

Sie-Q

Vintage German Equalizer

User's Guide

Version 5 : For Mac and Windows



THE BASICS / Pg. 4

About Sie-Q pg. 4

THE CONTROL PANEL / Pg. 5

The Low Band pg. 5

The High Band pg. 6

The Mid Band pg. 7

Drive pg. 8

ADDITIONAL INFORMATION / Pg. 9

Support / Contact..... pg. 9



Figure 1: Sie-Q's Control Panel

Sie-Q is Soundtoys' take on a classic German EQ from the 60s, the Siemens w295b. This EQ module from the Siemens Sitral consoles features a discrete silicon transistor design and beautifully simple controls and frequency response characteristics.

The w295b is the most full-featured of several swappable EQ "cassettes" that Siemens designed for the modular Sitral console. Holding one of the heavy cassettes really gives you a sense of how well built and bomb-proof these Siemens units are. Despite the Sitral consoles' rugged build quality, you won't find many complete ones still in service today. In fact many have been looted by resourceful engineers who have rediscovered this excellent module and repurposed it as a custom rack EQ. While the w295b started its life as a broadcast tool, it has become a sought-after secret weapon for tracking and mixing.

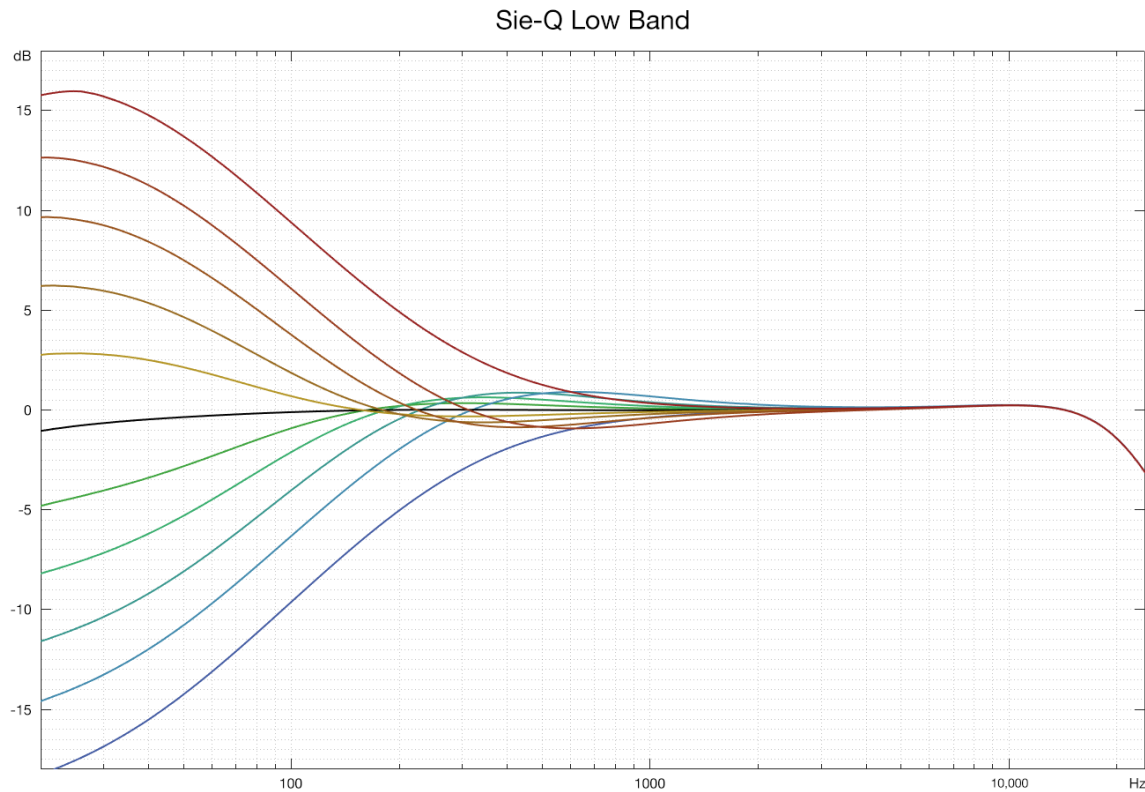
Overall, Sie-Q is a very gentle and musical equalizer. Its Mid band provides six thoughtfully-placed center frequencies that let you dial back or accentuate mid-range details. The Low band gives you a great sounding shelf that lets you carve out space or add some bass oomph. But the star of the show is definitely the High band. It's perfectly contoured for adding silky high end to vocals and instruments.

We've worked hard to capture the magic of the original hardware, and modernized it with some features that DAW users will appreciate. Unlike the original EQ which has switch-based gain controls that are adjusted in 2 and 3 dB steps, you now get a full range of smooth gain control for each band. And while the w295b is famed for its smooth and clean sound, during our testing we found that it actually sounds great

when driven harder, too. So we faithfully modeled its output saturation characteristics so you can harness the range of colors possible with the original EQ's active electronics. Try pushing the Drive control a little (or a lot!) to add some edgy saturation to bass, vocals and more.

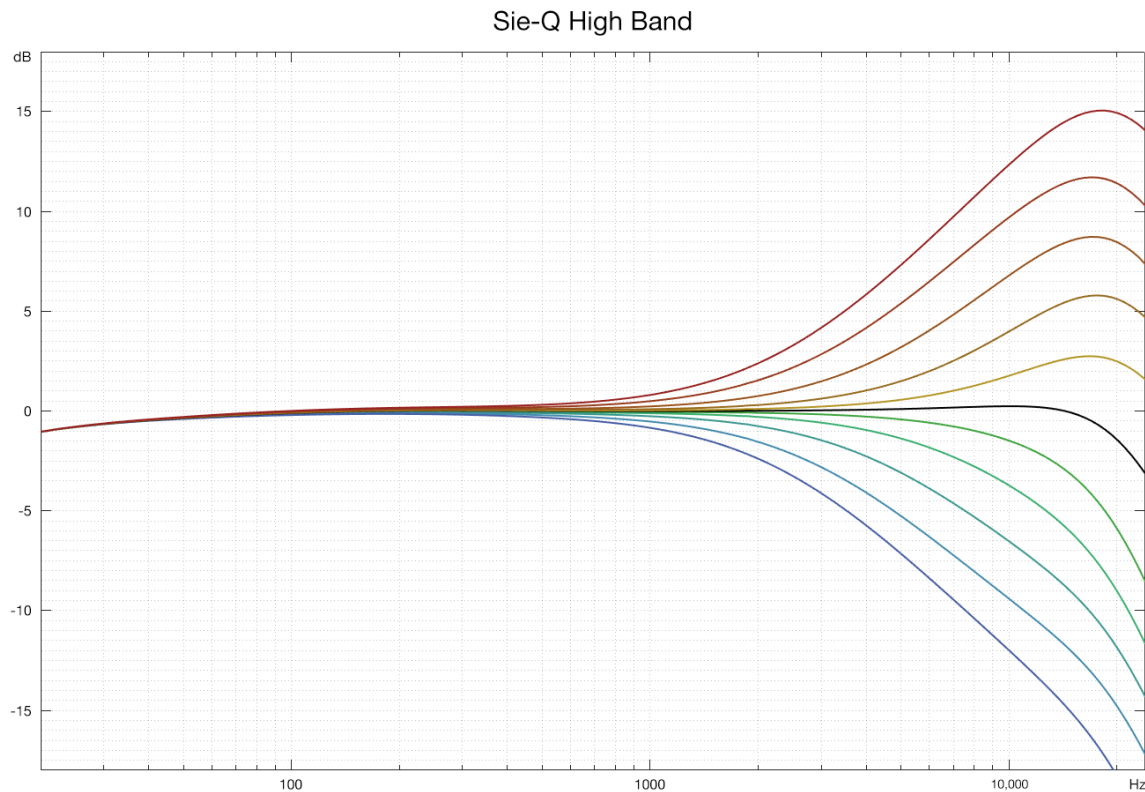
LOW

Sie-Q's Low control lets you cut or boost low frequencies, and it has a range of -15dB to +15dB. Cutting produces a low shelf shape, while boosting creates a gentle bell-like shape with a very low center frequency. The graph below shows the Low band's frequency response at different gain settings.



HIGH

The High control can cut or boost high frequencies, and it has a range of -15 to +15 dB. When cutting, it creates a gentle low pass filter shape. When boosting, it makes a gentle bell shape with a very high center frequency. See the graph below for its frequency response at different gain settings.

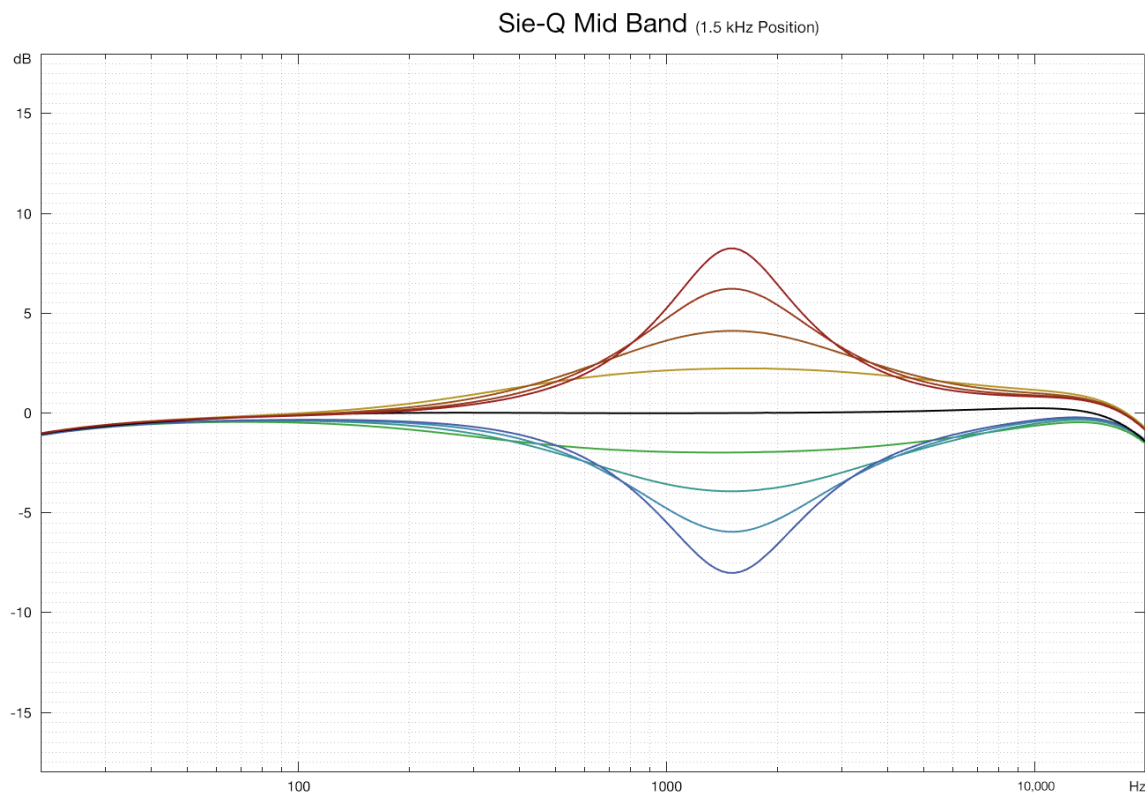


MID FREQUENCY

The Mid band provides a useful bell filter for accentuating or softening mid-range details. The original Siemens mid band controls were marked “präsenz” (that’s “presence” in German, but you probably guessed that). True to its original German name, the Mid Frequency control offers six fixed center frequencies that are useful for sculpting the mid-range presence of vocals and instruments: 700 Hz, 1000 Hz, 1,500 Hz, 2,300 Hz, 3,500 Hz and 5,600 Hz. The graph below shows an example of the curve shape at the 1,500 Hz position.

MID GAIN

The Mid Gain control lets you cut or boost at the selected frequency from -8 to +8 dB. As you can see in the graph below, gain settings closer to zero produce a wide and gentle curve, while more extreme settings produce a more focused curve. This is what is known as a proportional Q equalizer.



DRIVE

The Drive control is unique to Sie-Q and not found in the original Siemens w295b EQ. This knob lets you cut or boost the gain before the EQ's output amplifier and thereby control the amount of saturation produced by the EQ's active circuit.

The Drive control's range is -15 to +15 dB, which refers to the amount of gain added before the output amplifier. For positive drive settings (0-15 dB) there is also automatic gain reduction applied after the amplifier (saturation) stage. This "auto gain" stage reduces the signal level proportionally to the amount of Drive applied (it is not dynamic like a compressor or limiter). This helps to keep output levels from getting too high as you turn up the Drive control.

SUPPORT INFORMATION

Now that you've taken the time to learn all about Sie-Q, have fun, experiment, and make greatness! If our plug-ins helped you take your production to the next level, let us know, we'd love to hear from you and what you were able to create with our software.

If along the way however you should run into any hiccups or anything unexpected, we offer free technical support for all registered users.

Our FAQ contains many helpful answers. you can find it at:

<http://support.soundtoys.com>

If you need further support you can find our Customer Support contact form at:

<https://www.soundtoys.com/forms/support>

You can also reach our support staff by e-mail at:

support@soundtoys.com

If neither of those options work for you, our office can be reached via telephone at:

1-800-COOL-EFX

Please have the following information available to help assist our support team:

- The product version and serial number
- The version number of your audio system (e.g ProTools 11.2.1, Cubase 8.0.5, Logic 10.2.0, Cakewalk Sonar X3)
- Your interface/hardware (e.g. Mbox Pro, Apogee Quartet, RME Fireface, etc.)
- Your computer and operating system info (e.g. MacPro OS X 10.9.5, Windows 7 SP1, Windows 8.1, etc.)
- A detailed description of the problem

CORPORATE CONTACT

Soundtoys, Inc.
PO Box 528
Burlington, VT 05402

Phone: 802-951-9700
Fax: 802-951-9799

Wave Mechanics, Soundtoys, Sie-Q, Crystallizer, EchoBoy, FilterFreak, PhaseMistress, PitchDoctor, PurePitch, SoundBlender, Speed, Decapitator, PanMan, Tremolator, Devil-Loc, Radiator, MicroShift, PrimalTap, and their respective logos are all trademarks of Soundtoys, Inc.

All other trademarks are the property of their respective owners, which are in no way associated or affiliated with Soundtoys. These trademarks are used only for historical reference or to identify products whose sounds or tone were studied in the development of our plug-ins.

© 2016 Soundtoys Inc. All rights reserved.

