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Skip to content

| Search... | Search |

Advanced search

[Moderator Control Panel]

Ice/Crystal Delay - How?

Post a reply

| Search this topic... | Search |

6 posts • Page **1** of **1**

- Edit post (./posting.php?mode=edit&f=30&p=3302)
- Delete post (./posting.php?mode=delete&f=30&p=3302)
- Report this post (./report.php?f=30&p=3302)
- Warn user (./mcp.php?i=warn&mode=warn_post&f=30&p=3302& sid=befaf904784df501ab581b011c284453)
- Information (./mcp.php?i=main&mode=post_details&f=30&p=3302& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=30&p=3302)

Ice/Crystal Delay - How? (#p3302)

by **Zerikin** » Mon Nov 05, 2018 9:26 am

Any idea how to program an ice/crystal style delay? I know I need to do a custom feedback loop to do some magic but just pitch shifting the feedback sounds like crud.

Top

- Edit post (./posting.php?mode=edit&f=30&p=3306)
- Delete post (./posting.php?mode=delete&f=30&p=3306)
- Report this post (./report.php?f=30&p=3306)
- Information (./mcp.php?i=main&mode=post_details&f=30&p=3306& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=30&p=3306)

Re: Ice/Crystal Delay - How? (#p3306)

by **Digital Larry** » Tue Nov 06, 2018 7:27 am

I'm not exactly sure what you are talking about, though I tried the "Ice Reverb" in Guitar Rig 5 and it sounds to me like it is being run through a resonant bandpass filter.

Top

- Edit post (./posting.php?mode=edit&f=30&p=3308)
- Delete post (./posting.php?mode=delete&f=30&p=3308)
- Report this post (./report.php?f=30&p=3308)
- Warn user (./mcp.php?i=warn&mode=warn_post&f=30&p=3308& sid=befaf904784df501ab581b011c284453)
- Information (./mcp.php?i=main&mode=post_details&f=30&p=3308& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=30&p=3308)

Re: Ice/Crystal Delay - How? (#p3308)

by **Zerikin** » Tue Nov 06, 2018 7:33 am

Here is Paul Davids playing around with one.

https://youtu.be/NBKQEpM3NJ4?t=120 (https://youtu.be/NBKQEpM3NJ4?t=120)

Top
- Edit post (./posting.php?mode=edit&f=30&p=3309)
- Delete post (./posting.php?mode=delete&f=30&p=3309)
- Report this post (./report.php?f=30&p=3309)
- Information (./mcp.php?i=main&mode=post_details&f=30&p=3309& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=30&p=3309)

Re: Ice/Crystal Delay - How? (#p3309)

by **Digital Larry** » Tue Nov 06, 2018 8:14 am

That sounds to me like a single octave up pitch shift outside of the delay feedback loop. Keep in mind that the pitch shift in the FV-1 is always going to suffer from a sort of tremolo artifact due to how it's created and it is no surprise to me that the Kemper sounds a bit better in this regard.

Top
- Edit post (./posting.php?mode=edit&f=30&p=3310)
- Delete post (./posting.php?mode=delete&f=30&p=3310)
- Report this post (./report.php?f=30&p=3310)
- Warn user (./mcp.php?i=warn&mode=warn_post&f=30&p=3310& sid=befaf904784df501ab581b011c284453)
- Information (./mcp.php?i=main&mode=post_details&f=30&p=3310& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=30&p=3310)

Re: Ice/Crystal Delay - How? (#p3310)

by **Zerikin** » Tue Nov 06, 2018 8:52 am

I tried something like that but it sounded awful. It needs some kind of smearing. Modulation? Or that resonate band pass filter?

edit: Increasing the buffer depth on the pitch shifter helped, still not quite right though.

edit2: Is there a resonate band pass filter block? Seems like its similar to the notch based on some old posts from you on spinsemi.

Top
- Edit post (./posting.php?mode=edit&f=30&p=3311)
- Delete post (./posting.php?mode=delete&f=30&p=3311)
- Report this post (./report.php?f=30&p=3311)
- Information (./mcp.php?i=main&mode=post_details&f=30&p=3311& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=30&p=3311)

Re: Ice/Crystal Delay - How? (#p3311)

by **Digital Larry** » Tue Nov 06, 2018 9:45 am

Use the 2-pole SVF filter and choose the bandpass output.

Top

Display posts from previous: All posts Sort by Post time Ascending Go

Post a reply
6 posts • Page **1** of **1**

Return to SpinCAD Designer patches

Jump to:	SpinCAD Designer patches	Go
Quick-mod tools:	Lock topic	Go

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