

WorldVerb

Hi, I'm **Niels**.

I hid a bunch of the good controls behind scrolling and dragging, which means if nobody tells you they exist you will use maybe 40% of this plugin and quietly assume the rest is decoration. That's a design failure on my part, so consider this the apology note.

The version for people who don't read

1. Scroll on the grid to grab up to four rooms.
2. Scroll on each ball to set how loud that room is.
3. Drag balls to reorder them (order changes the sound).
4. Click the symbol between balls to change how they combine. There are seven. They're all cool™.
5. Turn knobs. Leave the limiter on. Drag the waveform out as a WAV when you make something good.

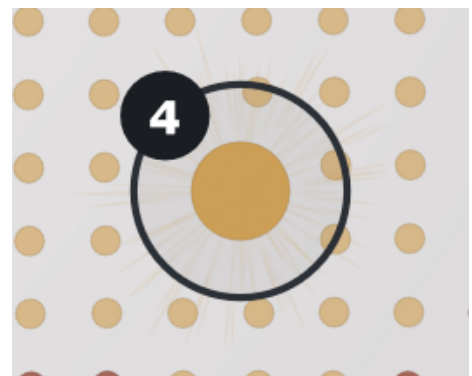
The stuff you'd never find on your own

The dot grid:

The grid of dots is the room selector. Every dot is a real impulse response, sorted from tiny cupboards on one side to rooms with a concerning amount of reverb on the other. (To the best of my ability)

Click a spot and the ring glides over and grabs the nearest dot. One room. Fine. Functional. A bit sad.

Now put your cursor over the grid and **scroll the mouse wheel**. The ring grows and starts eating more dots, two, then three, then four. That's the whole trick. If you only ever click, you only ever get one room. Scroll. Be **greedy**. Grab four!



Let go and the captured dots do a little swirl and collapse into a single **blended ball**. That ball is now your reverb.

The merge rack: every ball is hiding two controls

The row of balls is where your captured rooms sit (MergeRack). Each ball is quietly doing two things you cannot tell by staring at it, which is bad UX. I am choosing to romanticize as "discovery."

Left-click and drag them. You can pick a ball up and drop it onto another to swap their positions. This matters more than it looks, because the rooms combine left-to-right in a chain. Front vs. back changes the result, sometimes dramatically. If a blend sounds like garbage, reorder before you assume the plugin is broken. (It might be. But try this first.)

Scroll on a single ball to set its level. Hover one ball, scroll, and you're now adjusting how loud **that one room** is inside the blend. The dotted ring around it fills up or drains as you go, and there's a percentage readout so you're not just vibing. This is the single most useful hidden control in here. It's the difference between "four rooms screaming over each other" and "two big rooms with a third one lurking underneath doing something subtle and expensive-sounding."



Right-click a ball if you don't like the room in it. You get the entire library, grouped by size, and you can swap that slot without going back to the grid.

The merge modes (the symbol between two balls)

Between any two balls there's a little symbol. Click it. It cycles through seven completely different ways of combining those two rooms. This is the actual heart of the plugin and it is where "reverb" quietly becomes "what did I just do."

- **Layer** (+) Plays both rooms together. Start here.
- **Series** (×) runs one room ***through*** the other. A room inside a room. As deranged as it sounds, in the way you want.
- **Carve** (-) one room eats frequencies out of the other. Useful for stopping a four-room pileup from turning into brown mush.
- **Morph** (~) begins as room A and crossfades into room B across the tail. The reverb changes shape while it decays. Genuinely great on long tails.

- **Shimmer** (↑) pitches one room up an octave and threads it through the other. This is the ascending, angelic, "I have left my body" wash. Turn it on.
- **Scatter** (∙) chops one room into hundreds of tiny grains and flings them across the other. Glitchy, granular, structurally unsound. Not subtle. Wasn't supposed to be.
- **Split** (∞) splits the spectrum between the two rooms. Lows from one, highs from the other. Shared custody of your signal.

With three or four balls you get multiple symbols, one per pair, so you can chain different modes together. And because the chain folds left-to-right, dragging the balls into a different order rewires the whole thing. This is either a playground or a rabbit hole depending on your deadline.

Only one room loaded? You still get a toy.

With a single ball there's nothing to combine, so you get a self-transform button instead. Click to cycle:

- **Direct** (•) the room, untouched. Normal. Boring. Safe.
- **Self-Convolve** (⊗) convolve the room with itself. A room inside a copy of itself. Bigger, longer, weirder.
- **Twin** (||) layers the room with a time-shifted copy of itself to thicken it up.

The nine knobs, no marketing

Four of these actually rebuild the reverb in the background when you turn them (SIZE, DECAY, DAMPING, ER TAIL), so they take a tiny moment to settle. That's not lag, that's it doing the math I spent too long writing. The other five just shape the output and respond immediately.

- **PREDELAY** the gap before the reverb shows up, in real milliseconds, up to 250. Bigger gap keeps your dry signal clear before the wash arrives. Vocals love this.
- **DECAY** how long the tail hangs around. Shove it into the very top of the range and it flips into a Super-endless-cool-decay™.
- **TONE** dark on the left, bright on the right.
- **WIDTH** how far the reverb spreads across the stereo field. Doesn't touch the dry signal.
- **SIZE** scales how big the room feels. Small to large.
- **DAMPING** how fast the highs get absorbed as the tail decays. Low is a tiled bathroom. High is a room full of curtains.

- **ER TAIL** balances the tight early reflections against the long wash. More early = punchy. More tail = washy.
- **OUTPUT** loudness. You know this one.
- **MIX** dry vs. wet. You know this one too.

Everything else worth knowing

The limiter. It's in the waveform area, on by default, and you should leave it on... Three settings: Soft, Medium, Hard. It's there so I don't get anymore emails.

The waveform view. Shows the merged reverb, color-coded by which room contributes which part of the tail. Flip between the per-source view and the final shape.

Drag the reverb out as a WAV. Click and drag straight off the waveform and you can pull the finished merged reverb out of the plugin as a .wav file. Drop it in your DAW, a sampler, a folder, wherever. Made a room you love? Take it with you. no ceremony.

Scramble. Reshuffles which dot maps to which room. If the tidy small-to-large layout feels too predictable, scramble it and go exploring. *Random is Seed-Based on session.*

Presets. WorldVerb ships with a stack of factory presets, some mine, plenty from friends who are better at this than me. Browse with the arrows, save your own with the save button. Yours land in your user folder and sit right next to the factory ones. Honestly the fastest way to understand the merge modes is to open a preset and reverse-engineer why it sounds like that.

Resize. Drag the bottom right corner.

That's it.

let's get freaky.

Niels.