

# USER'S GUIDE



# Auburn Sounds Selene

Version 1.1.0

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](https://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](https://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](mailto:contact@auburnsounds.com) .

Supported sampling rates range from 22050 Hz to 192 kHz.

# CHANGELOG

## Version 1.1

- **NEW** Knobs and sliders react to mouse wheel.
- Damping sliders do not teleport anymore with left click.
- Fix missing UI in CLAP when using Bitwig on Linux.
- Fix lack of keyboard input in REAPER on Windows.
- Faster Auburn OS display.

## 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, -6, +6 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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## QOI (Quite OK Image format)

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