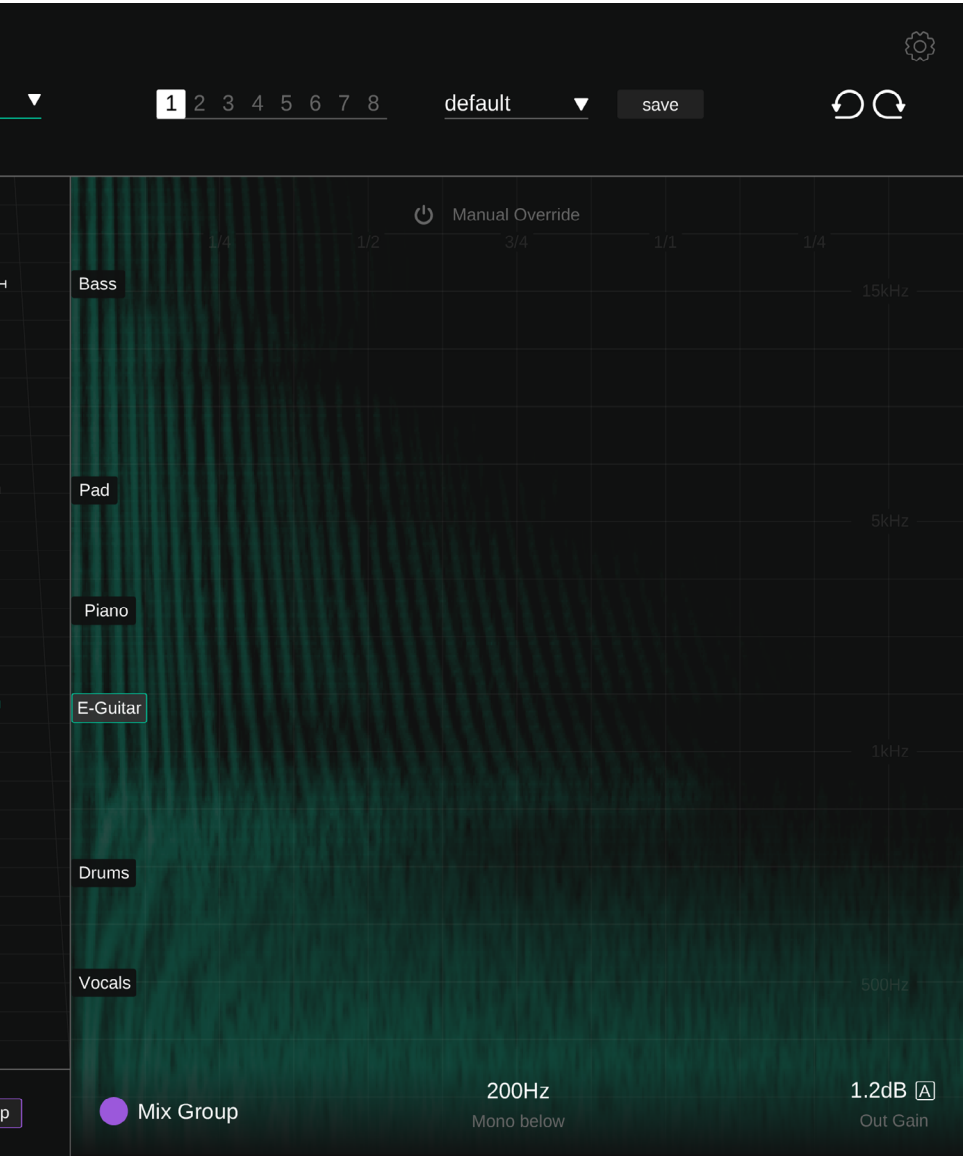


smart:reverb 2

Built for the source. Tuned to the mix

smart:reverb 2 is a content-aware reverb plug-in that combines intelligent processing with seamless multi-track integration. It is designed to give you intuitive control over space and depth – whether you are working on a single track or a full mix.

At the core of smart:reverb 2 is its inter-plugin communication. In Group Mode, multiple instances of the plug-in interact across your project, making depth staging and spatial balance easy to achieve. All grouped instances can be controlled from a single window, saving time and ensuring a cohesive spatial image throughout the mix.

smart:reverb 2 also leverages AI-powered analysis to generate a reverb response tailored to your audio material. By adapting to the tonal and dynamic characteristics of each track, it delivers a reverb that enhances the sound naturally without masking important details.

For added creative flexibility, smart:reverb 2 features a reverb matrix that lets you seamlessly browse between different reverb styles: Room, Hall, Spring, and Plate. This provides a broad palette of sonic textures you can shape to perfectly fit your production.

System requirements

CPU
Intel Core i5
AppleM1
RAM
4GB

Operating systems
Windows 10+ (64 bit)
Mac OS 10.14+

OpenGL Version 3.2+

⚠ You will need admin privileges to successfully install the smart:reverb 2 plug-in.

Mac OSX

To start the installation process, please open the disk image **sonible_smartreverb2_osx_x.x.x.dmg**. This will mount the image and open a finder window showing the content of the installation package.

To install smart:reverb 2 on your system, run the installation file **smartreverb2.pkg**.

The installer will now guide you through the necessary steps to install smart:reverb 2 on your computer. smart:reverb 2 will automatically be installed in the default locations for audio plug-ins.

Default folders:

Audio Unit
`/Library/Audio/Plug-Ins/Components/`

VST
`/Library/Audio/Plug-Ins/VST/`

VST3
`/Library/Audio/Plug-Ins/VST3/`

AAX
`/Library/Application Support/Avid/Audio/Plug-Ins/`

Windows

To start the installation process, extract the downloaded zip-file **sonible_smartreverb2_win_x.x.x.zip** onto your hard disk and run the installer.

The installer will now guide you through the necessary steps to install smart:reverb 2 on your computer. smart:reverb 2 will automatically be installed in the default locations for audio plug-ins.

Default folders:

VST3
`C:\Program Files\Common Files\VST3\`

VST
`C:\Program Files\Common Files\VST\`

AAX
`C:\Program Files\Common Files\Avid\Audio\Plug-Ins`

Licensing system

You can select between two licensing systems: machine-based or iLok (USB dongle).

By creating a user account on www.sonible.com and registering your products – if they are not already vvvisible in your Dashboard – you can manage your plug-in activations.

Machine-based

Each license key allows you to install smart:reverb 2 on two computers with unique system IDs. These system IDs are computed during license activation.

The same license can be used by multiple users, but each user has to individually unlock the full version of smart:reverb 2 under their account.

In case a system-ID is changed (e.g. replacement of the hard drive), you can revoke/activate the plug-in next to the respective system-ID in the Dashboard of your sonible user account.

iLok

If you want to transfer one activation to your iLok, just make sure the plug-in is registered in your sonible user account. Click on the button „transfer to iLok“ next to the plug-in in your Dashboard and follow the instructions.

Note: 1st gen iLok dongles are currently not supported.

Unlocking

If you purchased a license for smart:reverb 2 online, you receive your license key via email.

Machine-based unlocking

When opening smart:reverb 2 for the first time, a notification window will be displayed asking you to unlock smart:reverb 2 with a valid license key.

Please make sure that your computer is connected to the internet before starting the registration process.
Enter your license key and click „register.“ The plug-in will now communicate with our server to check if the license is valid. If it is – enjoy! :)

iLok

If you transferred your license to an iLok, simply attach the iLok to your computer. The plug-in will then be automatically registered – enjoy!

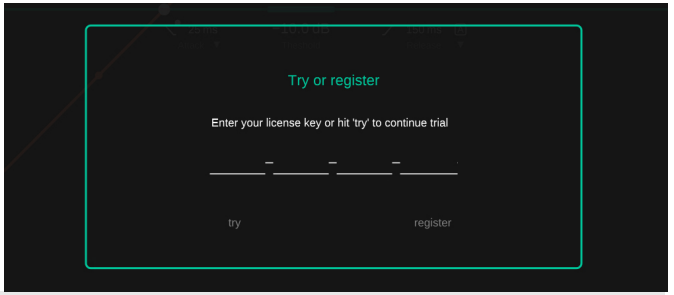
If you don’t receive the email within minutes please check your junk folder first before contacting our support (**support@sonible.com**).

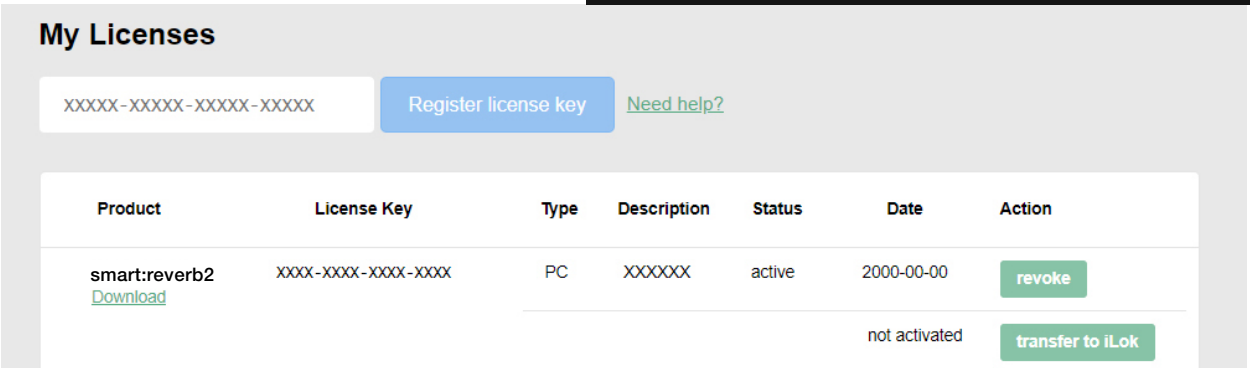
Trial version

To run smart:reverb 2 in demo-mode, simply click ”try” and you will then be able to use smart:reverb 2 for a couple of days without any limitations. (Please refer to our website to find out more about the current demo period of smart:reverb 2). When the demo period expires, you will need to purchase a full license in order to continue using the plug-in.

Internet connection requirements

sonible plug-ins only needs an internet connection during the trial period and for initial license activation. During the trial period, the plug-in needs to go online every time it is used. Once the license of your plug-in has successfully been activated, an internet connection is no longer needed.





Learning
Select a profile and analyze your audio material to automatically generate a reverb that matches its characteristics.

States & Presets
Store up to 8 different plug-in states for easy A, B, C,… comparison or save all settings (including all states) as a preset.

Settings
Access the settings page to control global plug-in settings or find your licensing information.

Main Reverb Parameters
Use these main parameters to intuitively shape the spatial and tonal character of your reverb.

Reverb Matrix
Seamlessly browse and blend between different reverb styles – Room, Hall, Plate, and Spring.

Manual Override
Enable Manual Override to apply reverb ducking and set a custom frequency weighting across three bands.

Bypass & Reset
Bypass the processing of the plug-in (listen to dry signal) or reset the plug-in to its default state.

Source Adaption
Control how strongly the learned information influences the reverb.

The parameter adjusts both the source-adaptive reverb for individual instances and the amount of cross-channel unmasking applied in Group Mode.

Output Section
Enable auto gain for automatic gain compensation.

Wet Mode
Enable to output only the reverb signal – ideal for bus processing or parallel effects.

Manage Group & Group Name
Join or create a group and manage its members. Click group name to show a list of all members.

Distance Grid
Intuitively position sources in the virtual space by adjusting perceived distance to the source.

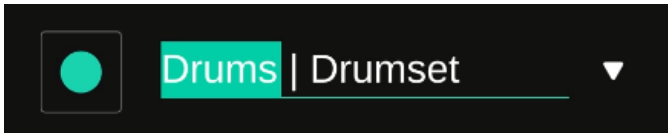
Reverb Display
Monitor the reverb's energy in real time and see how it evolves across time and frequencies.

Unlike common reverbs that require manual adjustment of a multitude of parameters, smart:reverb 2 analyzes your audio material and creates a reverb that matches the characteristics of your source. The goal is to generate a reverb that supports your track naturally – without introducing masking, mud, or artificial effects unless desired.

By letting smart:reverb 2 "listen" to your source during a short learning process, you get a reverb that integrates seamlessly.

1. Insert smart:reverb 2

Load smart:reverb 2 as an insert effect on your track or on an effect bus.



INFO: smart:reverb 2 is primarily designed to be used as an insert effect. This is due to the way its Distance parameter is implemented: Distance adjusts the perceptual depth by controlling the dry/wet balance and additional perceptual cues. Additionally, the Group Mode is built around controlling and aligning multiple instances that are inserted directly on individual tracks – allowing for precise depth staging and cross-channel optimization.

However, smart:reverb 2 can also be used effectively on busses (aux channels) for more traditional parallel reverb workflows. In this case, it is recommended to enable Wet Mode (see page 11), which forces the plug-in to output only the wet (reverb) signal.

2. Start the learning process

smart:reverb 2 can be used without applying its source-adaptive features, but it's recommended to always start with the learning process. While learning, the plug-in will analyze the signal and generate a tailor-made reverb:

- Select a profile that matches your sound source.
- Click the Learn button and play back your audio.

  A circular progress ring fills out the thumb in the Reverb Matrix (see page 9) as learning progresses. Once the process is complete, the filled circle indicates that the instance has been learned. The learning process does not set any parameters or select a reverb style. It simply adapts the reverb engine to match your source material.

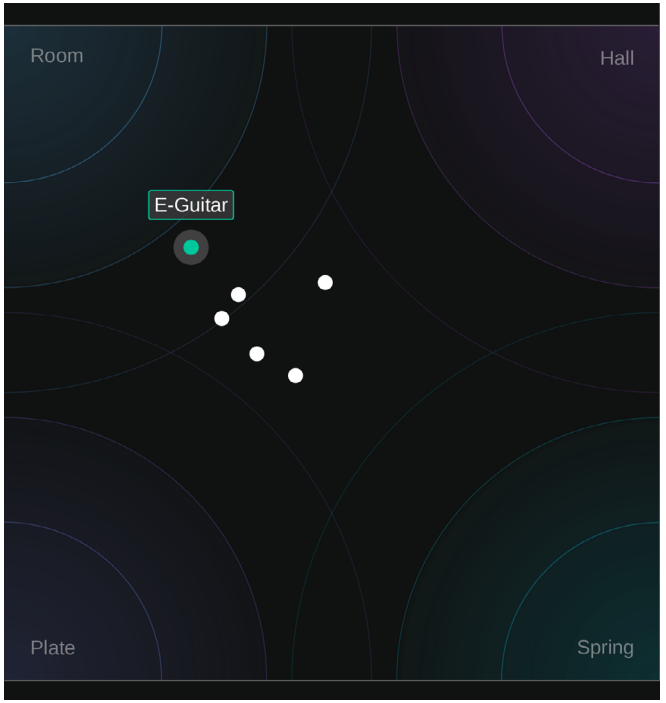
Using the Source Adaption sldier, you can control how strongly the learned information influences the reverb. A higher Source Adaption value results in a more pronounced tailoring of the reverb to the source and a stronger alignment and unmasking effect within the group.

INFO: The learning process in smart:reverb 2 serves two purposes:

- *First, it allows each individual instance to generate a reverb response that is tailored to the tonal characteristics of its source. This ensures that the reverb naturally enhances the sound without masking important details.*
- *Second, when used in Group Mode (see page 12), the learned information is shared between instances to help them interact better. This enables cross-channel processing to reduce masking, optimize the spatial balance across the group and ensures that the reverbs of different tracks complement each other.*

3. Exlore reverb styles & adjust the main parameters

Use the Reverb Matrix to browse between Room, Hall, Plate and Spring reverb styles and find the right flavor for your material. *(see page 9)*



You can further shape the sound with the main parameters:

- Size controls the perceived size of the space.
- Distance places the source closer or further back.
- Width controls the stereo width.
- Color adjusts the tonal character (bright – dark).
- Clarity improves intelligibility and controls how present the dry signal remains.

4. Use Group Mode (optional)

If you load smart:reverb 2 to multiple tracks, you can add multiple instances to a group. Groups allow for remote control of all grouped instances and help you achieve a cohesive spatial mix. *(see page 12)*

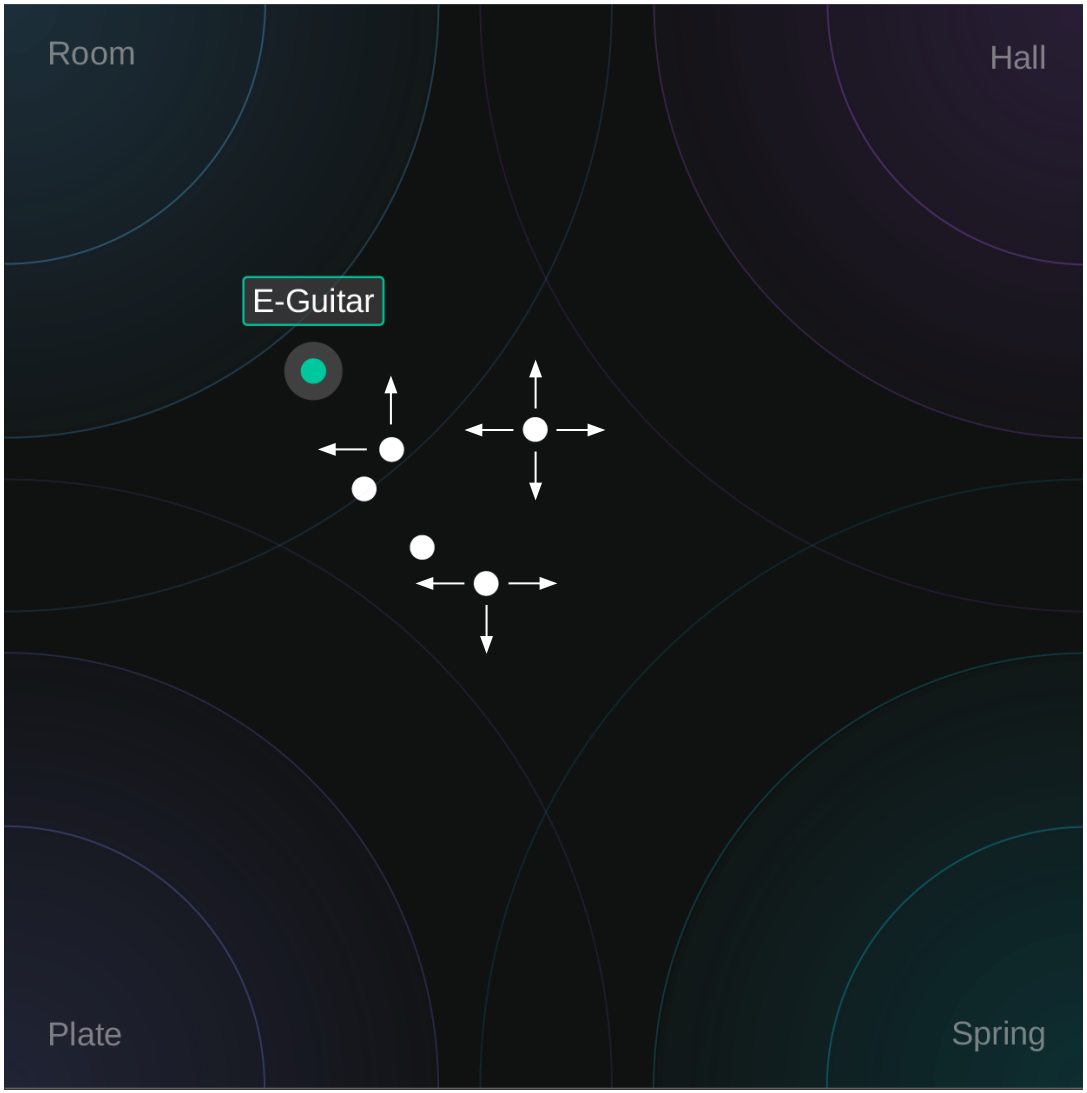
5. Manually refine your reverb further

For advanced shaping, use Manual Override to apply reverb ducking and custom frequency weighting *(see page 16).*

The Reverb Matrix allows you to intuitively explore and select the type of reverb that best fits your material. It provides seamless browsing between four classic reverb styles: Room, Hall, Plate and Spring.

By moving the thumb within the matrix, you can blend between these styles and discover new reverb effects. The Reverb Matrix is not just a preset selector – each position in the matrix subtly influences how the underlying reverb engine shapes reflections, decay and frequency response.

The Reverb Display (see page 16) updates in real time based on your position within the Reverb Matrix. The color of the spectrogram also adapts to the position of the thumb within the matrix, providing an immediate visual cue about the character of your selected reverb style.



Room

Simulates the sound of small to medium-sized spaces with a fast, natural decay.

Use this for subtle depth and space, keeping the source close and defined.

Hall

Creates lush, immersive spaces with longer decay times and smooth diffusion.

Ideal for adding width and ambience to leads, pads, orchestral elements or cinematic material.

Plate

Emulates vintage plate reverbs with bright, rich tails and a dense high-frequency character.

Great for enhancing vocals, percussion and any element that needs presence and shine.

Spring

Captures the lively, resonant character of spring reverbs with bouncy, mechanical qualities.

Perfect for guitars, creative effects and adding a playful, retro vibe to your mix.

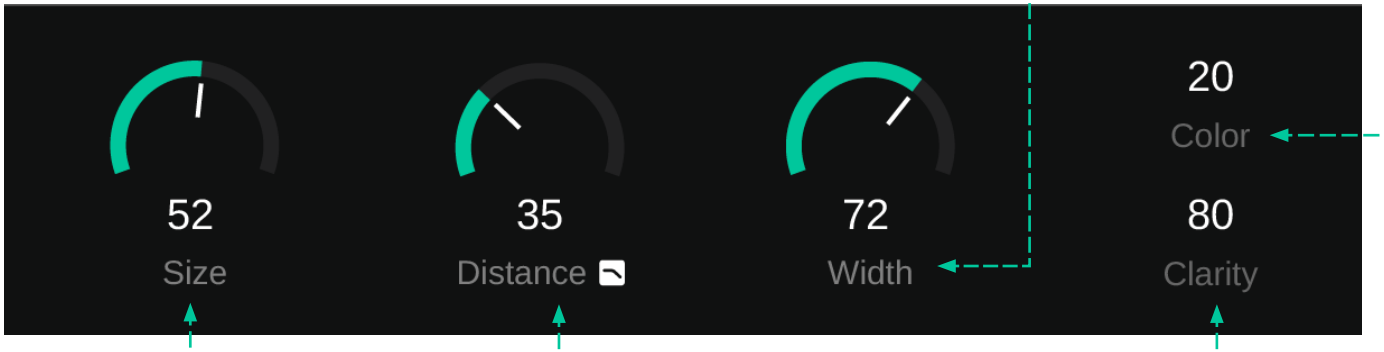
smart:reverb 2 gives you intuitive, perceptual controls to shape the character and spatial impression of the reverb. These five main parameters – Size, Distance, Width, Color, and Clarity – allow you to fine-tune how the reverb integrates with your source and the overall mix.

Width

Controls the stereo width of the reverb. Higher values create a wide, immersive stereo image; lower values produce a more focused or even mono reverb. Adjust Width to fit the reverb's spatial spread to your mix – helping elements feel either larger or more centered.

Color

Shapes the tonal character of the reverb. Moving towards bright (+100) emphasizes the higher frequencies of the reverb tail, giving more air and presence. Moving towards dark (-100) reduces high-frequency content for a warmer, more subtle result.



Size

Controls the perceived size of the virtual space. Larger values produce a longer and more spacious reverb tail, while smaller values result in tighter, more intimate spaces.

Hint: As smart:reverb 2 blends between very different reverb styles, a fixed Reverb Time (as in conventional reverb plug-ins) is not practical or meaningful across the entire Reverb Matrix. Instead, Size gives you an intuitive and perceptual control over the spatial impression.

Distance

Adjusts the perceived distance of the source within the virtual space. Distance is a powerful tool for creating depth in your mix. Moving the source further away reduces its presence and increases the wet signal, while moving it closer makes it more present and drier in the mix. The Distance parameter also controls a dedicated Distance Filter, which helps simulate the perceptual impression of distance – beyond simple level and dry/wet differences. If no tonal coloration is desired when changing the Distance, this filter can be disabled with a click on the small filter icon next to the label.

Tip: To use the Distance parameter for more or less common dry/wet mixing, enable Auto Gain and disable the Distance Filter. This setup allows for dry/wet control without tonal coloration or level shifts. For working on busses you should use the wet mode (see page 11).

Clarity

Controls how clearly the dry signal stands out from the reverb. Higher Clarity values help maintain intelligibility and definition, especially on vocals or transient-rich material, by dynamically reducing the reverb when the source is present.

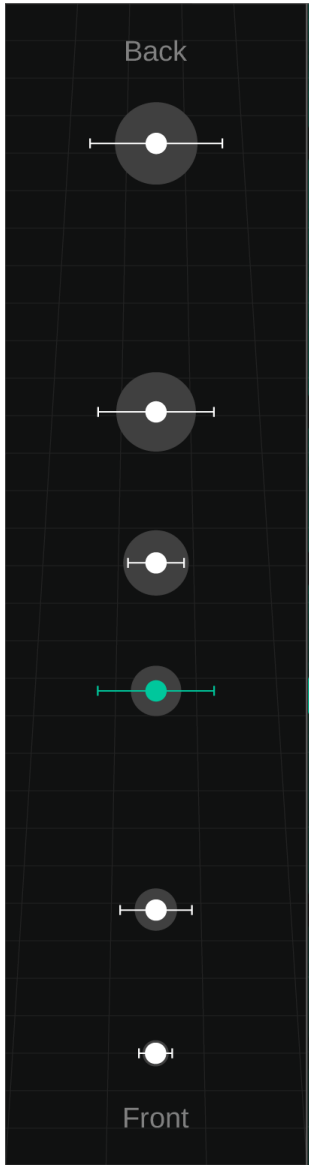
Internally, this works like an intelligent sidechain-driven process, but you do not need to manage any routing – simply dial in the amount of clarity you want.

The Distance Grid provides an intuitive visual interface for staging sound sources in depth and space. It allows you to adjust the Distance, Size and Width parameters of each instance of smart:reverb 2 using simple click-and-drag gestures.

Each instance in the grid is represented by a circular thumb. The position of the thumb determines how the source is perceived in the mix:

- **Vertical position = Distance:** Moving the source up front brings it closer to the listener (drier, more present); moving it back increases distance (wetter, softer, and further back).
- **Circle = Size:** Larger circles correspond to larger reverb sizes; smaller circles produce tighter spaces. You can adjust the Size parameter by scrolling horizontally on the thumb.
- **Horizontal bar width = Width:** Wider bars indicate a broader stereo image, while narrower bars represent a more focused sound. You can adjust the Size parameter by scrolling vertically on the thumb.

Tip: When used in Group Mode, the Distance Grid is particularly powerful, as it allows you to manage depth staging across multiple group members – all from a single window.



Wet Mode

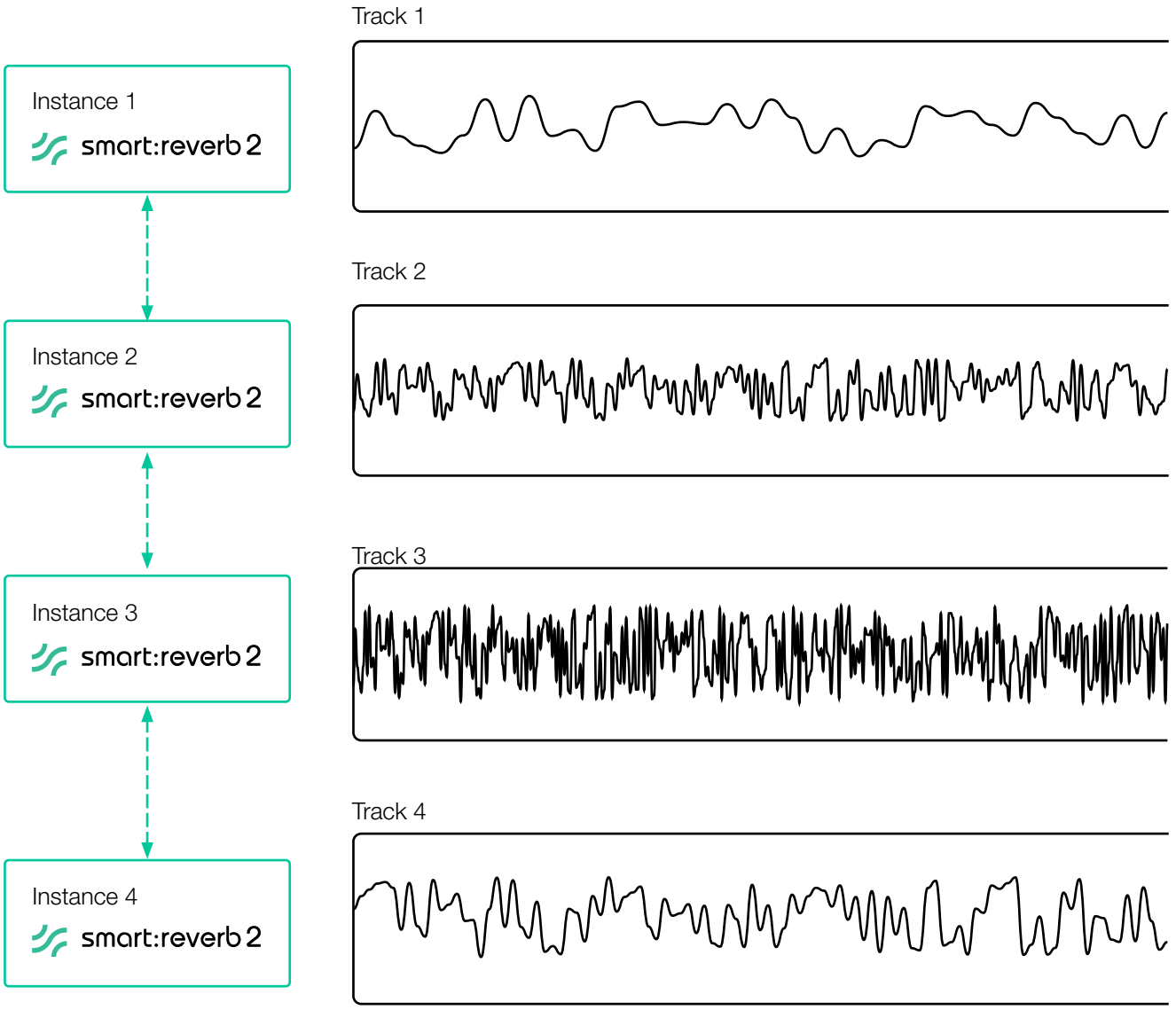
Wet Mode forces the plug-in to output only the reverb signal – completely excluding the dry input signal. This mode is ideal when using smart:reverb 2 on busses (aux channels), where reverb is typically added in parallel and only the wet signal is required.

When Wet Mode is enabled, the Distance parameter is automatically disabled, as it also controls the balance between dry and wet signal and is not relevant when outputting wet signal only.

One of smart:reverb 2's key features is its ability to create a group of multiple reverb instances that communicate in real time via inter-plugin communication. When a plug-in becomes part of a group, it shares information with the other group members to achieve a cohesive spatial balance across your mix. Additionally, you can conveniently remote control all group members from any instance, allowing efficient management of depth and reverb character across your mix.

How does it work?

Multiple instances of smart:reverb 2 – loaded on different tracks – can be added to a Group. These instances exchange information about their learned material and current parameter settings. Group processing helps to avoid the typical problems that arise when using separate reverbs on multiple tracks, such as overlapping tails and reverb masking.

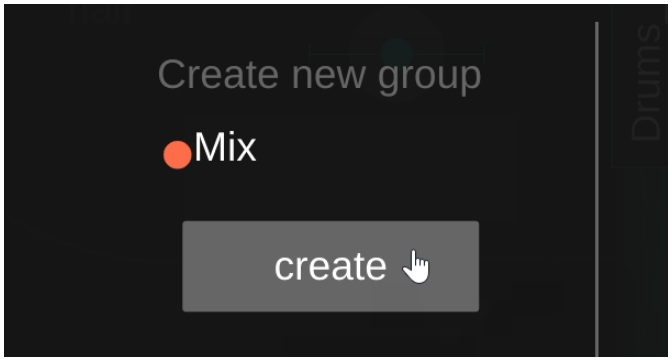


1. Insert smart:reverb 2

Load an instance of smart:reverb 2 onto every track or bus you want to add to your group, and open the GUI of one of these instances.

2. Add to Group

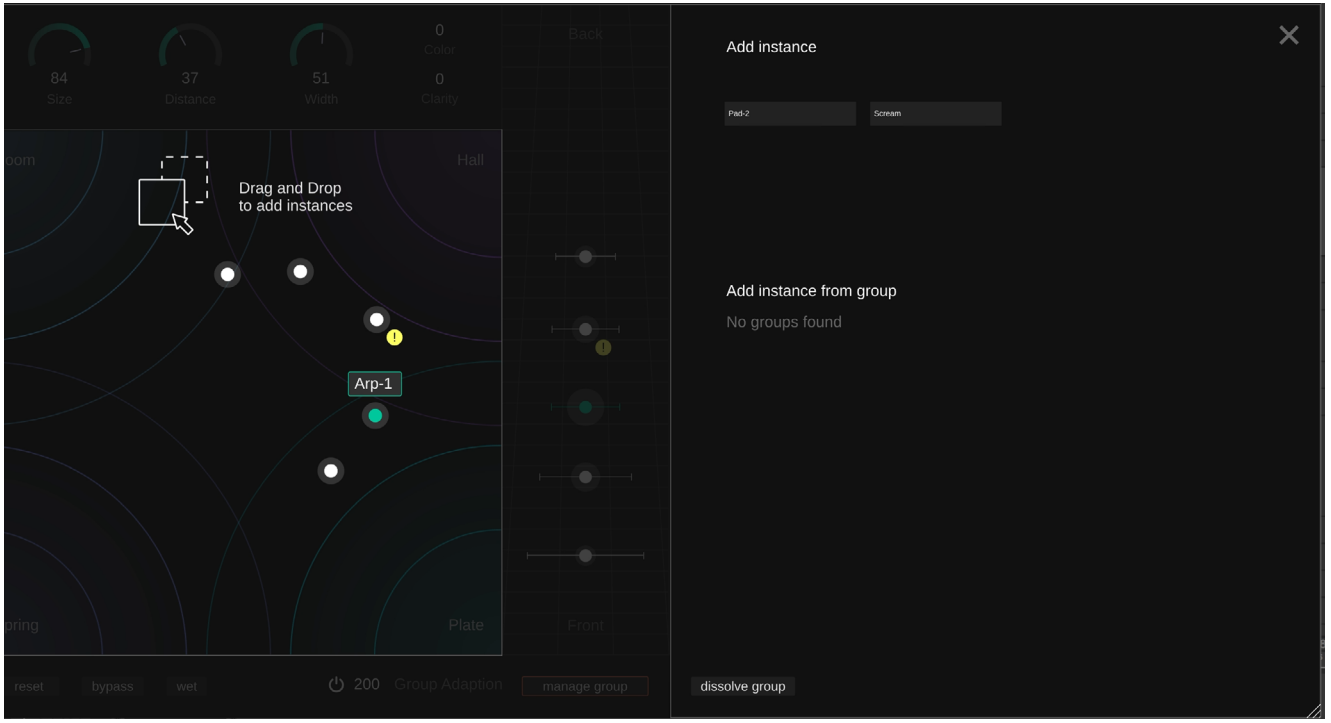
Click the “Add to Group” button and enter a suitable name for your new group and click Create. (If other groups already exist, you can also join a group here.)



3. Add members to Group

Using the Group Mode, you can now add additional instances to the group by simply dragging and dropping them onto the Reverb Matrix. A group can have up to 7 members.

Once added to a group, you can change the display name of each instance. In some DAWs, this name may automatically match the name of the channel where the instance is located. Double-click the name label in the Reverb Matrix or Distance Grid to edit it. We highly recommend naming each instance clearly, otherwise it can be difficult to keep track of multiple instances.



Controlling a member

You can control group members remotely from any plug-in window within the group.

This means you don't have to open each instance on its respective track to make adjustments – all group members can be edited from one central window.

Click on any instance in the Reverb Matrix, the Distance Grid, or the list of group members to control the parameters of that instance. Note that the entire plug-in UI switches to this selected instance – including its stored states – as if the respective plug-in window had been opened directly on the track.

This remote control ability of smart:reverb 2 allows you to fine-tune individual settings while maintaining a global overview of your group's spatial arrangement.

Controlling multiple members

When using Group Mode, smart:reverb 2 allows multiple group members to be managed and adjusted simultaneously by selecting them together.

In the Reverb Matrix and Distance Grid, you can select multiple group members by either:

- dragging a selection rectangle around their thumbs
- Cmd + click (Mac) / Shift + click (Windows) to select instances one by one

When multiple members are selected, their corresponding thumbs in the Reverb Matrix and Distance Grid adopt identical colors for easier identification across the interface. In addition, the Reverb Display shows multiple spectrograms simultaneously – one for each selected instance – allowing you to visually monitor how their reverbs interact.

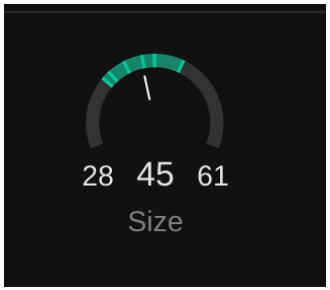
Single Slider

Parameters such as Source Adaption, Clarity and Color do not use a Multi-Slider, but can still be set for all selected members at once. When multiple members are selected, adjusting these parameters will synchronize the value across all selected instances. An asterisk indicates that multiple values are currently present among the selection.

Multi Slider

When multiple members are selected, the Multi-Slider appears for the main reverb parameters (Size, Distance, Width). The Multi-Slider allows to simultaneously adjust parameters across multiple selected members – ideal for balancing grouped reverbs with precision and speed:

- The center value shows the midpoint between the minimum and maximum of the selection.
- Adjusting the center value will move all members of the selection proportionally.
- The outer values show the minimum and maximum value within the selection.
- The relative parameter values of the selected members are preserved as you change the range.



Group Processing

The Group Processing of smart:reverb 2 works by sharing learned information between all learned members of a group. This allows smart:reverb 2 to intelligently optimize how the reverbs of different tracks interact – reducing masking and helping the overall spatial image of the mix stay clear and well balanced.

To speed up the workflow, you can select multiple unlearned members and trigger the Learn process for all of them at once simply by clicking the Learn button. The Profile selection dropdown will be disabled, as each instance retains its already chosen. Once learning is completed, Group Processing is updated immediately for all learned members.

Important: All instances in a group must be learned for Group Processing to function. Instances that have not yet been learned will have no impact on the group. When you add a learned instance to your group, Group Processing is updated immediately for all learned members.

The Reverb Display offers a real-time spectrogram of the reverb tail, showing how its energy evolves across time and frequency. When a single instance is selected, its reverb tail is visualized in full color. If multiple members are selected in Group Mode, the display shows stacked spectrograms, allowing you to compare and monitor their interactions visually.

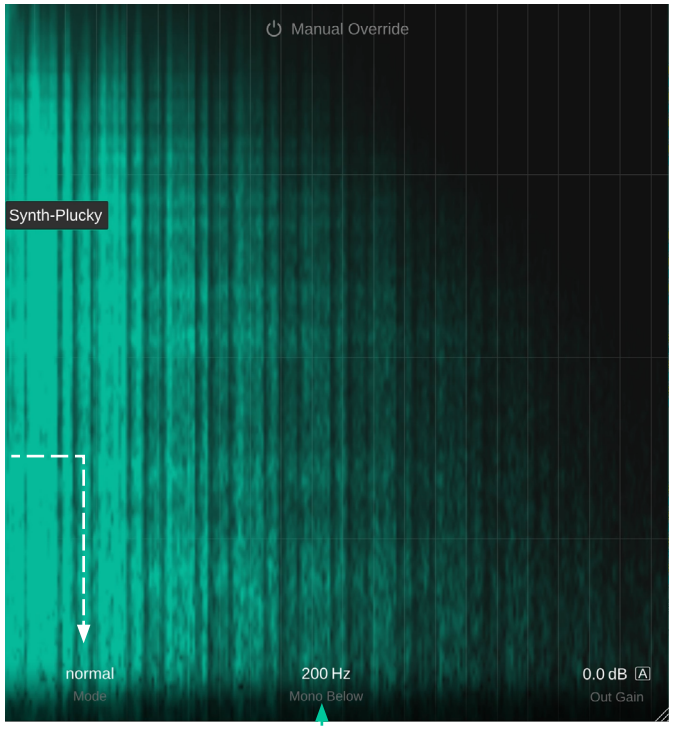
The color of the spectrogram is linked to the selected reverb style within the Reverb Matrix, giving you immediate feedback on the tonal flavor and behavior of your selected reverb.

Reverb Modes

smart:reverb 2 includes several creative reverb modes that alter the behavior of the reverb tail:

- **Normal:** The default reverb mode, offering natural tail behavior with customizable parameters.
- **Reverse:** Inverts the reverb response, creating a build-up of reflections leading into the dry signal. Ideal for cinematic or dramatic effects.
- **Infinite:** Generates a sustaining reverb tail that does not decay, useful for layering ambient textures or building dense atmospheres.
- **Bounce:** A hybrid mode that blends the regular and reversed reverb, producing rhythmic, pulsing textures.

Note: Selecting one of the creative modes disables some standard reverb parameters, as they do not apply in this context.



Mono Below

The Mono Below parameter allows you to collapse the reverb signal to mono below a selected frequency. This is especially useful for tightening the low end of your mix and improving stereo compatibility, particularly when using reverb on bass-heavy sources. It ensures that low-frequency content does not become overly wide or phasey, which can blur the mix or cause translation issues.

Manual Override

The Manual Override section allows you to take precise control of how smart:reverb 2 shapes the reverb behavior beyond its main parameters and learned settings. When enabled, you gain access to two advanced tools:

- **Reverb Ducking (tail cutoff):** Allows you to define a time span after which the reverb tail is automatically faded out.

  This is ideal for creative effects such as gated snare reverbs or tighter drum reverbs – or whenever you want to avoid long, overlapping tails.

  You can set the ducking time either in seconds or in beats (if your DAW provides tempo information), giving you full flexibility whether working in free time or tempo-synced contexts.

- **Frequency Weighting (3-band control):** Lets you apply a custom frequency weighting across three bands to shape how the reverb is distributed across the spectrum. This gives you control over the tonal balance of the reverb, allowing you to emphasize or attenuate certain frequency ranges for both corrective and creative purposes.

Note: Once Manual Override is enabled, these parameters take priority over the corresponding behavior of the learned reverb—giving you full manual control for advanced shaping and creative sound design.

Preset

A preset saves all parameter settings (including all states) and can be accessed from all plug-in instances.

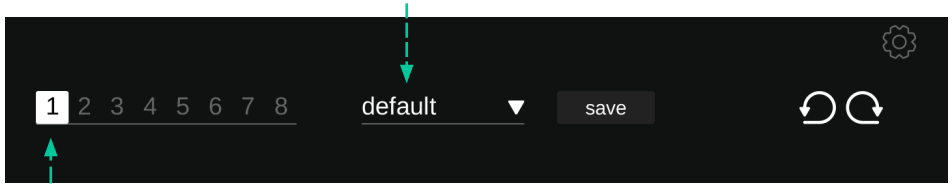
- To save your parameter settings as a preset, click ”save” next to the preset drop-down.
- To load a saved preset, choose the respective preset name from the drop-down.
- To delete a preset or change its name, go to the preset folder in your local file explorer.

You can easily share your presets among different work-stations. All presets are saved with the file extension “.spr” in the following folders:

Preset Folders

OSX: ~/Library/Audio/Presets/sonible/smartreverb2
Windows: My Documents\Presets\sonible\smartreverb2

If you want to work with nested preset folders, simply create a sub-folder inside the preset directory. Once created, the sub-folder will appear in the preset drop-down.



States

States allow for easy A/B/C… comparison between different parameter settings.

Working with states:

- Each state is initially empty (default parameters settings of smart:reverb 2).
- Select a state by clicking the respective state button.
- You can easily copy one state to another state via drag and drop. This may be useful if you want to compare different changes to a certain setting.
- To clear a state, hover over the number and click the trash can icon that will appear below.

To visit the settings page, click the cogwheel in the upper right corner.

Auto-learn on Startup
Enable to automatically start the learning process when loading a new plug-in instance.

Auto-learn when added to group
Enable to automatically start the learning process when an unlearned instance is added to a group.

Show tooltips
Enable/Disable tooltips on hover.

Use OpenGL
OpenGL might cause rendering issues on certain computer hardware. Use this option to disable OpenGL.

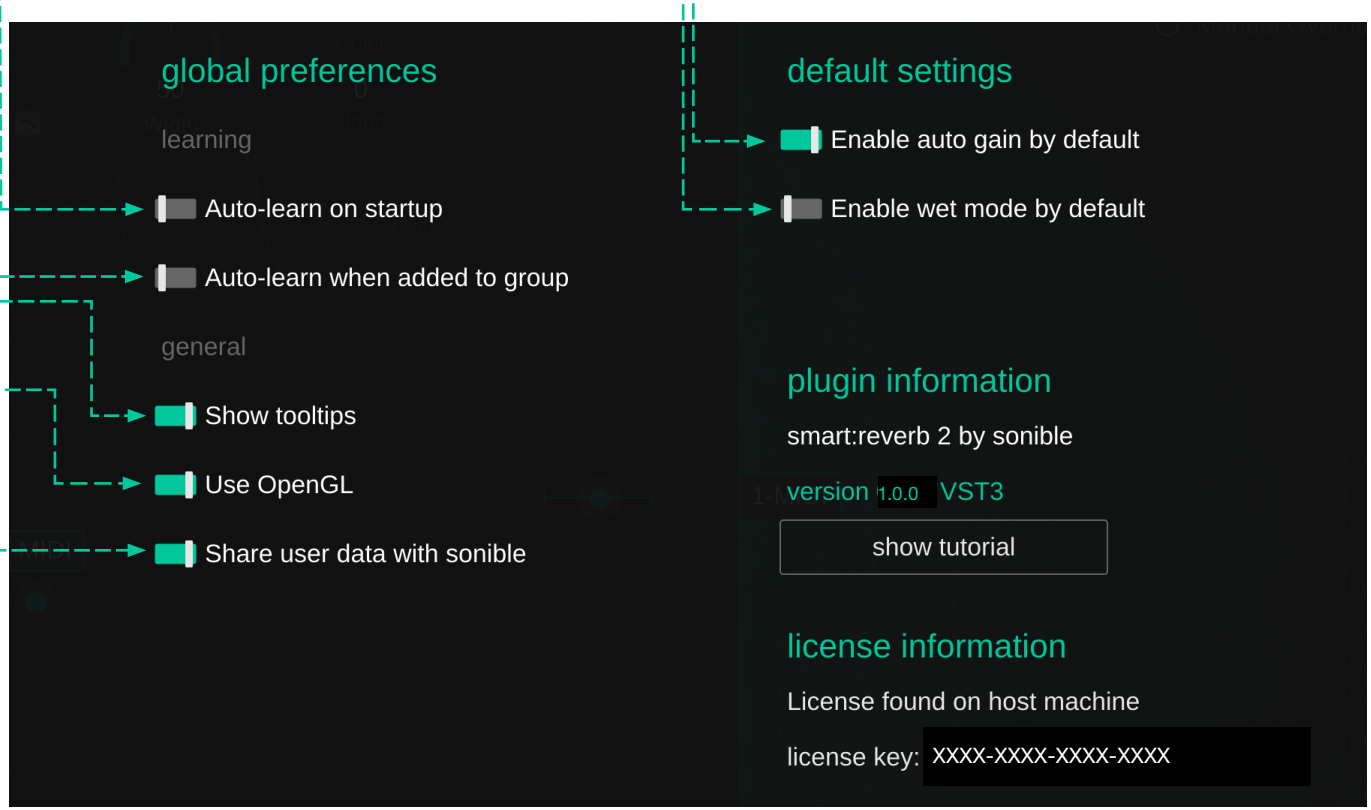
Share anonymous user data with sonible
Enable to share fully anonymous user data with sonible and help us improve our plug-ins.

Enable auto gain by default
Enable to activate auto gain by default when loading a new plug-in instance.

Enable Wet Mode by default
Enable to activate Wet Mode by default when loading a new plug-in instance. This is useful when working with re-verbs on busses, where only the wet signal is needed.

Plug-in & Licensing Information
Here you can find the name and version of your plug-in as well as the license key (when not licensed via iLok)

Update notice
When a new version of the plug-in is available, you'll receive a notification here and it's also indicated by a little dot on the cogwheel in the main view of smart:reverb 2. Click on the green text to download the latest version.



www.sonible.com/smartreverb2

All specifications are subject to change without notice.

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