

TRUE>STAGE>AUDIO®

STAGE DEPTH

EN: A one-knob spatial tool for natural depth and placement.

ES: Una herramienta de un solo control para crear profundidad y ubicación espacial natural.

Stage Depth combines:

- distance-based imaging
- early reflections
- delay cues
- reverb shaping
- automatic gain compensation
- transient shaping

DEPTH

EN: Controls how far a sound sits in space (front to back).

ES: Controla qué tan lejos se ubica un sonido en el espacio (frente a fondo).

SPACE

EN: Selects acoustic environment (Hall, Studio, Hall II).

ES: Selecciona el entorno acústico (Hall, Studio, Hall II).

OUTPUT

EN: Processed (full effect) or Space Only (spacial component).

ES: Procesado (efecto completo) o Space Only (solo espacio).

UTILITY

EN: Auto Gain keeps levels consistent. Eco reduces CPU usage.

ES: Auto Gain mantiene el volumen. Eco reduce uso de CPU.

Note:

EN: As depth increases, volume perception diminishes naturally, AUTO GAIN compensates for this.

ES: A medida que aumenta la profundidad, la percepción del volumen disminuye de forma natural; la función AUTO GAIN automática compensa este efecto.



What is Stage Depth?

Stage Depth is a one-knob spatial tool designed to place sounds naturally in a virtual acoustic space.

Instead of using traditional reverb or EQ workflows, Stage Depth combines:

- distance-based filtering
- early reflections
- delay cues
- reverb shaping
- automatic gain compensation

All controlled by a single intuitive knob.

Main Control

DEPTH (Central Knob)

Controls how far a sound sits in the virtual space.

- **0–20** → Close / upfront
- **20–60** → Natural placement (sweet spot)
- **60–100** → Distant / ambient

As you increase Depth:

- high frequencies soften
- early reflections increase
- reverb depth increases
- direct signal subtly reduces
- transients soften

SPACE

Selects the acoustic environment.

HALL

- Balanced orchestral space
- Natural depth and clarity
- Ideal for most musical material

STUDIO

- Tighter, more controlled
- Less reverb, more definition
- Good for modern / close mixes

HALL II

- Larger, more diffuse space
- Softer transients, wider tail
- Great for cinematic depth

OUTPUT

Defines what you hear.

PROCESSED

- Full effect (recommended)
- Direct + spatial processing combined

SPACE ONLY

- Only the spatial component
- Useful for layering or parallel processing

UTILITY

AUTO GAIN

- Maintains consistent perceived loudness as Depth increases.
As sounds are pushed further back, natural energy loss is compensated automatically.
- Keeps your mix balanced while shaping distance.

ECO

- Reduces CPU usage
- Slightly simplified processing

Ideal for:

- large sessions
- multiple instances

Workflow Tips

- Use early in your chain for best results
- Automate Depth for dynamic movement
- Use SPACE ONLY for creative layering

Philosophy

Stage Depth is designed to be:

Fast. Musical. Invisible.

No menus. No tweaking. Just placement.

ENJOY!

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