

# Deep Waters

M A N U A L

**ZAK**  
sound

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# Requirements

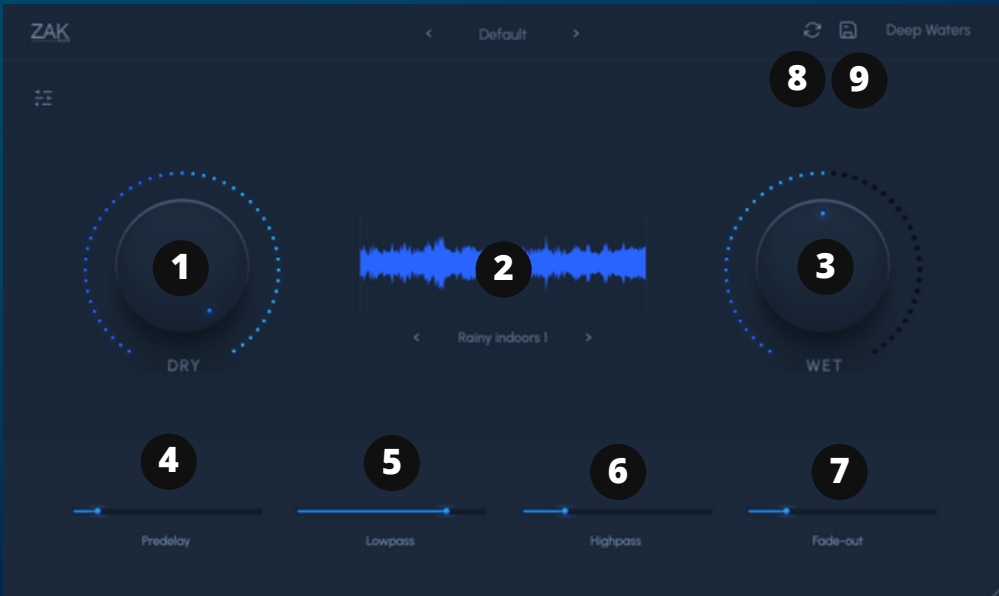
## **macOS Requirements**

- RAM: 4GB
- macOS 10.11 or higher
- Intel & Native Apple Silicon

## **Windows Requirements**

- RAM: 4GB
- Windows 7 or higher

# Main Parameters



## 1. Dry

Original signal level without processing.

## 2. Convolution sample

Convolution sample selection. Click on the sample name to see all the available options.

## 3. Wet

Signal level with processing.

## 4. Predelay

Adjusts the delay between the original audio and reverb onset.

## 5. Lowpass

Cuts the high frequencies of the reverb.

## 6. Highpass

Cuts the low frequencies of the reverb.

## 7. Fade-out

Sets the fade-out of the convolution sample.

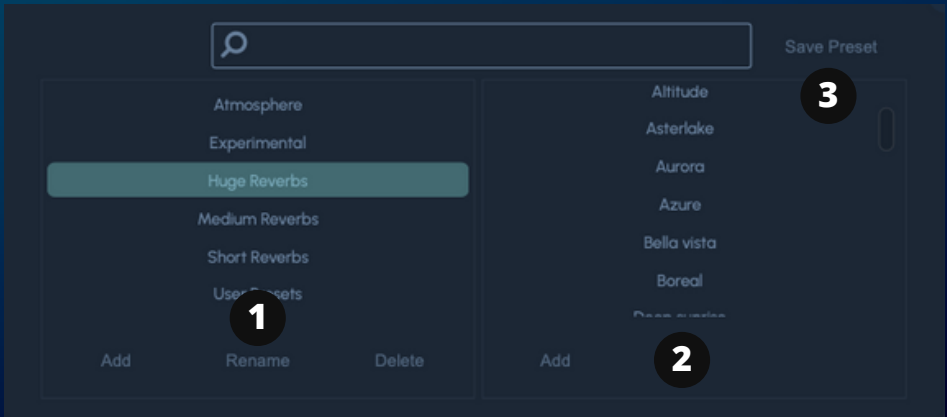
## 8. Randomize button

Randomly sets different convolution samples and knob parameters.

## 9. Save Preset

Saves a preset in the "User Presets" category.

# Presets



Presets created with different plugin settings.  
You can create or modify your own presets for future use.

### 1. Add/Rename/Delete

Add, rename, or delete categories.

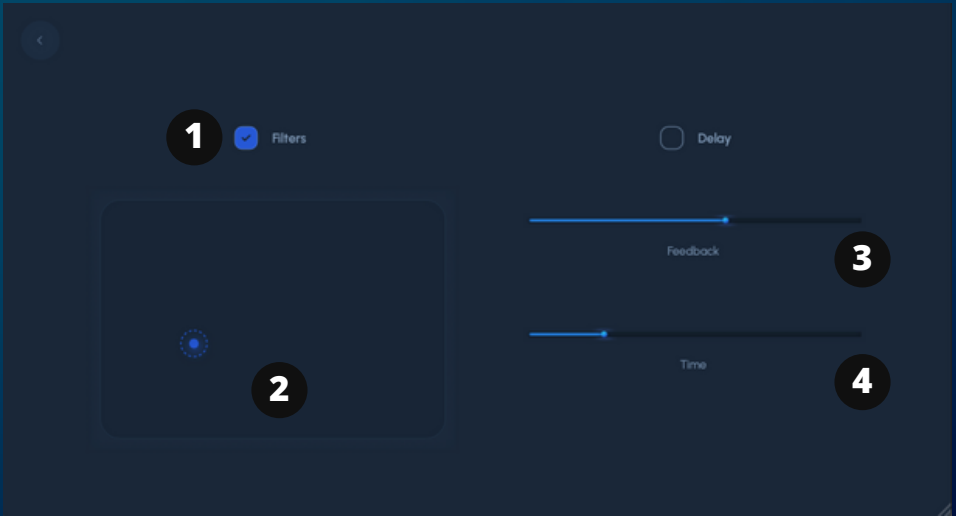
### 2. Add/Rename/Delete

Add, rename, or delete presets.

### 3. Save preset

This button is used to overwrite existing presets. It's not for saving new presets. To save new presets, you must click "Add".

# Settings



The delay parameter will be applied on the "Wet" signal after the reverb processing, creating repetitions within the reverb effect.

## 1. Power button

Turns on or off the effect.

## 2. Filters FX

Filters on an creative XY Pad.

## 3. Delay time

Regular delay time.

## 4. Delay feedback.

Sets the number of repetitions of the delay.

# Best Practices

1

**Add a limiter after Deep Waters FX:** Due to the nature of the samples used in this convolution reverb, it is advisable to insert a limiter after "Deep Waters." This will help prevent undesirable distortion and clipping. Some DAWs, such as FL Studio, already come with a built-in limiter at the end of each channel, so no additional action is required in such cases.

2

**If you work with sample rates higher than 44.1 kHz, reduce the "Wet" level slightly:** The convolution reverb samples were recorded at a 44.1 kHz sample rate. If you are working with higher sample rates, such as 88.2 kHz or 96 kHz, the convolution will be resampled to match the new sample rate, resulting in an increase in the Wet signal's dB level. To avoid clipping at higher frequencies, simply lower the Wet level slightly, and everything should work smoothly.