight chorusing. Some voices pan around or jump positions. Fast modulation here. A rich chorusing effect.

Quadrature0

The flanger here hits "zero through" pretty damn sharp! Stereo you go... or no go!

Quadrature3

VERY lively stereo chorus! That *3* makes miracles!

Quad10 & Doubling

Odd chorus, rich, has TapTempo mod rate and a light touch of doubling.

Oh... glide and mod are both going on here... so you know. Hybrid matter!

SawTriGirus

Scientists found this ancient creature buried in the sands of time!

A lot going on in this stereo chorus... multi waveforms glide and straight modulation.. let alone 16th note sweeping rate on your TapTempo. Easy there!

Saw&Tri Glides

Similar to the previous one, smoother and slower. TapTempo available.

StringsWaves

Multi waveforms gliding delays enrich your chords pads. So lively and full of movement.

Studio Chorus

A truly high end reference stereo chorus with interesting notches and panning collapsing. ADJUST KNOB adds offset stereo delays.

SuperChorus

A stereo gliding chorus, simple but rich in its analog-like texture.

SuperChorus2

A more animated version of the previous one.

SuperChorus3

The wildest of the bunch! ADJUST KNOB controls the gliding intensity for deep detuning sweeps. Be gentle on it, please!

MORPHING ECHOES/SPIRALS/X-RHYTHMS

This is very tricky matter! And no... it's not morphing as in algorithms transitions (nor the cheap crossfading some brag about these days... which ain't morphing at all!) This is about realtime changing delay times, absolute or rhythmic values, to get changing atmospheres, pads or rhythmic grooves. An evolved vision of the echo! Here the structures are cascading delays, where their interaction and the times morphs cause interesting mutations in what you hear.

The challenge is about getting rid of/reducing as much as possible the delay times instant changes artifacts... yep those ugly pitch glides tape echo lovers like so much (for which reason remains a mystery to me as they are so un-musical, definitely not useful). The PCM has its ways to handle those pitch glides, more or less, getting them to be musical and not too nasty.

This is about morphing pads... or rhythms! A new way to use delay effects. Think about it!

Morphing echoes are subtle... more about ambience and detuning. Spirals and X-Rhythms are definitely about stronger delay times/rhythms dramatic changes.

Echo Morph 1

Very fast BPM here turns the echoes in a slightly changing dense ambience, gliding in pitch... tape-echo like. A light touch of Plate is mixed in. If you lower the BPM w/TapTempo, you may need to reduce GlideResp to the 40>50 range for musical pitch warble. It's under DelayTime*Master. Nice surround panning!

Echo Morph 2/3/4

Similar to the previous, with different rhythms going on.

Spiral 5_4

Oh boy. This sounds like 2 Circular Dlys switching between different rhythms. Really cool. A lot going on.... spiralling echoes, panning, chorusing, pitch gliding, TapTempo. Reduce GlideResp to the 40>50 if you want less pitch warble. It's under DelayTime*Master.

Spiral 6_2

Wild thing!!! An almost granular reverb... which turns into a messy spring tank if you TapTempo fast.

Spiral 3_1

More rhythms switching. Tap Tempo. Watch for pitch artifacts. GlideResp is your friend.

Spiral Space 1

The switching echoes dance from left to right. Different BPM values yield amazing echoes patterns changes or interesting spaces. Tap it, dude!

Spiral Tape 1/2/3

The textural quality of these switching rhythms is definitely tape-echo like. TapTempo adds endless variations. You can spend a month on these 3 presets only!

The keys to all **MORPHING ECHOES/SPIRALS/X-RHYTHMS** presets are Tap Tempo and the use of GlideResp to control pitch warble or excessive artifacts of it.

X-Rhythm Eko B

Glides>delays! Switching rhythms morphing thru different feedback/cross-feedback settings. And the pitch modulation is stellar! TapTempo loves the finger!

Wait....

This is different! Check the ADJUST KNOB as it mixes two different basic rhythmic patterns. At 0 or 100 X-Mix you'll hear each single pattern. Mixing them anywhere in between produces these beautiful echoes nowhere else available.

X-Rhythm Swap 1

As the name says... rhythms are swapped here. TapTempo and you'll hear 3 different patterns at least- How's that even possible?



REVERBS

300M Hall

Beautiful warm reverb with a character. A couple of reflections bounce and space is wide.

5 Dense Plates

You get 5 variable density Plates here if you grab the ADJUST KNOB and choose your favourite!

Biomorphverb

Huge space with several aspects controlled by your signals dynamics... delays feedback, surround panning, decay filtering... one of a kind.

Biosphere

Similar to the previous one, only deeper.

Bright Plate

Back to Earth! This stunning Plate reverb is wide and thick. Use it on anything.

C Phrygian Verb

Of course... a modally tuned verb, what else? Resonators add a spectacular tonal color to this large reverb. Be careful with similar tuned content. ADJUST KNOB controls surround panning.

ContemPlate

The Lexicon M300 famous Plate reverb with Mid-Dcy patched to the ADJUST KNOB for 5 slightly different decay times.

Dark Hall

Unusually dark space, reminiscent of the old LXP-series Hall... only with randomization.

ER_LR Plate

The patching row is magic! Here your Plate reverb can have more early reflections or late ones added to it. Use the ADJUST KNOB to get the 2 flavors of it.

EarlyR+LateR

A lively space with many ER/LR delays reflections. Grungy and bulgy!

Echo Chamber

A nice Chamber generous reverb with some wet late reflections in it. Unnatural? Who cares!

Echo Ambience

Similar to the previous one, shorter and milder.

Echo Plate

Lively modulated Plate reverb with bouncing echoes... PCM beauty!

Echo Room

This has smaller Size and tighter verb... though some echoes survive.

Heavy GTR Hall

Tweaked for HEAVY GTRs! Thick, dark and ballsy. For when a dude goes wild!

EternHall

The “Amazing Grace” kind of reverb! This is about aerial space and fast flying thru clouds. The verb expands on your sides, thanks to bouncing taps. There’s only glory in here!

EternHall 2

A slightly different tweak of the previous...

Forever Blue

For LEXICON fans! This unearthly Plate reverb has huge Size, long Decay, plenty of bouncing taps and glide post-processing. Godly flangy darkish space.

Hallamber

A classic Lexicon feature... the Chamber algorithm works great at building Hall reverbs too. Here you get an in between large Chamber and Hall with nice randomization. ADJUST KNOB controls overall level.

Large Chamber

A good reason why you shouldn’t only use Halls and Plates. This is a great one!

Medium Chamber

Another reason as above... only smaller. Stunning realism.

Tight Chamber

And your last reason for a good Chamber! Loud gtr, sax, vocals... man... this screams for ‘em!

Roxy Chamber

Who's Roxy? Must be something good, don't you worry. Put a mix thru this and find the right Size to it by fiddling with the ADJUST KNOB. I love this AS IT IS, untouched!

Silver Plate

Nice lively large Plate for so many tracking tasks.

[THE SPACES]

The next 6 presets are unique! They are all large reverberant spaces created with delays, diffusion and randomization only. No reverbs algorithms have been used. They have a different envelope from traditional reverb as tails needs to build up first, then decay. Strong attack transients may be unpleasant here... but such spaces are gorgeous, moody, majestic, 3D....

Space 1

Welcome to the Spaces! Wide and beautiful... this is home!

Space 2

Surround movement at work on this one.

Space 3

Smaller and shorter space.

Space 4/5/6

Are different tweaks of large and medium size spaces with an echoey textural character.

MULTI-FX

5 Effects

This has 4 gliding microdelays, panning for all of them, stereo echo, Chamber reverb, post-processing for the verb. It's not about how many efx your box does in a preset... it's about how good they all sound together and interact with each other. ADJUST KNOB sets reverb decay.

Chords Or Lead

The gliding microdelays and stereo echoes tweaked for your chordal or lead work. Grab the ADJUST KNOB and make your choice.

CombsEkoVerb

Gorgeous psycho-acoustic panning chorusing with a bunch of friends!

ADJUST KNOB = CHOICES

#0 : combs of doom only

#1 : combs and flangy stereo echoes

#2 : combs and Hall

#3 : all together... combs, bombs and songs!

Deep & Slow

Well... an intense slow gliding stereo chorus and a large Hall reverb dance together!

ECM J.A.

One of two presets dedicated to my teacher and great musician John Abercrombie.

Here's his wonderful crystal 12-strings-like chorus, along with a long delay and Lexicon Concert Hall... as used on his ECM recordings.

J.A. 1980s 1

This sounds closer to John's early 1980s recordings.

Echoes>Plate

Diffused reverb shell delays hit a Plate reverb, post processed by gliding micro-delays.

FM MultiFX 1

FM gliding stereo chorus and TapTempo delays. A Hall reverb runs in parallel.

FM MultiFX 2

A different tweak of the previous one.

FM 6vMultiFX 1

6v FM gliding chorus with TapTempo delays and Hall reverb... all w/a touch of diffusion.

FM 6vMultiFX 2

A less intense tweak of the previous preset.

Flange & Echoes

6v dramatic flanger with autopanning on 4 voices and stereo TapTempo delays.

ADJUST KNOB controls flangers depths.

Guitar Multi

4 gliding delays, a stereo bouncing delay and a Plate reverb, both post processed by gliding micro-delays.

Hypercombs & Dly

A 4v rich chorus and stereo delays. ADJUST KNOB adds Hall reverb if you need any.

Japan Multi

Reminds me of some tones from japanese early multi-fx boxes!

ADJUST KNOB = CHOICES

#0 : supercombs

#1 : supercombs and stereo echoes

#2 : supercombs and Hall

#3 : all together...

Jazz MultiFX

Delicate stereo gliding chorus and soft fast stereo echo. A touch of reverb dresses the whole thing. For the modern articulated and accurate guitarist... the good one!

KhanBlades

Do you know Steve Khan? You need to fill the gap if you don't. Check his amazing recordings! This reminds me of Steve's tone at the time he and his band Eyewitness recorded the live album "Blades"... that phasey thing with echo and verb... here in a milder version.

Plate//Delay

A flangy post processed huge Plate and a stereo TapTempo delay... in parallel.

CINEMATICS

Cyber Sitar

One of the first presets I created 20+ yrs ago on my PCM80, when I discovered how much cooler it was than the older glorious PCM70. 6 voice resonators arpeggiate a modal line, all soaked into a beautiful reverb. Grab the ADJUST KNOB and soar thru the C maj key 7 modes. Try E or A minor pentatonics with any of those modes... ahhh the PCMs!!!

Cyber Strings

More resonators! A spectacular Maj6 9 chord drone, whose root is being swept to different octaves.. bathing in a large reverb. Grab Delay Time Master and set it anywhere to get a droning arpeggio you can sync with TapTempo.

D min Tibet Harp

Highlands magic! The chord is slowly arpeggiated thru the resonators and the mighty reverb. TapTempo works for your syncs... and ADJUST KNOB controls resonators tone!

Lark's Nest

Resonating arpeggio into reverb... named after a song we recorded in a cool project in Copenhagen.

Hexentanz 2

Resonators and verb... borrowed from a popular Eventide algorithm by evil genius Scott Gilfix! TapTempo sets the arpeggio's rate...

PentaTronix

Resonators taps to a Csus4 add9/13. Verb and TapTempo are there for you. Beautiful on synths!

Echoes>Plate 2

Here 2 gliding long delays hit the verb and 2 shell delays, all set to very long delay times. Plate pre-delay is very long too... so you have to wait to hear your efx. Play nicely thru this and you'll get a soft and dark bed to hold your chords. Reverb is post processed by a nice stereo glide.

Echoes>Plate 3

Same kind of efx as in the previous preset but you have more delay lines at work here and a different rhythm.

Echoes>Plate 4

A variation of the above! Let these presets suggest you how to play thru them.

Echoes>Plate 5

This ends the Echoes>Plate saga! Time, space and warm textures are the recipe here. Finesse!

Laying Magic

Gliding delays thru very long delays and a large Hall parallel to them. A chorused place for many sources. ADJUST KNOB controls overall delays times.

Liquid Space

A lost sibling from the Echoes>Plate saga.

Oblivion

Pads! The Oblivion presets are all about them. Long echoes, huge verbs, moderately gliding pitches, warm filtering...

Oblivion 2

A celestial pad made of long lasting echoes, reverb and glides. Dark filtering of it all... and Oblivion space is there for you. The ADJUST KNOB sets reverb decay... drying things up a bit.

Oblivion 3

Longer delays dive you in endless Oblivion...

Ponds Of Light

The gliding delays chorusing hit long delays... a Hall reverb soars in parallel to them.

Your last pad... analog synths love this one! Endless.....

ADJUST KNOB controls all delay times.

REEL TO REEL (R2R) TAPE ECHO COLLECTION

These 30 presets run natively on both the PCM80 and 81, without requiring ANY FX Card.

Things get spectacular here! The PCM80/81 have a way to create tape echo/modulation effects which is exactly the same technique used in studio tape decks. You get to hear the same beautiful liquid natural combs and notches coming from phase canceling and micro delays shifts as in reel to reel tape decks. Many of these presets can be used without mixing ANY dry sound in parallel to them. Full WET! You'll hear what I'm talking about.

This is it... look no further...

R2R Chorus

The first detail here, striking the ear, is how mild and different this chorus sounds. Not the same PCM chorus you can get any day. It's soft, "organic" they say..., mild and natural. Was I right? The ADJUST KNOB sets Tape Speed, like in a real tape deck. You can create many variations simply changing this knob value.

R2R Chorus & Echo

Both the tape chorus and echo here. Listen carefully... programming is different from other modulation/delay effects. It's another thing. Sounds like you have a tape in your PCM. Open it! Soft Row has anything you may need to alter the character. Filtering is nice here.

R2R ChorusEcho

Another take on chorus and echoes going together... only with stereo bouncing taps here. The Tape Speed (ADJUST KNOB) here can go a long way, creating two sets of echoes together. Damn...

R2R Echo

THE Tape Echo! A fake mono echo... so that it sounds like the old days. Don't make mistakes... plenty of stereo tape echoes in this collection. This is so nice. Now go get a Strymon for a laugh!

R2R EchoHalo

A space with bouncing echo taps. Beautiful supernotches make this dense and wide.

R2R EchoPad 1

This is where we take the Tape Echo to the moon! Here you have 4 tape decks running at over 1 second delay/speed. Crazy! You get these stereo rhythmic echoes and notches. A pad for chords of all sorts and sources. Try the ADJUST KNOB at 0 and you'll laugh!

WARNING!

When changing delays directly or using the ADJUST KNOB (Tape Speed) you may notice excessive detuning in the modulation/glide of your echoes. That's perfectly normal and you may need/want to compensate for that. Grab the Glide Response parameter, under Master Delay, and set it to a lower value, in the 40 range. That'll do. Use your ears!

R2R EchoPad 2

A variation of the first EchoPad. Nice offset stereo taps here.

R2R EchoPan

Your tape echo pans around. Again... Tape Speed variations yeld surprising results.

R2R EkoDrom 1

Smearred echo taps and a touch of Hall reverb for a glorious bed of space.

R2R EkoDrom 2

Similar to the previous one, with longer delays and less reverb.

Both presets want you to use the Tape Speed knob (ADJUST). You'll get awe from it!

R2R Flanger

You had to have a Tape Flanger too. Here it is. Nice variations off the ADJUST KNOB!

R2R Flanger 2

A more "tape-ish" character than the previous. I like this a lot. Insanely natural character.

R2R Flanger&Eko

The tape flanger and the tape echo... both stereo and gorgeous.

R2R Squeeze

No... ain't a compressor! These echoes sport such an intense sweep of supernotches to actually get some taps squeezed into phase smashing. What a spectacular effect!

R2R Squeeze 2

More of the above... on faster echoes.

R2R Wide Echo

Warm and spread echo taps with a light touch of reverb. This is classy programming, folks!

R2R SurrEcho

The Tape Echo theme developed to a modern status, thanks to the PCM “surround” processing capability. Echoes here move around you... not a ping pong...

R2R SurrEkoVerb

Tape echoes... supernotches... and a generous reverb... all sweeping around your head!

R2R SurrPad 1

Getting into hyper-matter here... squeezed combed echoes around the 360° space... change thru different layers of rhythms. Swell audio thru this and wait.

R2R SurrPad 2

Faster echoes than in the previous one... but they last longer.

R2R SurrPad 3

Oh boy! Space and notches collapse around you... and it takes forever to stop. Fasten yourself to something strong... or you may be carried away. Don't say I didn't warn you!

R2R SurrPad 4

Heavy and mental variation of the previous Pad 3. Killer! Try Tape Speed at 100 and those long lasting echoes slowly darken to a soft hell.

R2R SurrPad 5

Definitely mental.

R2R SurrPad 6

Gorgeous echoes expansions into aerial space and verb. End of the Surround Pads saga... you are no longer the same as before. I can tell...

Tape 3 Heads Even

An attempt to multi-heads tape echo. Not as magnificent as R2R decks but still a nice option. ADJUST KNOB changes your echoes lengths. This pans L/C/R with even delay spacing.

Tape 3 Heads Golden Ratio

Same as the previous one... with a different math. Gets more dopey.

Tape 3 Heads Triplet

Sharp triplet feel here... across your L/C/R hearing space.

Tape Space 1

Taps are set to create a space. This is ancient reverb. Kids love it these days.

Tape Space 2

As in the previous one, we're looking for an halo. Echoes tap differently than before.

Tape Space 3

The largest space of the 3! ADJUST KNOB controls feedback in these 3 last presets.

DUAL FX CARD COLLECTION

These 66 presets require the DUAL FX CARD on both the PCM80 and 81.



DELAYS

Echo>4 Glides

Post-processed delay. A stereo echo feeds 4 gliding micro-delays. TapTempo available. ADJUST KNOB sets gliding rate.

Echo>Haas

Post-processed delay. A stereo echo feeds 2 gliding micro-delays set for psycho-acoustic pan (Haas fx). TapTempo available. ADJUST KNOB sets echo level.

Echoes Blend 1

You can blend two different rhythmic delays, quarter notes and quarter notes triplets. Echoes are glided. TapTempo available. ADJUST KNOB blends the two rhythms.

Echoes Blend 2

Same as above. Rhythms now are quarter notes and 16th notes.

Echoes Blend 3

Same as above BUT polyrhythms are engaged here. The blend of cross-feedback delays has quarter notes delays and 2 over 5 and 2 over 7 (Echo:Beat) delays. Blending them you get cool rhythmic subdivisions.

Echoes Blend 4

Same as above with more complex polyrhythms. The blend is fixed on 2:3/1:2/4:1 echo:beat. You can change the echo speed with the ADJUST KNOB and sync things to TapTempo.

Fun Taps

Cascading dark gliding echoes set to a ping pong pattern. TapTempo available.

Fun Taps 2

Similar to the previous preset. Absolute time used here. Nice for ambience or faster ping pong.

Glide>>Dlys

4 gliding micro-delays dive into a stereo offset quarter notes delay. Nice hypercombed texture with space. TapTempo available.

Glide//Dlys

Same as the previous preset but here the glides and the delays run in parallel.

ModEcho>Haas

Post-processed delays. Quarter notes stereo delay feeds stereo chorused & glided delays, set for psycho-acoustic panning (Haas FX). TapTempo available.

Silky PCM Echo

A very tight diffused ambience hits stereo glided and modulated offset delays. TapTempo available. Nice PCM supernotched texture!

Spatial Echo

A warm modulated delay panned by the 2 surround processors at input and output stages.
TapTempo available.

Spread Echoes

Post-processed delay. A stereo offset quarter note delay is processed thru gliding micro-delays and then passed thru different static delays with offset phases to spread it to the stereo sides.
TapTempo is your friend!

St.Delay>Glide

More post-processed delays! A stereo offset delay, working in absolute time, dives into a quad gliding set of micro-delays... set to a nice vibrato/flangy texture.
ADJUST KNOB sets the stereo delay time... use your ears!

Studio Delay

Post-processed delay. A single TapTempo delay line gets swept by gliding micro-delays and then spread thru static ones.

DELAYS CASCADES

Believe Me

Dual FX at full power! Cascading 2 sets of delays is a classic studio technique not many musicians know. This preset shows right away the kind of power and magic delay lines can have, if well designed and programmed. Two delays are diffused and processed thru 4 hybrid ones, swept by glide and chorusing. The kind of dense ambience you get is unique!

Cascades 1

Similar to the previous in layout... but here you have 4 delays diving into 4 hybrid ones. All are set to rhythmic subdivisions of mixed maths. Diffused echoes remain discrete here. TapTempo is available.

Cascades 2

Similar to the previous one, with crazy rhythmic subdivisions. Clusters morph into ambience. Really beautiful one. TapTempo available.

Cascades 3

All techniques from the previous 2 Cascades with a touch of reverb added. TapTempo is here!

DIG Glides

The magic of uncorrelated delays! Two of them dive into 4 gliding micro-delays to reach another 2 static delays, multiplying echoes layers thru feedback AND cross-feedback. The rhythmic effect is stunning... evolving into pure density. USE THIS AS IT IS!

DIG Series

Similar to the previous... beauty from uncorrelated echoes! The second set here is chorused and the result is a chaotic building echo cloud turning into a verb.

USE THIS AS IT IS!

Endlessgasm

PCM class! Hard diffused stereo correlated delays splash into 4 chorus lines, spreading them. Space and pitch sound gorgeous. This is a very intense echo network. Chords, synth pads, swells... all fit here.

Golden Ratio 1

A stereo chorus and stereo delays dive into a second set of stereo delays. Echoes ruled by the golden ratio math... create a dense clustercloud of verborous taps... if you allow me.

Golden Ratio 2

Similar to the previous... using longer G/R delay times.

Golden Ratio 3

Even longer delay times than the previous... long lasting and beautifully swept. Golden Chaos!

On And On 3

A borrowed one from the Lexicon 480! This has static stereo delays alternating with glides processed ones. TapTempo available. ADJUST KNOB controls gliding rate.

[PARADIDDLES]

The next 10 presets are based on polyrhythms created by cascading delays, using correlated delay time or synchronized rhythmic subdivisions. They remind me of the way drummers practice their rudiments, the paradiddles, to develop control and hands independence, along with single, double and triple strokes and accents from each hand.

Paradiddles 1

This uses absolute delay times, cascading a stereo delay into a stereo chorus and a second set of echoes. Fast rhythmic pattern, evolving in spatial chorused clouds.

Paradiddles 2

Works like the previous preset, using longer delay times. Using moderate levels and dark filtering... paradiddles can be used as beautiful long pads!

Paradiddles 3

This reverses the FX blocks, cascading stereo chorus and stereo delays into static stereo ones. Delays are uncorrelated so the rhythms are strange. Use this on sustained notes or chords.

Paradiddles 4

Galloping layers of delays stack in clusters. Echoes accelerate and fade in space.

Paradiddles 5

Correlated echoes stack up in 1/8th notes layers, spread, diffused and chorused. Very nice one!

Paradiddles 6

Fast, almost chaotic cascading delays... truly create a pulsing ambience here.

Paradiddles 7

Hypnotic delays sets beat one against the other... suggesting an industrial rhythm. Great on a well played synced muted notes motif.

TapTempo ParadidMorph1

This is as crazy as it can get! There are two sets of rhythmic delays, beating at 1/4 notes and 1:3 (Echo:Beat). Grab the ADJUST KNOB where you have 2 choices... first set only, second set only, both sets. Use rhythmic material and TapTempo for perfect sync... then switch between rhythms for fantastic variations and polyrhythmic events.

TapTempo Paradiddles 1

Your chorused, diffused polyrhythms... governed by TapTempo!

TapTempo Paradiddles 2

Same as the previous one... with a shuffle feel. TapTempo reigns!



MULTI-FX

8th Triplets

Stereo autopanning chorus and cascading delays for quarter and 1/8th note rhythms. Simple. Tap Your Tempo!

BandDly>Hall

Stereo frequency swept offset delays go thru a huge Concert Hall. TapTempo available. So cool...

BandDly>Hall 2

Same as the previous preset. Delays tone is lo-fi... definitely band-pass. TapTempo available.

BandDly/Hall

The stereo frequency swept offset delays and Concert Hall are now in parallel. TapTempo available.

BandDly/Hall2

Different filtering sweep for the band delays here. Concert Hall runs in parallel. TapTempo available.

FlangEko/Hall

A 4 voice gliding flanger dives into a stereo offset 1/4 note delay, while a gorgeous Concert Hall runs in parallel to them... and surround-swept! TapTempo available.

Free Flanges

Rich 4 voice gliding flanger runs thru a highly diffused and filtered stereo delay. This sounds really nice and TapTempo IS available.

Free Flanges 2

This is similar to the previous preset but the flanger runs on 4 chorus lines. And delays are not diffused. Sounds more definite. TapTempo available.

Soft And Cool

Gentle sounding echorus effect... a stereo set of TapTempo diffused delays thru a 4 voice hybrid chorus (glide+modulation).

REVERBS

5 Glide>Halls

5 Halls reverbs made of gliding micro-delays and echoes. The ADJUST KNOB selects which reverb you prefer. TapTempo available.

A 480 Beauty

A spectacular Hall reverb going thru some tape echo-like glides and long delays. One of the very best reverbs in this collection.

Desert Guitar

Large Hall with active shell delays going thru 4 voice chorus. TapTampo sets the shell delays.

Gates Of Doom

Big Plate with shell early reflections into a multivoice flanger with 2 autopanning lines. Huge, wooshing, doomish!

Gliding Hall

Majestic Hall reverb thru a 4 voice glide and two late reflections delays. Use TapTempo to set those late reflections.

Gotham City

This is different! 4 chorused delays are ducked and surround swept. The Concert Hall has its own different surround sweeping and both efx run in parallel. TapTempo sets surround sweeps rates.

Plate>Combs

A long Plate reverb hits 2 hybrid combs for flangy tail processing. ADJUST KNOB controls the combs levels.

Reflections

Large chorused Hall thru bouncing echoes. Simple and beautiful!

Space A

4 hybrid swept delay lines hit a big Plate with 4 shell delays. Result is a nice large space, chorusy and slightly reflecting.

Swept Hall

A large Concert Hall post processed thru 4 chorus lines; two of them are also autopanning for a spectacular surround-like efx, thanks to levels phase shifts. TapTempo sets reverb shell reflections.

Verb>Glide Delays

Chamber reverb has TapTempo controlled shell delays... and runs thru a stereo micro-delays glide, picking up two extra TapTempo delays. All delays are in sync... use TapTempo!

CINEMATICS

Cumulonimbus

This is a port of a spectacular Eventide ORVILLE algorithm! The PCM80/81 can process this great efx in a different way from the Eventide, still very impressive and beautiful.

A dive of 4 hybrid swept delays into a HUGE dark Plate with plenty of shell reflections take the listener to stratospheric heights... with a lot going on around his/her ears. Use this as a magic pad effect. TapTempo controls 8 delays to generate the clouds. Long taps do it!

Glide Pad

Large Chamber and its 2 EkoDlys go thru a 4 voice phasey glide... picking up a bouncing stereo delay before leaving the PCM. TapTempo creates echoes waves you can use for different pads lengths.

Hall>Spiral

A dark Concert Hall thru hybrid swept delays spirals. These are switching or morphing delays; here they change in time slightly, adding spatial movement.

Maelstrom

Plate with plenty of shell reflections and echoes is heavily post processed thru 4 hybrid swept echoes. Surround outputs for reverb and delays are separately swept for some spectacular 360° pannings around you. TapTempo decides how long this vortex is going to last.

Experiment with it.

Rise & Shine

One of a kind... dark Plate... deep and 3D... moved in the back by long gliding delays placed in front of it. 8 delays at work here (shell and glides). TapTempo tames them all.

Spiral>Hall

Now the morphing echoes dive into Hall! The 4 hybrid swept echoes create a long pre-delay for the Hall and interesting pitch artifacts. TapTempo controls how close or far you will hear the reverb from the echoes. Try fast and slow taps to get the idea.

SurrEko>>Verb

Surround smeared stereo hybrid swept delays enter a Plate reverb, picking up its shell delays too. TapTempo does magic here.

SurrEko//Verb

The previous preset... now the 2 effects run in parallel! TapTempo available.

SurrVerb>>Eko

Another variation of the previous presets... now a surround reverb goes thru those echoes. TapTempo available.

PORTED FROM THE DUAL-FX CARD COLLECTION

These 7 presets run natively on both the PCM80 and 81, without requiring ANY FX Card.

..And The Gods

Inspired by the first track of Electric Ladyland. Hit it with a percussive sound — gun shot, tympani, snare — then click ADJUST from 0 to 1. A wall of thunder crashes down four octaves and undulates rhythmically between the speakers. Hit it again with a similar sound, and click from 1 to 0. Now, the explosions rocket up into space. The Soft Row includes AR envelope attack and release rates, and other goodies.

Chorus>Reverb 2

Stereo chorus into stereo hall reverb. ADJUST controls the amount of reverb in the chorused signal. Eighth-note delays have been added. The Soft Row contains delay controls. TapTempo available.

Phat Roads 1

Detune, satellite tremolo and stereo reverb are combined here for the classic electric piano sound. ADJUST controls the depth of the tremolo. The tremolo rate is TapTempo controlled. For the maximum effect, don't mix any dry signal with this program.

Tape Flange 2

This stereo flanger is modeled on the original method used to create the effect — combining the outputs of two analog tape decks. Turning ADJUST is like using your thumb as a brake on one of the tape reels. The more delay there is between the two stereo audio paths, the deeper the flanging effect. The stereo image of source material is maintained by this effect.

Try running a mix through it! Master feedback is in the Soft Row.

Turn it down for a less pronounced effect, or up for an even juicier sound.

The left and right flange sweeps travel in opposite directions.

This adds a spatial dimension to the classic effect.

VS EkoFlange

Varispeed echo with flanging. A very analog-sounding stereo effect.

The delay times are matched to an analog 2-track as follows: ADJUST KNOB at 0 = 30 ips, 25 = 15 ips, 50 = 7.5 ips, 100 = 3.75 ips. The Soft Row contains feedback, as well as reverb controls.

X-RhythmEko 1

ADJUST allows you to mix the cross-feedback of quarter-note and triplet echoes: 0=quarter-notes, 100=triplets. Intermediate values will create patterns that change from quarter-notes to triplets. In this case, the rhythm produces a shuffle feel. A stereo chamber is in parallel with the echo effect. TapTempo is available.

X-RhythmEko 3

A more outside variation that combines 5 and 7 against 1.

It takes several beats for this pattern to play out. TapTempo available.

PITCH FX CARD COLLECTION

These 44 presets require the PITCH FX CARD on the **PCM80 ONLY**.
The PCM81 doesn't require any card to run them.



DELAYS

Cluster DiffDly

Polyrhythmic echoes, detuned. A touch of diffused ambience is created by the reverb shell delays. TapTempo available.

Detuners Harp

3 detuned delays and a nice Hall reverb play together. TapTempo available.

Detuners Drome

Similar to the previous preset, with different rhythmic subdivisions. This one sounds more spread in the stereo field. TapTempo available.

Detuned DiffDly

Diffused rhythmic delays are LFO detuned and verbed. Warm tone.

Fat Dlys

Stereo delays, thick and spread. LFO detunes them in mirror pattern. TapTempo available.

M.Thompson Dly

The famous stereo detuned echoes from the Eventide H3000!

Auto-pitch corrected cross-fed detuned echoes create a classic sound. Experiment with different MasterDly settings.

On And On 2

Inspired by a 480 preset this has 2 sets of diffused delays, slightly detuned, TapTempo available.

Soft Roller 2

Another 480 creature! Stereo warm, thick, slightly mirror detuned stereo echo.

TapTempo available.

THICKENERS

4v Doubler 2

2 short delays plus 2, still short, and slightly detuned. Put your “leads” thru this!

Clearmountain Thick

This one is taken from a popular Eventide DSP4000 preset! You are listening to 4 detuners which are modulated in a special pattern that sounds thick and unpredictable. The original preset would send a mono delay thru this... for gigantic echoes. Here you get the thickening part only, for your leads or clean “chorused” parts. The original preset is available in the “Dual PCMs Collection”.

Double Dly 2

ADT and stereo detuned delays. Use TapTempo to beat-sync your echoes.

Dual Detuner

When something simple is all you need! This is a dual micropitch shifted delay to make things HUGE and richly detuned.

Glide X-Detuners

4 detuners are continuously LFO-swept and cross-feedback to create thick & rich pitch detuning.

Just Stereo

Nice one to stereo-ize a mono source or spread a stereo one!

SHIFTED WORLDS

Dancing 5ths

Verbed shifted delays. Strictly monophonic sources, please! TapTempo available.

MShift Pad 1

Multishifted voices, using wide or micro intervals... and Hall reverb. Nice on chords too.

MShift Pad 2

Similar to the previous one, with some wider intervals. Chords work here too.

MShift Verb 2

This is a wild thing! Micro and wide shifted echoes tap in unusual ways... pitch doesn't "staircase". A nice Hall is available if you want to blend it in. Try using the DelayTime Master parameter to hear the magic of these echoes at different rates!

Octave>2Detuners

An octave shift has echoes on it and goes thru a stereo detuner for more... TapTempo available.

R5thOctave Harp

A 5th and octave UP echo in a beautiful Hall space. Pitch doesn't staircase!
TapTempo available.

Sequence 1

5ths and 4ths echoes trip by a rhythm. Use Delay Time Master to change the speed of it.
All thru Hall!

Sequence 2

Same as the previous... with one different interval.

Sequence 3

Octaves, up and down, do rhythms as in the previous Sequences. Experiment with delay times.

Sus4 Triad Arp

Pretty straightforward! TapTempo available.

MULTI-FX

4 Detune & EkoVerb

4 micropitch shifters thicken and shift, while a stereo delay is added... and a Hall reverb too. TapTempo available.

Detune>2 Detunes

Well... some gimmicks here as a single detuner is bounced thru two other ones. Nicer and more intense pitch shifting efx. Delays and verb round them out. TapTempo available.

Detune>DiffDly

A mirror stereo detuner is processed thru a stereo diffused delay. Use this as it is.

Greasy Schmo

Stereo detuners > Stereo delays > Reverb. Put a nice stereo chorus in front of this for some classic 1980s guitar textures.

CINEMATICS

Bradford 1946

I imagined this preset on a very sad occasion, the loss of music master Allan Holdsworth. I'm hoping he is now with Bach, Mozart, Hendrix, Jaco, Coltrane and Bird... jamming forever. This is a very intense meltdown of close clustered echoes, detuned and verbed... lasting for ages. You need to understand how to play thru this. I used chords... and swells do it nicely. They'll resonate in a magnificent space!

ClustersAMB 1

The cascading echoes theme comes back here. Absolute time is used. A stereo delay hits a second one, creating sweeping microshifted clusters...

ClustersAMB 2

The 2 delays sets are now in parallel. Experiment with delay times!

ClustersAMB3

Same as the previous one, with different delay times.

ClustersAMB 4

Dryer parallel sets of delays here.

ClustersVRB 1

A large Plate reverb with long shell delays times in parallel to two long microshifted swept echoes. Delays rhythms interact nicely.

ClustersVRB 2

This has the reverb block diving into the pitch shifters one...

ClustersVRB 3

Back to parallel routing, with a very fast swept micropitch shifting and a nice rhythmic interaction of the 4 delays.

ClustersVRB 4

Reverb>FX block again... a dark cloud smears the 4 interacting echoes. Warm and wide.

MShift Cloud 1

4 delays, microshifted, lasting into diffusion. Very musical effect.

MShift Cloud 2

same as the previous one, with different echo patterns and a nice reverb added.

MShift Cloud 3

same as MS-Cloud 2. Experiment with the Delay Time Master parameter for different rhythms.

MShift Cloud 4

Dense ambience created by closer delays than in the previous presets. Pitch is swept fast!

MShift Cloud 5

This is pure gorgeous space made of echoes and reverb. A low value (60%) for Delay time Master creates a spectacular warm and large cathedral reverb with plenty of reflections. TRY!

MShift Cloud 6

Different cloud! Microshifts and up/down fastly detuned 5ths are tapping with the echoes now... and the verb nicely wraps them up! Textural...

MShift Verb

Panning shifted echoes and Hall reverb... so good!

TWO PCMs COLLECTION

These 18 presets require the PITCH FX CARD for a single preset on the **PCM80 ONLY**.

The PCM81 doesn't require any card to run them.

These 9 sets of 2 presets each were programmed with a desktop mixer, using 4 Aux Sends, 2 for the 1st PCM and the remaining 2 for the 2nd PCM. Most routings run BOTH in SERIES & PARALLEL, meaning that the dry signal is sent to both PCMs (parallel) and the first PCM is also sent to the second one (series). If you have a mixer with only 2 Aux Sends and you are processing a mono source (each PCM should be fed by a "Y" cable from an Aux to both inputs) you'll be able to run these combinations fairly well, even though the second PCM won't process the first as a true stereo signal. Another option you have is to feed the first PCM to the second using an S/Pdif cable, thru digital I/Os. It would still be not exactly the same as on a 4 Aux Sends mixer but the full stereoness of the signals is maintained.

These presets are named as "A" and "B" versions. The "B" should process the "A" one when indicated by the description as "series" processing. When "series & parallel" routings are both required, the second PCM should have lower level than the first.

These are just 9 examples of what 2 PCMs can do. If you have 2 PCMs I strongly encourage you to try many combinations off this whole collection of presets, as you will find some marvelous new sounds blending two presets from these great processors.

So we go....

Bandrome A/B (series & parallel)

Rhythmic band-delays are fed to a stereo chorus and more echoes. This is beautiful on harmonic arpeggiated parts.

Bandrome 2A/2B (series & parallel)

Similar to the previous combo. Band-delays are faster here and chorus delays are much longer. Experiment with the Delay Time Master parameter in both machines to create different rhythmic events.

Cascade 1A/1B (series & parallel)

Glided flangy stereo echoes dive into a cluster of fast band-delays taps. Use TapTempo on any PCM to create variations.

Cascade 2A/2B (series & parallel)

A stunning 4v gliding chorus soaks into stereo gliding echoes and Hall reverb. Second PCM has ADJUST KNOB patched to delays feedback/cross-feedback and TapTempo is also available. Dual glides power!

Clearmountain Dly A/B (parallel)-A PCM80 requires the Pitch-FX card to run the "B" preset.

Dry sound > first PCM only - PCM 1 > PCM2 via Aux Sends - Have the 2 PCMs outputting their signals on 4 audio channels.

A direct porting from the Eventide DSP4000 and later units. A mono dark delay is processed thru 4 detuners, swept by an LFO in an interesting way. Echo is thick and beautiful. TapTempo available on the first PCM (echo).

DIG series A/B (series & parallel)

Uncorrelated delays cascading at top notch audio quality and programmig versatility!

A stereo modulated delay hits a second one, creating stacking echoes fading into an ambience cloud. Play this as it is.

DIG series 2A/2B (series & parallel)

Similar to the previous one with a textural difference. Here both delays sets are glided, not modulated. And rhytms are different.

Golden Skies A/B (series & parallel)

The cascading stereo modulating delays here create an aerial reverb-like aura.

Experiment with delay times for variations!

Starless A/B (series & parallel)

Rhythmic resonators are verbed and cascaded into a dark modulated delay. Synthish taps... great on synths too.



If you have enjoyed my soundworks, please contact me and let me know your opinions and suggestions.

Also... enjoy my "italoop" YouTube channel with plenty of audio examples.

www.italodeangelis.com

FX SOUNDWORKS

Good luck in your music life!