
FOR IMMEDIATE RELEASE

Vellum 1.0.1

Reverb built for voices — free for Windows

NASHUA, New Hampshire, USA — August 14, 2026 — CarbonDSP has released **Vellum 1.0.1**, a reverb designed specifically for voices, available free as a VST3 plugin and standalone application for Windows.

Vellum puts five controls on its front panel: MODE, SIZE, TONE, DUCK and MIX. Each is a macro over several internal parameters moving along a curated curve, so there is no setting that sounds broken. Diffusion, modulation, the tail high-pass and predelay were each considered as front-panel controls and deliberately left off, on the reasoning that exposing them mostly creates settings the user has to walk back from.

The control that distinguishes Vellum from a general-purpose reverb is DUCK. It is a side-chain taken off the input that pulls the finished wet signal down while the vocal is present and lets it back up in the gaps. It does not shorten or damp the reverb — the tail continues behind the vocal untouched, so the space stays consistent while the words stay intelligible.

Vellum's impulse display is measured rather than illustrated. The engine is driven with an impulse and the result analysed into three per-band energy decay curves, a live T60 marker and a draggable predelay handle. The first 250 milliseconds is given 30 percent of the display width, on the basis that this is the region that actually distinguishes one reverb from another. When audio is playing, the duck's gain reduction is traced live over the curves.

KEY FEATURES

- **Five front-panel controls** — MODE, SIZE, TONE, DUCK, MIX — each a macro on a curated curve, with no unusable positions
 - **Four distinct spaces** — Room, Plate, Hall and Air are four separate networks, not one reverb with the decay turned up, spanning roughly 0.6 to 5.6 seconds
 - **DUCK** — a side-chain that lowers the wet signal under the vocal without shortening or damping the tail
 - **Measured impulse display** — three per-band energy decay curves, a live T60 marker, and live gain-reduction tracing
 - **64 factory presets** across five categories, every one's decay measured at build time, from Booth Tone at 0.58 s to Endless Air at 5.64 s
 - **Advanced panel of nine further controls**, collapsed by default, seven of them neutral-default offsets from the voicing
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PRICING AND AVAILABILITY

Vellum 1.0.1 is available now as a free download from www.carbondsp.com. A free account is required, so that downloads live on the user's account page.

SYSTEM REQUIREMENTS

Formats	VST3, Standalone application
System	Windows 10 or later, 64-bit (code signed)
Channels	mono to mono, mono to stereo, stereo to stereo
Latency	None — no lookahead anywhere in the signal path
Sample rates	Any; decay holds within 0.2% across 44.1, 48 and 96 kHz
CPU	Approximately 1.2% of one core at 48 kHz
Host	Any VST3-compatible DAW, or standalone

macOS and Audio Units are not available in this release.

LINKS

Product page	https://www.carbondsp.com/plugins/vellum
All plugins	https://www.carbondsp.com/plugins
Press kit	https://www.carbondsp.com/press

PRESS ASSETS

Product images are available on request from **info@carbondsp.com**, and the current press kit is at **www.carbondsp.com/press**.

ABOUT CARBONDSP

CarbonDSP develops unique instruments and effects with the belief that anything is possible with a little imagination and a lot of real-world measurements. CarbonDSP is based in Nashua, New Hampshire.

More information: www.carbondsp.com

PRESS CONTACT

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