



## Micro Digital Reverberator Cheat Sheet

Use this cheat sheet to make faster decisions when picking reverbs.

Another thing to try: Get a vocal track, put an MDR on it, and cycle through the programs marked chamber and then listen for the qualities that are common to all the chamber presets. Do the same for plates, and then for springs, then for live spaces. You'll teach yourself to hear the differences, and then hearing reverb types on recordings, and making choices for your own recordings, will be a lot easier.

### MDR Machine 1 Programs

- |   |  |
|---|--|
| Small                                       | Large                                  |
| 1 - small, bright bathroom                  | 1 - large reverb chamber               |
| 2 - small, dark live drum room, indoor pool | 2 - bright chamber                     |
| 3 - medium dark, snappy sounding chamber    | 3 - dark, odd stairwell sort of thing  |
| 4 - percussion plate                        | 4 - large 70's vocal plate             |
| 5 - medium bright reverb chamber            | 5 - warm concert hall                  |
| 6 - long plate                              | 6 - sounds like a parking garage to me |
|   | 7 - huge government warehouse          |

### MDR Machine 2 Programs

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|---|--|
| 01 Small Bright .1 Sec - tiny booth sound | 16 Medium Bright 1.15 Sec - Plate      |
| 02 Small Bright .2 Sec - small live room  | 17 Large Bright 1.6 Sec - chamber      |
| 03 Small Bright .3 Sec - bathroom         | 18 Large Dark 1.7 Sec - chamber/spring |
| 04 Medium Warm 1.1 Sec - chamber          | 19 Medium Bright 1.65 Sec - chamber    |
| 05 Medium Bright .6 Sec - live room       | 20 Medium Bright 1.9 Sec - chamber     |
| 06 Large Bright 1.2 Sec - chamber         | 21 Large Warm 2.2 Sec - plate          |
| 07 Large Dark 1.0 Sec - spring            | 22 Large Warm 1.75 Sec - plate         |
| 08 Medium Dark .6 Sec - live room         | 23 Large Bright 1.45 Sec - chamber     |
| 09 Medium Dark .5 Sec - plate             | 24 Large Dark 2.2 Sec - hall           |
| 10 Medium Bright .6 Sec - plate           | 25 Large Warm 2.3 Sec - hall           |
| 11 Medium Bright .8 Sec - drum room       | 26 Large Bright 2.4 Sec - Plate        |
| 12 Large Warm 1.0 Sec - chamber           | 27 Large Bright 2.5 Sec - plate        |
| 13 Large Warm 1.1 Sec - spring            | 28 Xlarge Warm 5.0 Sec - car park      |
| 14 Medium Dark 1.0 Sec - chamber          | 29 Xlarge Warm 15.0 Sec - Area 57      |
| 15 Medium Bright 1.1 Sec - chamber        |  |