



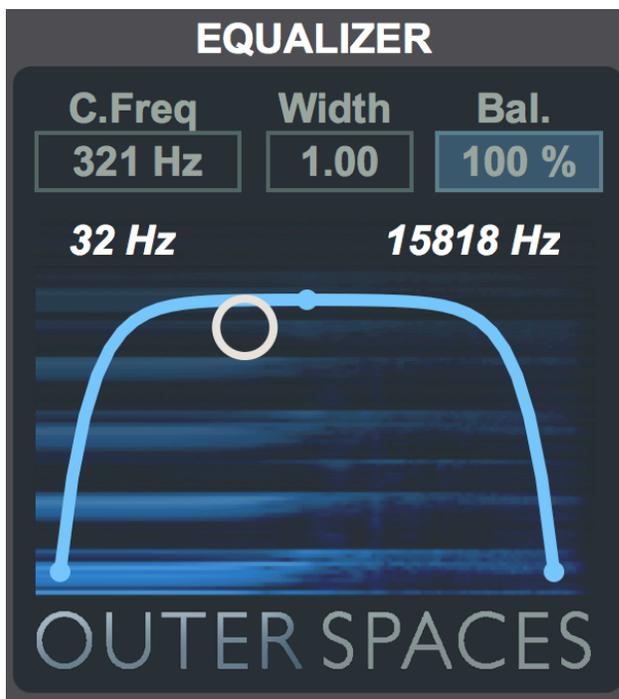
Outer Spaces

Outer Spaces is a versatile new audio processor that puts your sounds in beautiful spaces – but it goes way beyond your standard reverb. Create alien drones and endless echoes or completely transform timbres; it's a multipurpose tool for extraordinary sound design.

You will find Outer Spaces at <https://www.ableton.com/en/packs/outer-spaces/>

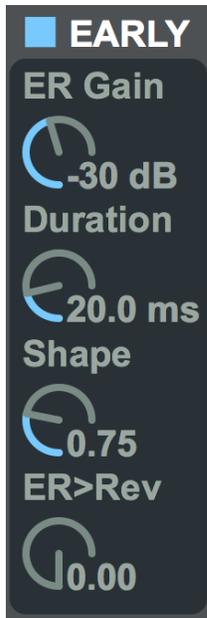
Parameters

Panel 1: Equalizer



Here you can filter the input sound before sending it to the early reflections and reverb circuits. Operate on the two upper number boxes (**Center Frequency** and **Width**) or move the little **white circle** around (left/right = center frequency, up/down = band width). The **Bal.** parameter sets the dry/wet balance for the equalizer.

Panel 2: Early Reflections



The upper **EARLY** button activates and deactivates the early reflections circuit.

ER Gain = Overall volume of the early reflections.

ER Durat. = Duration of the early reflections

ER Shape = The reflections envelope, or how the amplitudes of the successive reflections are scaled. F.i. if the parameter is 0.5, the amplitude of each reflection is equal to half the amplitude of the previous reflection.

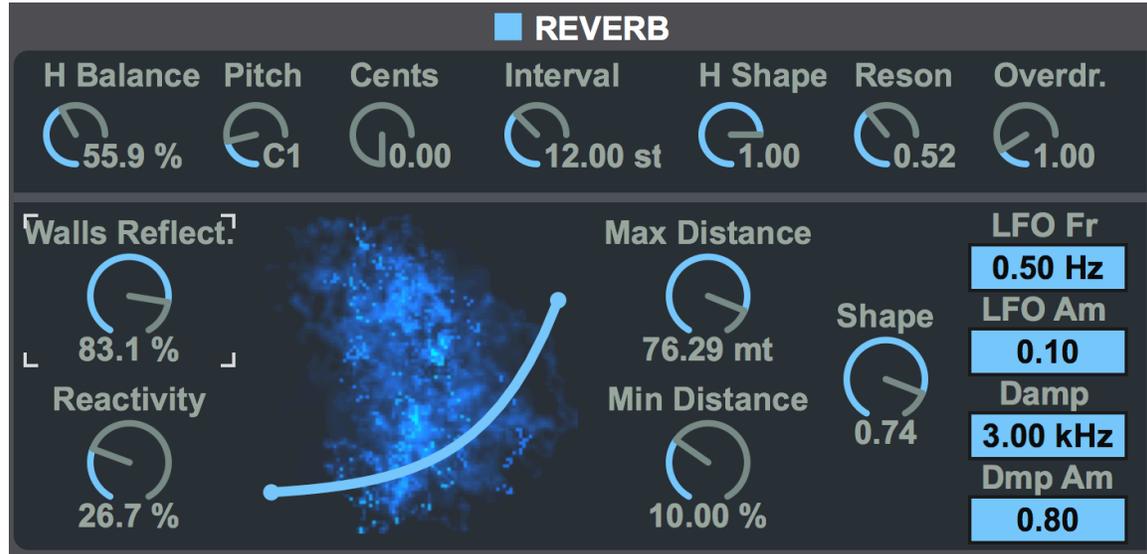
Er>Rev = Routing of the early reflections into the reverb section.

0 = ER are sent directly to the output.

0.5 = ER are sent both to the output and to the reverb section.

1 = ER are sent to the reverb section only.

Panel 3: Reverb Section



The upper **REVERB** button activates and deactivates the reverberator circuit.

This panel is divided in two sections: the upper one contains the parameters of a filter bank and a saturator circuit; the lower section contains the parameter of the reverberator.

FIRST SECTION

H Balance = This is the dry/wet parameter of the filter bank

Pitch = filter bank fundamental pitch

Cents = fine tuning of the filter bank fundamental

Interval = interval in semitones between filters

H Shape = Filter bank spectral envelope. F.i. if the parameter is 0.5, the amplitude of each filter is equal to half the amplitude of the previous filter.

Reson = Q factor of the filters

Overdr. = Harmonic distortion

SECOND SECTION

Walls Reflection = the amount of signal reflected by the walls of the simulated space

React. = Activates wall "reactivity", a sort of inner energy that revives the reflected sound.

Max Distance = the maximum distance of the source from the farthest wall

Min Distance = the minimum distance of the source from the nearest walls, expressed as a percentage of the max distance

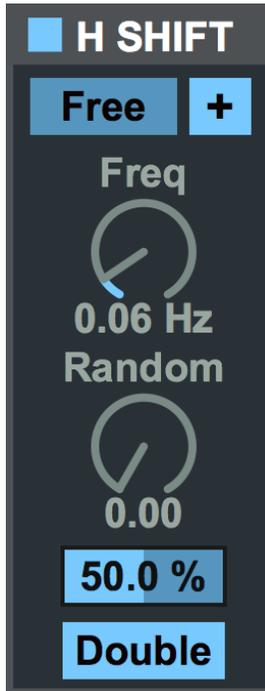
Shape = delay progression from the minimum to the maximum distance

The three parameters Max Distance, Min Distance and Shape can be modified also by dragging the mouse on the graphical interface representing the delays curve.

LFO Fr. = Frequency of an internal LFO that slowly changes the delay times of the network.
LFO Am = Amplitude of the internal LFO.

Damp = frequencies above the parameter are attenuated
Damp Am = the amount of the attenuation of the damped frequencies

Panel 4: Harmonic Shifter



This is a modulation effect similar to flanger/phaser, but realized with frequency shifting.

The upper **H SHIFT** button activates and deactivates the harmonic shifter circuit.

The **FREE/SYNC** button switches the LFO parameter (see below) between hertz and note values.

The **+/-** button toggles the effect direction: up (+) or down (-)

The **Freq/Rate** parameter sets the LFO frequency

Random adds randomness to the LFO frequency

The percent number box below is the **Balance** (or dry/wet) of the effect.

The **Single/Double** button influences the effect direction in the Left/Right Channels: when it is in Single mode the effect goes in the same direction in both channels (as set by the +/- button), when in Double mode the direction of the Right channel is reversed.

Panel 5: In/Out



The **Predelay** is the amount of delay between the dry and the wet sound

The **Rev Gain** parameter controls the volume of the reverberated sound.

Dry/Wet mixes the dry and wet sound (of course).