



# Surreal Reverb Impulse Responses

128 Impulse Response Files  
from Imaginary Spaces

by Craig Anderton

## Surreal Reverb Impulse Responses

**Thank you for purchasing the collection of Surreal Reverb Impulse Responses!** There are plenty of reverb impulse responses (IRs) based on acoustical spaces, hardware reverbs, and the like—but these IRs are not from the physical world. Based on synthesized, stereo impulses fabricated from de-correlated noise, digital filtering, and amplitude shaping, the **Surreal Reverb Impulse Responses** are to reverb as CGI is to graphics—smooth, distinctive, and surreal, with a “perfect” sound quality.

Although originally designed with electronic sound sources in mind (like electronic drums and synthesizers), these synthetic impulses add a modern, intriguing quality to acoustic and electronic sound sources like voice, guitar, piano, drums, and more. They’re also ideal for sound design—the decay on the 8-second IRs are smooth as glass.

### Compatibility

The **Surreal Reverb Impulse Responses** have been tested with multiple products, and work with convolution reverb plug-ins or hardware that accept 44.1 kHz/24-bit WAV files. Note that although some convolution reverbs have limits on the maximum file length they can load (e.g., they’re intended solely for guitar cab IRs), this will likely matter only for the longer impulses. All IRs are normalized to -12 dB to prevent output distortion.

### What’s In the Folders

- **60 Idealized Reverbs.** These include 12 different “characters” (Balanced, Bassy, Bright, Damped, Distant, Fat, Midrange, Muffled, Resonant, Stable, Thin, and Thinner). Each set of 12 reverbs has a choice of five decay times, from 0.25 seconds to 8.00 seconds.
- **55 Reverse Reverbs.** Based on the same characters as the Idealized Reverbs, timings (which are less relevant with reverse reverb sounds) are classified as Extra Short, Short, Medium, Long, and Extra Long.
- **8 Vocal Reverbs.** Although all the reverbs can work with voice, these have damping optimized for vocals. Times (in seconds) are 0.15, 0.40, 0.60, 0.80, 1.20, 1.60, 2.25, and 8.00.
- **5 Predelay Reverbs.** Convolution reverb units often provide a predelay parameter, but the predelay here is shaped to match the IR. These IRSs are intended mainly for drums, but work with other sounds. Available times are Extra Short, Short, Medium, Long, and Extra Long.

To hear why these IRs are different compared to what else is available, please watch the [audio/video demo](#). When you want your convolution reverb to be more like computer-generated art than a photograph, these are the IRs for you.

Now make some great music!

