

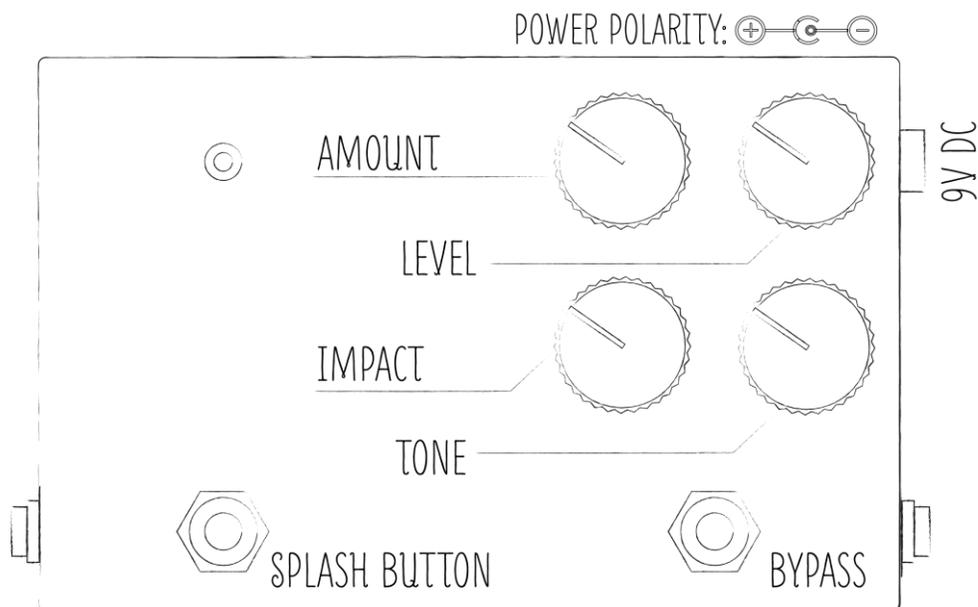
# LATERAL PHONICS

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## SEAMARK REVERB

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The Seamark is a fully analog true spring reverb. Here you can feel a real nonlinear physics characteristics of reverbs. Every your action will respond well in a real springs. Seamark Reverb pedal can produce a wide variety of reverb sounds. From experimental and noise to ambient sounds and classic clean reverb. You can get almost any spring reverb sound. When developing and planning, we decided to take the classic Surf-tinted spring reverb and turned it all inside out. Converting the beach surf life into a viscous and dark storm with noir shade and metallic touch. Seamark is also one of the most compact true spring reverb units. Its dimensions are only 143x95x45mm.



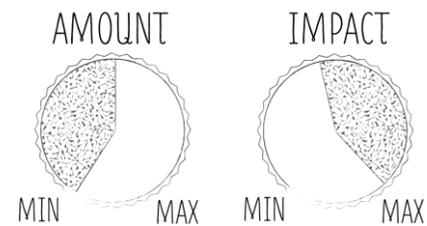
Seamark has a four controls and additional momentary button:

1. Level – overall volume of output signal
2. Amount or Saturation – difference between a clean signal and a reverb  
Depending on position of Impact knob, it is also can be a Saturation regulator knob
3. Impact – value of signal applied to input of spring coil
4. Tone – cut off high frequencies of processed reverb signal
5. Splash button – sets value of Impact knob to maximum

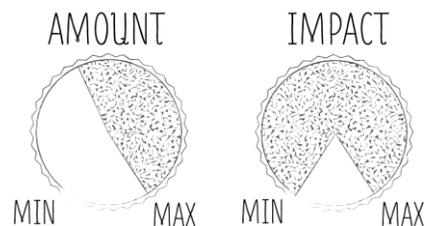
## MAIN OPERATION MODES

Using only these 4 controls (no additional toggle switches) and various combinations of their settings, Seamark is able to create two modes of operation: Classic and Graininess modes.

In *Classic mode* pedal produces a clean classic spring reverb, without unnecessary distortion, saturation and noise. From surf style reverb to ambient surrounding background sound.

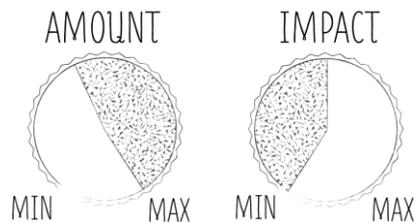


In *Graininess mode* it can distort and saturate final mix, create feedback with reverb input or output coil, and swing the springs. From background noise to experimental sounds.

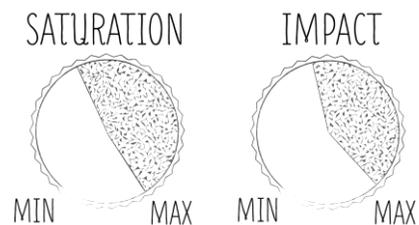


In turn, the Graininess mode is divided into two additional: Soft and Hard Graininess. These additional modes are quite different and have their own areas of application.

*Soft Graininess* with some grain and noises in signal and soft saturation in some positions.



*Hard Graininess* with hard saturation and distortion of the final mix, various feedbacks and noises.



NOTE: all Graininess modes has a graininess effect (noise) in some settings, this can give your sound a darker atmosphere and noir tone.

## SPASH BUTTON

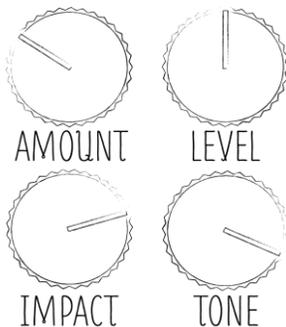
By setting the Impact knob to a low setting, you can create additional distortion, feedback, and saturation with the press of only one button. *Splash button* increases the volume of the signal fed to the reverb input coil and as a result saturation of it. This can produce additional spring's oscillation and overdriving of the final part of the Seamark Reverb circuit. It actually sets the Impact knob to its maximum position. So the closer Impact knob is to maximum value, the less effect of Splash button will be. Practically, you can "switch" from almost clean and classic reverb to grainy, saturate and loud reverb sound.

NOTE: Splash button is a momentary switch that is only active when it holds.

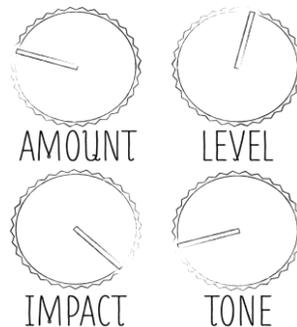
## SOME EXAMPLES

To help understand more clearly everything we write above, we decided to add some of our favorite settings. Please note that all settings indicated in this documentation are approximate and depend on many factors such as the type of guitar, type of amplification, radio setting, etc.

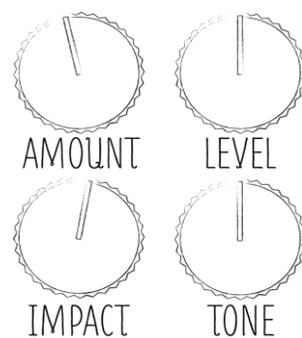
Classic bright spring reverb:



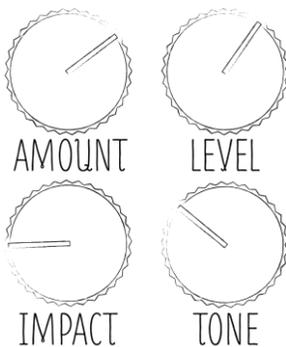
Classic dark spring reverb:



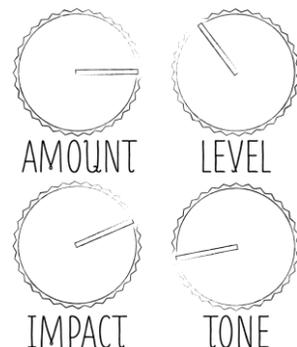
Classic background reverb:



Fine grainy reverb:



Hard saturated graininess:



Feedback dark reverb:

