

# FREEZECHAMBER OPERATION MANUAL



BY SYNTHESCIENCE



## Freezechamber Operation Manual

First of all congratulations and thank you for choosing the Freezechamber by Synthescience. We hope that you'll find this a useful plugin for your processing needs. To get the best from its features, please take some time to read this manual as it provides vital information about the plugins performance.

The Synthescience Team.

### 1. Introduction

Smooth, simple and ethereal are the first words that came to our mind when we hear this box doing his job, its not a high end verb but rather a straightforward unit designed to add that roomy spaciousness to your tracks, but hold it right there... it can also Freeze the stuff you throw at it and synthesize some interesting landscapes too, just hit the button and your there..

The freezechamber works either in mono and stereo tracks (for some obvious reasons it's preferable in stereo...)

The Freezechamber is fully automatable and has the ability to store 64 presets. It ships with a few already pre programmed ones that will show what its all about and may be the starting point to your individual creations.

**Installation procedure:** Unzip the file, then copy the DLL's into your VstPlugins folder.

## 2. Front Panel controls



**The controllers in the FreezeChamber may be operated in three different ways:**

**Circular type controls** – The grey knobs like Input, Size, Width, Damp and Mix.

**Toggle controls** – Freeze and Process switches

**Click controls** (only active while clicked) – The effects nameplate which shows additional information about the plugin (like plugin version and credits).

### Description of controls

**Input** – Regulates the input level from the signal to be processed (which is represented by the level meter to the right just above “IN”)

**Size** – The size of the reverberation space from short to loooooong...

**Width** – from narrow to broad this control defines the diffusion of the reverberation in the stereo field, the more is turned toward right, the stereo image gets wider and wider. (Barely unnoticeable if used in a mono track)

**Damp** – Controls how much of high frequency content from the reverberated sound is damped, at 0 values or close the reverberated sound is brighter but towards right it gets more and more absorbed and darker in tone.

**Mix** – Controls the balance between the dry (input) and effected signals at the output. (The mix level is displayed in the level meter indicator right above “OUT”)



**Level Meter indicators** – The FreezeChamber features independent Led meters for displaying Input and Output signal levels for easy monitoring of what goes in and what goes out. As a good consistent rule, try to avoid unwanted clipping by keeping both levels below red either by regulating the Input and Mix knobs if and when needed.

## **Description of controls (continued)**

**Freeze** – Hit it while processing is running and whatever is happening gets instantly Freezed (sound wise of course...) that is the sound gets sustained at the output until you switch it off again, however while in freeze mode you can play on top and still benefit from reverb processing along with the freezed or sustained sound, now aint that cool?, we dare to say Freezing cool...

**Process** – Turns the effect on (glowing red) or off (grey)

**(About Box)** - By clicking and holding the mouse arrow over the effect nameplate shows additional information about the plugin (like plugin version and credits).

### 3. Midi Controllers

*(There is a total of 7 different midi controllers assigned to The Freezechamber plugin as shown in the below box.)*

Freezechamber midi controller list	
10	Input
11	Size
12	Width
13	Damp
14	Mix
15	Freeze
16	Process

## **4. Credits and Acknowledgement**

Manual by Synthescience

Graphics and Programming by Synthescience

This plugin uses software modules by David Haupt.

Synthescience products are developed with SynthEdit development system

By Jeff McClintock.

Vst Plugin Technology by Steinberg Media Technologies AG.

