



Impulse Response Libraries

HEAVY HITTERS COLLECTION VOLUME I

Information Manual

Copyright © OwnHammer, LLC. All rights reserved.

Third Party Reference Disclaimer:

Any and all third party companies and products listed or otherwise mentioned in this document may be trademarks of their respective owners and are in no way affiliated or associated with OwnHammer, LLC. Product names are referenced solely for the purpose of identifying certain elements used in the equipment chain for impulse response capture, as well as related third party tools and applicable file loading platforms. Use of these names does not imply any cooperation or endorsement.

TABLE OF CONTENTS

About This Library.....	3
Cabinets and Speakers	3
A1 Picks.....	3
Single Cabs Speaker Blends	3
V30 Cab Blends.....	3
The Power Amp	4
The Mics and Mic Mixes	4
Quick Start Contents.....	5
Wave Audio Format Files.....	5
File Decay Tail and Minimum Phase Transformation	5
Additional Platforms.....	6

ABOUT THIS LIBRARY

CABINETS AND SPEAKERS

The "412 DZL" is based on a Diezel front loaded 4x12 cabinet.

- "12K" based on Celestion G12K-100 speakers.
- "GOV" based on Eminence Governor speakers.
- "V30" based on Celestion Vintage 30 speakers.

The "412 MAR" is based on a Marshall Mode Four 4x12 cabinet.

- "EDVH" based on Celestion G12EVH speakers.
- "T75" based on Celestion G12T-75 speakers.
- "V30" based on Celestion Vintage 30MF speakers.

The "412 MES" is based on a Mesa Standard/Oversized 4x12 cabinet.

- "G80" based on vintage Celestion G12-80 (original "Classic Lead") speakers.
- "H30" based on Celestion 75 Hz G12H-30 "cream back" speakers.
- "V30" based on Mesa/Boogie custom Celestion Vintage 30 speakers.

The "412 ORN" is based on an Orange PPC412 4x12 cabinet.

- "H30" based on 1971 Celestion 75 Hz G12H-30 speakers.
- "M25" based on 6402 cone Celestion 75 Hz G12M-25 speakers.
- "V30" based on 8 ohm Orange Amps custom Celestion Vintage 30 speakers.

A1 PICKS

A1 Picks is a folder containing 20 files selected from the entire library (consisting of thousands) that serves to provide a starting point and overview of the choice cabs, speakers, and mixes, especially for those new to IR's.

SINGLE CABS SPEAKER BLENDS

In the Single Cabs section, each of the four cabinets contains mixes of two speakers for all available speaker types within that enclosure. The naming convention is an indication of sonic characteristics regarding the way they are combined and is as follows:

"Speaker 1 + Speaker 2" - where the speaker listed first is the dominant one in the mixture.

V30 CAB BLENDS

In the V30 Cab Blends section, cabinets are mixed together in pairs using the files from the V30 section of each. The naming convention is an indication of sonic characteristics regarding the way they are combined and is as follows:

"Cabinet 1 + Cabinet 2" - where the cab listed first is the dominant one in the mixture.

THE POWER AMP

This library's captures were driven by a mostly neutral tube power amplifier. While the overall frequency response is largely even like that of a solid state reference amplifier, the common tube amp deviation traits are present that both liven and thicken up the sound ever so slightly. As such they are ideal as-is with accurate modeling platforms and tube amps sent to dummy load + line out devices. For platforms that need the little extra scoop of modestly configured guitar tube amp driven files, this is quickly and easily accomplished by implementing the following simple post processing adjustment:

SOUNDING LIKE GUITAR TUBE AMP DRIVEN IR'S

As aforementioned, the IR's in this library were driven with tonally neutral tube based power amplification. There is a very quick, simple step that can be applied to replicate the sound of IR's that were instead driven by a guitar tube power amp with the Presence and Depth set to 0, which results in a mid scoop.

To simulate this sound, following the cabinet IR loader add an EQ with a parametric bell curve set to -3 dB at 400 Hz. Adjust the Q/bandwidth to roughly where the edges of the curve start to make the initial cut around 100 Hz on the low side and 2 kHz on the high side. If necessary, adjust the Q/bandwidth to taste from here to best suit your sound source and tonal preference.

THE MICS AND MIC MIXES

In this library, the speaker cabinet was sampled with many microphones and capture types.

For microphones with position numbers 00 through 10, these positions represent movement across the face of the speaker along the relative sweet spot from brighter and closer to center (00) to darker and further out on the cap or cone (10). These numbers do not represent any specific unit of measure and are merely sequential arbitrary definitions.

Positions labeled "EDGE" place the microphone near the rim of the speaker cone, but still in a tonally usable area.

Positions labeled "FRED" place the microphone at the very center of the speaker at a 45 degree angle, ala the off axis component in the popular "Studio Fredman 45" technique.

Below are explanations of the mic models and pre-made mix types:

MICS

"57" is based on a modern production Shure SM57 dynamic microphone.

"70" is based on a Microtech Gefell UMT70S condenser microphone.

"121" is based on a Royer R121 ribbon microphone.

"160" is based on a Beyerdynamic M160 ribbon microphone.

"414" is based on an AKG C414 B-ULS condenser microphone.

"421" is based on a vintage Telefunken MD421-5 dynamic microphone.

"MID" is based on a mid field placed AEA R92 ribbon microphone.

"REAR" is based on a vintage Neumann KM84 condenser microphone.

"ROOM" is based on a vintage Neumann KM84 condenser microphone.

MIXES

“CHUNK” is based on a more “fat” sounding version of the PROG mix.

“CUT” is based on an on-axis 57 and off-axis 57 mic combination.

“CUT+121” is based on a 121 added to the Quick-Start CUT mix.

“JS” is based on a multi-mic configuration created by [Jon Symons](#).

“MDRN” is based on a 57 + 421 mic combination.

“OH1” is based on a 57 + 121 mic combination.

“OH1F” is based on a more “fat” sounding 57 + 121 mic combination.

“OH2” is based on a 421 + 121 mic combination.

“OH2F” is based on a more “fat” sounding 421 + 121 mic combination.

“PROG” is a proprietary mix that excels in modern progressive music styles.

“SP2” is based on a multi-mic configuration created by [Scott Peterson](#).

The mix files in the “Summary” folder are based on a 57 + 70 + 121 mic combination. This mix fits somewhere in the middle of the brightness and darkness scale of the OwnHammer pre-made mix types.

QUICK START CONTENTS

The Quick Start folder contains the OwnHammer picks for the most universally ideal single mic and mix positions. Though your mileage may vary, this is a great starting point to get an idea of the overall sound of the cab, speaker, mics, and mixes, and discovering which options you may wish to explore further in the auditioning process.

MID BOOST FILES

In the Quick Start folder, all contents have a traditional entry picked from the Mics and Mixes sections, as well a Quick Start contents exclusive feature: the mid boost alternate voicing. The Mid Boost files end with an “M+”, and can be useful in counter balancing bright or scooped amps or amp models, guitars and pickups, bus processing, and/or playback systems – especially PA’s at high volumes. M+ IR’s can also be appropriate for exposed and center panned solo/lead guitar sections in both tonality and feel, or personal/artistic preference to mid heavy tones.

WAVE AUDIO FORMAT FILES

The Wav folders contain files in .wav format for use in any convolution reverb loader, be it DAW hosts or external hardware devices. These files are formatted in 44.1 kHz, 48 kHz, 88.2 kHz, and 96 kHz sample rates in mono channel count.

For information concerning loading of these files into the host of your choice beyond what is included in this user manual and additional text files in the directory structure, please refer to their website or documentation.

FILE DECAY TAIL AND MINIMUM PHASE TRANSFORMATION

This library contains various configurations of decay (reverb) tail truncation level and minimum phase transformation. These elements can change the sound as well as the compatibility with various platforms or ease of use when mixing IR files.

WAV-200MS

Files in the Wav-200ms folder have had the decay tail truncated to 200 milliseconds. This shorter truncation level may assist in loading platforms that are bound by sample length ceilings. If you use the full 500 millisecond files and your IR loader throws an error stating that you are attempting to use files that exceed the sample length (note, not the sample rate) limitations, use these files. In addition to this scenario, and the 200 millisecond files could potentially help with CPU usage on less powerful systems or where track and instance counts are high.

WAV-500MS

Files in the Wav-500ms folder exhibit the full, uninhibited decay tail. These files will contain all of the reflective information of sound moving around inside the cabinet, and inside the room. In some instances, minimum phase transformed files in this folder may be slightly more quiet in volume level than those in the 200ms directory, however this is just a side effect of the involved math, and is not a quality factor, just output level. This phenomenon is dependent upon the data inside each unique IR, and is not consistent.

MPT

Files in the "Mpt" folder are minimum phase transformed versions of the 'raw' files in the directory above them. Minimum phase transformation destroys all phase information contained within an IR file, and has a sonic result that may work better or worse for a given situation or taste. Above all, minimum phase transformation achieves a global time and phase alignment for IR's from any source or creator. All non-Mpt'd OwnHammer files are universally time aligned to be 1st party compatible for blending, however if blending with 3rd party content, Mpt'd files will likely be required unless significant time is spent in the parallel time and phase alignment process.

ADDITIONAL PLATFORMS

For additional convenience files with the appropriate sample rate, channel count, and time alignment standard are included for popular external hardware systems. These files are no different from those in the Wav directory structure. In these cases and in these subdirectories, additional text files are included for extended information.