UBER**LOUD**

MANUAL

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1. PREFACE

WHAT IS UBERLOUD AND WHAT MAKES IT SPECIAL?
UBERLOUD is a straightforward powerhouse when it comes to beefing up audio. Incorporating custom dynamic and psychoacoustic behavior, UBERLOUD delivers results that you can feel in your guts.

Lacking that certain something? ...well, here comes the BOOM!

1.1 Minimum System Requirements

Windows 8 (64-bit), 8 GB Ram, Intel® Core™ i5 (relatively recent)
macOS 10.11, 8 GB Ram, Intel® Core™ i5 (relatively recent)

1.2 Installation

After downloading and opening the installer of UBERLOUD please follow the on-screen instructions to install the application.

THE MANUAL WILL BY DEFAULT BE COPIED HERE:
Windows: C:\Program Files\BOOM Interactive\Uberloud
Mac: /Applications/BOOM Interactive/Uberloud

1.3 iLok Registration

During the first start of UBERLOUD after installation, the iLok registration window pops up. UBERLOUD is licensed using the Pace iLok system. You need to have an iLok account to use it, however setting up an iLok account is completely free. You will find all necessary information on how to setup your account on www.ilok.com. You can either directly authorize your computer (machine authorization) or optionally a 2nd or higher generation iLok hardware dongle. A second or third generation iLok (iLok2 or iLok3) is a product of Pace that can be purchased at www.ilok.com or from any participating music retailer.

Next: please download the iLok Manager at www.ilok.com.

After your purchase, you automatically receive an order confirmation from us containing the download link for the installer plus a 30 digits long iLok activation code (e.g. 1234-1234-1234-1234-1234-1234-1234-12).

Upon the first launch of the application, you will be asked to register UBERLOUD with your iLok account.
A free iLok account can be created under www.ilok.com

HOW TO ACTIVATE THE LICENSE

- Open the iLok License Manager application.
- Either select the menu: Licenses -> Redeem Activation Code or click on the small Redeem Activation Code Icon on the upper right of the application.
- You should then copy paste the entire code you received from us into the entry form. Select your iLok as the activation location to immediately activate the license on this iLok and confirm the location.

Watch a step-by-step video tutorial about how to activate your iLok license:

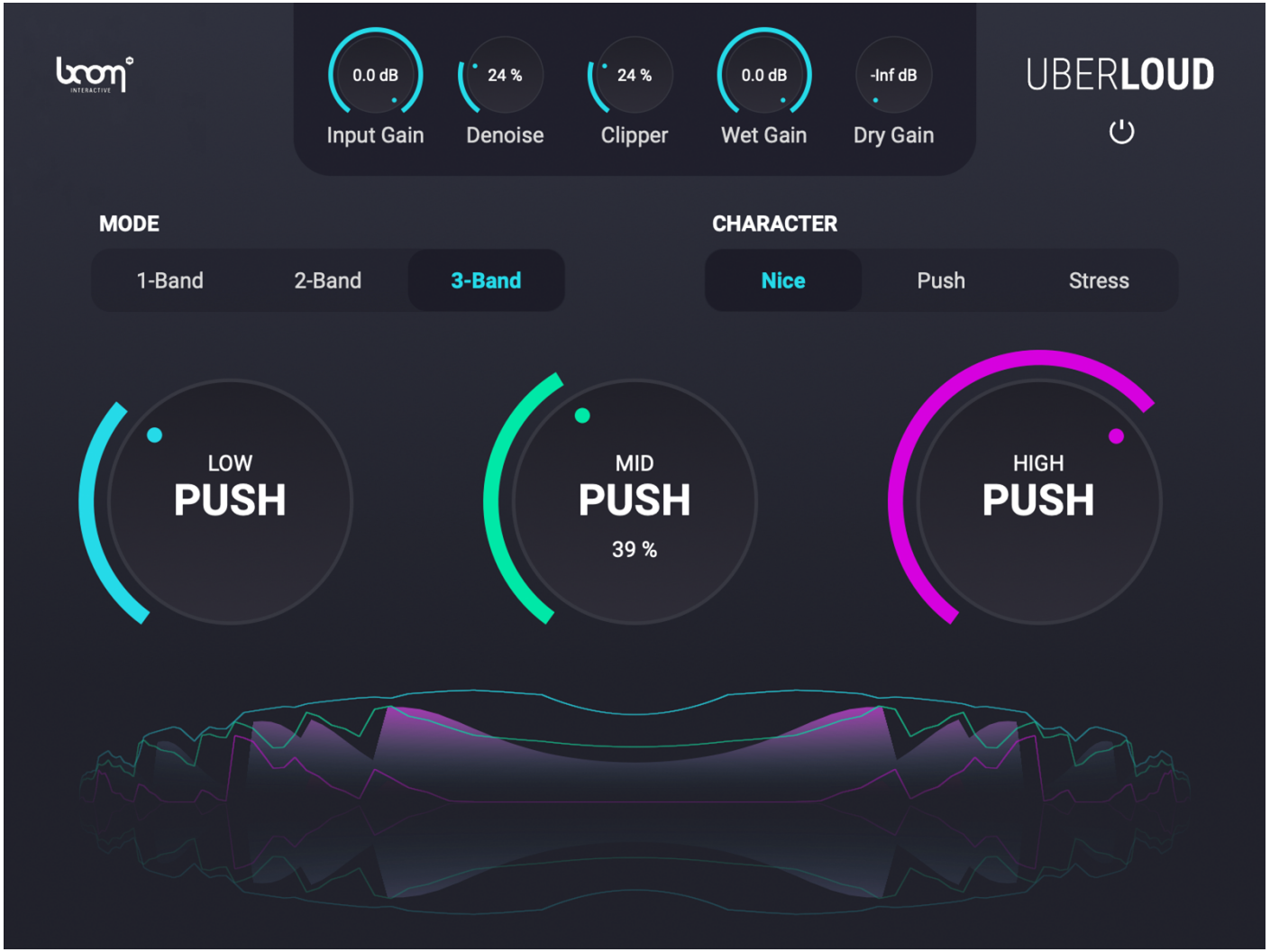
WATCH TUTORIAL

Now you are ready to go!

2. QUICK START

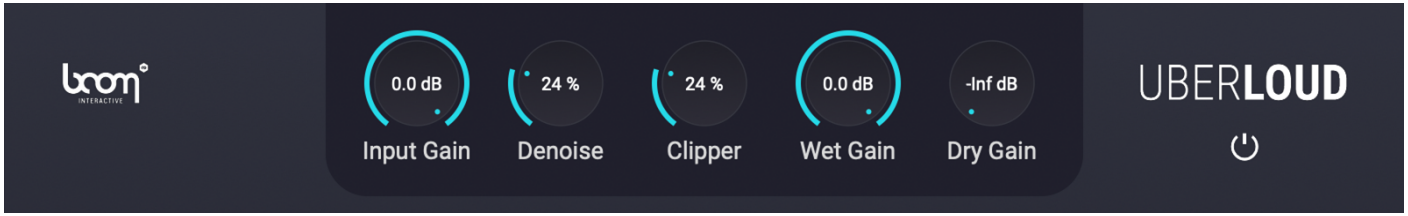
Once UBERLOUD has been instantiated, it will by default be set to 1-Band mode, presenting you one knob in the center of the GUI. Go ahead and turn it up to get a glimpse of what UBERLOUD is capable of.

3. GUI OVERVIEW



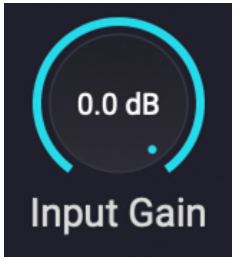
The GUI of UBERLOUD is quite self-explanatory. The **Header** occupies four general functions. **Mode & Character** alter the behavior of the big **Knob(s)** in the center, which are the core controls of UBERLOUD. At the very bottom you will also find a neat looking **Visualizer**.

3.1 Header



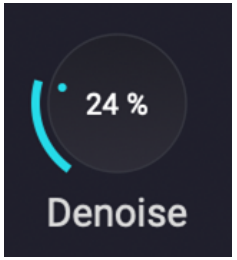
At the very top, going from left to right you will find the following functions.

3.1.1 Input Gain



Regulate your input gain via this parameter as you would expect.

3.1.2 Denoise

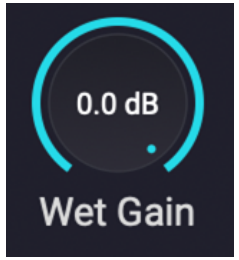


On material with noise floor surrounding useful material - like guitar amp noise, room tone on voice overs or background noise on gun shots - this frequency dependent gate helps to reduce unwanted frequencies before they get pushed up by UBERLOUD's dynamics.

3.1.3 Clipper

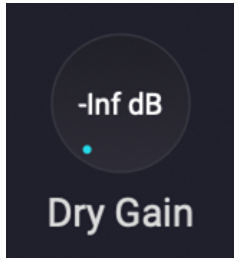
The **Clipper** gives you a general distortion control. Note that this will limit at the set output gain but does not prevent true peak clipping.

3.1.4 Wet Gain



Adjust the output level of the processed (wet) signal.

3.1.5 Dry Gain



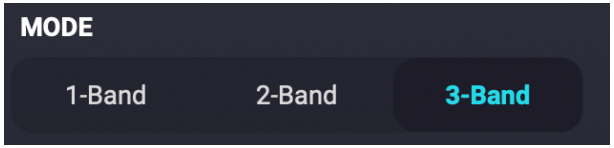
Adjust the output level of the unprocessed (dry) signal.

TIP: Parallel Mixing
Use **Dry** - & **Wet Gain** in combinatuon for parallel mixing.

3.1.6 Enable

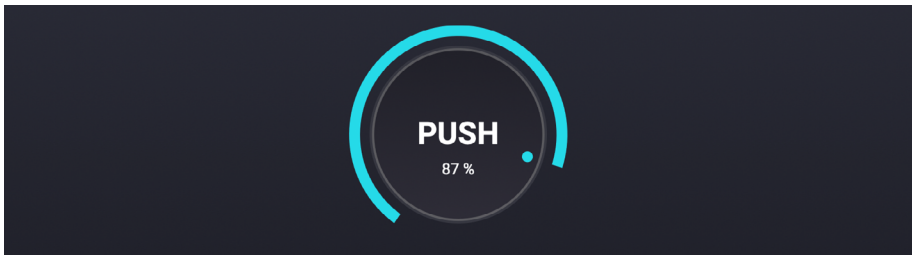
The **Enable** switch toggles processing on and off, allowing you to quickly compare results with the original dry signal.

3.2 Mode



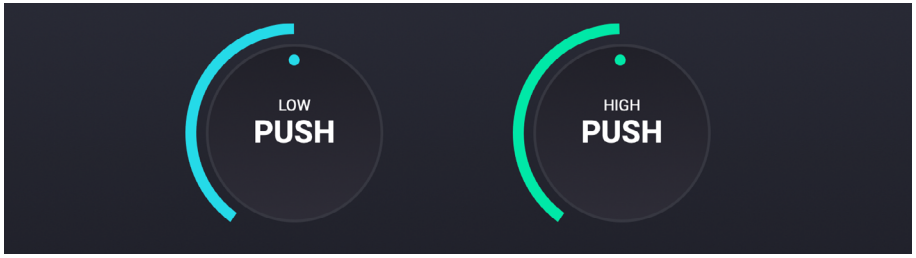
The initial **Mode** when launching UBERLOUD is set to 1-Band. You can control up to three bands by selecting the respective **Mode**.

3.2.1 1-Band



Whilst in **1-Band Mode**, UBERLOUD will affect the whole of the frequency spectrum of the incoming audio signal.

3.2.2 2-Band

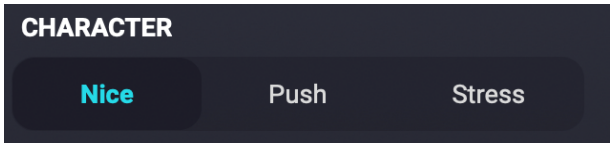


Switching to **2-Band Mode** now offers the separate control over lows and highs.

3.2.3 3-Band

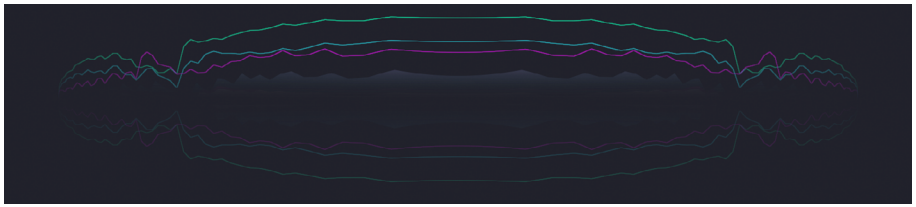
The **3-Band Mode** will present an additional band that now lets you tweak lows, mids and highs independently.

3.3 Character



You can further alter the behaviour of UBERLOUD by choosing between three **Character** types. **Nice** for a subtle tone, **Push** to highlight and **Stress** to shoot through the roof. Try it and see what suits your needs.

3.4 Visualizer



The bottom section is dedicated to a visual display of what UBERLOUD is currently doing. It can help to give you a rough idea about the processing extent of each of the bands.

The filled areas of the **Visualizer** show the difference in gain resulting from the processing applied by UBERLOUD for each band. The visible range is mapped nonlinearly to provide a good estimate of the resulting dynamics. If you see a lot of movement in one band, alternating between low and high, it can be concluded that the signals original dynamics are strongly emphasized and increased, whereas a constant solid fill conveys that the signal is consistently being crushed. Little activity above the centerline suggests that UBERLOUDs effect is of rather subtle nature.

In case processing is turned off either by the soft-bypass feature of your host application or via the **Enable** switch located at the top right of the plugin UI, the visualizer renders in greyscale.

TIP: Maximum Dynamic Result
If you want to achieve a maximum dynamic result, try to adjust the **Input Gain** and the **Push** knobs in a way that leads to the filled curves responding to the input signal in the most visible way. For example, when processing a drum loop, the low bands fill should represent the kickdrum going from low to max with each kick.

4. USE CASES

UBERLOUD is a great tool to quickly enhance your audio. Whether it be beefing up the low end, adding some distortion to the high end, or just pumping up everything at once. Get the job done with just a few clicks. UBERLOUD can be huge timesaver as part of your creative Sound Design or Mixing Process.

With UBERLOUD you can turn almost anything that sounds small or weak into something big and strong. To give you an idea, try and throw UBERLOUD onto a chihuahua snarl. ;)
From a mixing perspective, another approach could be to target specific areas of a given sound and improve them either gradually or drastically.

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