Excite Audio.

bloom vocal aether

User Manual
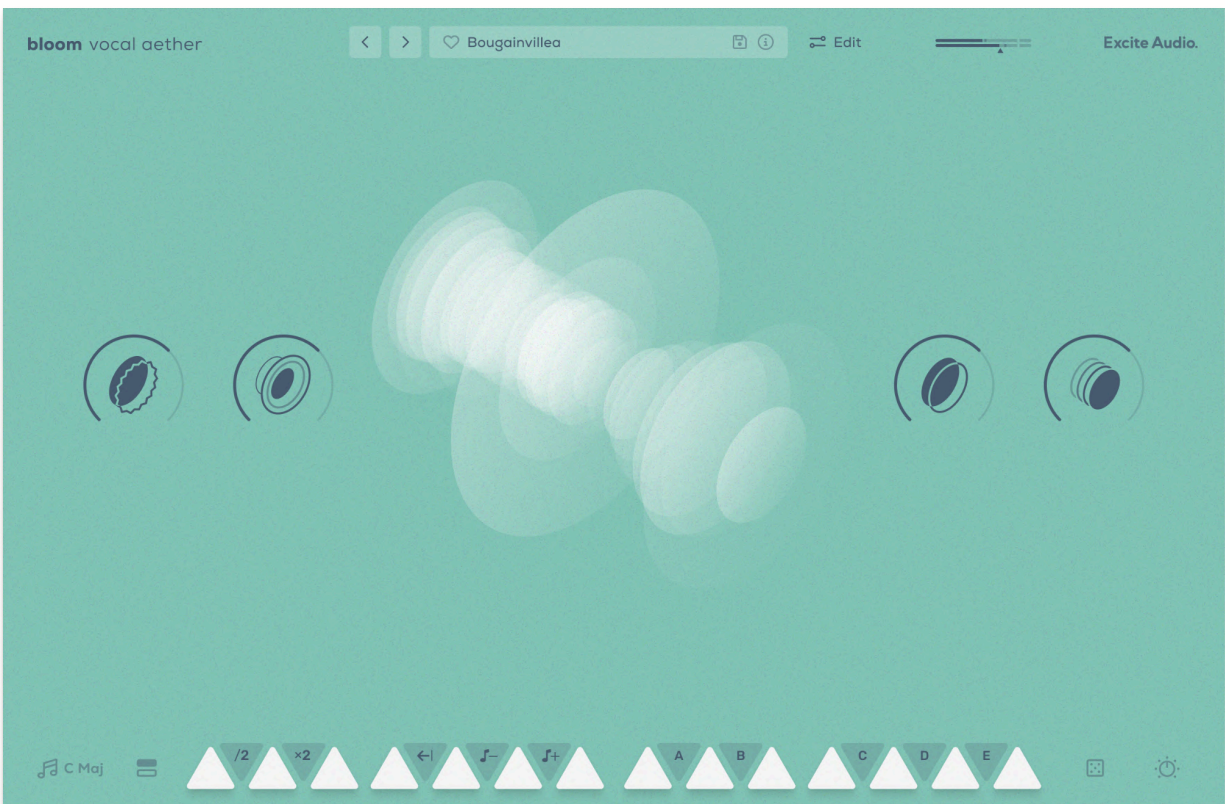
Table of Contents

Welcome to Bloom Vocal Aether

Thank you for purchasing Bloom Vocal Aether. Within, you will find a playable vocal instrument that combines vocal loops, one-shots and phrases with a set of effects & macros, a comprehensive sample editor and a unique phrase player.

Installation & Activation

If you have purchased a perpetual license, you can download the plugin from the 'My Account' page within your Plugin Boutique User Account, install the product and enter the 16-digit license key, also available within your Plugin Boutique account.

If you have purchased on Rent to Own or via Beatport Studio, the plugin can be downloaded, installed and activated entirely through the Beatport Access manager app. To do this, follow these steps:

1. Go to your Plugin Boutique User Account and open the **Rent To Own** or **My Subscriptions** tab. Click **Download** to download the Beatport Access app. Install and open the application.

2. Go to the **Rent to own** or **Beatport Studio** tab. Locate the product and click **Download**. Open the downloaded **.pkg** (macOS) or **.exe** (PC) installer and follow the steps to install the plugin.

3. Leave the Beatport Access application running and open the plugin within your DAW. Your plugin is now installed, activated and ready to use.

Complete Walkthrough - Video

The Main Page

Bloom Vocal Aether's main page contains the core controls for loading & playing samples, loading presets, selecting the key, and transforming the sound using the pre-designed macros and single effects.
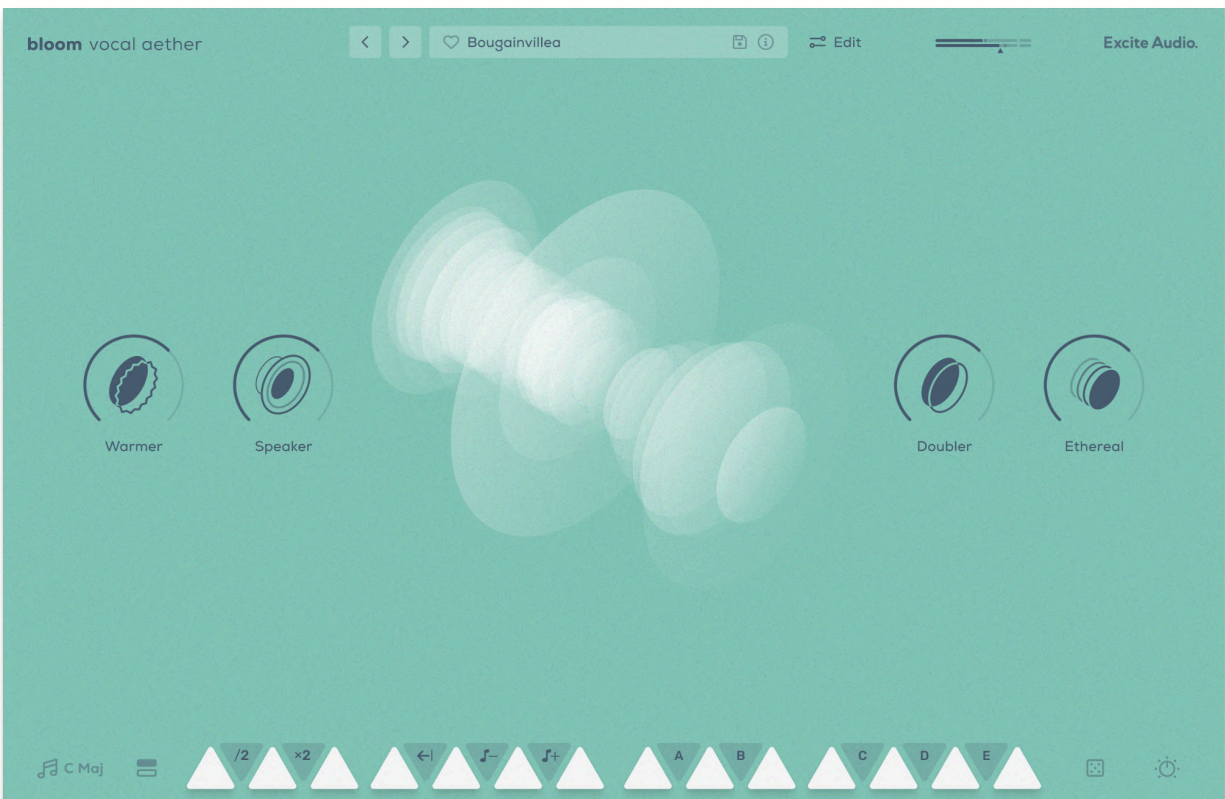
Top Bar Navigation

‹ › **Arrows:** Navigate to the previous or next preset.

Heart Icon: Click to add this preset to your favourites.

Preset Bar: Click to open the preset browser.
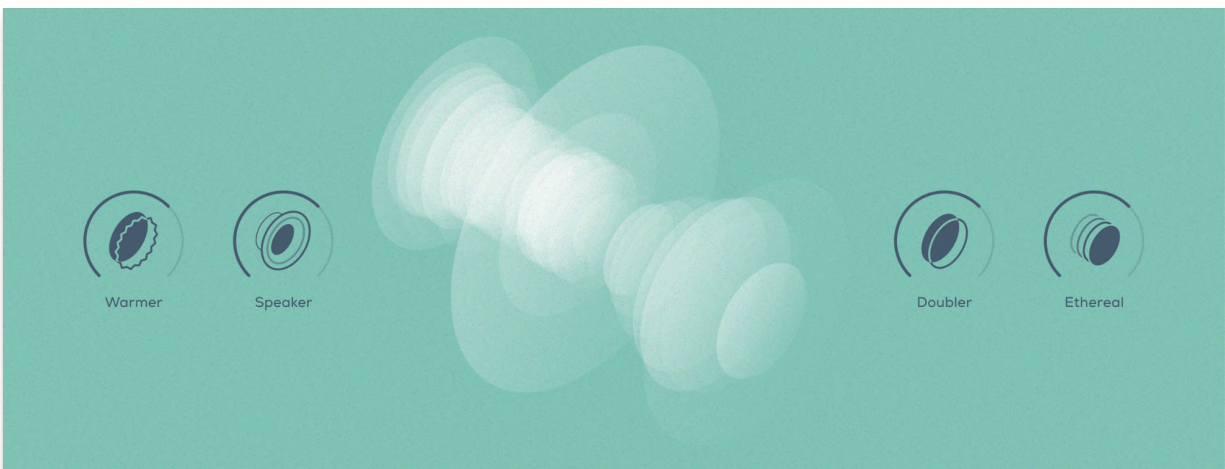
Save Icon: Save the current plugin settings as a new preset.

i Icon: Turn the tooltips on or off.

Edit: Click to open the edit page.

Output Slider: Click and drag to adjust the global output volume.

Excite Audio logo: Click to open the plugin's activation window.

Macros & Animation

Macro 1: *Warmer* - Add smooth, warm saturation to the audio.

Macro 2: *Speaker* - Run the audio through a speaker emulation.

Animation: The visual animation reacts dynamically to the audio. Right-click and select 'Stop Audio Visualizer' to pause the animation.

Macro 3: *Doubler* - Add stereo width to the audio by doubling it.

Macro 4: *Ethereal* - Add a long, dreamy reverb tail to the audio.

Bottom Bar Navigation

Musical Note & C Maj: Click to open the key selector tool.

Bars Icon: Click to display the full set of sample banks.

White Keys: Press a white key on your MIDI keyboard or click the key on the user interface to trigger a sample.

Right-click: Right-click a white key to copy & paste a sample and all of its settings to another white key.

Dice Icon (Randomise): Click to randomise the selection of samples mapped to the white keys.

FX Icon: Click to open the FX panel.

Modifier Keys

/2

Hold this key down whilst triggering a sample to play back in half time.

×2

Hold this key down whilst triggering a sample to play back in double time.

←|

Hold this key down whilst triggering a sample to play back in reverse.

♩−

Hold this key down whilst triggering a sample to play back one octave lower.
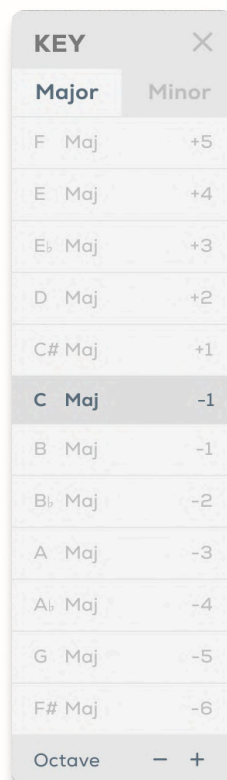
♪+ Hold this key down whilst triggering a sample to play back one octave higher.

A Hold this key down to trigger the phrase mapped to Modifier A, B, C, D or E.

Key Selector

Use the Key Selector tool to set the key for the entire instrument, to match the key of the project you are working in.

| KEY	✕
Major	Minor
F Maj	+5
E Maj	+4
E♭ Maj	+3
D Maj	+2
C# Maj	+1
C Maj	**-1**
B Maj	-1
B♭ Maj	-2
A Maj	-3
A♭ Maj	-4
G Maj	-5
F# Maj	-6
Octave	− +

Major: Display all the major keys.

Minor: Display all the relative minor keys.

**Octave:** Pitch the entire instrument up or down by an octave.

Bank Selector

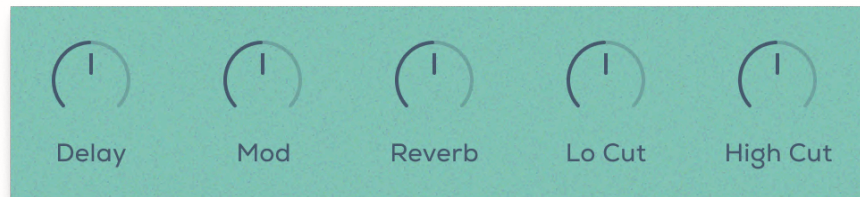Use the bank selector page to load samples and banks onto the keyboard.

Preview a sample in any bank by clicking the white triangle key in the bank, then click and drag it onto a slot in the bottom keyboard to load the sample onto a white key.
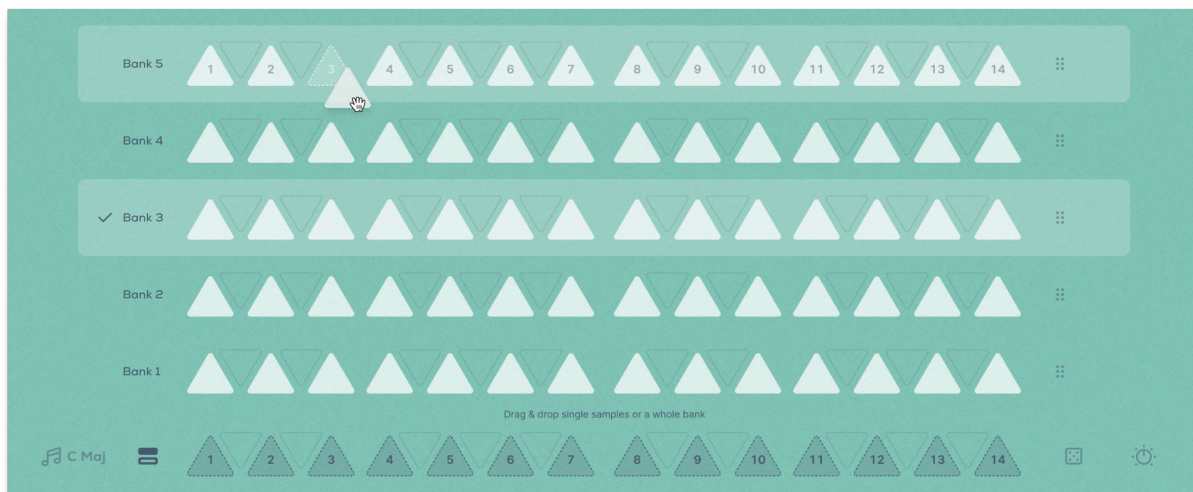
Click and drag the bank handle to drag & drop an entire bank onto the keyboard.
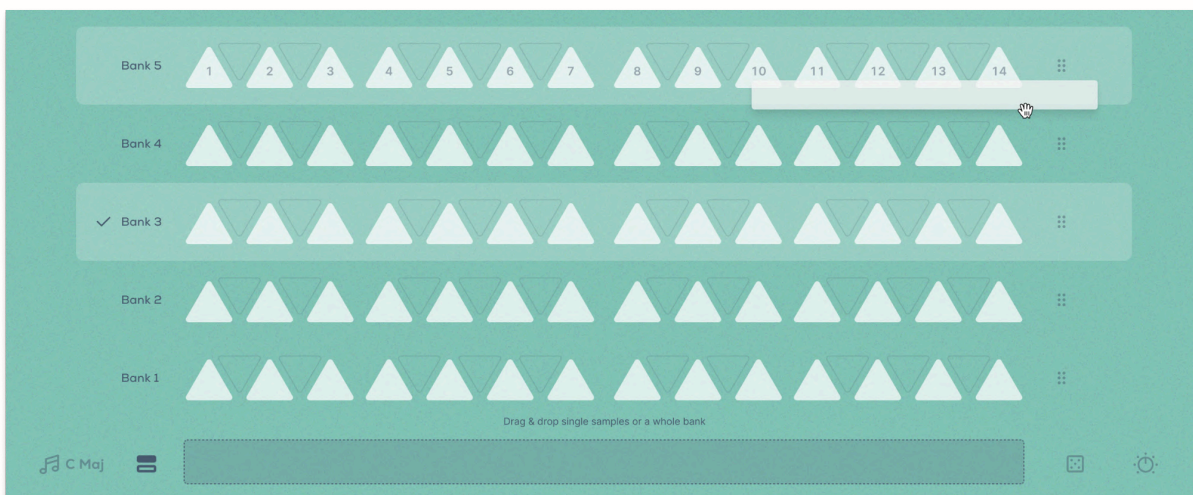
Effects

Delay: Add a delay effect to the audio. This control mixes in the wet signal from the Delay module in the Edit page.

Mod: Add a modulation effect to the audio. This control mixes in the wet signal from the Modulation module in the Edit page.

Reverb: Add a reverb effect to the audio. This control mixes in the wet signal from the Reverb module in the Edit page.

Lo Cut: Cut out frequencies below the set frequency level.

High Cut: Cut out frequencies above the set frequency level.
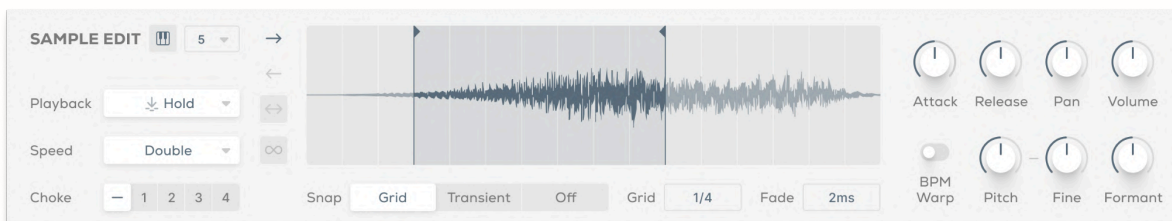
bloom vocal aether

The Edit Page

From the Edit page, you can tweak, create phrases with, and apply effects to the 14 samples that are loaded onto the white keys.
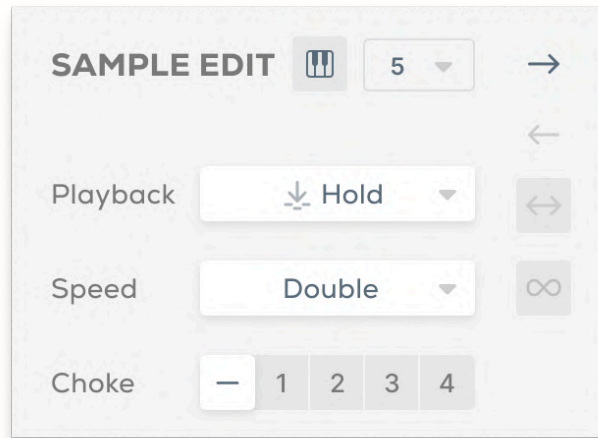

Sample Edit Section

Here you can select one of the 14 loaded samples and edit their playback settings, set start and end points, and edit each sample's parameters.

Playback Settings & Modes

Keyboard Icon: Turn this on to use MIDI input to select which sample to edit in the sample editor.

Numbered Dropdown: Select which of the 14 samples to edit.

Playback: Set the sample playback mode to Hold or Latch.

> *Hold* - Play the sample whilst the note is held down.

> *Latch* - Press the note once to play the entire sample.

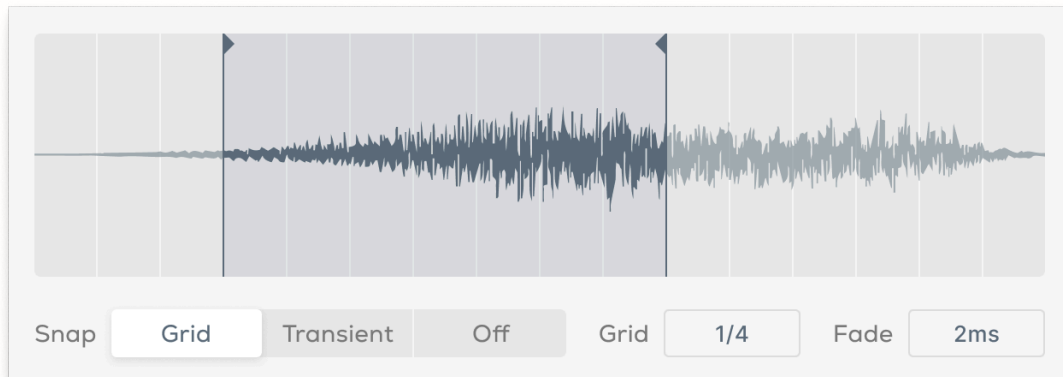**Speed:** Set the playback speed to normal, half-time or double-time.

Choke: Assign the sample to a choke group. Any samples assigned to the same choke group will stop each other's playback.

Forwards / Backwards Icons: Start playing the sample either forwards or backwards.

Pendulum Icon: Play the sample in both directions.

Loop Icon: Loop the sample continuously.

Edit Window

Sample Markers: Set the start and end points for the sample.

Snap: Snap the markers to the grid or the transients, or turn snapping off.

Grid: Adjust the time divisions on the grid.

Fade: Adjust the fade time of the sample. When sample loop is turned OFF, the sample will fade out. When sample loop is turned ON, the start and end points will crossfade as the samples loops.

Parameters

Attack: Increase or decrease the attack time of the sample in ms.

Release: Increase or decrease the release time of the sample in ms.

Pan: Pan the sample to the left or right in the stereo field.

Volume: Adjust the overall volume of the sample in dB.

BPM Warp: Warp the length of the sample as the BPM changes to keep it synced with your BPM.

Pitch: Shift the pitch of the sample up or down in semitones.

Fine: Shift the pitch of the sample up or down in cents.

Formant: Adjust the formant of the sample.

Right-click: Right-click any parameter to apply the same settings to all 14 samples. Right-click in an empty space to copy or paste all of the sample settings.
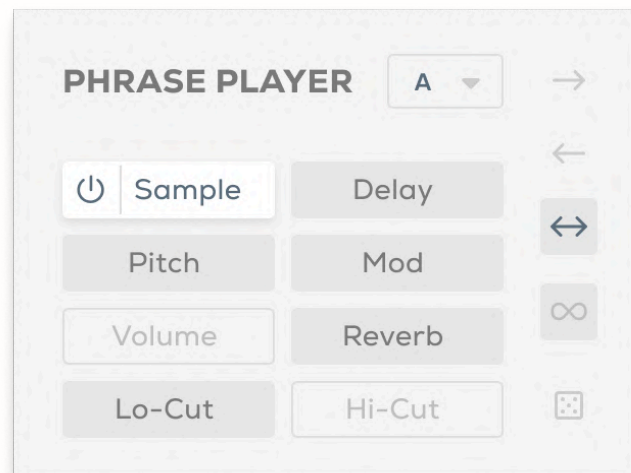
Phrase Player Section

Within this section, you can design Phrases with both the loaded samples, and the effects options listed on the left-hand side of the Phrase Player window.

Set different samples to play over each step of the phrase, and design effects to evolve and morph over time as you play a phrase.

Sample & Effects Modes and Playback Modes

Key Select Dropdown Menu: Select which key to trigger the phrase player.

Sample Mode: Set a different sample to play on each step of the phrase.

Delay Mode: Set the amount of delay effect for each step of the phrase. The phrase player is connected to the Mix control on the DELAY module.

Pitch Mode: Set the pitch for each step of the phrase.

Mod Mode: Set the amount of modulation for each step of the phrase. The phrase player is connected to the Mix control on the MOD module.

Volume Mode: Set the volume level for each step of the phrase.

Reverb Mode: Set the amount of reverb for each step of the phrase. The phrase player is connected to the Mix control on the REVERB module.

Lo-Cut Mode: Set the lo-cut cutoff frequency for each step of the phrase.

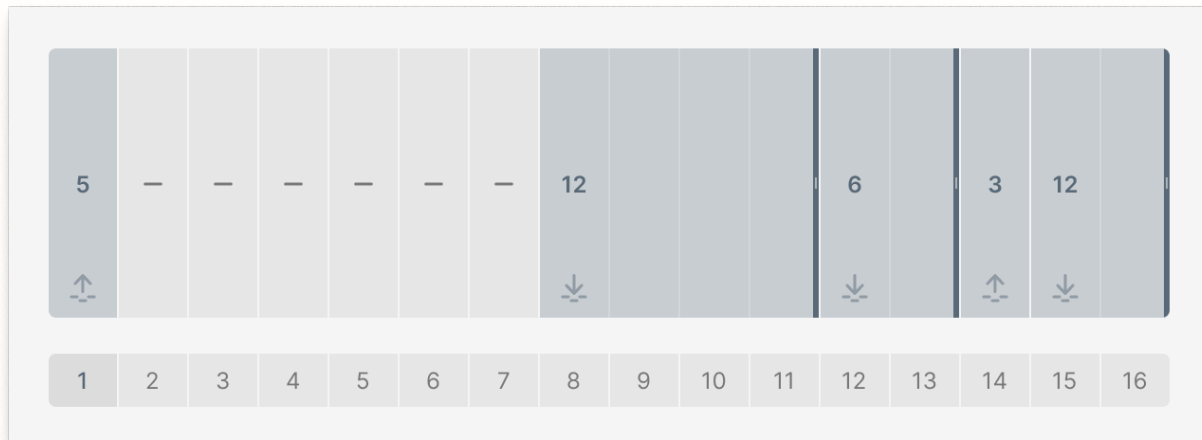**Hi-Cut Mode:** Set the hi-cut cutoff frequency for each step of the phrase.

Forwards / Backwards Icons: Start playing the phrase either forwards or backwards.

Pendulum Icon: Play the phrase in both directions.

Loop Icon: Loop the phrase continously.

Dice Icon (Randomise): Randomise the settings within the phrase.

Phrase Player - Sample Mode

Sample Number: Set which sample is triggered in each step. Right-click a number to remove a sample from a step.

Dark Blue Dragger Handle: Drag this across the steps to set the number of steps the sample plays for in the phrase. The shaded area over each step indicates which steps the sample plays over.

Hold / Latch Icon: This displays if a sample is set to play back in Hold or Latch mode.

Step Numbers: This displays which step the phrase is currently at when playing.

Phrase Player - Effects, Volume & Filter Modes
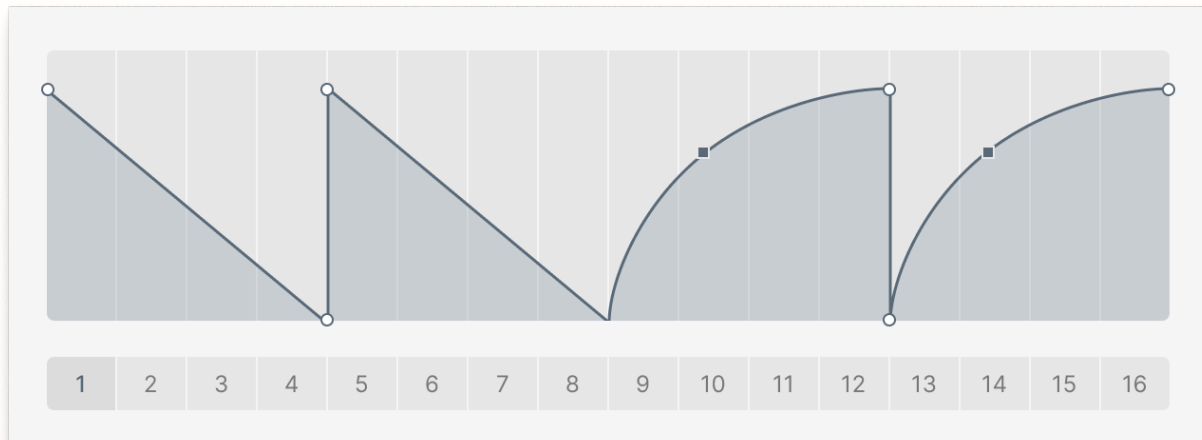
White Circle Node: Click & drag up, down, left and right to set the position. Double-click anywhere in the phrase player box to add a new node and double-click a node to delete it.

Blue Square Node: Click & drag up and down to curve the line between two white circle nodes.

Step Numbers: This displays which step the phrase is currently at when playing.

Right-click: Right-click to either copy the modulation settings, paste the modulation settings from another phrase, or clear the modulation settings.

Phrase Settings
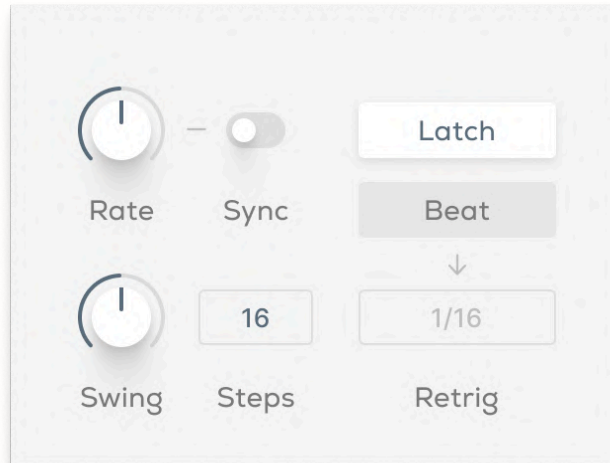
Rate: Set the rate of the phrase player.

Sync: Sync the rate of the phrase player to the host.

Swing: Add swing to each step of the phrase player.

Steps: Set the number of steps in the phrase.

Latch: Press the modifier key once to play the phrase. This keeps the phrase

playing until the modifier key is pressed again.

Beat: Set the phrase to retrigger every set number of beats/bars.

Beat Number Selector: Set the retrigger interval in beats/bars.

Effects Section

Within this section, you can fine-tune the effects settings. The Mix control on each
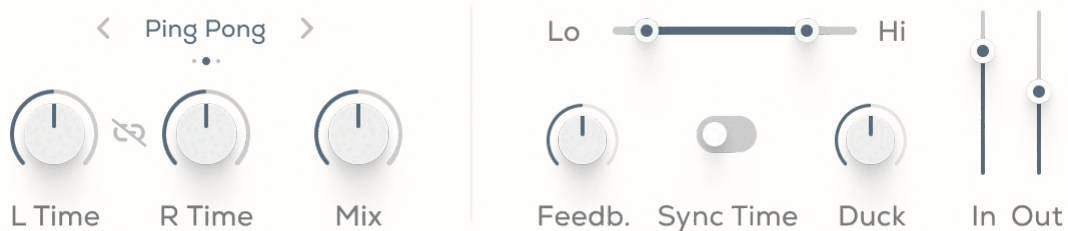module corresponds to both the Phrase Player and the single FX controls on the Main
Page.

⠿ ◉ **REVERB**   ✕

Draggable Handle: Click & drag this to reorder the effects in the signal chain.

Bypass Toggle: Turn the effect on or off.

X Icon: Click this to collapse and expand the effect panel to display or hide additional controls.

Delay

Mode Select: Select the mode for the delay to operate in.

   Stereo - Delay the left and right channels simultaneously.

   Ping-Pong - Alternate between hearing the left and right channel.

Left Time: Set the rate of delay for the left audio channel.

Link: Link the left and right delay time.

Right Time: Set the rate of delay for the right audio channel.

Mix: Adjust the mix between the dry and wet signal.

Lo: Cut out frequencies of the delay signal below the set frequency.

Hi: Cut out frequencies of the delay signal above the set frequency.

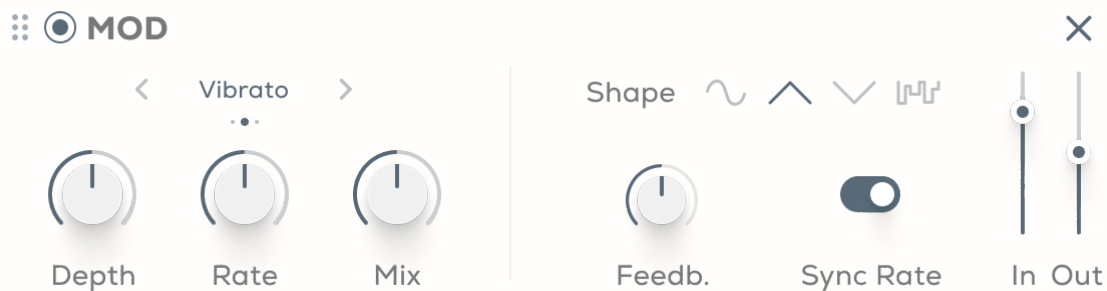**Feedback:** Adjust the delay's feedback amount.

Sync Time: Sync the delay time interval to the host.

Duck: Adjust the amount of ducking. This ducks the wet signal volume level down when the dry signal plays.

In: Adjust the input level in dB.

Out: Adjust the output level in dB.

Modulation

Mode Select: Select the mode for the modulation to operate in.

    Chorus - Create a rich, wide chorusing sound.

    Vibrato - Modulate the pitch up and down.

    Flanger - Create a sweeping modulated effect.

Depth: Adjust the depth of the modulation.

Rate: Adjust the rate of the modulation.

Mix: Adjust the mix between the dry and wet signal.

Sine Icon: Modulate the signal up and down smoothly.

Triangle Icon: Modulate the signal up then down.

Inverted Triangle Icon: Modulate the signal down then up.

Random Icon: Modulate the signal randomly.

Feedback: Adjust the feedback amount.

Sync Rate: Sync the modulation rate to the host.

In: Adjust the input level in dB.

Out: Adjust the output level in dB.

Reverb

Mode Select: Select the mode for the reverb to operate in.

Plate - Emulates the sound of audio reflecting off a large metal plate.

Hall - Simulates the acoustics of a concert hall.

Spring - Recreates the effect produced by sound vibrating through

coiled springs.

Length: Adjust the length of the reverb tail in seconds.

Size: Adjust the size of the reverb.

Mix: Adjust the mix between the dry and wet signal.

Lo: Cut out frequencies of the reverb signal below the set frequency.

Hi: Cut out frequencies of the reverb signal above the set frequency.

Pre-Delay: Adjust the time interval between the dry signal and the reverb.

Duck: Adjust the amount of ducking. This ducks the wet signal volume level down when the dry signal plays.

In: Adjust the input level in dB.

Out: Adjust the output level in dB.

Global

Lo: Cut out frequencies from the global wet signal below the set frequency.

Hi: Cut out frequencies from the global wet signal above the set frequency.

Tone: Control the overall tonal balance of the wet signal.

Dry: Adjust the level of the global dry signal.

Wet: Adjust the level of the global wet signal.

Macro 1: *Warmer* - Add smooth, warm saturation to the audio.

Macro 2: *Speaker* - Run the audio through a speaker emulation.

Macro 3: *Doubler* - Add stereo width to the audio by doubling it.

Macro 4: *Ethereal* - Add a long, dreamy reverb tail to the audio.

Support

Thank you for using Bloom Vocal Aether! If you have any queries, technical issues or feature suggestions, please get in touch at support@pluginboutique.com