

A Guide to Spatializer and Reverb Settings

The following values are intended as a starting point. The ideal settings will always depend on the specific audio source, the desired emotional impact, and the context of the overall mix.

Environment	Size (%)	Width (%)	Wet (%)	Dry (%)	Damp (%)	Description
Auditorium	70-90	60-80	30-45	55-70	40-60	Designed for clarity of speech and music, auditoriums have a controlled but noticeable reverb with a significant pre-delay to distinguish the direct sound. The damping is moderate to absorb excessive high-frequency reflections.

Echo	N/A	50-70	40-60	40-60	20-40	An echo is a distinct, repeating sound, not a complex reverberation. 'Size' is not a relevant parameter. The key is the delay time between repeats. 'Wet' and 'Dry' control the level of the echo and the original sound, while 'Damp' can be used to make the echoes progressively darker.
Great Hall	85-100	70-90	35-50	50-65	50-70	Characterized by its large volume and reflective surfaces like stone or wood, a great hall produces a long, lush reverb tail. The high 'Width' creates a wide, enveloping sound, and higher 'Damp' values mimic the natural absorption of high frequencies over long distances.

Scene	50-80	50-70	25-40	60-75	30-50	<p>This is a versatile setting, often used in film and games to place sounds within a specific visual context. The values provided are for a medium-sized, general-purpose scene.</p> <p>Adjustments should be made based on the visual elements of the environment.</p>
Light Reverb	20-40	40-60	15-25	75-85	20-40	<p>A subtle effect used to add a touch of life and cohesion to a sound without making it sound obviously reverberant. The low 'Wet' level and smaller 'Size' ensure the effect is felt rather than distinctly heard.</p>

Small Room	10-30	30-50	10-20	80-90	10-30	A small room has short, dense reflections that can make a sound feel intimate or sometimes boxy. The 'Wet' signal is kept low to maintain clarity, and the 'Damp' is minimal due to the proximity of surfaces.
Stadium	90-100+	80-100	40-60	40-60	60-80	The immense size of a stadium results in a very long and complex decay with a significant time gap between the direct sound and the onset of the reverb (pre-delay). The high 'Damp' value reflects the significant air absorption over such large distances, rolling off high frequencies considerably.

Studio	5-20	20-40	5-15	85-95	0-20	A recording studio is acoustically treated to be as neutral and non-reverberant as possible. Any reverb is typically added artificially. These settings represent a very tight, controlled "live room" sound, often used on drums or vocals to give a sense of presence without a noticeable reverb tail.
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Understanding the Parameters:

- **Size:** This parameter simulates the volume of the acoustic space. Larger sizes result in longer reverb tails and a greater sense of openness.
- **Width:** This controls the stereo spread of the reverb. A higher width creates a wider, more immersive soundscape, while a lower width centers the reverb, which can be useful for maintaining focus on the dry signal.
- **Wet:** This is the level of the processed, reverberant signal. A higher 'Wet' value makes the reverb more prominent.
- **Dry:** This is the level of the original, unprocessed sound. The balance between 'Wet' and 'Dry' determines the overall mix of the effect.
- **Damp (or Damping):** This parameter simulates the absorption of high frequencies by surfaces and the air within the simulated space. Higher 'Damp' values result in a darker, warmer-sounding reverb, as the high frequencies decay more quickly.