**Quilcom GHOST RADIO**



As I write this, it’s fast approaching Halloween 2023, so I thought I’d like to make something a bit spooky.

For some reason I recently decided to look into Electronic Voice Phenomena (EVP), having been fascinated by the idea of “Raudive Voices” when I was in my youth. Essentially this is the notion that electronic systems, especially radios and tape recorders, can pick up faint vocalisations amidst the inter-station or tape noise. There are many explanations of the words and sounds heard, ranging from psychological misinterpretation to spirit voices from the dead. I take no sides on the matter. I’ve listened to countless examples online and most are indecipherable. But not *all*! A few seem remarkable to me, and can actually be in context to questions asked out loud. Yes, it could be fakery, but it may not be…

My GHOST RADIO is definitely fakery though. Unless you hear something unexpected in the noise, in which case I’d love to hear a recording.

It simulates tuning through a shortwave radio band and uses 22 synthesisers to generate the “stations”. Each station produces a noise which I’ve crafted to sound like noises you might actually hear. There are tons of samples online with recordings of real tuning, but I didn’t find a plugin which could simulate it. With my GHOST RADIO you have full and detailed control of the tuning so you can create a tuning session according to your needs.

Additionally, I’ve provided an EVP source which goes some way towards sounding like speech.

It might be fun to record your own “EVP” sounds, so the effect has 2 “Spirit” inputs (the 2 inputs are summed to mono internally). There are separate level knobs for **EVP** and **SPIRIT**. The Spirit input is processed by DSP which I’ve set to sound rather spooky for voice input.

Tips:

When setting the levels, for greater “authenticity” it’s best to adjust the EVP and SPIRIT sounds just above the audible threshold. Of course, a sudden loud scream might be impressive. Voices often sound whispered and usually consist of vowel articulations without pronounced consonants. The speech is often faster than natural talking rates. But of course, anything goes!

The Background info folder contains PDFs and links allowing you go deep into the subject, and I found it fascinating to research.

**Controls:**

**SPIRIT** sets the level of the audio signal you supply to the Spirit input pins.

**EVP** sets the level of the internally generated random “speech” patterns.

**TUNING** is where you scan through the shortwave sounds. To get finer control, hold down the SHIFT key. You could automate this to create patterns and rhythms.

**VOLUME** sets the plugin’s output level. The pretend “Magic Eye” level meter will close according average peak volume. If the signal goes above 0dBFS the central ring and label will turn red for 1 second, to indicate clipping.

The **SPEAKER** section’s knobs adjust the timbre of the overall sound:

**LO CUT** reduces the lower frequencies with higher settings.

**HI CUT** reduces the higher frequencies at higher settings.

The other 3 knobs are there to add some resonances to the virtual speaker cone:

**SIZE** is a macro for simulating the size of the loudspeaker unit. You could automate the **SIZE** control to add a phasing effect.

**RES** adjusts the bandwidth of the cone resonances.

**LEVEL** mixes the resonances in with the signal after the LO and HI cut filtering.

Tip:

If you want to use your own processing of the sound output, set the **LO CUT** and **HI CUT** to minimum and the **LEVEL** for resonances to minimum. If you don’t need the **EVP** and **SPIRIT** inputs, just turn their levels to minimum, then you can add your own processed vocalisations in the DAW’s mixer.