

VOLCAN AUDIO

FLOD

TRUE STEREO REVERB · PRO · USER MANUAL · BY VOLCAN AUDIO

A fully algorithmic room: no impulse response, nothing played back. Every reflection is built as you play, so the room stays alive, costs little CPU and has no latency.

THE POSITIONER



DRAG THE DOT

Left to right moves the source across the stage, with tone, not just volume. Up is far, down is near: far pushes it back into the room.

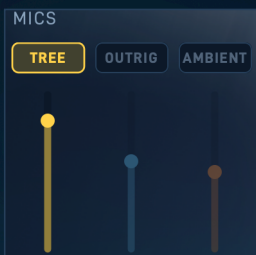
THE HALO

Shows the diffusion and breathes with what you play.

INPUT

Mono or Stereo. Leave it on Stereo for anything already wide.

THE THREE MICS



TREE

The reverb engine itself: the room as FLOD builds it. Always on at 0 dB, it is the reference. On its own it is already the full reverb.

OUTRIGGERS

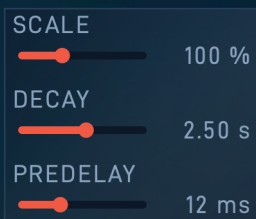
An addition on top of the Tree; later, brighter, by far the widest. Adds width.

AMBIENT

An addition on top of the Tree; latest and darkest. Adds depth.

Click Outriggers or Ambient to add it, drag a fader for its level, double-click it for 0 dB.

CONTROLS



SCALE

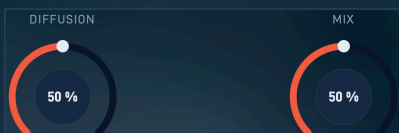
Room size. The character holds at any size.

DECAY

Tail length in seconds, up to 8.

PREDELAY

Gap before the room starts.



DIFFUSION

Low keeps reflections separate (percussion), high gives a seamless wash.

MIX

Dry against wet. Presets never touch it.

OUT

Small knob bottom left: trim only, 0 dB is already calibrated.

EQ

NODES

Drag to move a band, right-click to change its shape, double-click to switch it on or off. Scroll for Q.

PRE / POST

PRE shapes what goes into the room, POST what comes out.

BYPASS

Switches the EQ off without a click. The curve dims.

ANALYSER

Live spectrum of the output, smooth at the screen's own frame rate.

ADVANCED



EARLY / SIZE

The first reflections: Classic, Studio, Booth, Chamber or Stage, in Small, Medium or Large, from their menus. FLOD Hall uses Studio Small.

ER WIDTH

Width of the first reflections only, mono to extra wide. The tail keeps its own width.

LOW / HIGH DECAY

How long the lows and the highs last next to the mids.

DUCKING

The reverb steps back while the source plays, and blooms in the gaps.

EARLY / TAIL

Balance between the first reflections and the tail.

MODULATION

How much the tail moves. 100 % is already alive, up to 200 % for lush.

REV DELAY

Extra gap before the tail only: the first reflections stay where they are.

CLEAR STAGE

Eases the frequencies where a long tail piles up. No latency.

PANNER

TONAL: the tone follows the position, like a head. SMART: the tiny delay between the ears, tone unchanged.

FREEZE

Holds the room forever and stops new sound coming in.

PRESETS

LOAD IR		
FACTORY	SCORING STAGE	LARGE HALL
FLOD Hall	Scoring Stage	Large Hall
Vocal Hall	Scoring Stage Dark	Large Hall Dark
Small Hall	Scoring Stage Bright	Large Hall Bright
Concert Hall	Scoring Stage Warm	Large Hall Warm
Grand Hall	Scoring Stage Wide	Large Hall Wide
Cathedral Wide	Scoring Stage Soft	Large Hall Soft
Dark Cave	STUDIO	ENDLESS
Shimmer Space	Studio	Endless
Ghost Verb	Studio Dark	Swell
Infinite Drift	Studio Bright	Bloom
	Studio Warm	Gloss
	Studio Wide	Deep
	Studio Soft	Haze
USER	MEDIUM HALL	
	Medium Hall	
	Medium Hall Dark	
	Medium Hall Bright	
	Medium Hall Warm	
	Medium Hall Wide	
	Medium Hall Soft	

MAIN

The ten main rooms on the left. The arrows step through every preset.

CATEGORIES

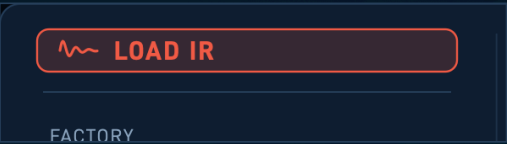
Scoring Stage, Studio, Medium Hall, Large Hall, each with Dark, Bright, Warm, Wide and Soft, plus Creative.

USER

Save your own with the disk icon. Mix and Out are never changed by a preset.

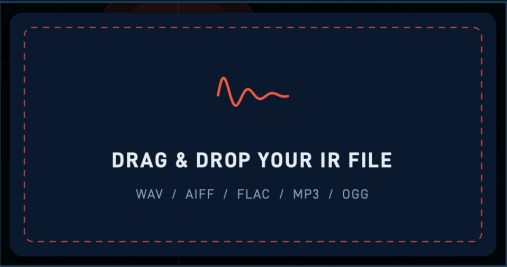
LOAD IR

Turn any impulse response into a FLOD room. No convolution: FLOD listens to the IR and sets itself to sound like it, and the room stays alive.



FROM THE MENU

LOAD IR is the first line of the presets menu. Pick a WAV, AIFF, FLAC, MP3 or OGG file: mono, stereo or true stereo.

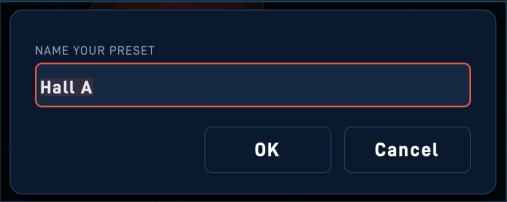


DRAG AND DROP

Or drop the file straight onto FLOD. The screen dims while you hover.

ANALYSIS

A few seconds. FLOD sets length, tone, early reflections, width, the ADVANCED page and the EQ, and keeps the level of the default preset.



NAME IT

Give the result a name. To keep it, save it with the disk icon like any preset.