

Virtual Orchestral & Choir Halls

Sometimes you will want to place all of your instruments into a virtual hall. This is essentially why people use reverbs (to simulate a space). But - most reverbs do not do this at the best level of detail for orchestral music. OTR to the rescue! Let's revisit the virtual orchestral and choir hall tracks we skipped over the previous section.

Note: Remember how the track type of each track template allows us to choose whether a track goes to the Main Mix, a Choir Hall, or Orchestral Hall? If not, go back and review that section, because it is kind of important for this since we are about to discuss the destination of those track's outputs.

To begin, navigate back to the FX section and take a look at this area.

You will see that there is a group of tracks underneath a parent track that make up the virtual hall. These tracks comprise each of the virtual microphone positions for the hall. Just like how many sample library developers include multi-mic positions, pre-recorded with ambience, OTR can simulate this same recording technique for instruments with only a close microphone position.

By default, the tracks do not have any effects on them, but we're going to walk through setting those up right now. We are basically going to simulate each mic position through the use of different impulse response reverbs.

To begin, please be familiar with IR libraries and plugins. This manual will not discuss those in depth. The important aspect to understand is that an IR is a recording of a location in a particular mic position from its source. That IR is applied to an instrument - like a reverb - and processes the sound based on a lot of math.

Reverbs such as Quantum Leap Spaces, Altiverb, Waves IR-L, Waves IR-1, etc all do this job beautifully. But we are going to place those plugins on steroids. If you don't have any IR plugin, don't worry. Reaper has a built in IR plugin called Reafir that will allow you to load most any IR you find on the internet (and there are a lot for free). Again, this manual isn't covering the ins-and-outs of IR reverbs - just how to apply them to these tracks.

