

# MicroFX Shimmer

USER MANUAL

## Welcome to MicroFX Shimmer

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*MicroFX* are small, but powerful plugins, each focusing on a different effect. *MicroFX Shimmer* combines a pitch-shifting delay with a vintage algorithmic reverb to create a classic shimmer effect.

### About the Effect

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Shimmer reverb was an effect attributed to Brian Eno and his work in the early to mid 1980s. Most famously it was used in his work with U2 on their classic albums from that era: “The Unforgettable Fire” and “The Joshua Tree”.

Shimmer reverb was a result of using a combination of digital pitch-shifting, delays, and reverbs to produce cascades of octave pitch sounds that blurred and (as the name suggests) shimmered. There is no general rule on how to combine these raw ingredients (Eno himself used a few different methods) but placing the pitch-shifting in the delay feedback loop leads to the classic ever-ascending shimmer that has become what the effect is known for.

*MicroFX Shimmer* was designed to give you instant access to this sound. The reverb itself is based on a retro digital algorithm, but we added extra diffusion and modulation so you can push the movement to extra chorus-like places. Octave up and down options let you select your own mood: something shimmery or something from the abyssal depths.

The effect is perfect for thickening up pads and strings, or turning pianos and guitars into synthy soundscapes. But it can do more and as with all effects experimentation breeds innovation – just ask Brian Eno.

### The MicroFX Framework

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The *MicroFX* line uses the same control framework for all of its plugins.

Please refer to the **MicroFX Quickstart Guide** for information about the general features of the line, including how to activate your plugin.

# Parameter Reference

Below is a list of the controls specific to *MicroFX Shimmer* with a description of what they do.



The XY Pad is linked to the two most important parameters to be controlled together:

- **X: Shimmer Blend** – Controls the blend of the pitch-shift delay which adds the octave shimmer to the reverb.
- **Y: Tone** – Controls multiple parameters in the reverb and delay to control the damping and overall brightness of the effect.

The additional controls are as follows:

- **Octave Selection:** The buttons to the lower left of the interface let you select which pitch-shifting settings to use:
  - Down
  - Down & Up
  - Up
- **Size:** Controls the size of the artificial reverb as well as the internal delay times.
- **Decay:** Controls the decay time of the reverb as well as the feedback of the internal delays.
- **Modulation:** Controls the amount of modulation applied to the reverb and delays, adding a chorusing effect to the sound.
- **Dynamics:** Controls an internal dynamics effect. Turning the slider down will apply an expander at the input and output of the reverb. Turning the slider up will apply a ducking compressor to the reverb (so the reverb will reduce in volume depending on the input level).