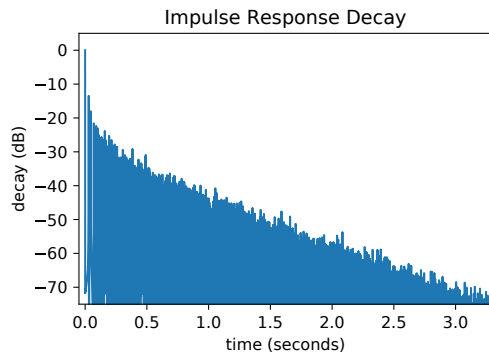# Wire Grind Impulse Response Library

version 2

Manual / Brochure
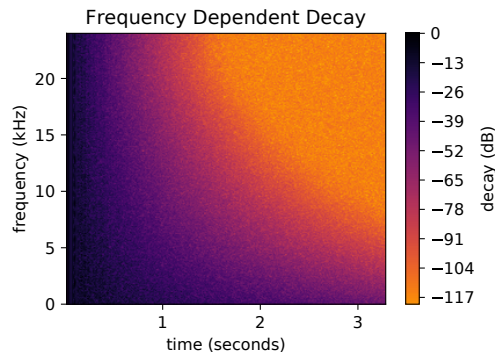
Impulse Response Decay

What's in it?

- 9 reverberation times
- 3 room sizes
- 2 frequency decay models
- 4 clarity choices
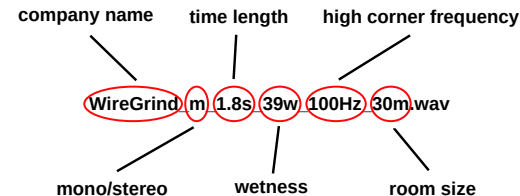- 2 channel formats
- 288 impulses

Features

- Colorless direct sound
- Modeled on measured room spectra
- Correlated stereo echoes
- Non-recirculating synthesis model
- 24-bit resolution
- Improved spectral decay model

Frequency Dependent Decay

File Naming Convention

Some of our model's input parameters are placed in the filenames. These are perceptually important parameters and they are described below. The file naming convention is illustrated in the diagram below.

company name · time length · high corner frequency

WireGrind·m·1.8s·39w·100Hz·30m.wav

mono/stereo · wetness · room size

Mono/Stereo: The impulse response channel format.

Time Length: The length of impulse response in seconds starting at the first impulse.

Wetness: This is essentially the same as the common wet/dry parameter. Technically speaking though, it is the distance between the sound source and the person listening to the sound. The higher the value, the greater the distance.

High Corner Frequency: The frequency at which frequency-dependent decay begins.

Room Size: The width of the room in meters. In more technical terms, this parameter is the cube root of the room volume, and it effects the echo density. This will change the smoothness and granularity of the reverb.