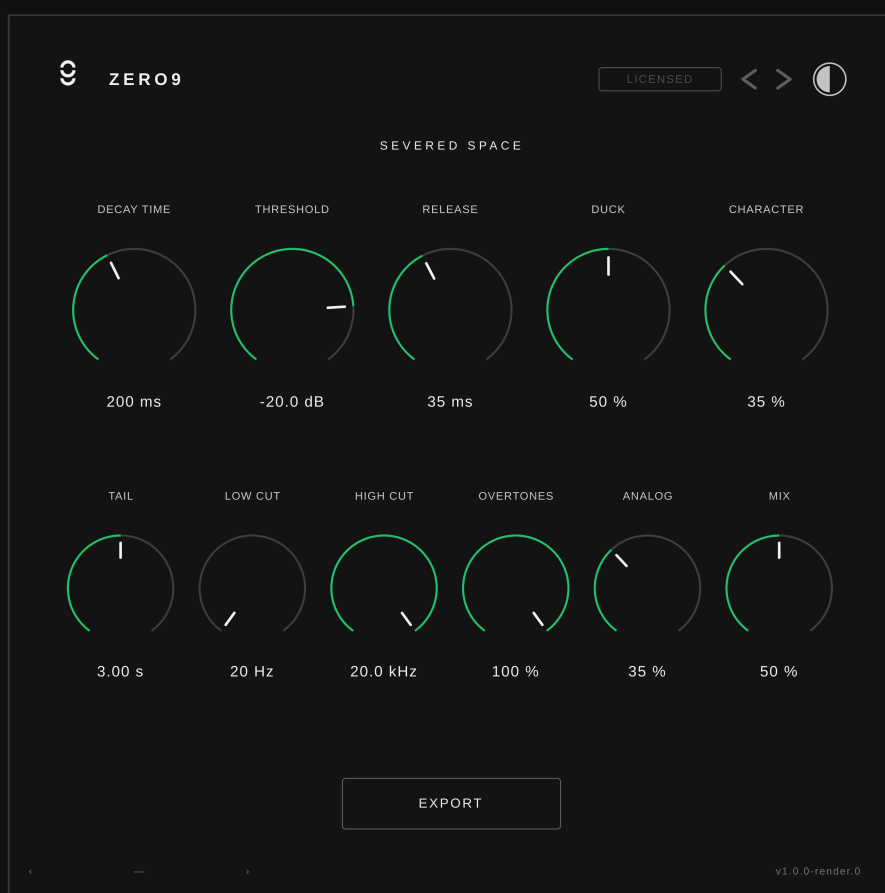




Severed Space

A gated reverb with continuous ducking, onset-triggered closure, spectral declashing and final analog movement.



Open the space. Cut the tail. Keep the impact.

VERSION 1

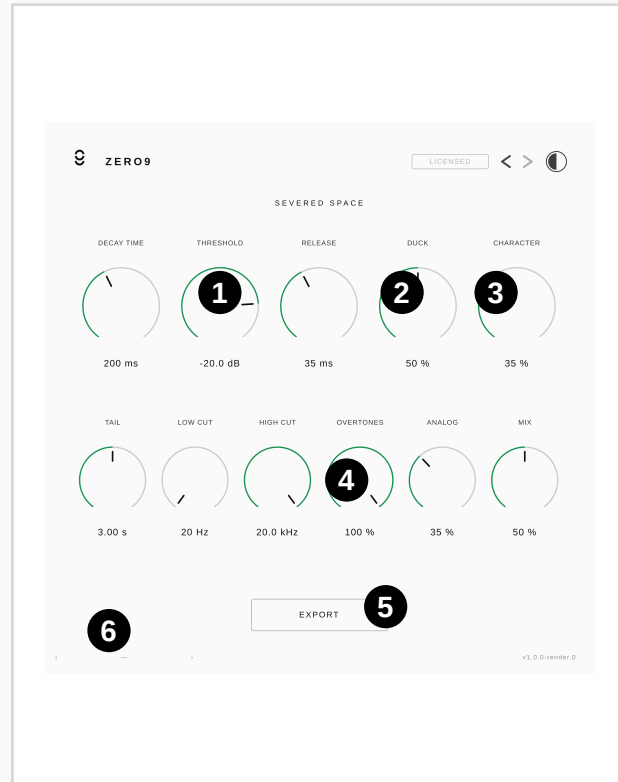
The reverb rings. The gate decides what you hear.

Severed Space separates reverb tail length from audible gate time. TAIL and CHARACTER shape the room, while DECAY TIME, THRESHOLD, RELEASE and DUCK control when and how that room is exposed.

QUICK START

- 1 Build the room**
Set TAIL and CHARACTER.
- 2 Set the gate**
Use DECAY TIME and THRESHOLD.
- 3 Add continuous ducking**
Raise DUCK and tune RELEASE.
- 4 Finish the tone**
Use filters, OVERTONES, ANALOG and MIX.

INTERFACE MAP



- | | |
|---|--|
| 1 Gate
Decay / Threshold / Release. | 2 Duck
Continuous wet attenuation. |
| 3 Character
Reverb tone. | 4 Tone / Output
Tail, filters, Overtones, Analog, Mix. |
| 5 Export
4x Export Mode. | 6 Presets
Preset name, previous/next and menu. |

Two dynamics systems shape the wet bus.

The time gate creates the classic chopped-reverb shape. The continuous duck path independently pushes the reverb down while the source is active.

DECAY TIME

Sets how long the gate stays open after a detected transient, from 50-1500 ms.

GATE TIME

THRESHOLD

Sets the reference level used by the ducking behaviour.

-60 TO -10 DB

RELEASE

Controls how quickly the continuous ducking recovers.

10-500 MS

DUCK

Sets how strongly the wet reverb is pushed down while the source is present.

0-100 %

TRANSIENT RESPONSE

The gate reopens from clear source onsets, keeping the chopped tail connected to the musical attack.

SOURCE-DRIVEN

WORKFLOW

Use DECAY TIME for the obvious gated shape; use DUCK and RELEASE to keep dense material out of the way.

TWO LAYERS

Shape the reverb underneath the gate.

TAIL controls how long the room wants to ring; the gate and ducking decide how much of that tail is actually heard.

Overtone is subtractive

Nothing is added by OVERTONES. 100% leaves the reverb spectrum intact; lower values remove more dominant resonant energy.

TAIL

Sets the reverb ring time from 1 to 8 seconds. This is independent of DECAY TIME.

UNDERLYING REVERB

CHARACTER

Changes the tone and behaviour of the reverb.

0-100%

OVERTONES

100% is neutral. Turning it down suppresses dominant resonant bands that clash with the source.

SPECTRAL DECLASH

LOW / HIGH CUT

Tone filters for the wet reverb path.

20-2000 HZ / 200-20000 HZ

ANALOG

Adds final movement, saturation and texture after the dry/wet blend.

LAST IN CHAIN

MIX

Balances the complete gated reverb against the original source.

DRY / WET

Control reference.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Decay Time	50-1500 ms	200 ms	Time the wet gate stays open after an onset.
Duck	0-100%	50%	Continuous wet attenuation amount.
Threshold	-60 to -10 dB	-20 dB	Reference level for ducking.
Release	10-500 ms	35 ms	Continuous duck recovery time.
Tail	1-8 s	3 s	Underlying reverb ring time.
Character	0-100%	35%	Reverb character.
Mix	0-100%	50%	Dry/wet balance.
Low Cut	20-2000 Hz	20 Hz	Wet-path high-pass filter.
High Cut	200-20000 Hz	20000 Hz	Wet-path low-pass filter.
Analog	0-100%	35%	Final analog movement and colour.
Overtones	0-100%	100%	Spectral declashing; 100% is neutral.
Export Mode	On / Off	Off	4x oversampled rendering mode.
Dark Mode	On / Off	On	Interface theme only; not automatable.

Automation

Export Mode is automatable.

Time versus tail

DECAY TIME controls the audible gate; TAIL controls the underlying reverb length.

Export Mode and interface.

EXPORT MODE

4x

Export Mode runs the reverb processing at 4x oversampling for higher-quality rendering at increased CPU cost.

Latency / host behaviour

Export Mode is automatable and may add reported processing latency while active.

Window resizing

The interface is square, aspect-locked and resizable.

Dark Mode

The circular header toggle changes the interface theme only. Dark Mode is not an audio parameter.

Analog

Use lower settings for subtle finish; push higher for more obvious movement and colour.

Preset system.

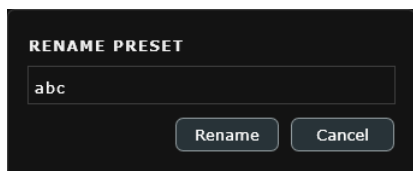
Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

Load / Browse



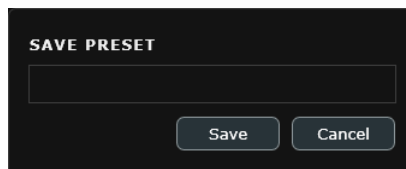
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Rename



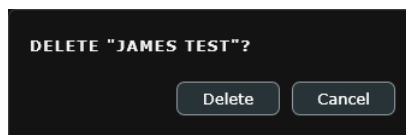
Rename changes the name of a User preset. Factory presets remain protected.

Save



Choose Save... to create a User preset. When a User preset is active, Save over updates it. Factory presets are read-only, so saving from one creates a new User preset.

Delete



Delete removes a User preset after confirmation. Show presets folder opens the User preset location.

Modified

An asterisk (*) after the preset name means the current settings differ from the loaded preset.

Factory / User

Factory presets are installed with ZERO9 and are read-only. User presets are stored separately and survive plugin updates.

What presets store

Presets capture the plugin sound state. Window size, Dark Mode and other UI preferences are not included.

Host presets

The ZERO9 system works the same in every compatible VST3 host. Cubase may also show its own preset strip; the two stores are separate in Version 1.

Licence and compatibility.

Severed Space installs as a fully working VST3 plugin with no account required.

Demo mode

Without a licence file loaded, the plugin periodically bypasses its processing so you can evaluate it before purchase.

LOAD A LICENCE

Drag your **.zero9lic** file onto the licence panel in the plugin UI, or click the panel to browse for the file.

Licence files do not require online activation.

Manage licences: **zero9.uk/plugins**

SYSTEM REQUIREMENTS**Format**

VST3

Platforms

64-bit Windows or macOS

Host

Works with any compatible VST3 host.

Installers

Use the current ZERO9 installer for your platform.

SUPPORT / CURRENT INFORMATION

For installation, licence or technical support: **support@zero9.uk**

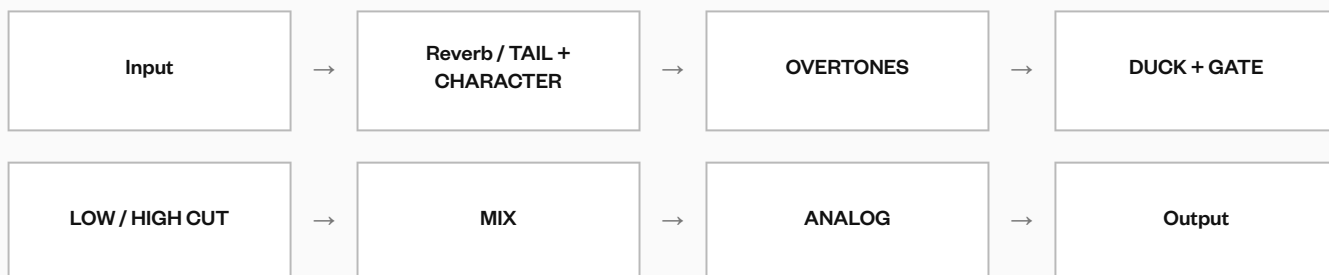
Current plugin information and licence management: **zero9.uk/plugins**

ZERO9 plugins are designed and developed by electronic music artist and producer James Harcourt.

Signal flow.

The diagram below shows the signal path and the order of the main processing stages.

AUDIO PATH



DECAY TIME controls how long the wet reverb stays open; TAIL controls how long the underlying reverb rings.

DUCK and the gate both respond to the source rather than to the reverb output.

Export Mode

Runs the reverb processing at 4x for higher-quality rendering.