

# Environments

User Guide

v1.0

<b>Environments</b>	<b>3</b>
<b>Installation</b>	<b>4</b>
<b>Registration</b>	<b>5</b>
<b>Parameters</b>	<b>6</b>
<b>Environments</b>	<b>8</b>
Temple of Mercury	8
Piscina Mirabilis	8
Cisternone	8
<b>Features</b>	<b>9</b>
Parameter Lock	9
Edit Value	9
Window Size	9
Preset Copy / Paste	9
Enable / Disable Notifications	10
Swap Mouse Buttons	10
GUI Acceleration	10
Graphics Controls	10
<b>End</b>	<b>11</b>
Where is everything?	11
Credits	12
EULA	12
Thank You	12
Follow Us	12

# Environments

## Original Acoustic Places

[Environments](#) is an interactive experience between performer, sound, and acoustic space. Built from real places with unique sonic identities, it turns reverberation into something living and explorable rather than fixed and static. The environment itself becomes a musical instrument, shaping and transforming the sound in ever changing ways. The spaces captured in Environments are not ordinary rooms, but remarkable architectural environments chosen for their exceptional acoustics, historical character, and sonic individuality. At the heart of Environments is a complex convolution engine that combines multiple impulse responses with different characteristics, giving each space depth and a more lifelike presence. Through the Room section, you can move within each captured environment and reshape its character, while modulation adds further motion and subtle variation over time. Environments also includes Gestures, an additional convolution layer built from sounds and resonances collected during the exploration of these places using spare parts, custom DIY feedback gear, and found objects developed through the [Spare Parts Sound Project](#) by artist [Salvatore Carannante](#). The result is more than a reverb: it is a way of playing architecture, resonance, and physical space as part of the music.

**Environments** is available for macOS, Windows, and Linux (VST, VST3, AU, AAX, CLAP). It's also available on the App Store for iOS and iPadOS (AUv3 and Standalone).

# Installation

## macOS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)


## Windows

- Extract the ZIP archive
- Double click on the setup file (.exe)
- Follow the instructions to install the plug-in(s)

## Linux

- Extract the tarball archive
- Run `./install.sh`
- Follow the instructions to install the plug-in(s)

# Registration

When you open the plugin for the first time, the activation window will appear automatically. If it does not appear, open it by clicking the  icon next to the bypass button in the top right corner of the plugin.

A registration window with a light gray background and rounded corners. At the top center is an icon of a flask with a stopper and three bubbles. In the top right corner is a close button (an 'X' icon). Below the icon is the text "Log in to authorize". There are three input fields: the first has an envelope icon and the label "Email"; the second has a key icon and the label "Password"; the third is a button labeled "Log In". Below the "Log In" button is the text "or drag the offline license file here".

Log in to authorize

Email

Password

Log In

or drag the offline license file here

## Online

- If you haven't created an account yet, you can [sign up here](#)
- Enter your email and password and click Log In.

## Offline

- Download the license file from your [account](#).
- Drag and drop the license file into the registration window, or click the *offline license file* label below Log In to select the license file.

# Parameters

## Room

The Room section controls the position and stereo behavior of the simulated space.

<i>XY display</i>	Lets you move through the selected environment allowing to explore different positions inside the captured space.
<i>Morph</i>	Shapes the room's tonal character by blending between different impulse response sets captured in different ways. Lower values produce a darker, fuller sound, while higher values bring out a brighter room character.
<i>Width</i>	Adjusts the stereo width of the room simulation.
<i>Mid/Side</i>	Splits the input signal into Mid and Side components, processing each through a different impulse response to create a different spatial character.

## LFO

The LFO section modulates the room simulation for subtle movement or more pronounced spatial effects.

<i>Rate 1 &amp; 2</i>	Sets the speed of the modulation source.
<i>X</i>	Controls how much the first modulation source affects the horizontal movement in the Room display.
<i>Morph</i>	Controls how much the first modulation source affects the Morph parameter.
<i>Y</i>	Controls how much the second modulation source affects the vertical movement in the Room display.
<i>Width</i>	Controls how much the second modulation source affects the stereo width.

## Environment

This section lets you pick the current environment. There are 3 Environments, each captured in two different positions of the place (A & B).

<i>Tilt EQ</i>	Balances the tonal character of the reverb, making it darker or brighter.
<i>Pre Delay</i>	Sets the time between the dry signal and the start of the reverb.
<i>ER</i>	Adjusts the amount of early reflections of the impulses.
<i>Decay</i>	Controls the length of the reverberation by recalculating the size of the internal impulses.

## Gestures

Gestures adds an extra convolution layer before the environment processing, built from sounds gathered during the exploration of each place. Rather than traditional impulse responses, it uses resonant objects, actions, and feedback driven gestures captured on site with found materials, spare parts, and custom DIY devices developed through the [Spare Parts Sound Project](#). It adds texture, rhythm, and a more physical sense of contact with the space.

<i>Play</i>	Previews the selected Gesture sample.
<i>Mix</i>	Sets the amount of the Gestures layer blended into the main signal.
<i>Compressor</i>	Controls the dynamics of the Gesture layer, helping keep extreme resonances under control.

# Environments

## Temple of Mercury

The [Temple of Mercury](#) in Baia is a 1st century BC Roman thermal hall, not a temple in the religious sense. Known as the Echo Temple, it is famous for its extraordinary acoustics, created by its hemispherical form and the water that now covers the floor. Even quiet sounds can travel across the space with startling clarity as they reflect from the curved walls. The structure is considered a precursor to the Pantheon and remains one of the oldest large domes built from Roman concrete and tuff.

## Piscina Mirabilis

[Piscina Mirabilis](#) in Bacoli near Naples is the largest ancient Roman freshwater cistern ever built. Constructed during the Augustan period, it served as the terminal reservoir for the Aqua Augusta and supplied water to the Roman fleet at Misenum. The structure measures 72 meters in length, 25 meters in width, and 15 meters in height, with 48 massive cruciform pillars dividing the space into five grand naves. It is often described as a subterranean cathedral due to its scale and visual power.

## Cisternone

The [Cisternone of Livorno](#), also known as the Great Cistern, is a monumental work of Neoclassical hydraulic engineering built between 1829 and 1842 and designed by architect Pasquale Poccianti. It was the heart of the Leopoldino Aqueduct system, providing filtered water to the city. The immense interior covers about 1,900 square meters and is supported by 128 pillars arranged in eight rows, creating a vast and deeply atmospheric underground reservoir. Its still water, towering columns, and dim natural light give it a silent and almost sacred presence.

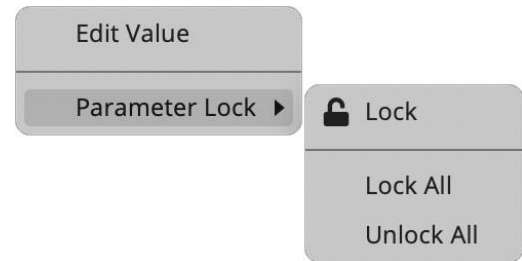


# Features

## Parameter Lock

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.

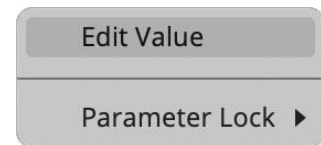
Right click on a parameter and choose *Parameter Lock*.




<i>Lock / Unlock</i>	If locked, the parameter won't be updated when changing presets
<i>Lock All</i>	Locks all parameters
<i>Unlock All</i>	Unlocks all parameters

## Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



By clicking on the icon  you can access additional features.

## Window Size

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the standard size.

## Preset Copy / Paste

You can easily share presets by using this Copy/Paste feature.

<i>Copy to Clipboard</i>	The status of all parameters will be saved to the Clipboard
<i>Paste from Clipboard</i>	Load a preset from the Clipboard

## **Enable / Disable Notifications**

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

## **Swap Mouse Buttons**

If you use the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.

This option is global and it will affect all AudioThing plugins.

## **GUI Acceleration**

You can enable or disable the GUI acceleration supported by your system.

The current and default library is OpenGL.

## **Graphics Controls**

This feature allows you to modify the User Interface's Brightness and Contrast.

# End

## Where is everything?

The installer will place the plugins, presets, and other data in these folders.

### macOS

AU     /Library/Audio/Plug-ins/Components/  
VST     /Library/Audio/Plug-ins/VST/  
VST3    /Library/Audio/Plug-ins/VST3/  
CLAP    /Library/Audio/Plug-ins/CLAP/  
AAX     /Library/Application Support/Avid/Audio/Plug-Ins/  
Data     /Users/Shared/AudioThing/

### Windows

VST     *custom path from the installer*  
VST3    \Program Files\Common Files\VST3\  
CLAP    \Program Files\Common Files\CLAP\  
AAX     \Program Files\Common Files\Avid\Audio\Plug-Ins\  
Data     \Users\Public\Public Documents\AudioThing\

### Linux

VST     ~/.vst/  
VST3    ~/.vst3/  
CLAP    ~/.clap/  
Data     ~/.local/share/AudioThing/

## Credits

DSP & Code	<i>Carlo Castellano</i>
Idea	<i>Salvatore Carannante</i>
Design	<i>John Gordon</i>
QA	<i>David</i>

## EULA

Please visit [www.audiothing.net/eula/](http://www.audiothing.net/eula/) to review this product's EULA.

## Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For support, please visit [www.audiothing.net/support/](http://www.audiothing.net/support/)

For further help or any questions, please contact us here: [www.audiothing.net/contact/](http://www.audiothing.net/contact/)

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