

VST Plugin: Convolution Reverb on NVidia GPUs

Montag, 17 November 2008

Last Updated Mittwoch, 27 Mai 2009

I released a convolution reverb VST plugin that runs entirely on NVidia GPUs

The plugin is a 'proof of concept' that doesn't use the best algorithm (yet?), but at least it's working

The plugin is able to load wav files as impulse responses and can be used together with a NVidia GPU (Geforce 8xxx or better) to have a convolution reverb with nearly no CPU usage at all. [Download](#)