Klevgrand releases Walls

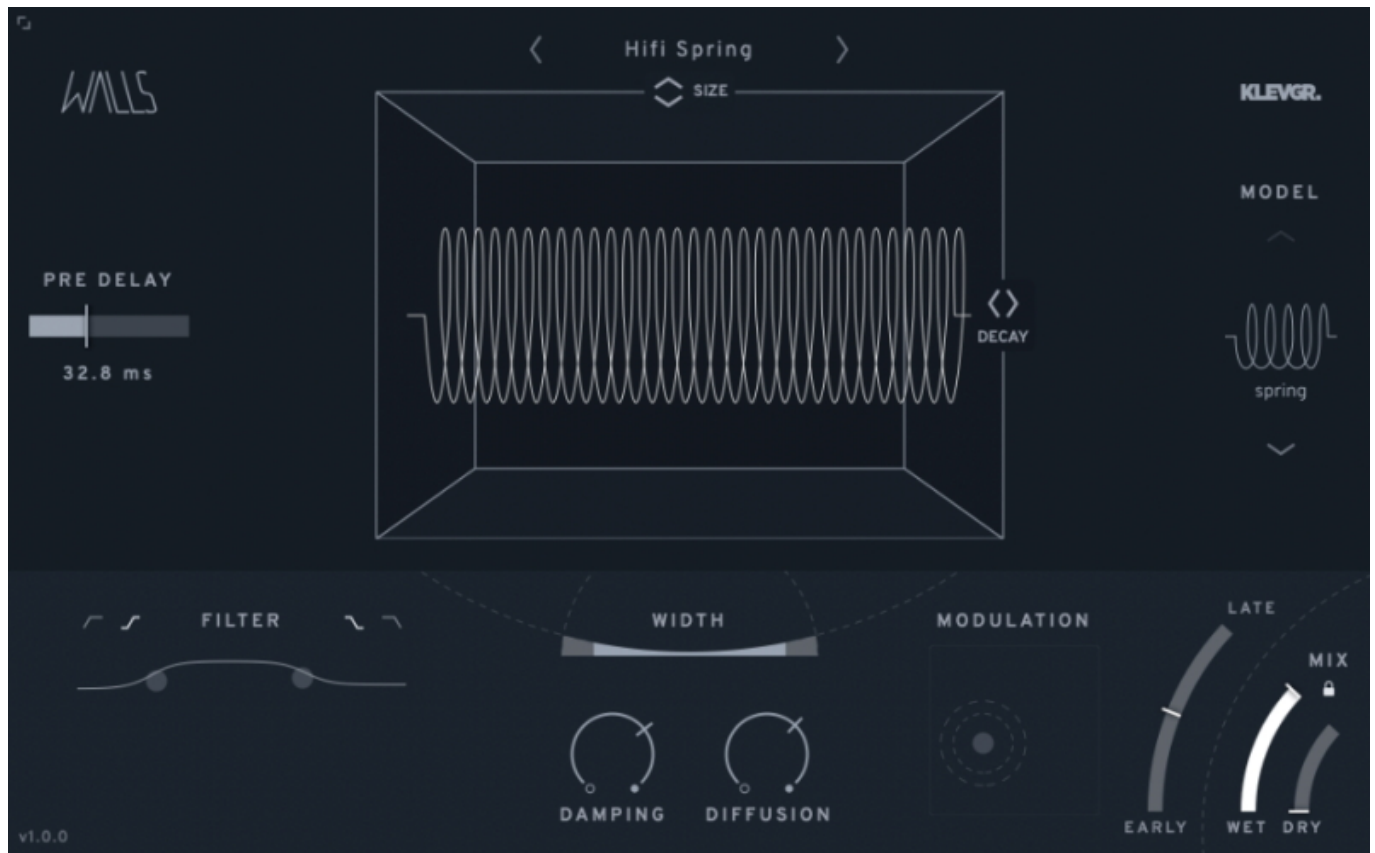Wednesday, 25 June 2025 17:46

Klevgrand Walls

Meet Walls, a tool that lets you create surreal spaces and entirely new creative landscapes. Behind Walls is a brand new algorithmic reverb Engine, based on classic reverb algorithms but with innovative twists. This approach gives you the ability to shape everything from grounded realism to bending, impossible geometries. Walls adapts to your sound and the way you choose to inhabit the space. Stretch it, scale it, tilt it – all sounds are welcome.

Included acoustics algorithms

- spring: Ranging from classic spring reverbs to more experimental metallic resonators. Ideal for plucked instruments.
- hex: A delay/reverb hybrid, suitable for non-reverb effects, granular textures, and abstract sound design.
- cosmic: For deep, diffused soundscapes. Ideal for experimental textures, synths, effects and percussive sounds.
- binary: A deliberately degraded reverb with poorrealism. For vintage-style digital ambience and resonant textures.
- plate: Well suited for general-purpose reverb applications. Synths, vocals and percussive sounds, to name a few.
- hall: Similar to Plate, but with a larger, more realistic sound. For emulating real acoustic spaces, from small to huge.

Features:

- Six different acoustics algorithms (Plate, Hall, Spring, Cosmic, Hex, Binary)
- Dynamic visualizers for each algorithm
- Damping filter
- Two-band EQ
- Early and Late reflections mixer
- Up to 40 modulation LFO's with individual frequency, with a unified and intuitive control system
- Stereo width control
- Variable diffusion depth
- Variable room size
- Dry/wet mix
- Mix lock

www.klevgrand.com