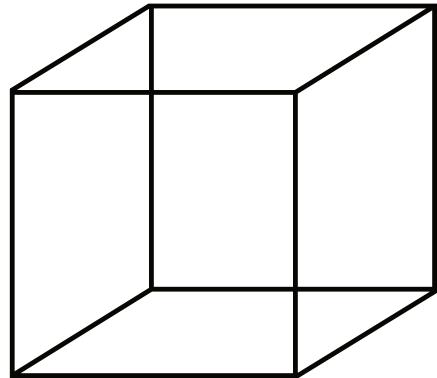Sala

Sala is a reverb built for launching any sound out into the exosphere.

While it excels at huge ambient spaces with deep and colorful modulation, it can also zoom in close for a more focused sound.

Sala is a gift, a ceremonial effect that marks our first foray into multi-platform native plugins.

We hope it brings you joy in transforming even the smallest of sounds into a wash of textures.

Sala is an audio effect plugin and requires a host to run.

It's available in the CLAP, VST3 and AUv2 formats and is compatible with any host (such as a DAW) that supports any of these formats.

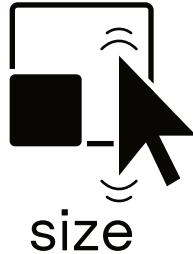Sala is compatible with macOS (Universal), Windows and Linux.

Minimum supported OS versions are

macOS 10.13 (High Sierra)
Windows 10
Ubuntu 22

The parameters in Sala can be adjusted with your cursor, scrolling and via direct keyboard input.
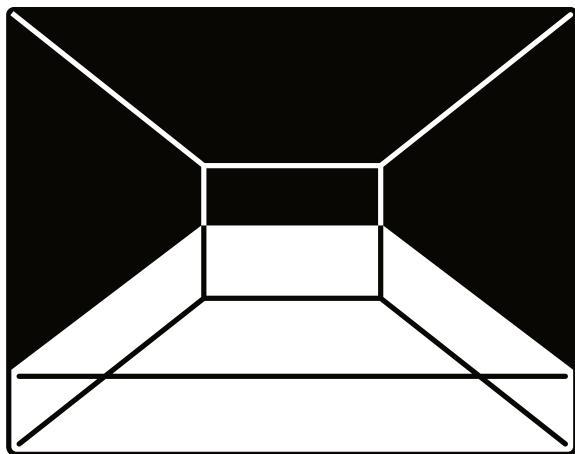


size

Click and drag the icon above the parameter name to change the value. Hold Shift to increase the sensitivity.
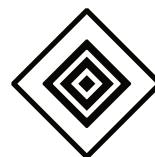
Click on the parameter name to enter a value by typing.

Double-click on a parameter icon to reset the value.
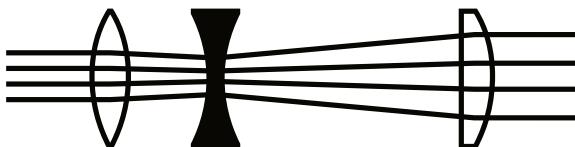
Sala has five parameters

dry / wet

zoom

size

decay
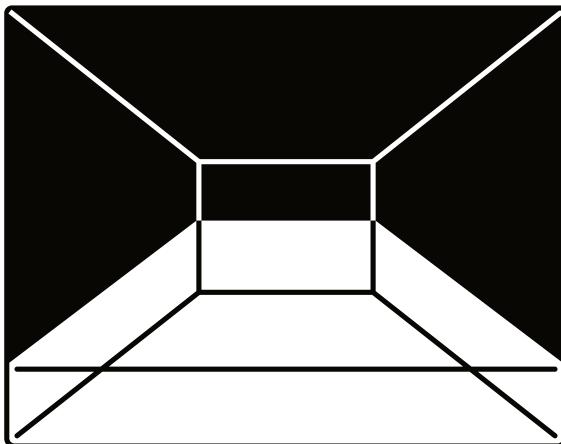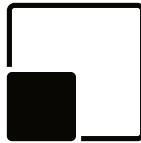
tone

Dry / Wet controls the balance between the "dry" unaffected input signal and the "wet" effect signal.



When turned all the way up the output will be fully "wet" which is useful for using Sala as a send effect.

Size controls the size of the artificial room. Sala is a purely algorithmic reverb and is entirely parametric, meaning that its properties can change and automate on the fly with different interesting results.



A smaller size will have a faster build up and shorter tail, while a larger size will build up slower with larger swells. The size affects all the other parameters in different ways, so don't miss out exploring different combinations!

Tone controls the high frequency content of the reverb effect, essentially a lowpass filter in various stages of the signal chain which can be used to dial in a darker or brighter sound.
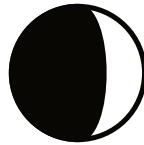
The default value of 75% results in a neutral sound while values above will increase high frequencies slightly and attenuate some bass. Values below 75% will result in an increasingly darker sound.

Decay controls the time it takes for the reverb to ring out.
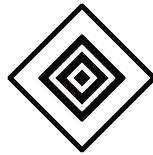
In combination with different reverb sizes, decay can be used to make the space feel larger or smaller and is useful for dialing in a more exact feeling of space.

Zoom controls the level of detail and size of the input diffusion, which can make the overall reverb sound more or less clear. It's also a powerful effect in itself when pushed to extremes.
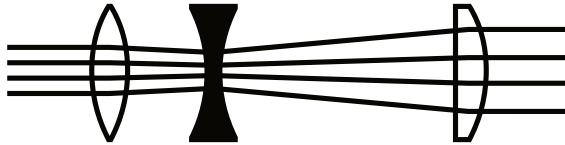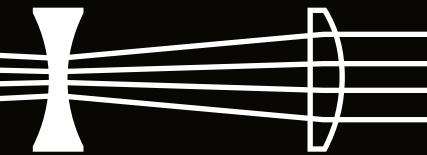
In its default middle position, zoom softens up the sound while higher values will decrease the amount of blurring and modulation, resulting in a clearer sound.

When pushed below the middle, the input diffusion will extend its size and reverse into a swelling effect.
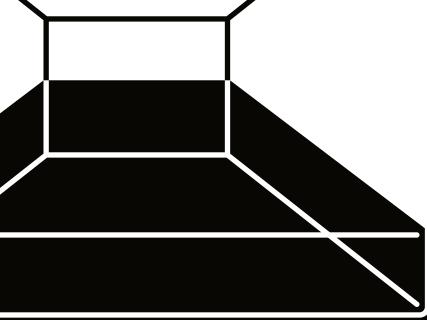
size

decay

dry / wet

zoom

tone

+

The size of the interface in Sala can be scaled by either dragging any corner of the window, or clicking the plus-sign at the bottom right corner to select different sizes.

When Sala is first opened in a session, it will ping our server to check if there is an update available. A small bell icon will appear in the top-left icon if there is a new version of Sala available.

The notification is unobtrusive and can be discarded or ignored completely without impacting your workflow.

The network call reads a text file hosted on our web server and does not involve telemetry or any other form of data collection.

That's all.

We hope you enjoy Sala.

Fors

100% Digital Synthesis

Made in Sweden