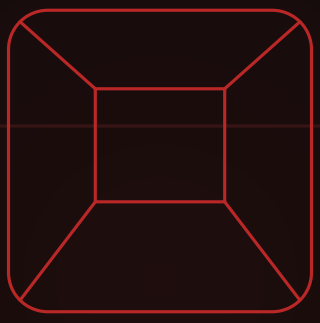


# room

capture the sound of *any space*

TONE · RESONANCE · DECAY

THE ROOM GUIDE · VERSION 1.0

PRODBYEVILLE

01 WHAT ROOM IS

# every sound has a *room* in it.

A clap in a stairwell, a voice memo in a kitchen, a tap on a glass: each one carries the space it was made in. ROOM captures that space: its tone, the notes it rings at, and how it lets go of every frequency. Then it hands them back to you, so anything you play can live inside it.

Drop any audio on ROOM, or record straight into it, and a few seconds later you're playing through that place. Use its colour and its notes on their own, add its decay, make it bigger or longer, or imprint its timbre straight onto your sound. Push it past 100% and the room starts to fall apart; past 175% its own notes sing. It works anywhere you'd reach for a reverb, and in plenty of places you wouldn't.




02 WHY I MADE IT

ROOM started with a voice memo. I'd recorded a friend playing guitar in a stairwell on my phone, and that clip had more feeling than anything I'd ever run through a plugin. It wasn't the reverb. It was the stairwell itself: the way it leaned on the low mids, and the one note that kept ringing after every chord. I spent weeks chasing that sound with reverbs and EQs and never got it back. So I built something that could listen to the memo and hand me the room.

ROOM is for producers who would rather capture a sound than dial one in: a vocal in the car you wrote it in, a snare in a tiled bathroom, a synth inside a glass bottle. On my own records I mostly use it with Space all the way down, just the room's colour and its notes, and I push Intensity past 100 when a track needs to fall apart.

EVILLE

IN ONE LOOK

### ROOM CAPTURE

Any sound in, the place it was made in out: a clap, a voice memo, a tap on a glass.

### TONE · RESONANCE · DECAY

The room's colour, the notes it rings at, and how each frequency fades. Use any of them, with or without a tail.

### IMPRINT · PITCH

Give your sound the room's timbre, and blend an octave down or up into the room.

### 134 ROOMS AND STUDIOS

74 rooms and 60 studios built in, including the Eville pack, plus your own packs.

# tone • resonance • decay.

### 1 TONE

The colour a space puts on everything in it: a tiled bathroom's bite, a car's boxiness, a bottle's narrow hum. ROOM measures it across the spectrum, against a neutral reference, so it hears what the space added, not the source.

### 2 RESONANCE

Every space rings at certain pitches, set by its size, shape and material. ROOM finds the notes that stand out most, with how strong and how narrow each one is. These are the room's own notes.

### 3 DECAY

How the space lets go of each frequency. ROOM measures how long 16 bands, lows to highs, take to die away: concrete holds its highs, carpet kills them, halls hang on to their lows.

ROOM keeps those measurements, not the audio, and rebuilds the place from them: a tone match, tuned resonators on the room's notes, and a fresh stereo decay at the room's own rates. So a two-second phone clip can become a five-second space, and you can make it bigger, darker or longer.

## Rooms and studios

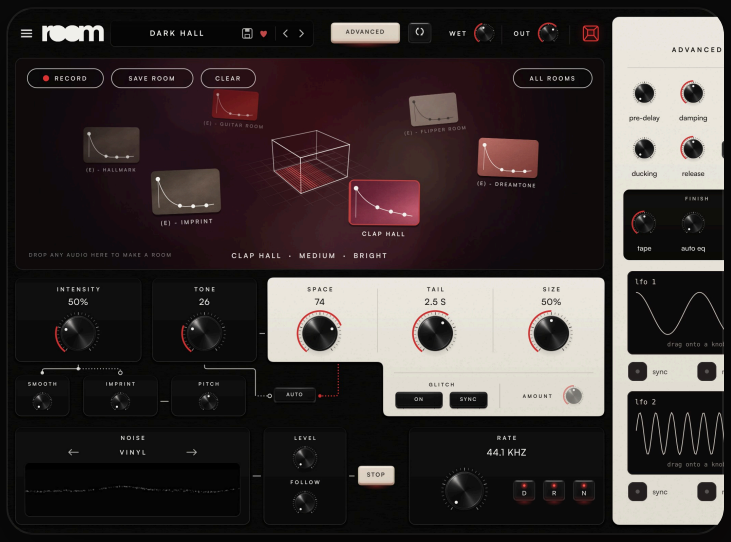
### ROOM .ROOM

Just the space: what ROOM measured from a sound. Load a room and your knobs stay where they are, so you can try the same settings in a hall, a car or a bottle.

### STUDIO .STUDIO

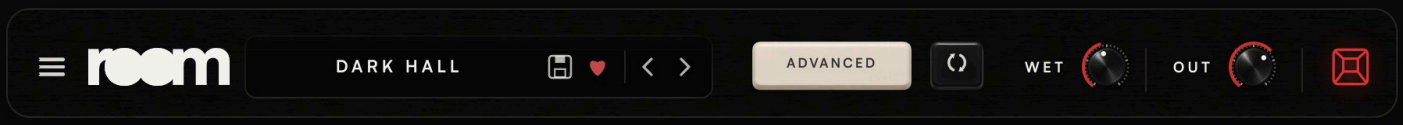
The whole sound: a room plus every knob, the noise, the Advanced settings and both LFOs. This is what the preset name at the top loads.

## The layout




1. **Header:** menu, studios, save, Advanced, Randomize, Wet, Out and power.
2. **Stage:** drop or record a sound, and your rooms float around it.
3. **Controls:** Intensity, Tone, Space, Tail and Size; under them Smooth, Imprint, Pitch and Auto; and the white Glitch module.
4. **Noise and Rate:** a texture under the room, and sample rate down to lo-fi.
5. **Advanced:** pre-delay, damping, width, ducking, freeze, the finish box (tape, auto eq, mud) and two LFOs.

# the header and the stage.




## MENU (☰)

New preset, reset all knobs, tips on or off, the tour, check for updates, the website, get support (our address, ready to copy or email), about, and deactivate this computer. A red dot means an update is out.

## STUDIOS

The loaded studio (a * means you've changed it). Click the name to browse; the arrows step through. The disk saves, the heart makes it a favourite.

## ADVANCED · RANDOMIZE

**Advanced** opens the panel on the right (page 07). **Randomize**: left-click to randomize, right-click to choose what it may change.

## WET · OUT · POWER

**Wet** is the mix of dry and room; **Out** the output level. **Power** bypasses ROOM with a smooth crossfade, in time with the dry signal.




## DROP A SOUND

Drag any audio file onto the stage. Hits (a clap, a snare, a door) give the clearest rooms; steady sounds (hiss, room tone) work too.

## RECORD

Press record and play into the track, up to 30 seconds. Stop and ROOM builds the room.

## THE CARDS

Your quick rooms orbit the box. Click one to load it.

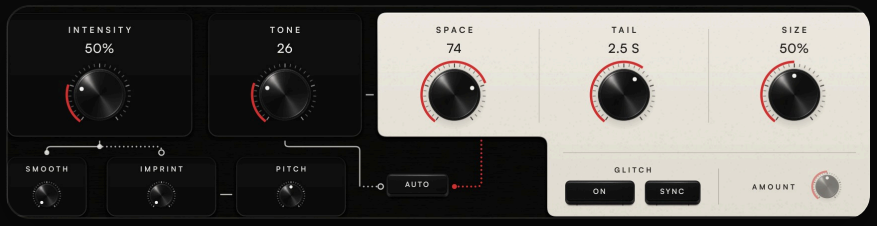
## SAVE ROOM · CLEAR

**Save room** keeps the room you just made in your library. **Clear** empties the stage.

## THE BOX · ALL ROOMS

Click the box and the room's numbers come up over the cards: its timbre, its decay in every band, how much is late energy, and the notes that ring. **All rooms** opens the room library.

# shaping the room.




## INTENSITY

How much of the room you hear, from 0 to 200%. Up to 100% it's the room as captured. Past that, it falls apart (below).

## TONE · SPACE · AUTO

**Tone** is the room's colour and its ringing notes, with no tail. **Space** is its decay and width. **Auto** sets both from what ROOM heard in the sound.

## TAIL · SIZE

Space, Tail and Size sit together on the light module, with Glitch below. **Tail** is how long the room rings. **Size** makes it smaller or bigger than the one you recorded; 50% is the room as it was.

## SMOOTH

The whole sound as a mic across the room hears it: softer hits, a rounder top, a little air.

## IMPRINT NEW

Your sound takes on the room's own timbre, its colour and strongest notes, with or without the tail. No latency.

## PITCH NEW

An octave blended into the room. The middle is dry; right brings in the room an octave up, left an octave down. Your dry sound stays in tune.

## GLITCH MODULE · ON · SYNC · AMOUNT

**On** stutters short slices of the room, **Sync** locks them to your song's grid, **Amount** sets how often. It gets busier as Intensity rises.

## Past 100%

### 0—100%
**THE ROOM**
Its tone, notes and decay, from a hint to all of it.

### 100—140%
**RINGING WALLS**
The room's notes ring out like metal and drift; a flutter echo slaps between the walls.

### 140—175%
**FALLING APART**
A near wall that won't sit still, and a mic preamp pushed until it pumps and clips.

### 175—200%
**SHIMMER & BLOOM**
An octave-up shimmer, then the room's own notes, fifths and octaves sing. Every room blooms differently.

**TRY THIS: SPACE AT 0**

Turn Space all the way down and Tone up. There's no tail at all, yet your sound is now in the room: its colour, and its notes ringing along with yours. That's the part a reverb can't give you.

# noise and rate.




**Noise** lays one of 54 textures under the room, from vinyl to waves to a bus. **Rate** takes the sample rate down, from clean 44.1 kHz to dusty lo-fi.

**CLASSICS**
Vinyl, tape hiss, air, room tone

**NATURE**
Waves, rain, birds, streams

**PLACES**
Rooms, crowds, a bus, the night

**MACHINES**
Tape, crackle, hum, radio

**TONAL**
Drones, voices, whistles

## NOISE TYPE

Click the screen to pick from the menu, grouped as above, or step with the arrows. Every texture is a seamless loop: no seam, no click.

## LEVEL

How loud the texture is.

## FOLLOW

At 0 the noise plays all the time. Turn it up and the noise follows your playing, rising with the sound and falling away in the gaps.

## STOP ON

Silences the noise when nothing is playing: the transport is stopped and no audio is coming in. Switch it off to keep the hiss going.

## RATE

Full is 44.1 kHz, untouched. Turn it towards low and the top end closes down like an old sampler: smooth and clean, no harsh crunch.

## D R N WHAT RATE HITS

**D** the dry sound, **R** the room (tone and space), **N** the noise. All three are on by default; switch one off to keep it full rate.

# advanced, lfos and randomize.




### PRE-DELAY

A gap before the room starts, up to 500 ms, so the dry hit stays clear.

### WIDTH

From mono to extra wide.

### FREEZE

Holds the tail forever. Play over it.

### FINISH: AUTO EQ

Tames harsh ringing between 2 and 10 kHz, only where it builds up.

### TWO LFOS

Seven shapes, free or synced, with retrigger. Drag an LFO's handle onto any knob; drag its coloured dot to set how much it moves.

### DAMPING

Makes the highs die faster (darker) or slower (brighter) than the room.

### DUCKING · RELEASE

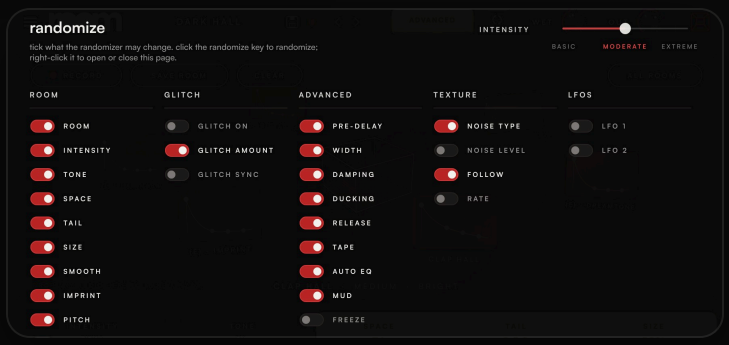
Turns the room down while you play and lets it bloom in the gaps. Release sets how fast it comes back.

### FINISH: TAPE

The dark box. Tape closes in the lows and highs, like an old machine.

### FINISH: MUD NEW

Cuts the boxy low mids (280 to 450 Hz), harder when they build up.




## Randomize

Right-click Randomize to tick what it may change, including the room itself. **Intensity** sets how far it goes:

**Basic** stays musical: each knob lands near the middle of its sweet spot, and switches rarely flip. **Moderate** uses the whole sweet spot. **Extreme** uses every knob's full range and flips every switch it's allowed to.

Your ticks and intensity are saved with the project.

# 134 places to start.

The whole library comes with ROOM: Factory, and the **Eville** pack (10 rooms and 14 studios in Eville's own style). Click the studio name (or All rooms on the stage) to open a library. Click an entry to hear it and keep browsing; arrow keys step through.

**SMALL SPACES** · 20
Closets, cars, booths

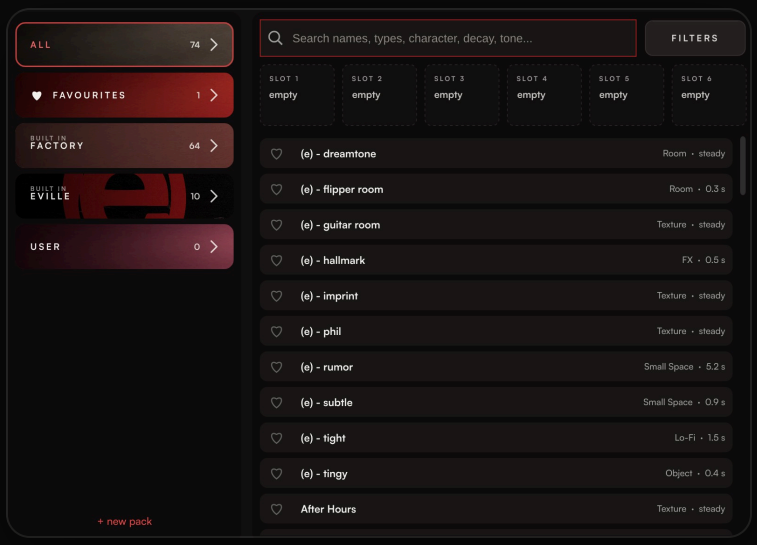
**ROOMS** · 16
Live rooms, garages, apartments

**HALLS & CHAMBERS** · 20
Halls, chapels, cathedrals

**OBJECTS** · 20
Bottles, pipes, bells, old keys

**TEXTURES** · 13
Room tone, rain, vinyl, dust

**FX & LO-FI** · 21
Outdoor, cassette, synths, strange




### QUICK SLOTS

Six slots at the top of the room library. The rooms in them are the cards on the stage.

### FAVOURITES AND SEARCH

Heart anything to find it in Favourites. Search covers names, types, styles and what it's made for; the Filters drawer narrows it down by tag and sorts it.

### YOUR OWN PACKS

Save into a pack, or make one with + new pack. Right-click a pack's banner to give it a cover image or delete it.

### SHARE

Import and export rooms, studios and whole packs. A room file is tiny, so they're easy to pass around.

### RIGHT-CLICK

Load, favourite, add to quick select, move or copy to another pack, edit, show in folder or delete.

09 QUESTIONS

# faq.

### What do I need to run ROOM?

Windows 10 or 11 (64-bit) with a DAW that loads VST3, or a Mac with a DAW that loads AU or VST3: FL Studio, Ableton Live, Logic, Bitwig, Reaper, Studio One, Cubase and others.

### How do I install it?

Run the installer from update.prodbyeville.com/room. It puts ROOM in the standard plugin folders; open your DAW and rescan plugins if it doesn't appear.

### My computer warns about the installer.

The installers aren't code-signed yet. Windows: "Windows protected your PC", then More info and Run anyway. Mac: right-click the .pkg and choose Open.

### How do I activate it?

Load ROOM and sign in with your email and the license key from your ROOM email (no key yet? click "get room free"). You need the internet once; after that ROOM works offline.

### How many computers can I use?

Three at once. To move ROOM to a new computer, open the menu on the old one and choose deactivate this computer.

### I lost my license key.

Click "lost your key?" on the sign-in page, or email support from the address you signed up with, and we'll resend it.

### How do I update?

Updates are free. When one is out, ROOM tells you and a red dot appears on the menu: download it and run the installer. Your license, rooms and studios stay.

### What sound makes the best room?

A short, sharp hit in the space: a clap, a snare, a door slam, a balloon. Let it ring out and keep the recording clean. Anything works, though; odd sources make the best surprises.

### Does ROOM keep my recording?

No. It keeps only the measurements, so a room is a few kilobytes and your project stays small.

### Why does my DAW show latency?

Auto eq looks a little ahead, so ROOM reports 2048 samples of latency. Your DAW compensates for it, and the power button stays in time.

### Is ROOM a reverb?

It can be: turn up Space and you're in the room's decay. But a reverb only gives you a tail. ROOM also gives you the room's tone and the notes it rings at, with or without the tail, and past 100% it turns those notes into an instrument.

### Where are my rooms and studios?

In Documents / Eville: ROOMS and STUDIOS, one folder per pack.

### Something's wrong. Who do I ask?

Menu → get support, or email us below. Tell us your DAW, your computer and what happened.



## SUPPORT & UPDATES

**support@prodbyeville.com**
Downloads and updates: update.prodbyeville.com/room
prodbyeville.com