Purafied

The Panda Rooms Manual Ver 1.0.1

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1. Introduction

Natural Studio Wetness

Get lifetime virtual access to the 10 versatile room vibes artisanally crafted in producer Sam Pura's Panda Studios, each captured with 5 tried and true microphone combinations. You deserve to tune your room glue and effect reverbs like you booked infinite studio time, minus Sam's meticulous and demanding (read: nerdy) recording process. As you mix in and out room mics, the Panda Rooms will optionally autocorrect the gain, so you can isolate the character of each microphone type and placement. Rather than fiddle with "diffusion" and "space" knobs looking for something more fitting, skip the effort and start straight away with the studio sound that's already been proven on dozens of records before. Besides, everyone knows that natural wetness always beats artificial.

2. Setup

2.1 Installation

For Mac users: The included installer should install the plugin's VST3, AU, and AAX formats automatically, you may need to restart your DAW to see the plugin listed.

For Windows users: The included installer places the plugins in the following places:

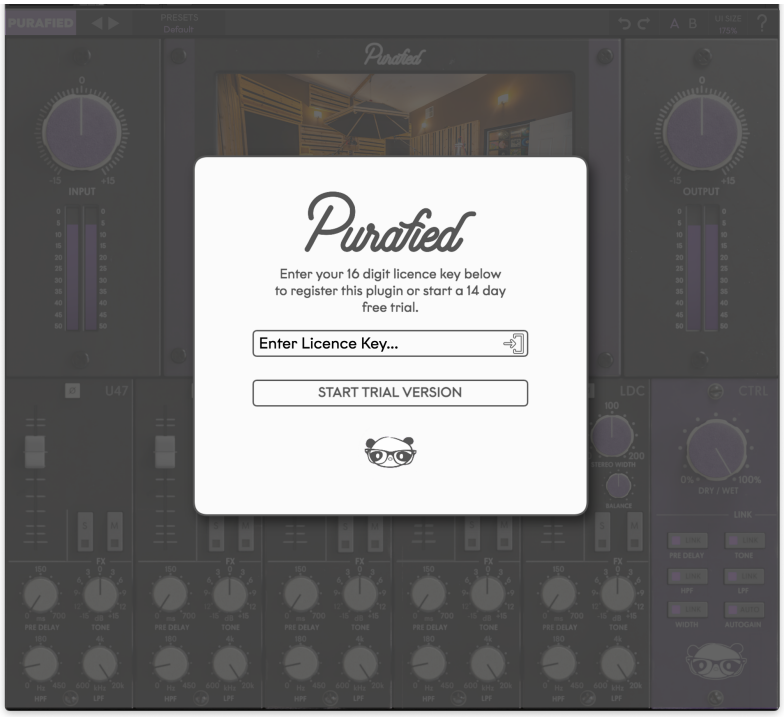
```
VST3:
      C:\Program Files\Common Files\VST3
AAX:
      C:\Program Files\Common Files\Avid\Audio\Plug-Ins
```

For alternative locations, drag the included plugin files to the folder directly.

If after restarting your DAW, you still don't see the plugin listed, **check your DAW's plugin folder settings**, and be sure that the plugin is in the proper location for your software.

2.2 Product Registration

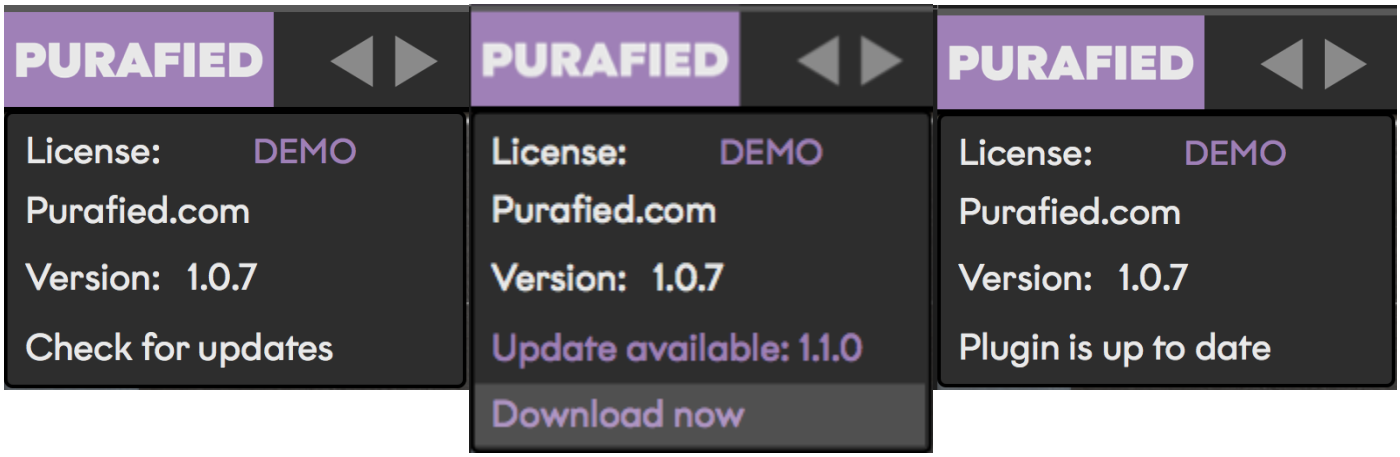
When using the Panda Rooms for the first time, you will see the product registration screen, and if you have not yet purchased a license, here is where you can begin your trial period. Otherwise, enter your license key for the product and click the icon **to the right of the text box** to finish registration and step into the virtual studio.



During trial mode you can still register at any time by clicking the **PURAFIED** logo in the top left, and opening the registration prompt from there.
After your trial ends you will go back to seeing the registration prompt every time you open an instance, and you will have to register the product to continue.

2.3 Updating

To keep your copy of the plugin up to date, click the **PURAFIED** logo in the top left, and then click **Check for updates**. If an update is available, click **Download now** to open the download page for the plugin. With this new version of the plugin, run the installers as described in **Chapter 2.1**, and replace your previous installation of the plugin. After you restart your DAW, checking for updates within the plugin should report that your **Plugin is up to date**.



1. Checking for updates
2. If update is available
3. If you're up to date

2.4 Uninstallation

For Mac users: Delete the plugin files from the following folders:

```
VST3: /Library/Audio/Plug-Ins/VST3/
AU:   /Library/Audio/Plug-Ins/AU/
AAX:  /Library/Application Support/Avid/Audio/Plug-Ins
```

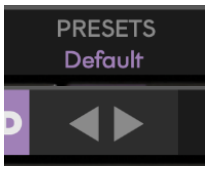
The system Library folder should be listed within Macintosh HD, but if you have trouble finding your plugins, you can click **Go To Folder**, paste in one of the paths listed above, and click **Go** when you're finished.

For Windows users: Remove the plugins from the same place they were installed. The common locations are:

```
VST3:
      C:\Program Files\Common Files\VST3
AAX:
      C:\Program Files\Common Files\Avid\Audio\Plug-Ins
```

If you don't find anything, or still see them in your DAW, check the plugin folder locations for your DAW.

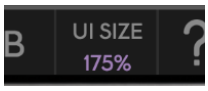
3. Controls



PRESETS selects one of the presets created by Sam Pura and his best friends, or save your own with the user preset slots. The **arrows** to the left switch between presets quickly.

Undo and redo can move back and forward in the history of tweaks you've made to the controls.

A B switches between two saved states of the plugin. It's useful for comparing changes.



UI SIZE changes the size of the window from 75% to 175%, defaults to 100%.

? opens the manual of the plugin

INPUT sets the volume of the signal going into the room emulation. It goes from -15 dB to +15 dB and defaults to 0 dB.

OUTPUT sets the volume of the signal going back into your DAW. It goes from -15 dB to +15 dB and defaults to 0 dB.

The Room Buttons allow you to pick from any of the ten rooms emulated by the plugin. Read more about each in **Chapter 4**.

DRY/WET controls how much unprocessed signal is mixed with signal from the room emulation. It goes from 0% to 100% and defaults to 100%, meaning fully wet / only signal from the room emulation.

The **LINK** section allows you to synchronize knobs between all microphones, so that each microphone has the same pre-delay, tone, HPF, LPF, or width setting.
There's also a button to enable **AUTOGAIN** which maintains a constant reverb volume as you make changes to the individual microphone faders, which is critical to hear the distinct character of each response, not just volume.

TIP: Shift-click a control to type its value in directly!

Ø toggles polarity inversion for this microphone. Disabled by default.

The Volume Fader for each microphone goes from -∞ dB to +12 dB, defaulting to 0 dB.

PRE DELAY sets how many milliseconds to delay input signal to this microphone, starting at 0 ms and going to 700 ms.

HPF sets the cutoff frequency of a high pass filter applied to the microphone, from its default at 0 Hz up to 450 Hz.

STEREO WIDTH controls the balance between side and mid channels for any stereo microphone, 0 being all mid, 200 being all side, and 100 being its natural state and default position.

BALANCE sets the balance between left and right channels, from -100L to 100R, starting at 0.0.

Solo and Mute buttons are included for each microphone. **TIP: Mute unused mics to reduce the CPU usage of the plugin.**

TONE adjusts a see-saw filter with a center at 700 Hz, boosting above and cutting below or vice versa. Goes from -15 dB to +15 dB, starting at 0 dB. Values refer to the boost depth of the high side.

LPF sets the cutoff frequency of a low pass filter applied to the microphone, from 600 Hz to 20 kHz where it defaults.

To learn more about each microphone, read **Chapter 5**.

4. The Rooms

The Panda Studios is Sam Pura's custom built sound workshop, containing two separate studios and all that's required to house musicians during long recording stints. Here's some information that may lead you to your perfect room vibe:

1. **West Live Room**

The infamous drumbrella room! Sam's go-to place to record the huge drums you hear on records from *Basement, Spiritworld, The Dangerous Summer, The Story So Far, State Champs*, etc.

2. **West Ctrl Room**

Typically used for vocals and acoustic guitar, this control room offers a quick dry decay that creates a natural, subtle space.

3. **Hallway**

The hallway is where Sam puts microphones when he needs lots of reflection and ambience. He thinks this is where you can find "The Sound of Hits", and recommends it especially for drums.

4. **Kitchen**

A major underdog in the studio, somehow the place that stores ham sandwiches and paper towels also stores seriously solid ambience. This is literally and figuratively somewhere between a live room and a hallway.

5. **Bedroom**

We tried to also capture the smell of fresh linen and cozy naptimes but all we got is a natural room sound with creamy smooth decay. This is one of the larger rooms in the studio that isn't super reflective, so it could be the goldilocks you need.

6. **Bathroom**

This one goes without saying if you like singing in the shower.

7. **Iso Room**

Super quick responding ambience, for space without so much decay. Used for acoustic guitars, speaker cabinets, vocals, even punchy drums. You might be surprised how alive a “dead” room can sound.

8. **East Live Room**

Dave Grohl would probably love the east live room. It’s live, reflective, fast, and punchy. The LDC microphone is placed in the warehouse for this setup, which gives you great decay and options for your sound.

9. **East Ctrl Room**

Essentially the west control room, but bigger. It houses a tight, controlled response. Stereo imaging is definitely a highlight with how the microphones were set up here, give it a try for wider natural sounds.

10. **Warehouse**

While you cannot smell the lovingly nurtured legal-in-California greenery, this remains one of the most iconic sounds at the Panda Studios. Besides ambience for warming up acoustic instruments, Sam famously uses this room to *literally re-amp snares*. The snares on records like *Proper Dose* from *The Story So Far* and *Deathwestern* from *Spiritworld*. They were played through a speaker cab in the warehouse to sound bigger. I bet he wished they had a plugin for that.

5. The Mics

The Panda Rooms are brought to you by the following 5 messengers, trained from a young age, often modified by their patient and ever-demanding father, all in the name of awesome room sound:

1. **U47**

Mono, placed 8 feet from the source. Its claim to fame is Sam's sought-after Parker Cannon vocal reverb effect used throughout *The Story So Far* productions.

2. **Louie**

Binaural Microphone, placed 4 feet from the source. If this whole music thing doesn't pan out, Sam will have this around to do ASMR roleplay videos. Sounds like you're standing in the room, definitely unique to this plugin.

3. **SDC**

Stereo xy setup, placed 8 feet from the source. Plays well with hard transients while still giving plenty of vibe.

4. **Ribbon**

Stereo Blumlein ribbon setup, placed 12 feet from the source. Highly dependable room mics, still coated in layers of character.

5. **LDC**

Infamous stereo XY custom panda mics, placed over 25 feet away from the source in the next room. By far the most reflective and ambient. Better known as the special sauce.

6. Troubleshooting

1. Be sure to re-read through the **Setup** section of this manual just in case
2. Check the **Purafied FAQ** to see if your issue is already listed
3. If not, contact **panda@purafied.com** with your plugin version (click the **PURAFIED** logo in the top left to find this), the details of the issue, and the steps to reproduce it.