



ANOTHER MACHINES

EOLIA

User Manual

Spatial reverb plug-in for macOS. Audio Unit and VST3.

VERSION 1.0.0

MACOS 11 OR LATER

AUDIO UNIT · VST3

APPLE SILICON · INTEL

CONTENTS

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For a five-minute introduction, see the Quick Start Guide included on the disk image.

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01 — OVERVIEW

EOLIA

EOLIA is a stereo reverb plug-in for macOS with seven independent acoustic engines, a spatial renderer with STEREO, IMMERSIVE (7.1.4 rendered to stereo) and binaural 3D modes, and GENESIS, a tempo-locked spatial choreographer.

The interface is a real-time visualisation of the reverb. The disk, particles and rings are driven by the plug-in's own signal and parameters, and each region of the display doubles as a control surface for the mouse and trackpad. Every parameter is also available as a conventional knob and as host automation.

PACKAGE CONTENTS

- **EOLIA.component** — Audio Unit (aufx)
- **EOLIA.vst3** — VST3
- **43 factory presets** in nine categories
- Installer, uninstaller, User Manual and Quick Start

SYSTEM REQUIREMENTS

System	macOS 11 Big Sur or later
Processor	Apple silicon or Intel (Universal binary)
Graphics	Metal-capable GPU
Host	Any Audio Unit or VST3 host, 64-bit
Audio	Stereo in / out, 44.1 – 192 kHz

02 — INSTALLATION

Install on your Mac

1

Open the disk image

Double-click **EOLIA_1.0.0_macOS.dmg**. Inside you'll find the installer, this manual and the Quick Start Guide.

2

Run the installer

Open **Install EOLIA.pkg** and follow the steps. The Audio Unit and VST3 plug-ins are installed for every user.

3

Rescan in your host

Restart your host or rescan plug-ins. EOLIA appears under **Another Machines**.

ITEM	LOCATION
VST3	/Library/Audio/Plug-Ins/VST3/EOLIA.vst3
Audio Unit	/Library/Audio/Plug-Ins/Components/EOLIA.component
User presets	~/Library/Application Support/Another Machines/EOLIA/Presets

LOGIC PRO & GARAGEBAND

Both cache Audio Units. If EOLIA doesn't appear, quit the host, run `killall -9 AudioComponentRegistrar` in Terminal and reopen it.

If the package cannot complete, run **Install EOLIA.command**: it installs system-wide, or into your user Library if administrator access is declined. **Uninstall EOLIA.command** removes the plug-ins and keeps your presets.

IN THE DISK IMAGE

Installer · User Manual · Quick Start · Uninstaller

02 — INSTALLATION

Loading EOLIA in your host

HOST	WHERE TO FIND EOLIA
Ableton Live	Browser → Plug-Ins → VST3 or Audio Units → Another Machines
Logic Pro	Audio FX slot → Audio Units → Another Machines → EOLIA
Bitwig Studio	Device browser → Another Machines → EOLIA
Cubase / Nuendo	Insert slot → Another Machines → EOLIA (VST3)
Studio One	Browser → Effects → Another Machines
REAPER	FX → VST3 or AU → EOLIA (Another Machines)

INSERT OR SEND

Insert: start with MIX around 30 %. **Send / return:** set MIX to 100 % and control the amount with the send level.

WINDOW SIZE

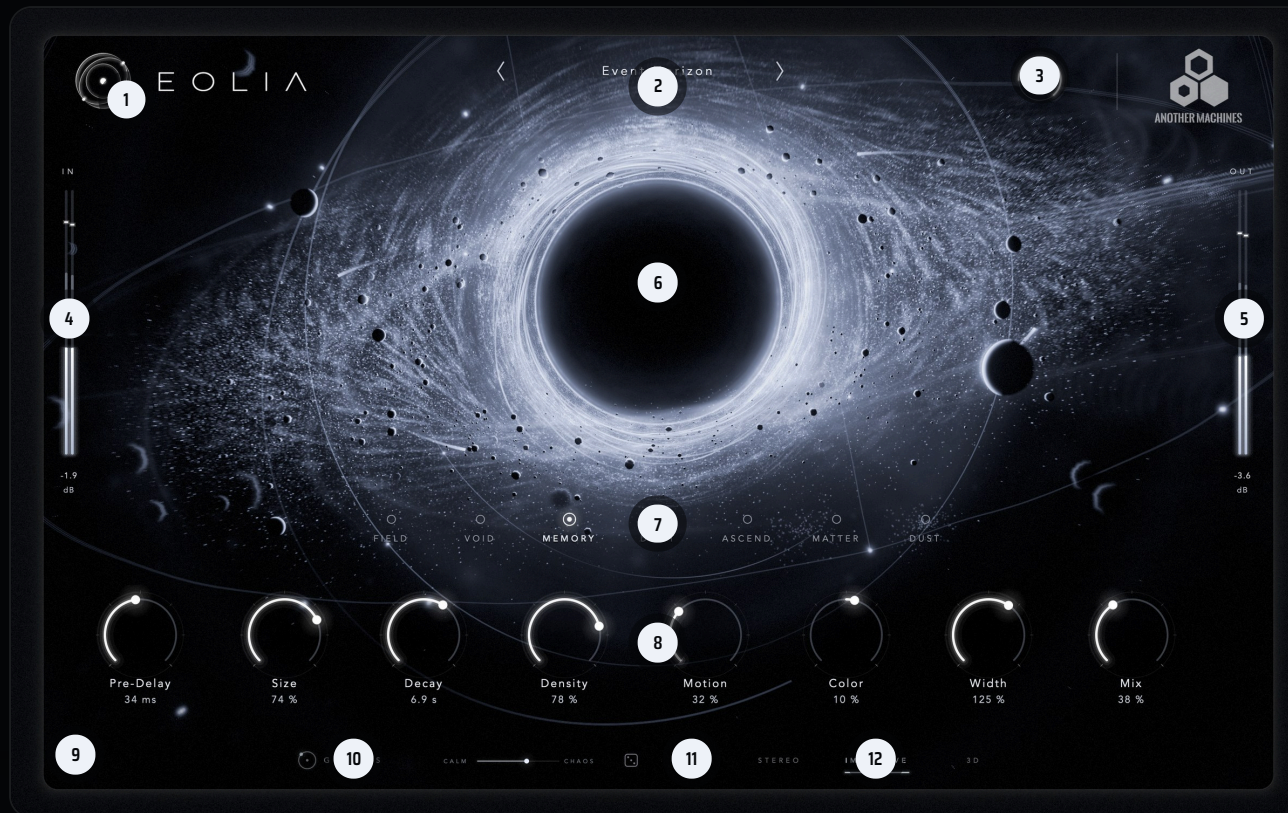
Resize the window from its corner, or choose 85, 100 or 120 % in Settings. The size is remembered.



EOLIA as an audio effect in Ableton Live.

03 — INTERFACE

A tour of the interface



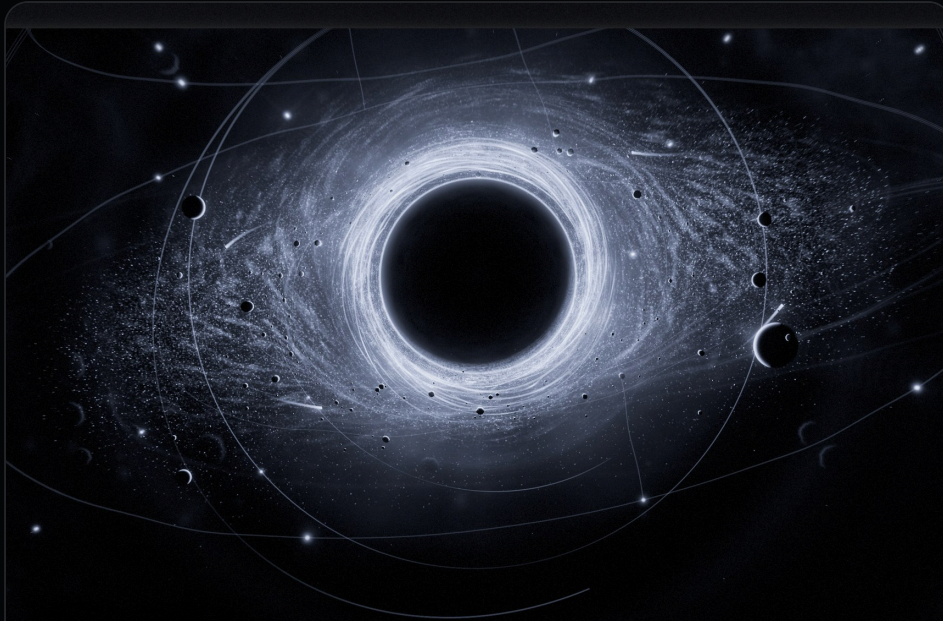
- 1 **EOLIA emblem.** Smart Listen: click and play — EOLIA configures a space for the source.
- 2 **Preset.** Click to open the browser; the arrows step through the bank. A dot marks unsaved changes.
- 3 **Focus.** Hides the controls so the universe fills the window.
- 4 **IN meter · trim.** Drag up or down: ± 18 dB. Double-click for 0 dB.
- 5 **OUT meter · trim.** Output level, including the output trim.
- 6 **The universe.** Drawn from the reverb's own telemetry — and playable.
- 7 **Engines.** FIELD · VOID · MEMORY · DRIFT · ASCEND · MATTER · DUST.
- 8 **Main controls.** Pre-Delay, Size, Decay, Density, Motion, Color, Width, Mix.
- 9 **Settings.** Duck, cuts, Orbit, Freeze, visual quality, About · Privacy.
- 10 **GENESIS.** Switch, CALM-CHAOS intensity, live figure readout.
- 11 **Dice · PATH.** A new choreography; draw or remove a spatial path.
- 12 **Space mode.** STEREO · IMMERSIVE · 3D.

04 — THE SEVEN ENGINES

The seven engines

Not seven settings of one algorithm: seven independent acoustic networks, each with its own character, early field and way of moving. They are loudness-matched, and changing engine never clicks — the old tail releases under the new one while the universe changes its laws.





FIELD

The reference space

A sixteen-node acoustic network that keeps every node alive through the whole tail: clean, even and wide, with no colouration you didn't ask for.

TRY IT ON vocals, piano, acoustic instruments, mix buses

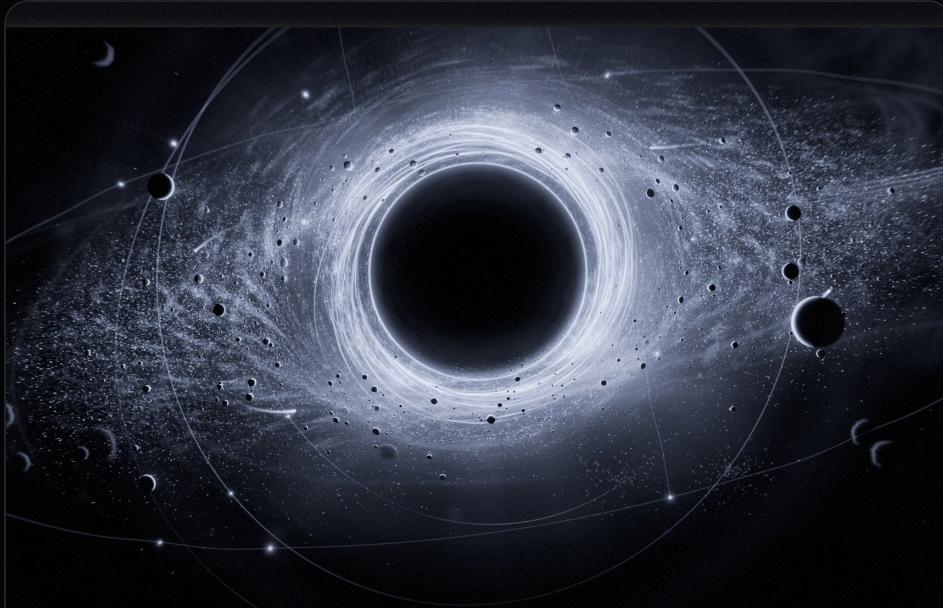


VOID

Impossible scale

Two chambers exchange their complete field through a lossless junction. The tail opens after the sound — dark, distant and enormous.

TRY IT ON pads, cinematic design, ambient textures, huge sends

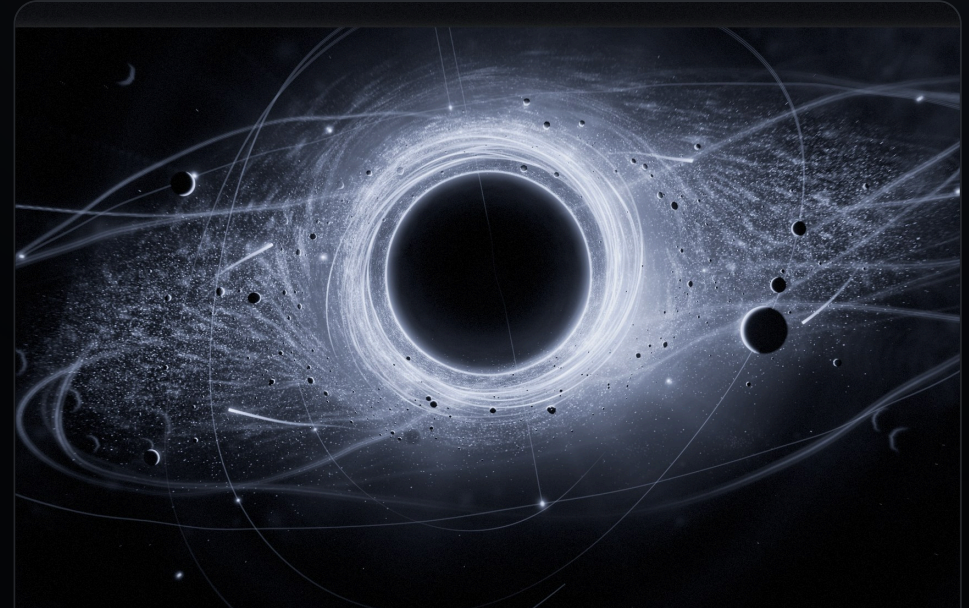


MEMORY

A space that remembers

What you play returns as tape-soft recollections, darkening ping-pong echoes and reversed fragments of the recent past.

TRY IT ON guitars, synths, characterful vocals

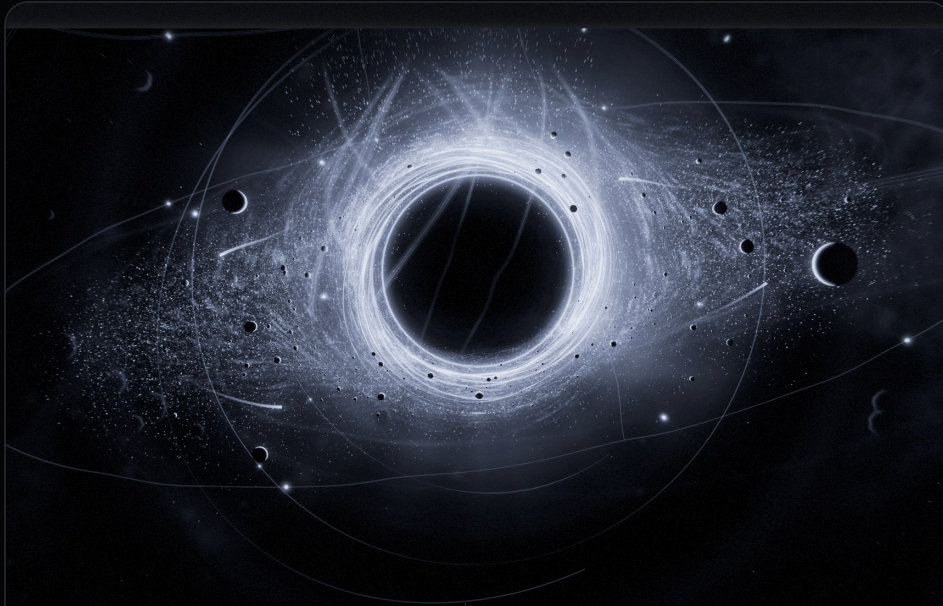


DRIFT

A room that reroutes itself

Four layers of lossless junctions move independently, so the tail wanders across the image without pumping or detuning.

TRY IT ON loops, leads and chords that should keep moving



ASCEND

Harmonic light

A spectral shimmer climbs in fifths and octaves while three resonances rise through the tail. Space Y sets the interval.

TRY IT ON shimmer pads, choir-like vocals, swells



MATTER

Physical mass

Twelve short body paths scatter like dense material. Transients hit harder and break into a heavy, close cloud.

TRY IT ON drums, percussion, impacts, trailer hits

05 — CONTROLS

Main controls

Drag a knob vertically or scroll over it. Hold **SHIFT** for fine steps, double-click to return to the default. Every control can be automated by your host.



Pre-Delay

0 - 250 ms

Time before the space answers. Longer keeps the source in front of its reverb.



Size

0 - 100 %

The size of the space. In DUST: grain length, 15 ms to almost 1 s.



Decay

0.2 - 60 s

How long the tail lasts. In DUST: the tail and its feedback into the grains.



Density

0 - 100 %

How fast reflections become a smooth tail. In DUST: grains per second.



Motion

0 - 100 %

Movement inside the tail. In DUST: time spray, freedom, reversed grains.



Color

-100 - +100 %

Darker to brighter. In DUST: the grain interval, octave down to octaves up.



Width

0 - 200 %

Stereo width of the wet signal. In DUST: a beam in front to all around.



Mix

0 - 100 %

Dry to wet. Use 100 % on a send.

06 — SPACE

Space modes

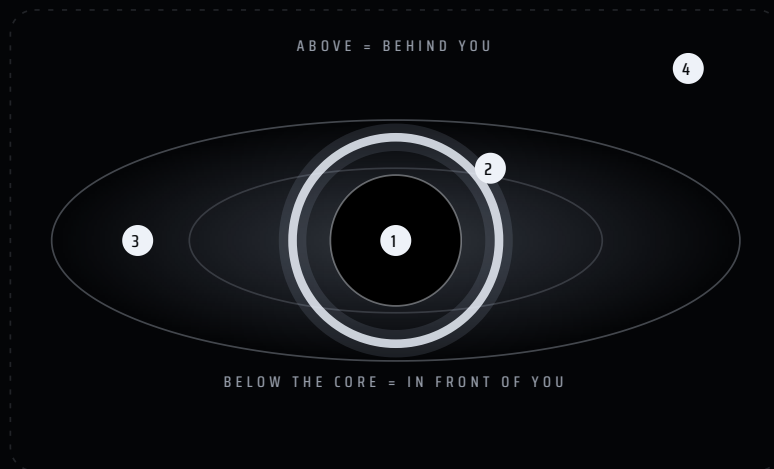
Three spatial parameters place you inside the space: **Space X** (left to right), **Space Y** (near to far) and **Space Z** (the scale of the space). Drag the core for X and Y; scroll, pinch on a trackpad or **⌘**-drag for Z.

MODE	WHAT YOU HEAR
STEREO	A classic stereo reverb image between two speakers.
IMMERSIVE	The tail is spread over eleven virtual speakers — 7.1.4: seven around you and four above — and rendered to stereo. Speakers or headphones, any host, no special tracks.
3D	Binaural rendering for headphones: interaural time, head shadow and elevation cues place the room around and above you. Any headphones, no head tracking.
ORBIT Turns the whole tail around the listener, clockwise or counter-clockwise. Set it in Settings or spin the ring.	



07 — GESTURES

Controlling EOLIA from the display



REGION	GESTURE	PLAYS
1 Core	Drag · throw	Space X / Y — throw it and the listener keeps drifting
1 Core	Scroll · trackpad pinch · ⌘-drag	Space Z (scale)
1 Core	Hold	Freeze on / off
2 Ring	Drag out / in	Size
2 Ring	Spin	Orbit — keeps turning after you let go · Option-spin: Motion
3 Belt	Sideways · up / down	Width · Density
4 Space	Up / down · sideways	Decay · Color
4 Space	Hold still	Gravity — the sound is pulled to your hand, springs home on release
4 Space · DUST	Click and drag	Plays the grain cloud: distance = how far back in time, angle = where

RESET

Double-click any region and its parameters glide back to their defaults.

Hover a region to see what it controls. Double-click a region to reset its parameters smoothly.

07 — GESTURES

Mouse, trackpad and keyboard

TRACKPAD

- **Pinch** — scale (Space Z)
- **Two-finger scroll** — the main parameter of the region under the pointer

MOUSE

- **⌘-drag or right-drag** — rotate the view (visual only)
- **Scroll wheel** — the main parameter of the region under the pointer
- **Shift** — fine adjustment

KEYBOARD

← →	Space X
↑ ↓	Space Y
⌘ + ↑ ↓	Space Z
ESC	Close panels · cancel a path

HOVER

Hovering a region shows which parameters it controls before you click.

FOCUS

The ring at the top right hides the controls; the display remains fully playable.

THROW

Release the core while moving and the listener keeps drifting.

GENESIS spatial choreography

When GENESIS is on, EOLIA moves the reverb around the listener in response to the input. It classifies the music into six section types and plays spatial figures synchronised to the host tempo.



In the display, the bright point is the current position of the reverb; the dashed line shows its path over the next beats.

08 — GENESIS

Drawing a spatial path

1

Click **PATH (∞)**. The display waits for your stroke.

2

Draw around the core: below it is **in front of you**, above it **behind**, distance is distance.

3

Release the mouse button. The stroke becomes a **1, 2, 4 or 8 bar** loop, in time with the track.

CONTROL WHAT IT DOES

GENESIS	Switches the choreography on or off; movements fade in and out musically.
CALM – CHAOS	From subtle drifting to wide, fast movement. At CALM a drawn path is followed exactly; toward CHAOS each loop rotates and breathes.
Dice	A new choreography — or a new turn or mirror image of your path.
PATH (∞)	Draw; click again while drawing to cancel; click while a path plays to remove it.

DETERMINISTIC

The same seed at the same point of the song always produces the same movement — in playback, automation and every bounce.



The DUST granular engine

DUST records the last eight seconds of your audio and plays it back as up to 48 grains — forwards or reversed, at musical intervals — each from its own point of the immersive room. They feed a wide, diffuse tail whose echo returns to the memory, so the cloud keeps evolving.

FREEZE

Hold the core: the memory stops recording and the grains keep playing what was heard, indefinitely.

PLAY THE CLOUD

Click and drag in the open space: distance from the core = when (now to 6 s ago), angle = where the grains sound.

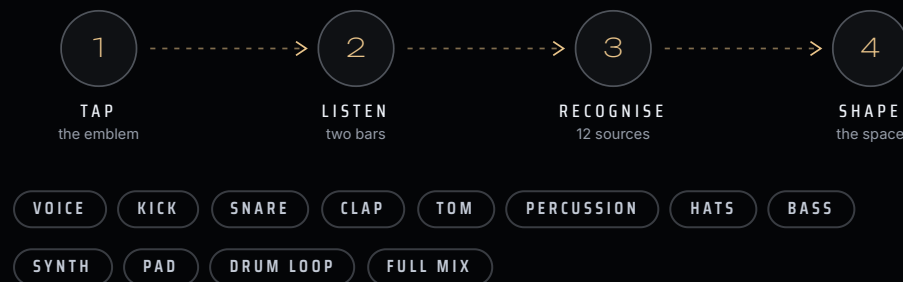
IN TIME

With the host playing and MOTION below 20 %, grains fall on a note grid, from quarters to 32nds.

10 — SMART LISTEN

Smart Listen

Click the EOLIA emblem and play your source. EOLIA waits for the sound (up to 12 seconds), listens for two bars, recognises what it hears and sets the engine and the eight controls for it.



- With the host playing, pre-delay lands on a note value and the tail on a musical length.
- At 100 % MIX (a send) the mix is left alone. Click the emblem again to cancel.
- Analysis happens on your device; nothing is recorded or uploaded.



11 — SETTINGS

Settings and sound tools



INPUT & OUTPUT TRIMS

The IN and OUT meters are trims: drag up or down (± 18 dB), double-click for 0 dB. They're saved with your project, never in presets — changing preset never changes your levels.

SETTING	WHAT IT DOES
Duck	Lowers the wet signal while the source plays, so the tail breathes around it.
Low Cut	Removes lows from the wet signal only (20 Hz – 1 kHz).
High Cut	Removes highs from the wet signal only (1 – 20 kHz).
Orbit	Turns the tail around the listener; centre is still.
Freeze	Holds the space in the air.
Visual quality	AUTO · HIGH · MEDIUM · LOW — graphics only, never the sound.
Interface size	85 · 100 · 120 %.
About · Privacy	Version, privacy, support and third-party notices.

12 — PRESETS

Factory presets

Click the preset name to open the browser. Filter by category, scroll the list and click a preset to load it. The arrows beside the name step through the bank; a dot means the sound has changed.

LOAD	Loads the selected preset.
SAVE	Overwrites the current user preset.
SAVE AS	Saves the sound — GENESIS and a drawn path included — as a new preset.
DELETE	Deletes a user preset. Factory presets are protected.

PRESET	ENGINE	CATEGORY
Event Horizon	MEMORY	Hero
Singularity	VOID	Hero
Aurora Field	FIELD	Hero
Living Drift	DRIFT	Hero
Ascension Light	ASCEND	Hero
Dense Matter	MATTER	Hero
Stardust	DUST	Hero
Genesis	MEMORY	Genesis
Dancefloor Galaxy	DRIFT	Genesis
Slow Universe	FIELD	Genesis
Headphone Odyssey	VOID	Genesis
Drum Constellation	MATTER	Genesis
Dream Machine	ASCEND	Genesis
Golden Path	FIELD	Genesis
Halo Orbit	FIELD	Genesis
Pendulum	DRIFT	Genesis
Spiral Ascent	ASCEND	Genesis
Vocal Halo	FIELD	Vocals
Ghost Choir	ASCEND	Vocals
Intimate Plate	FIELD	Vocals
Ballad Hall	MEMORY	Vocals
Vocal Mist	DUST	Vocals

PRESET	ENGINE	CATEGORY
Kick Chamber	MATTER	Drums
Drum Bus Glue	MATTER	Drums
Breakbeat Space	DRIFT	Drums
Snare Bloom	FIELD	Drums
Drum Dust	DUST	Drums
Grand Piano Hall	FIELD	Instruments
Guitar Cathedral	MEMORY	Instruments
Synth Orbit	DRIFT	Synths
Pluck Comet	ASCEND	Synths
Pad Nebula	VOID	Synths
Frozen Pad	DUST	Synths
Octave Rain	DUST	Synths
Cinematic Abyss	VOID	Cinematic
Trailer Impact	MATTER	Cinematic
Deep Dust	DUST	Cinematic
Mix Glue Short	FIELD	Mixing
Send Shimmer	ASCEND	Mixing
Depth Only	VOID	Mixing
Ducked Vocal Send	MEMORY	Mixing
Reverse Bloom	VOID	FX
Lo-Fi Memory	MEMORY	FX

Host integration

AUTOMATION

Every parameter can be automated — engine, space mode, GENESIS and trims included. Your host saves EOLIA's complete state, down to a drawn path, inside the project.

AUDIO

Stereo in, stereo out. **Zero latency.** 44.1 to 192 kHz. A 60-second reported tail so bounces never cut long reverbs. Bypass passes the dry signal exactly.

PERFORMANCE

One instance uses roughly 4–6 % of one core on an Apple silicon Mac at 48 kHz / 256 samples. The universe is drawn by the GPU and never affects the sound — lower the visual quality or close the window on older machines.



TIP

Engine changes are click-free and can be automated.

Support and privacy

SUPPORT

anothermachines.com/eolia/support
anothermachines@gmail.com

Include your EOLIA version, host and system version.

ONLINE MANUAL

anothermachines.com/eolia/manual

Always the latest edition.

PRIVACY

No account, no tracking, no analytics.
All processing and analysis happen on your device.

anothermachines.com/eolia/privacy

NOTICES

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EOLIA

A REVERB YOU CAN SEE — AND PLAY



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