The Echoes of Machine Project

Introduction:
These instructions explain how to use a recording of a popping balloon and a convolution reverb plugin to digitally emulate the acoustics of the Machine Project storefront gallery.

Instructions:
There are two downloads needed for this process:
1) The recorded echoes of a balloon popping in the Machine Project: Echoes_Of_Machine_Project.wav
      This recording characterizes the reverberation of the gallery.

2) The VST Plugin Software: Freeverb3
      This software converts the above recording ('impulse response') into a digital emulation of the acoustics of the space. It imparts the acoustic characteristics of Machine onto audio processed through the plugin.

Step 1: Download the recording of the popping balloon
Be sure to save the file to a location that will be easy to find later. Give the file a listen.

Step 2: Download the plugin software
For this project, we are using the application "Freeverb3" because it is relatively easy to use and, as the name implies, it is free. Specifically, we will be using the Freeverb3VST_Impulser2 plugin which is part of the Freeverb3 bundle.

Go to the Freeverb3 download page:
http://freeverb3.sourceforge.net/downloads.shtml
And under the section labeled "Latest VST Downloads," select the version of the plugin that matches your operating system.

Step 3: Install the Freeverb 3 plugin software
Installation instructions can be found under the "installation" section of the website:
http://freeverb3.sourceforge.net/tutorial_vst.shtml
Reprinted below:
      The installation is just copying the *.dll(or *.vst on Mac OS X) and *.xml files to the VstPlugins folder. C:\Program Files\Steinberg\Vstplugins is the typical Windows Steinberg VST plugins location, which is ~/Library/Audio/Plug-Ins/VST/ (user) or /Library/Audio/Plug-Ins/VST (system) on Mac OS X. If you do not copy the *.xml configuration file, the MessageBox will appear and you will be required to install the file. You should place the *.xml under the same directory

of Freeverb3VST_*.dll on Windows, ~/Library/Audio/Plug-Ins/VST/ on Mac OS X. The log file (freeverb3*.log) will be created under the same directory of DLL files if you specify OutputLog to 1 in the configuration file.

Step 4: <u>Running the plugin</u>
(Note: If you have not previously used VST plugins with your recording software (e.g. Ableton Live) there are many software-specific tutorials available online.)

4a) From your recording program, open up the Freeverb impulser2 VST. You will encounter a screen like:
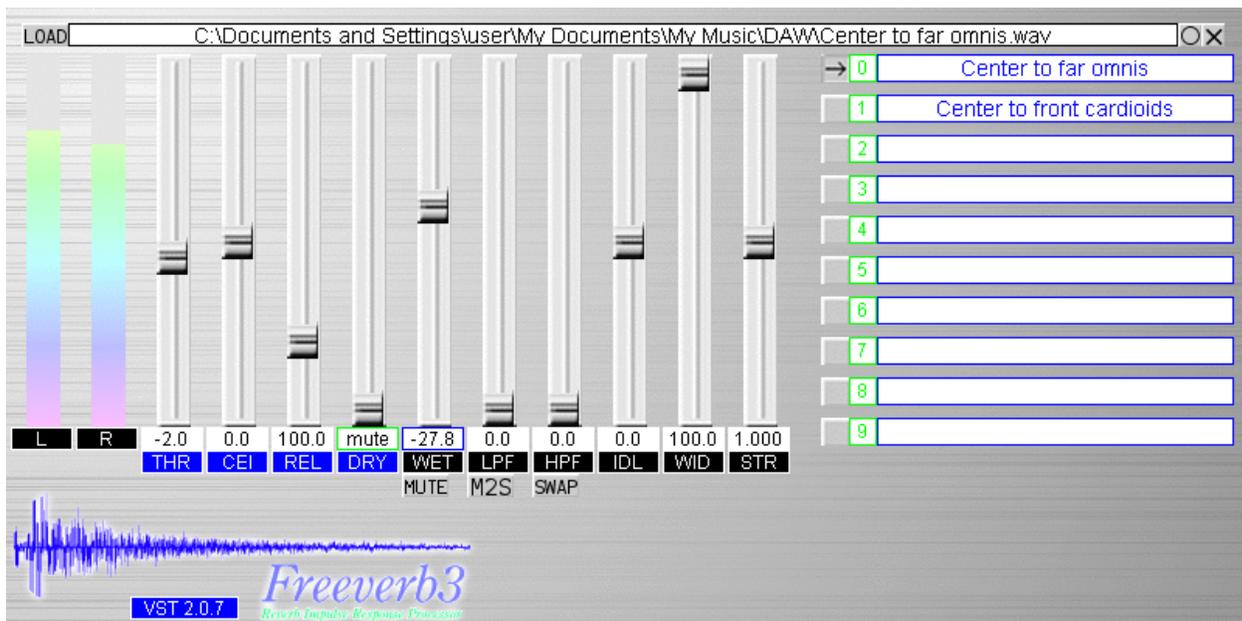
4b) Click on the 'LOAD ' button in the upper left corner.

4c) Browse for the location of the balloon popping recording: Echoes_Of_Machine_Project.wav

4d) Use your recording software to route audio through this plugin.

Additional Information on the functionality of this program can be found here: http://freeverb3.sourceforge.net/tutorial_vst_impulser2.shtml