Start with ICST Ambisonics Plugins

A guided 4-step path from first concepts to a working spatial audio session in REAPER — free, open source, studio-tested.

New to spatial audio or to the ICST plugins? Follow these four steps in order — each one builds on the previous and takes you from zero to a working Ambisonics session in REAPER.

> ■■ **Your path to spatial audio in REAPER**
> Estimated time: 1–2 hours end to end. All tools are free and open source.

1 · Understand Ambisonics — the concepts

B-Format, HOA orders, ACN/SN3D, encoder vs. decoder — the 15-minute read that makes everything else click. Includes a signal flow diagram showing the path from mono source to speakers or binaural output.

→ Ambisonics 101 (ambisonics.ch/ambisonics-101/)

2 · Install the plugins

macOS and Windows instructions — VST3/AU install paths, REAPER rescan, Gatekeeper fix on macOS. Also covers ReaPack and SWS extension setup.

→ Installation Guide (ambisonics.ch/icst-ambisonics-plugins/02_installation/)
→ Download from GitHub (github.com/schweizerweb/icst-ambisonics-plugins/releases)

3 · Build your first session — step by step

The full walkthrough: set up a B-Format bus, add the MultiEncoder, configure the decoder for speakers or binaural, check levels, render. With screenshots and annotated GIFs at every step.

→ Step-by-Step Setup (ambisonics.ch/icst-ambisonics-plugins/06_step_by_step_setup/)
→ Quick Start (5 min) (ambisonics.ch/icst-ambisonics-plugins/04_quick_start/)

4 · Go deeper — tutorials and references

OSC control, multi-decoder mode, group panning, DAW bridging (Ableton + REAPER), controller integration (GyrOSC, GRAPES) — all in the tutorial library, filtered by difficulty.

→ All Tutorials (ambisonics.ch/post/)
→ OSC Syntax Reference (ambisonics.ch/post/osc-syntax-for-the-icst-ambiencoder-plugin/)