USER'S GUIDE

Auburn Sounds Selene

Version 1.0.0

Versatile Algorithmic Reverberation

FOREWORD

Thanks for choosing an **AUBURN SOUNDS** product.

We are proud to introduce **SELENE** , a powerful algorithmic reverberation with a pristine adaptive sound.

The feature set is quite extensive for a free plug-in:

- Internal **Ducking and Gate.**
- **Vintage knob** to simulate classic reverbs.
- **Diffusion knob** for both sparse and plate-like spaces.
- **Drive** knob to add box tone.
- Effortless low-end and high-end **post-EQ.**
- Varied **Freeze** options with its 8-band **Damping EQ.**
- **Double processing** signal path.
- **2x Oversampling** for maximum immersion. *(Full Edition)*
- **High-Quality Shimmer effect** with 4 modes. *(Full Edition)*

SELENE is highly refined internally and makes use of **De-essers** , **Crest-based Diffusion** , and in-loop compressors to always deliver a perfect sound on any source.

As a result **SELENE** easily creates lush, spacious, and immense environments, remaining simple to fit into a mix thanks to its extensive mix section, **visual post-EQ** , and ducking options.

We sure had a lot of fun making **SELENE** !

INSTALLATION

First, unzip the content of the AUBURN SOUNDS SELENE FREE (or FULL) archive.

For macOS users

Double-click on the `.pkg` **installer in the** `Mac/` **directory.**

- *You may need to reboot your Mac computer to see the new Audio Unit in hosts.*
- *Logic may need a manual scan in its Plug-in Manager.*

For Windows users

Double-click on the `.exe` **installer in the** `Windows/` **directory.**

- *When using the VST 2.4 format, you may have to enter the right VST 2.4 directory in order for your DAW to find the plug-in.*

For Linux users

Open the `Linux/` **directory.**

- **LV2:** Copy the LV2 plug-in (`.lv2` directory) in your LV2 directory.
- **CLAP:** Copy the CLAP plug-in (`.clap` file) in your CLAP directory.
- **VST3:** Copy the VST3 plug-in (`.vst3` directory) in your VST3 directory.

UPDATES

Upgrade to FULL

Purchasing a FULL upgrade on the Auburn Sounds website, or its resellers, always leads to the `https://itch.io` website.

After purchasing or registering an external purchase here, you need to download a new ZIP and **install it on top of the existing FREE plug-in.**

Your existing FREE sessions will keep working with the FULL product.

Getting newer versions

If you can't find links to your purchase, there are two possibilities:

- **Either you linked your purchase to an** `itch.io` **account.**
  Go to this page and login: `https://itch.io/my-purchases`

- **Or you did *not* link your purchase to an itch.io account.**
  Go to this page which can send you download links again:
  `https://itch.io/docs/buying/already-bought`

Should I fear broken sessions?

Session compatibility is broken with each **major** version change.

eg: Graillon 1.2 to Graillon 2.0

Session compatibility is preserved with each **minor** version change.

eg: Graillon 2.3 to 2.4

Because your host will see each major version as different plug-ins, you can't loose sessions by upgrading.

COMPATIBILITY

AUBURN SOUNDS SELENE is available in various plug-in formats:

- CLAP
- VST3
- VST2
- Audio Unit v2
- AAX
- LV2
- FLP

For the following Operating Systems (OS):

- Windows 7 or newer,
- macOS 10.15 or newer,
- Ubuntu 22.04 or newer

Our plug-ins have been tested with a wide variety of Digital Audio Workstations hosts (DAW). However if you find out your DAW isn't well supported, please report a bug at `contact@auburnsounds.com` .

Supported sampling rates range from 22050 Hz to 192 kHz.

CHANGELOG

Version 1.0

- Initial release.

PARAMETERS

Bypass control

Power Bypass all processing except oversampling.

Damp Section

This 8-band EQ is directly applied on the reverberation feedback loop.

- **Positive Damp** can quickly create infinite tail, like a "Freeze" control.
- **Negative Damp** is used to model wall and air absorption.

Keep in mind the effective damping values are also affected by *Decay* , and *Size* parameters. To avoid infinite feedback when dialing, a red visual warning is provided.

Use **right-click + drag** to set several sub-bands at once.

Use **right-click + double-click** to reset it all.

EQ

High-shelf and low-shelf are provided.

This post-EQ section acts on the *Reverb* signal (not *Early*) as it exits the feedback loop.

Mix Section

Dry Quantity of input signal.

Early Quantity of early reflections. Essential to get focus in the mix.

Reverb Quantity of late tail reflections.

Out Master gain applied to *Dry* , *Early* , and *Reverb* tracks.

Oversampling *(Full Edition)*

HQ Enable 2x oversampling. This is applied on the full signal path, and improves clarity for realistic rooms.

Main controls

Shimmer Modes 4 possible shifts: -12, -7, +7 and +12 semitones.

Shimmer Amount of Shimmer feedback. Exercise caution, since this is another feedback loop that will also self-oscillate.

Size Extent of the simulated room.

Decay Global extinction factor, not frequency-dependent. When playing, a RT60 measure is displayed.

Pre-delay Delay applied to the ***Reverb*** signal.

Amount Mix between ***Dry*** and ***Early*** + ***Reverb*** . When set to 0%, only the optional oversampling is applied to the signal.

Lock Keep the same ***Amount*** while changing presets.

Additional Effects

Drive Input amplification before reverb. Doesn't affect ***Early*** reflections. Lower this to have a more linear and realistic reverberation.

Diffuse Lower or increase density of echoes.

- When set 0%, very low amount of diffusion.
- When set 50%, safe amount of diffusion.
- When set 100%, high amount of diffusion, reminiscent of plate reverberation.

Mod Hz Frequency of reverb modulation.

Mod Amt Amplitude of reverb modulation.

Width Width control for the ***Reverb*** signal.

Vintage Simulate classic reverb designs, with reduced sample-rate, bandwidth, and quantization.

Gate Threshold for internal gate, tuned for short to medium tail lengths.

Duck Threshold for internal ducking compressor.

CREDITS

Development, UI/UX, DSP

- Guillaume PIOLAT

Additional UI/UX

- Sephora SCHMIDT

Thanks

Thanks to our fellow musicians, friends, and family, whose invaluable support makes the creation of our beloved audio tools possible.

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