d16 group
AUDIO SOFTWARE

Product Overview
Spacerek v1.2.3

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Contents

Key Points

The Virtual Space Reverb

Early reflections are generated through painstakingly accurate simulation of a diverse range of real-world spaces, and the positioning of speakers and microphones within them.

Hybrid algorithm for quality and performance

A dynamic delay network defines the Late reflections, blending seamlessly with the Virtual Space simulation to create super realistic rooms, at surprisingly low cost to your CPU [1]

Convenient mixer

Effortlessly balance the direct signal, early reflections and late reflections using a simple three-channel mixer.

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[1] Compared to other acoustic modelling techniques.

Overview

Compact and intuitive reverb plugin creates amazingly authentic real-world spaces without bogging you down in complex parameters.

The hybrid algorithm at the heart of Spacerek fuses modelled virtual spaces to a dynamic delay network, generating reverb tails with supremely realistic early reflections, dense, colourful late reflections, and separately adjustable ER and LR pre-delay times. Dozens of emulated room types take in halls, towers, chambers, tunnels and much more, and each one integrates a variety of preset stereo microphone and speaker setups.

Spacerek also makes balancing the Direct signal, Early reflections and Late reflections easy with its three-channel mixer; while the highly musical Tilt EQ and Low Cut filter modules provide effortless shaping of the overall tail. And as each Reverb Model is pre-configured for left-right or mid-side stereo operation, tweaking width and spatialisation is a snap.

Spacerek doesn't put the squeeze on your system, either – indeed, when you hear it, you can't fail to be impressed by its CPU-friendliness (compared with typical audio simulation techniques).

Early / Late Pre Delay

Independent Early and Late reflection Pre-Delay controls allow up to 1 second of start time offset to be applied to each, adjustable in nanoseconds, microseconds and milliseconds.

114 stunning Reverb Models

Spacerek's expansive roster of modelled rooms lets you summon up vivid virtual stages of many kinds – from booths, chambers and halls to tunnels, chapels and towers – and switch between them at a click. Each room takes in multiple microphone and speaker configurations, too, for a total of 114 different Reverb Models, covering all your mixing and sound design bases.

Early reflections - Virtual Space Reverb

Early reflections are generated by our proprietary Virtual Space Reverb engine, which simulates a diverse array of real-world spaces with painstaking accuracy. Each Reverb Model defines not only the acoustic properties of the space it represents, but also the positioning of the stereo speakers and microphones used to send the source signal through that space, for even greater environmental realism and versatility.

Late reflections - Hybrid algorithm

The late reflections are built up by a responsive dynamic delay network, which blends seamlessly with the Virtual Space Reverb's early reflections to create an incredibly natural sounding reverb tail. And despite the quality and complexity of the acoustic modelling involved, Spacerek's innovative, optimised hybrid design keeps CPU usage lower than you might expect.

Convenient mixer

Spacerek's three component signals – Direct, Early reflections and Late reflections – come together in a straightforward mixer. Quickly and easily set levels and stereo positioning, the latter in left-right or mid-side mode, depending on the selected Reverb Model.

Tilt EQ and Low Cut filter

Two stages of musical frequency shaping enable tonal customistation of the tail, for applying those crucial finishing touches to your reverb. The Tilt EQ provides instant boosting of lows or highs, while the Low Cut filter is ideal for clearing mud and rumble out of the mid and/or side signals.

More features

- **Screen fit**
  Several UI sizes and HiDPI support for better screen fit
- **MIDI Learn**
  For easy controller assignment

System requirements

(i) 32-Bit architecture means the product is appropriate for host applications working in 32-Bit mode. 64-Bit means compatiblity of the product with 64-Bit host applications.

(ii) Hardware requirements / recommendations are based on estimates performed on available computers at D16 Group HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try.

(iii) This product is not a standalone program so you need a host application to use it.

Windows

OS version	Windows 7 - Windows 11
Architecture [i]	64-Bit, 32-Bit
CPU [ii]	Intel x86 / AMD x86
Software [iii]	VST2 / VST3 / AAX compatible application
Sample Rate	$\geq$ 44.1 kHz

MacOS

OS version	10.13 - 14
Architecture [i]	64-Bit
CPU [ii]	Intel x86 / Apple Silicon
Software [iii]	VST2 / VST3 / AAX / AU compatible application
Sample Rate	$\geq$ 44.1 kHz