# Excite Audio.

# **bloom** bass impulse

## User Manual
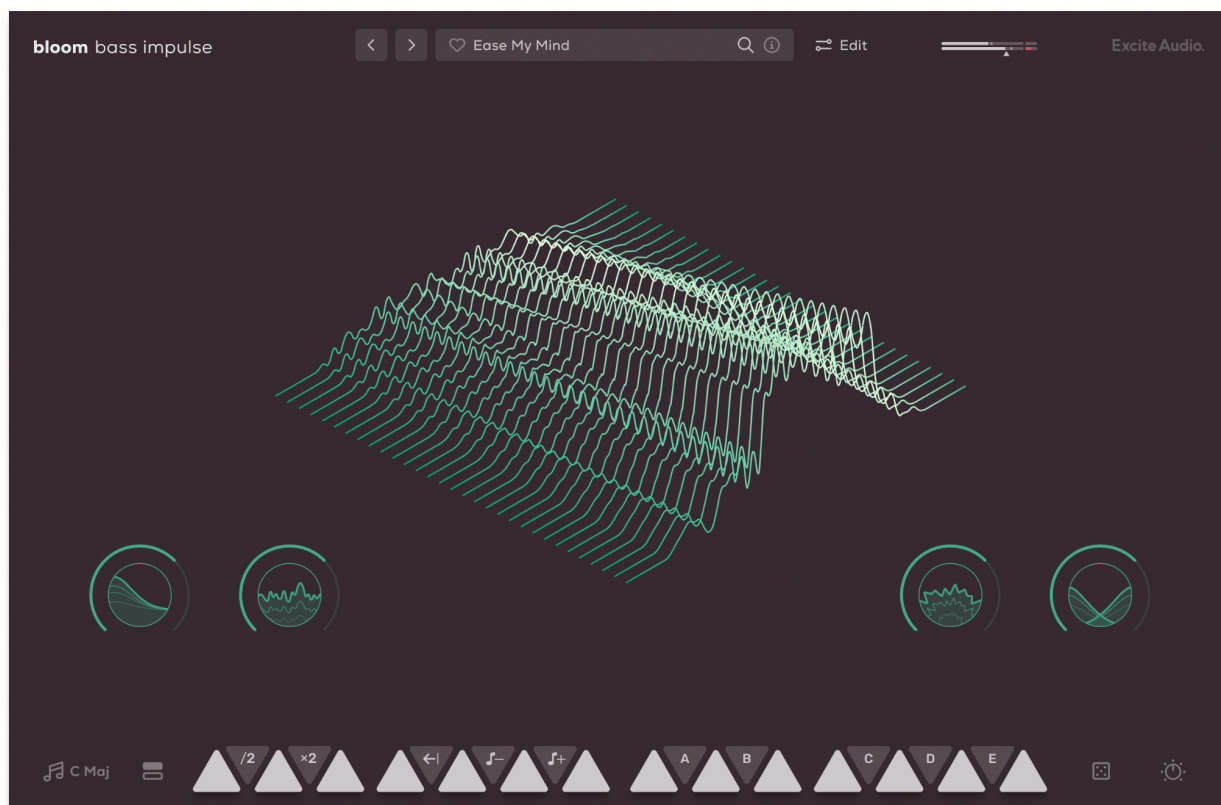
# Table of Contents

# Welcome to Bloom Bass Impulse

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

## 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.

# The Main Page

Bloom'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.
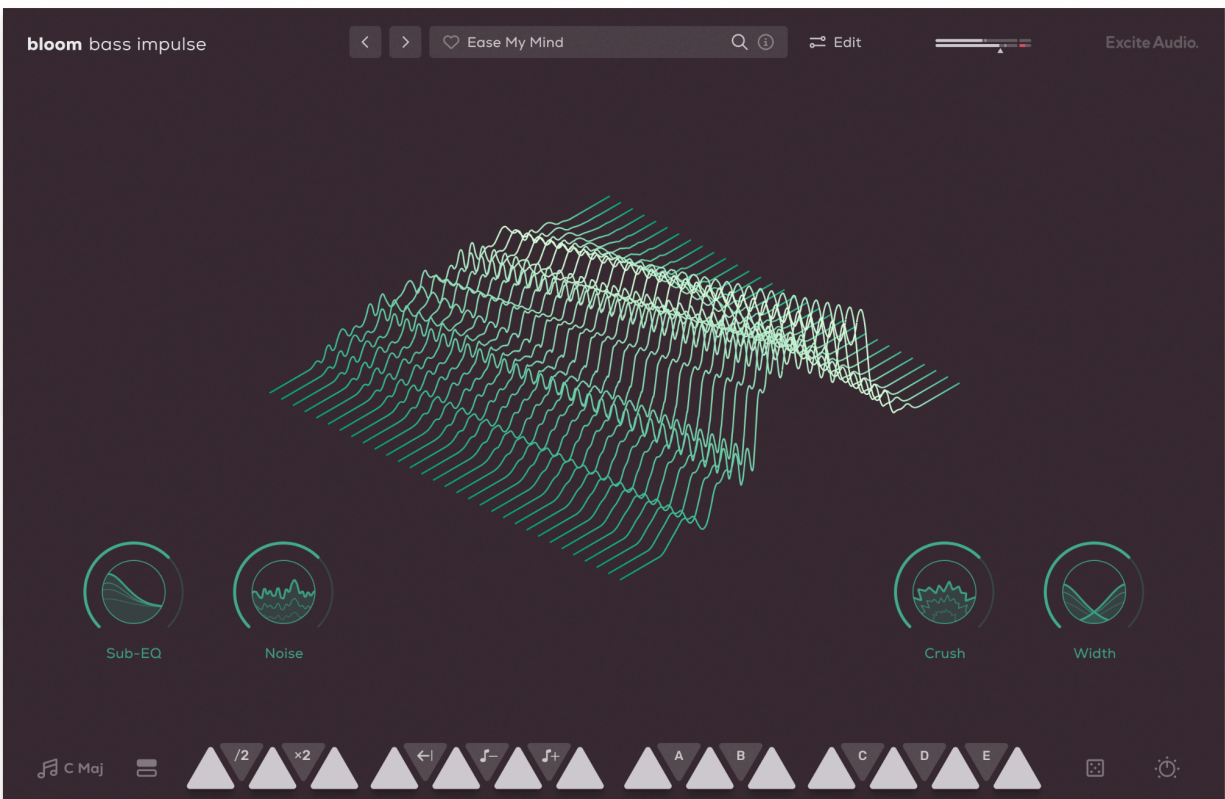


## Top Bar Navigation



**‹ › 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.
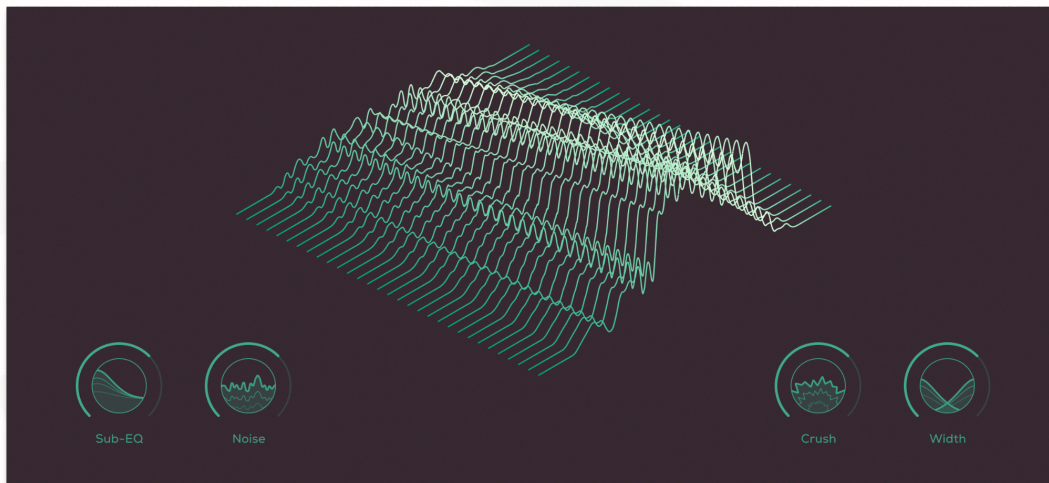
**i Icon:** Turn the tooltips on or off.

**Edit:** Click to open/close the edit page.

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

**Arrow Button:** Click the arrow to turn on velocity sensitivity. When turned on, the plugin will respond to the velocity of the MIDI input.

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

## Macros & Animation



**Macro 1:** *Sub-EQ* - Boost and enhance the sub-bass frequencies.

**Macro 2:** *Noise* - Add a layer of white noise that responds dynamically to your bass line.

**Animation:** The visual animation reacts dynamically to the audio.

**Macro 3:** *Crush* - Create digital distortion through bit-rate and sample-rate reduction.

**Macro 4:** *Width* - Increase the stereo width of 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



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



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



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



Hold this key down whilst triggering a sample to playback one octave lower.
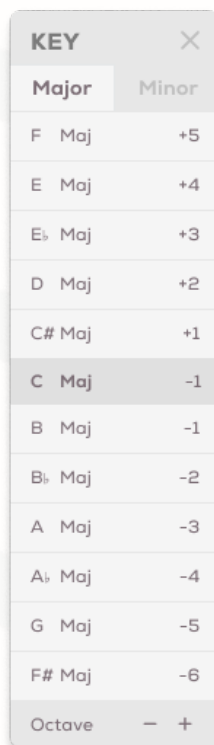
▽ ♪+

Hold this key down whilst triggering a sample to playback 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 Bloom 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.
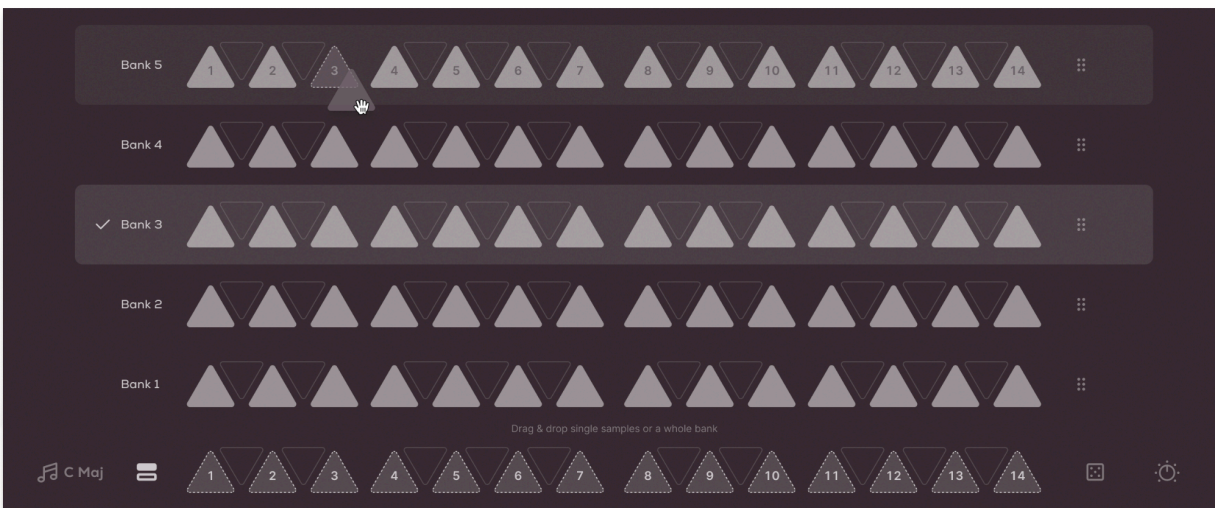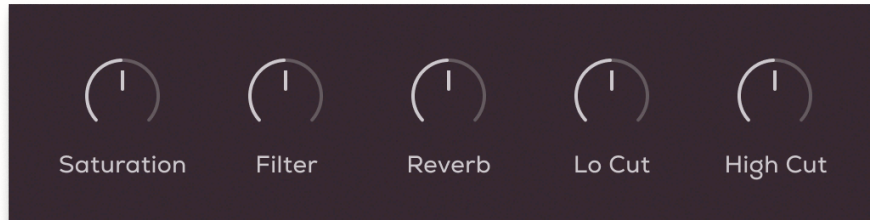


Click and drag the bank handle to drag & drop an entire bank onto the keyboard.
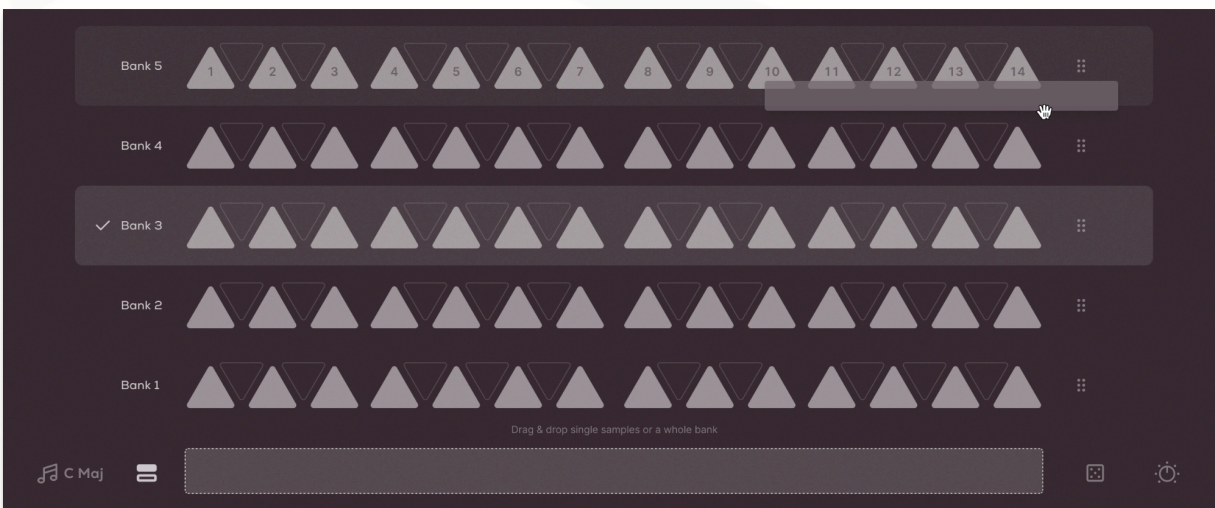
**Effects**



**Saturation:** Add a smooth saturation effect to the audio. This control is linked to the Mix control on the Saturation module in the Edit page.

**Filter:** Filter the frequency content of the audio. This control is linked to the Freq control on the Filter module in the Edit page.

**Reverb:** Add a reverb effect to the audio. This control is linked to the Mix control on the Reverb module in the Edit page.
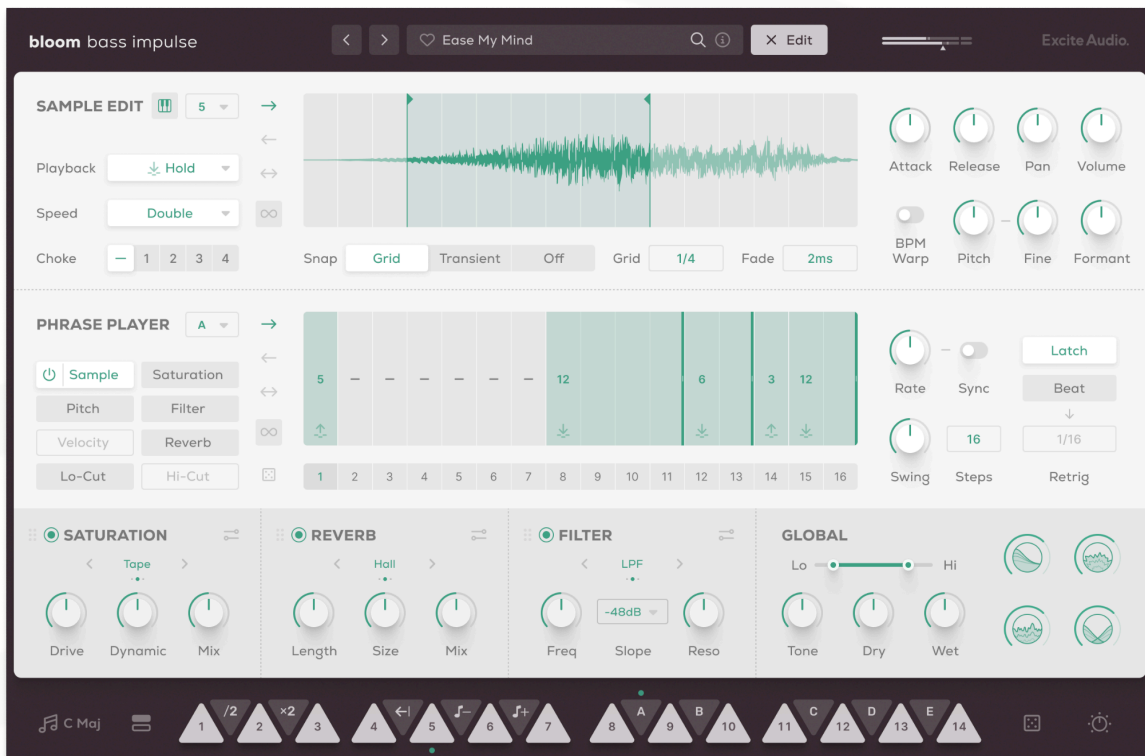
**Lo Cut:** Cut out frequencies below the set frequency level.

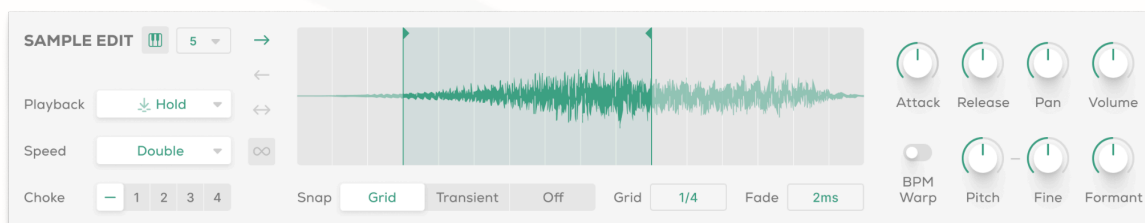**High Cut:** Cut out frequencies above the set frequency level.

# 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.
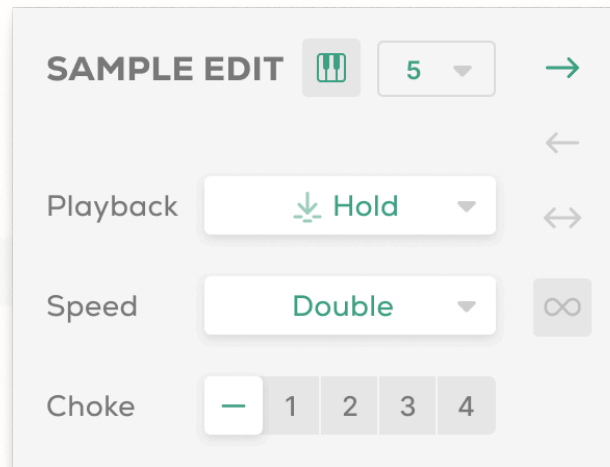


## Sample Edit Section

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, Latch or Relative.

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

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

  *Relative* - The sample starts playing from the position of the last sample that started playing.

**Speed:** Set the playback speed to normal, half-time or double-time.
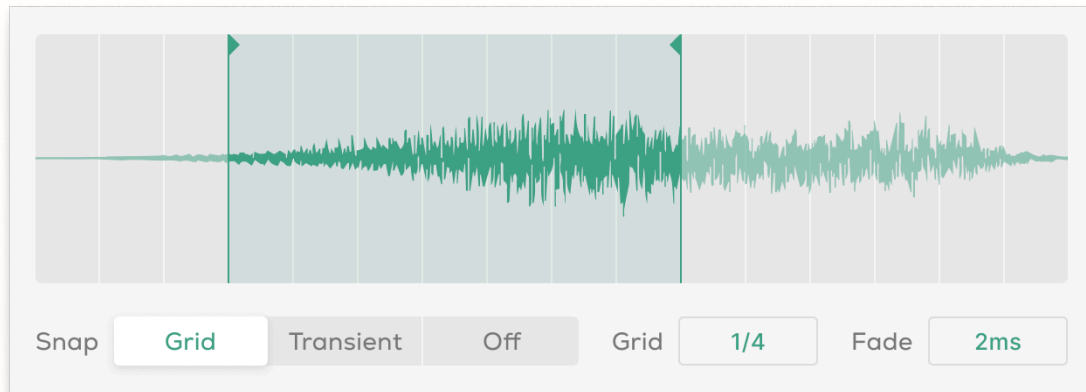
**Choke:** Assign the sample to a choke group. Any samples assigned to the same choke group will stop each other's playback.

**Forwards / Backwards Icons:** Start playing the sample 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 sample loops.

**Parameters**
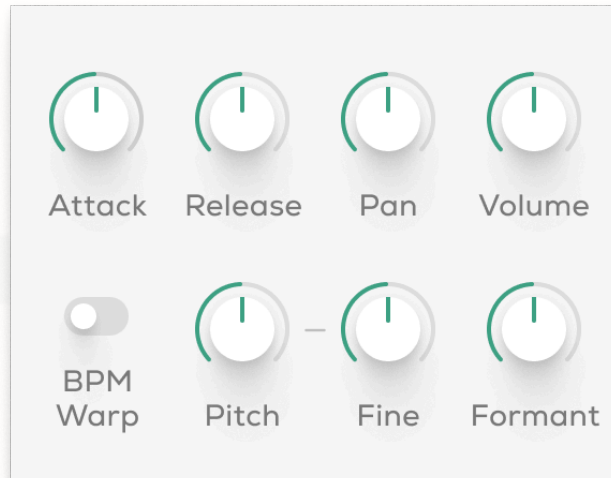


**Attack:** Increase or decrease the attack time of the sample in ms.

**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.

**Pitch Warp:** Warp the pitch of the sample as the BPM changes.

**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:** Change 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, pitch & velocity to evolve and morph over time as you play samples.



## Sample & Effects Modes & Playback Modes
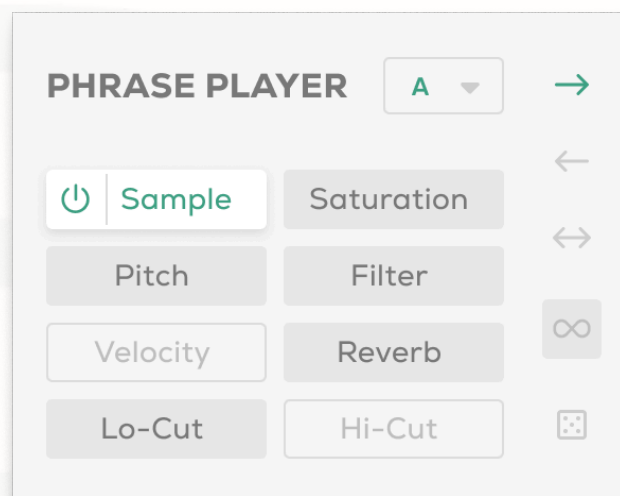


**Key Select Dropdown Menu:** Select which key to trigger the phrase player.

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

**Saturation Mode:** Set the amount of saturation effect for each step of the phrase. The phrase player is connected to the Mix control on the Saturation module.

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

**Filter Mode:** Set the amount of filter effect for each step of the phrase. The phrase player is connected to the Freq control on the Filter module.

**Velocity Mode:** Set the velocity 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.

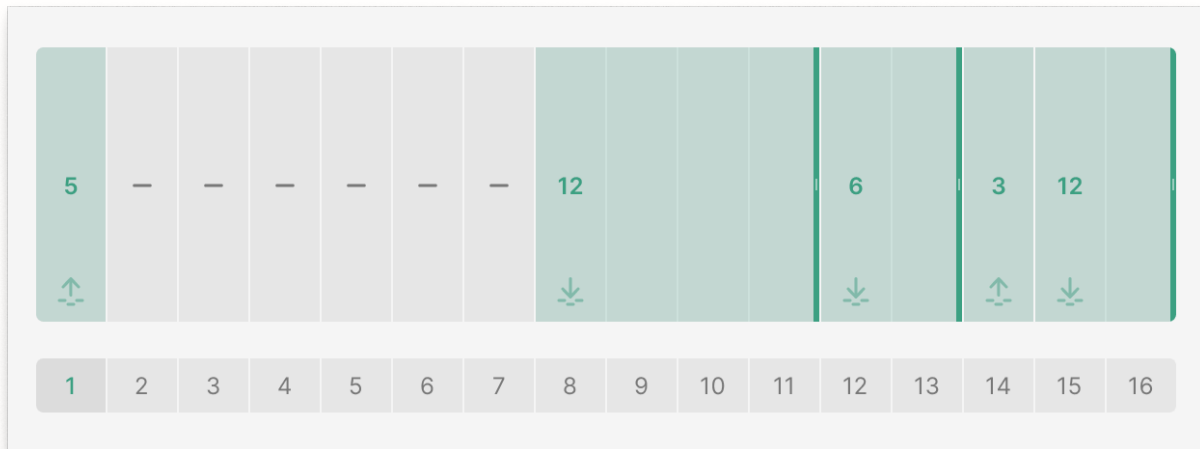**Hi-Cut Mode:** Set the hi-cut cutoff frequency for each step of the phrase.

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

**Pendulum Icon:** Play the phrase in both directions.

**Loop Icon:** Loop the phrase continuously.

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

**Phrase Designer - Sample Mode**



**Sample Number:** Set which sample is triggered in each step.

**Dark Green 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 / Relative Icon:** This displays if a sample is set to play back in Hold, Latch or Relative mode.

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

## Phrase Designer - Effects, Volume & Filter Modes
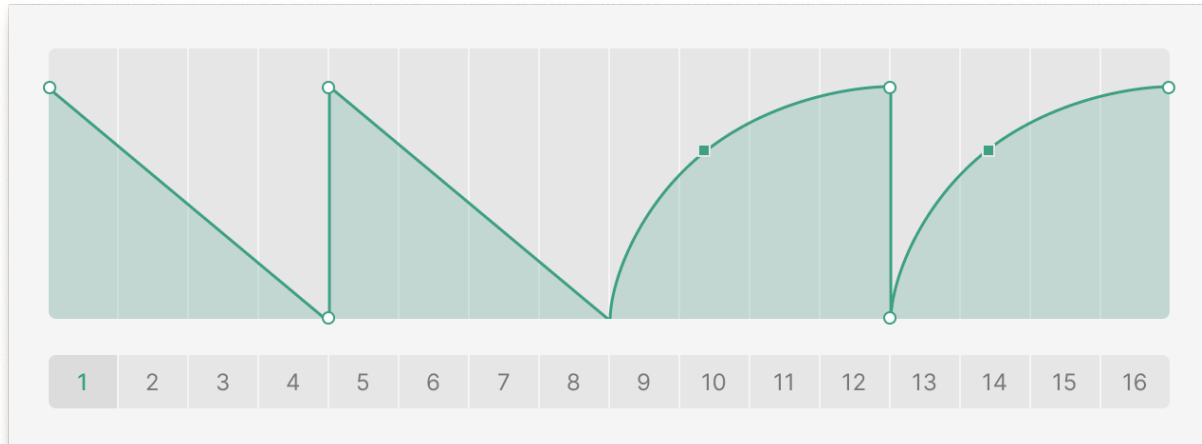


**White Circle Node:** Click & drag up, down, left and right to set the position.
Double-click on the coloured line to add a new node and double-click a node
to delete it.

**Green 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.

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

**Keyboard Shortcut 1:** Hold Shift and click and drag a White Circle Node to snap
it horizontally to the grid.

**Keyboard Shortcut 2:** Hold Alt and click and drag a White Circle Node to snap
it vertically to the closest node above or below it.

**Phrase Settings**
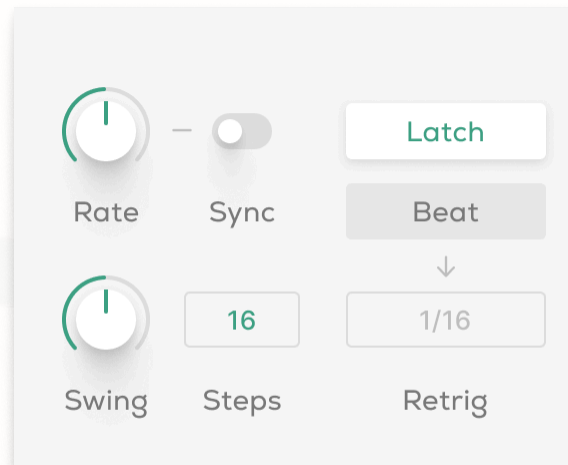


**Rate:** Set the rate of the phrase player.

**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:** Keep 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. There is a specific control on each module that corresponds to both the Phrase Player and the single FX controls on the Main Page.

⠿ ◉ **SATURATION**                                                                    ✕
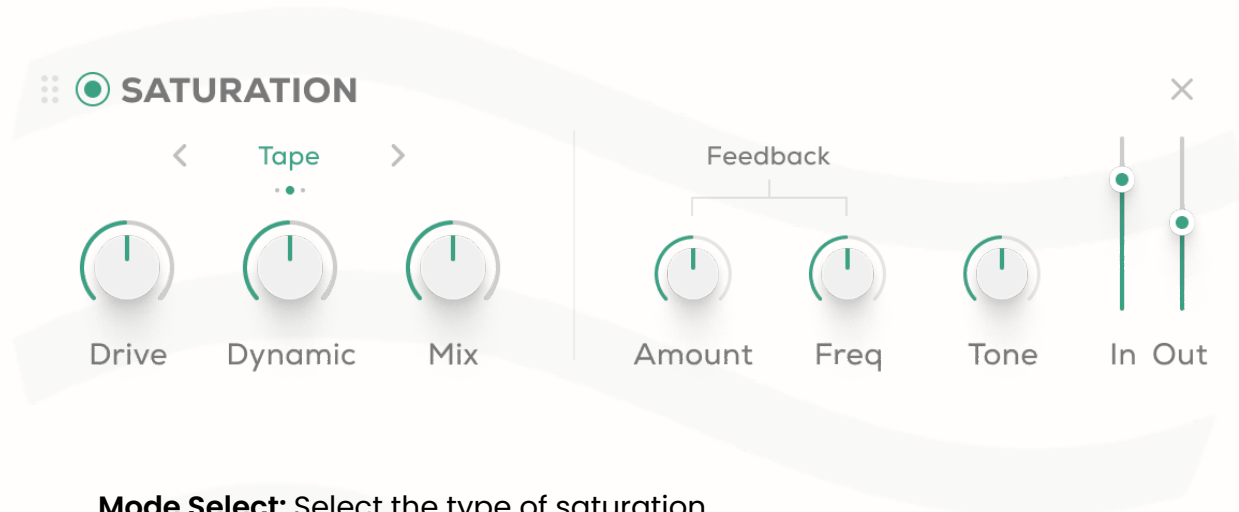
**Draggable Handle:** Click & drag this to reorder the effects in the signal chain.

**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.

**Saturation**



**Mode Select:** Select the type of saturation.

*Tape* - Smooth tape-style saturation that adds glue and fullness to the audio.

*Tube* - Warm tube-style distortion with an analogue feel.

*Fuzz* - Heavy, aggressive guitar pedal style distortion that adds harmonic overtones.

**Drive:** Adjust the amount of drive.

**Dynamic:** Focus the saturation to the transients to retain dynamics in the signal.

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

**Amount:** Adjust the amount of feedback.

**Freq:** Set the frequency of the feedback signal.

**Tone:** Adjust the tonal balance of the saturation.

**In:** Adjust the input level in dB.

**Out:** Adjust the output level in dB.

**Filter**



**Mode Select:** Select the type of filter.

*Hi-cut* - This mode cuts out frequencies above the set frequency level.

*Lo-cut* - This mode cuts out frequencies below the set frequency level.

*Peak* - This mode creates a filter notch that can be swept up and down the frequency spectrum to emphasise a specific frequency band.

**Freq (Frequency):** Set the cutoff frequency for the chosen filter.

**Slope:** Adjust the steepness of the filter cutoff in dB per octave.

**Reso (Resonance):** Adjust the amount of resonance at the cutoff frequency of the filter.

**Env Amt (Envelope Amount):** Adjust the amount of envelope applied to the signal. This applies an audio-reactive envelope that makes the filter react dynamically to the incoming signal.

**Env Threshold (Envelope Threshold):** Set the dB threshold at which the envelope is triggered.

**Env Att (Envelope Attack):** Set the attack time for the envelope in ms.

**Env Rel (Envelope Release):** Set the release time for the envelope in ms.

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

**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.

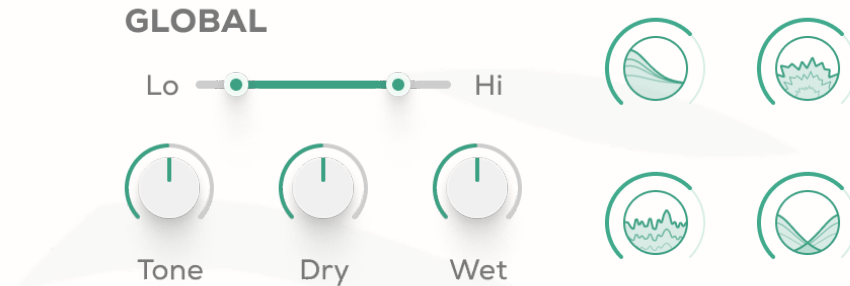**Hi:** Cut out frequencies of the reverb signal above the set frequency.

**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 wet signal below the set frequency.

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

**Tone:** Control the overall tonal balance of the global signal.

**Dry:** Adjust the level of the global dry signal.

**Wet:** Adjust the level of the global wet signal.

**Macro 1:** *Sub-EQ* - Boost and enhance the sub-bass frequencies.

**Macro 2:** *Noise* - Add a layer of white noise that responds to the incoming audio.

**Macro 3:** *Crush* - Create digital distortion through bit-rate and sample-rate reduction.

**Macro 4:** *Width* - Increase the stereo width of the audio.

# Support

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