Eventide ECLIPSE Harmonizer® Effects Processor
The Italo De Angelis "Blue Presets Library" : DELAYS

2013©

FX SOUNDWORKS

The "Blue Library" is dedicated to *the* most used & beloved effect of all times, delay!

Welcome to DELAY MADNESS!

This collection offers delays for just about any application, from simple mono to stereo, filtered, warped, modulated, diffused, multi-voice, detuned, parallel/pre/post-reverb, bandpass/hipass/lowpass swept, vintage DDLs, analog style, multi-tap, ducked, psychoacoustic 3D, reversed, panning, ping-pong, echoes, micropitched, spatial, "grunged" for realistic overdriven analog input stage...

Delays tones have been carefully tweaked, searching for the darker "analog" or "early digital" characters that help creating that magic space around the source.

Using some clever tweaks of the distortion preamp, warm "tape-like" or "soft clipping and limiting analog input stage" textures have been recreated in the Grunge Dlys collection. Tonal similarities to the Lexicon PCM42 and early Roland, Korg and Yamaha DDLs live in many presets here.

Sometimes randomness and psycho-acoustic techniques have been used to add more character or to trick the ear into some magic panoramic movements.

Filter swept "nu-jazz" & "electronica" warped delays are here too.

Classic Eventite thickening/detuning micropitched delays help creating those fat tracks you have heard on countless recordings.

Stunning multi-taps delays, with spectacular surrounding panning and pitch modulation are tools you will use for wide ambience and no-verb spaces.

Ambient delays, spatial echoes evolving into reverb (a new effect you have never heard before!) and series/parallel combinations w/reverb are spices for any modern musician and audio wizard.

Diffused thick delays, in the tradition of the Lexicon 224/480/Pcm70/80/81, are presented in a much more tweakable format, where YOU have access to the diffusion parameters to create the right amount of smeared thickness, from subtle to massive.

Delays presets are split in 8 groups:

-DIGITAL DELAYS

Warm emulations of classic delay units, in mono, stereo and multi-voice versions. The "core" of it all.

-GRUNGE DELAYS (SOFT CLIPPING & LIMITING)

Using the Distortion Preamp, a light touch of very soft clipping and compression give these presets the magic of the american, british and some japanese digital delay units. Distortion Curves can do wonders to your echoes!

-MULTITAPS

Several delay lines interact, sharing feedback paths and creating fields of clusters. Delays and verbs are often resulting from these networks. Interesting polyrhythms are possible.

-FILTERED DELAYS

Different types of filters are applied to delays and swept by LFOs. Often an impression of panning is achieved by mirror-sweeping filters. It's stuff for the brave musician and producer...

-DELAYS & REVERB

Serial and parallel routings of delays and reverbs. Feeding a verb to delays is not the most common choice but a spectacular one! Verb tails live longer in a different textural density.

-PROCESSED DELAYS

Detuned, micropitched, frequency shifted, reversed, ducked, panned, diffused, trembled... they are still delays with a haunting beauty.

-3D PSYCHO ACOUSTICS

Small delays differences in the stereo channels are what Mr.Haas called "Precedence Effect". An illusory psycho-acoustic perception of placement in space allows the imperfect human ear to locate audio sources. Add slow modulation and your space moves...YOU'd think!

-ECHOES NEVER HEARD BEFORE

Applying an evolved version of a magic H3000 trick to delays is taking your ears from discrete echoes to an ambience where tremolo, pitch modulation, panning and spatial perception have a life of its own, often dynamically responding to your playing intensity. Only an Eventide does this!

Be smart and open to the sounds! Many of these presets are not actually just one thing, falling into a group. Often you get many different fx you'd have to place that sound in different delays groups.
For instance, take "3DFltrMTaps"...it's a multitap, a filtered delay, a 3D psycho acoustic incantation.

An EVENTIDE EXOTICS collection has been added for the fans.
I just couldn't keep these presets to myself.
Embedded effects create pads, spaces, planets and stars...densities and rarefactions.
The magic tones of doom we all love from these amazing processors.

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

-DIGITAL DELAYS-

PCM42
The Digital Delay! Lexicon early '80s masterpiece set benchmarks in its field. Even better spec_ed wonders, such as the TC2290, can't match its warmth and particular modulation engine. Sample rate variations techniques created those lush sweeps no other units has. This emulation is mostly concerned with the tonal response and sound fatness of the original.
A mono delay with self explanatory Soft Keys...and Tap Tempo.

2PCM42s
Same as above, only in stereo now! Soft Keys cover all you need.

TWO42s+DLY
Here's a rack with 4 PCM42s! 2 are set to a thick & lush chorus, the other 2 cover the stereo delays.
Massive warm old style "echorus" tones!

LEXICON DLYS
The 224 brought diffusion to delays! A network of very short delays, creating the reflective ambience of a small to mid-sized room, usually available in reverbs, was placed into multi-voice delays feedback paths.
The legend grew with the PCM70, available to a wider users base.
Diffusion smears attack transients and makes echoes thicker, spread and very musical.
Here you also have modulation in the diffusion. It helps "randomizing" ambience and limiting unwanted high frequncy content summing. This stereo delay sounds like a wall in your face!

THICK500ms
Slightly offset stereo delays (500ms<>495ms) are a classic trick to beautiful thickness and sonic aura.
The <WARP> controls modulation detuning...in an almost tape-like style.

L/R/C/ 80sDDL

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

Modulation sweep can be set in sync or opposite phases for the 2 delays, meaning one goes sharp while the other goes flat or they both go sharp and flat together. Feedback type allows for separate or crossed feedback paths.

ANALOG FAT DLYS

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

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

Very easy (and effective) SOFT KEYS for total control of the cake...

Wonder what this would sound like, feeding Eclipse to a VERY high end A/D & D/A converter!

P_PONG 1/4 1/8

Another classic delay effect...Ping Pong repetitions bounce between the 2 channels, with a "ghost" in between. A different definition of Ping Pong!

<WARP> adds detuning mayhem to them...so be gentle with it. Tap Tempo is available to this quarter note to eight note sides dance.

DLYSDIffFLTR

Ping Pong mod_delays thru diffusion and a stereo filter. 24 or 48 dB/oct slopes are available for brighter or darker filtering. Nice and warm!

-GRUNGE DELAYS (with Soft Clipping and Limiting)-

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

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

Here the DISTORTION PREAMP is used to add that tiny clipping, character filtering and limiting.

Tweaking the thing has been a long tale of desire and pain... worth every minute of it.

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

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

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

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

3 : thicker than # 2 and more fuzzy

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

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

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

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

8 : the demon of the bunch! Definitely Cyber Distortion with extreme "squash" reactance at stronger transients...breathing!
Not so evil sounding at first listen, but when you start cranking up the gain, it does some dynamic reversal, squishing everything out and sounds kinda perverted. It has a really weird harmonic spectrum.

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

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

So... a lot of possibilities here...but remember that the main task was to get closer to the analog warm clipped echoes those units were capable of. The compression settings are hidden from the U.I.; you have to edit them if you need.
WARNING
Keep in mind that these presets were created and tweaked using a Les Paul with '57 classic humbuckers whose signal was fed to a preamp. So, different pickups/preamps/FX loops may and will need compression and gain tweaks to have more or less of them and to avoid squashing. It shouldn't be as noticeable as in typical compression applications.
Here we go then...

GRUNGE DLY
A mono clipping delay...
Most SOFT KEYS are easy to understand. These are the most crucial ones:
<DRIVE> controls the amount of distortion. Be a good boy! No need for heavy metal echoes.
<HICUT> rounds the high frq. content of the distortion. Very useful!
<FILTER> adds character filtering of the preamp.
<FREQ> and <Q> set the filter and tune the final sound of your delays.
More tweaking available in the Preamp parametric EQ and using the Flux parameter.

ADV(anced) GRUNGE DLY

Still a mono soft clipped/limited delay with a deeper tweaking potential in the SOFT KEYS.
Many of them are the same as in the previous preset. But more are offered:
<CURVE> selects the distortion behavior of the clipping. Any choice here is higly interactive with all other parameters, particularly with <GRUNGLEV> and <DRIVE>. Any change needs adjustments all over.
<BITE> is the flux control. Emulates the rectification, making distortion harsher or mellower.

ADV GRUNGE SDLY

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

GRUNGPINGPONG

True Ping Pong delay (no "ghost" tap in the center) fed by the clipping tone shaper structure.
Tap Tempo and delay modulation available in the SOFT KEYS.

GRUNGE MTAPS

A modern version of this vintage concept delay, using a 4 taps delays plex. Beautiful bounces!
You get all the parameters for the deepest mods in the U.I. and, as before, a truly powerful parametric EQ is available for ultimate tone shaping of the delays... just EDIT it!

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

-MULTITAPS-

MULTITAP DLYS
Diffusion feeds 4 delays and filters for tonal shaping. Try using math correlated Feedback delay and length values for the best rhythmic results. The same applies if you are using long delay values in the diffuser delays, as in this preset. The magic is all into this interaction of 4 into 4+1 delays!

DLY>MULTITAPS
Up to 20 seconds mono delay feeds a 4 modulated delays plex.
The trick here is about how you set the long delay value against the 4 delay taps.
And the long delay <FBACK> interaction with the plex <DECAY> (its feedback) is what generates even more spacial evolution of the repetitions.

ANALOG TAPS
4 voice chorus feeds a 4 voice band delay! Very band pass sounding, lo-fi tone delays.
Play with <M_Q> and <M_FREQ> for infinite tone shaped organic textures possibilities.

SPACE DELAY
Space is the Place! Right?
Dual L/R 4 voice chorused taps creates a dense field of closed spaced echoes.
Very vintage and tape-ish.
Inspired by the mighty Korg DL8000R Multitap Delay unit. You can even <WARP> the taps into wildly detuned animals. Beware!

-FILTERED DELAYS-

FLTRSWEPTECHO
4 voice chorus into 4 band delays. The modulated delays are processed thru band-pass filters swept by the LFO. You will perceive panning here but it's just the way filters are swept that creates the illusion.
Soft Key offer anything you need, including filter sweeping rate and Tap Tempo.

BP SWEPT DLY
Up to 20 seconds mono delay thru left and right band-pass sweeping filters. Again an illusory perception of panning is happening here, with some 3D colors, owed to slightly offset filters parameters values.
Tap tempo available for delay time and lfo rate. Your echoes, filters sweep and psycho-panning can be synced to song tempo or MIDI Clock.

AMBIDELAYS
4 modulated delays are tone shaped thru a low-pass filter on the left channel and a high-pass one on the right. Filters are then swept by an LFO. Psycho-panning and highly colored echoes sweep around. Great electronica effect, heard in many contemporary recordings, on just about any source... from drums to synths, guitars and vocals. The customary set of Soft Keys is available along with Tap Tempo sync.

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

-DELAYS & REVERB-

ROOM>DLYS
A "room" reverb goes thru 2 delays, slightly offset in time. Hicut available for both reverb and delays.
Very "in your face" sound, great for just about any lead instrument or main vocal track. Delays here keep
the ambience of the room alive, sounding as an extended tail of the verb. Nice studio trick!
Use <DLYSMIX> to get the right amount of delays in your space.

HALL//DLYS
A large plex reverb set to "hall" and 2 delays are now in parallel. Many rock productions favor this routing
for these very popular effects. Nice on solos...avoiding long echoes and verb tails summing.
Everything stays clear and focused. All tweaking tools are available in the Soft Keys.

HALL>DLYS
Same as the previous preset but routing is now in series. Verb tail is thicker than normally would be.
Notices the differences between series and parallel verb+delays effects and experiment to find your flavor.

MODTAPS>VERB
4 chorused delays set to Ping Pong polyrhythms swim in a medium-large reverb.
Nice animated modulation on the delays and warm tones make this preset suitable for many applications.
Great on keyboards and guitars. Echoes live in time... and space.

Try ALL these presets on many different sources. They will sound fine on just about
everything you may record... any instrument or source, for any style of music and
production.

-PROCESSED DELAYS-

4DLYS>4DTNS

Ping Pongin' polyrhythmic modulated delays feed multivoice micro-detuning for extra thick textures. Detuners are set to 0 ms. delay to get a special "flangey" phase notched sound quality... a neat pitch shifting artifact. All tweaking stuff available in the Soft Keys zone. Please help yourself!

4ECHOPITCH

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

MPITCH>SHUFFLE

Classic Eventide micropitch effect AND shuffle Tap Tempo delays in parallel to it. Same structure as in the previous preset, tuned for extra thick detuned doubling and echoes.
Your gtr solos takes high here! Watch levels...as it's THAT thick!

TREMOLODLYS

Desert guitar textures from these stereo delays processed by a vintage style tremolo! Great on electric piano too. Those Lanois/Brook/Zazou/Cooder atmospheres come to mind...
Difference here is that delays only are sent through the tremolo. You can use the FXB MIX parameter (under the LEVELS MENU of the preset) to add tremolo to you direct sound...removing it from the parallel dry path first.

PITCHED ECHOS

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

GILMOURDLYS

Gilmour frequency shifted tones! 2 taps delays are processed to a medium rate "ring modulator" for those swirling textures the Floyds axeman is famous for. Use hot output levels for the Eclipse or boost them a bit. Parallel dry and wet levels should be at the same exact values. Sounds great without dry too!

REVERSEDTUND

stereo reversed delays thru 4 voice detuners. Self or Crossed paths feedback options allow different delay panning options. Psychedelic stuff!

DUCK&PANDLYS

Polyrhythmic stereo delays are panned by an LFO and processed thru a stereo chorus to add modulation to them. Delays are also "ducked"...as in the TC2290 digital delay. Their levels are reduced while you are playing and raise in your pauses. Use Soft Keys to tweak delays and adjust ducking to your rig's levels.

DIFFTAPS>DTN1

4 equally time spaced delay taps are diffused and sent to 4 detuners set to 0 ms. delay for juicy "flangey/phasey" tone colors. Detuning is also swept by an LFO to add dynamic pitch shifting, rather than static. Classic tones from the H3000/PCM42/PCM70 days!

DIFFTAPS>DTN2

Interesting variation of the previous preset, with 2 slowly fading delay taps and richer detuning applied to them. You can actually see the 4 detuners being swept...looking into the Soft Keys!

Processed delays used to be possible with huge racks of gear. Today powerful single FX processor can do the task with less efforts, covering the work of several devices.
Eclipse easily provides from 2 to 8 fx units in a single box!

-3D PSYCHO ACOUSTICS-

PSYCO3dDELAY
Up to 20 seconds mono delay is band filtered for warm sounding tones and space swept, in a strange dual axis 3D zone. A perception of left & right movement AND center depth changes is tricking the ear... actually the brain! It's all about floating here...

PSYCO3dRVDLY
Same as above. The mono delay is now reversed and has up to 10 seconds memory.

3DFLTRMTAPS
4 taps delays are diffused and processed thru dual modfilters, swept by an LFO.
Phases ovelapping between the 2 filters give this preset a tri-dimensional space sound.
All needed parameters are in the Soft Keys.

Be careful with these presets! They are meant to work and provide their spatial results in stereo!
If you intend to use them in mono, their magic and character will be completely lost.
Mono has no spatial connotations...
Stereo them!

-ECHOES NEVER HEARD BEFORE-

4_AQUATAPS
4 "liquid" sounding chorused delay taps are fed to the UNDULATOR!
This is a complex engine where delays, pitch, tremolo and vibrato fx are combined in unpredictable ways. According to how you set its parameters you'll get more of a pitch mangler or an evolutive reverb generated by pitched delay taps. It's something you want to spend your time on... with highly interactive parameters. Here the mod_taps grow into a seond layer of ambience, fading in the distance. Not a verb, not a delay... WHAT is IT then?

M_SPATIALDLY
A mono up to 10 seconds delay dives into the UNDULATOR!
Echo gets a wide ambience, depending on polyphony and playing dinamics.
I know it sounds crazy... but you try it for yourself and join the "mental club"!

S_SPATIALDLY
A stereo version of the previous preset. UNDULATE YOURSELF ! ! !

DLYVERBMORPH
UNDULATOR takes OVER! These stereo delays turn into an evocative ambience... and never come back!
Get lost in the morph... undulatornauts.

FORWRD>RVRS
The kind of sounds you won't ever find in nature. A stereo delay feeds a reversed identical one and you get mirror delays after a while. The <MIX1> and <MIX2> Soft Keys blend reversed delays in. So much you can get out of this, tweaking its nuts & bolts.

-EVENTIDE EXOTICS-

BelewthiZer
Inspired by Adrian Belew 1980s gtr-synth tones, this preset will turn your guitar into a synthesizer!
A polydriver feeds its band distortion to a dual voice pitch shifter in series with a reverb. Quite a mouthful of things to say... You get a nasty squared wave tone with a 5th and a detuned slapback delay on the right, all verbed up. Mix your dry gtr with it and get into angular lead lines.

JIMI'S LAND
A mighty reverb created by a 32 delays ultratap feeding 4 modulated detuners with the "flangey" trick!
Sound like those "Electric Ladyland" swirling reverb pads that made the legend.
Sink anything into this for time travel back to the '60s.

GENESIS WORLDS
A popular DSP4000 legendary preset never available on the Eclipse... so far.
A pad of delayed +/- 5ths, chorused and verbed. The classic Eventide tones of doom!

THE5thPLANET
A stratospheric plex reverb feeding reverse crystals.
With just about the perfect blend of pitch, this spectacular reverb has some tasty 5ths resonance adding color to its harmonic content. It's a tale of a distant planet with inverse gravity...

RISING STARS
The UNDULATOR strikes again! A dynamic delay/verb/tremolo/detuned beast feeds the inverse crystals, staircasing up in 5ths. Words can't really tell you more. Gotta try with different touch on your strings.

RAREFACTIONS
More UNDULATOR tales!
This dynamic time/pitch/volume mangler runs for another special effect.
Tremolo reverb with floating pitch is filtered and frequency swept by an LFO.
The panning you hear are just the filters being swept in mirror pattern, slicing the pad in time & space.
All human ear perception categories are under mangling here. Such is the UNDULATOR power!

The **Undulator** is a wild beast you will have a hard time undestanding and taming.
The Eclipse version is quite different from the H3000/Orville/H8000 one.
Actually it's an unclear structure with very unpredictable behavior here.
So YOU are to experiment with it and tweak its parameters for tons of sonic fun.
One thing for all...it's highly dynamics depending, so what and how things come
out of it will be detemined by how hard or soft you will be playing your instrument.
It used to be an intercative network of delays, detuners, volume modulators...
but the Eclipse version has morphed in a creature of its own.
What it really is...is unknown and undocumented.
Watch out!

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

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