B L O O M

U S E R M A N U A L

NAROTH AUDIO

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THIS LIBRARY IS POWERED BY KONTAKT

This library runs on Kontakt, a sample engine by Native Instruments.
You can download the Free Kontakt Player here if you do not already have it.

1 | INTRODUCTION

CONCEPT + INSPIRATION

A beautiful concept of sonic exploration: Bloom. With hundreds of sound sources encapsulated in four powerful engines, Bloom discovers a new dimension of morphing the traditional into something else. Bloom is the perfect tool for the creative mind delivering obscure soundscapes, lush pads, to tantalizing pulses and beyond. Our goal was to create a flexible instrument that focused on the growth and evolution of sounds, just like nature.

WHATS INSIDE

- 500 sound sources
- 200+ customizable parameters
- 250 presets from world class designers
- Intuitive preset browser with tags
- 11 layer effects / 8 global effects
- Import user sounds and wavetables
- Granular Synthesis
- Arpeggiator + Motion Designer
- 24bit 48kHz samples
- Evolving pads, soundscapes, drones, pulses and more

Thank you for your support!
We strive to always create unique instruments and concepts for the modern day composers and producers.

2 | LAYERS + BLOOMING

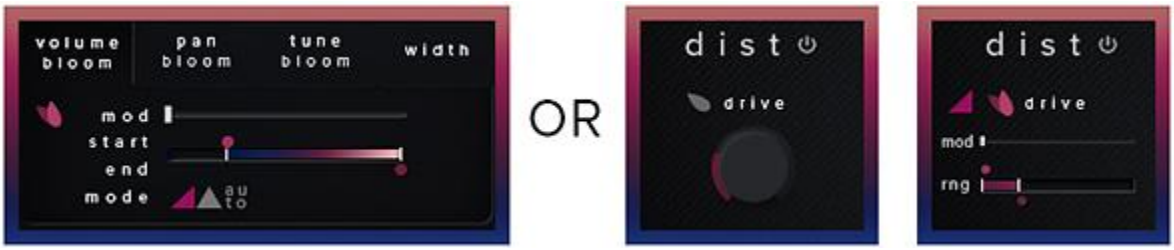
Inside BLOOM you have access to 4 layers found at the bottom of each page. This is where you can control the main parameters for each layer as well as randomize the sounds, copy and paste settings, and much more.

CONTROLS

Volume: Sets the main volume for the layer.
Pan: Sets the main pan position for the layer.
Tune: Sets the main tuning for the layer. Shift + Drag allows for more precise cent tuning.
Copy: ⚙ Allows you to copy settings from one layer to the selected.
NOTE ***Alt + Clicking (Windows) or Opt + Clicking (Mac) sets controls to their default values ***

SOUND ICONS

Shuffle: ⊞ Randomizes the sound source.
Reverse: Reverses the loaded sound source.
Delete: X Removes the sound source for the layer.
Sound Icon: Clicking the sound icon opens up the Sound Selection page for the layer



Blooming is one of the main features of BLOOM which you can find in almost all of the parameters. It functions like a macro with range controls and different modes.

Bloom Power: Click the petal icon or next to the parameter to turn the bloom effect on and off

BLOOM CONTROLS

Mod: Sets the point in the Mod Wheel where the Blooming begins.
Start + End: Sets the range for the bloom effect. The start and end can go either way.
Mode: Sets the Bloom mode. 1. Linear - A straight ramp 2. Peak - Goes up halfway and back down 3. Auto - Works like an automated LFO (See Auto Bloom on the BLOOMS Page)

3 | SOUND SOURCES

Inside BLOOM you have access to over 500 Sound Sources to load into each of the four layers. You also are able to load your own User Samples as well as User Wavetables.

LOADING SOUNDS

Layers: You can select which layer you want to load a sound into by either clicking the layer in the layer menu at the top or clicking the layer sound icon at the bottom.

Sound Browser: Navigate through the folders inside the Sound Browser. Double-Click the sound source you wish to load.

- **Column 1:** Categories
- **Column 2:** Instruments
- **Column 3:** Sound Sources
-

User Sounds + Wavetables: Simply drag and drop the user .wav file you want to load on top of the designated areas. You will be directed to edit your sound and save it if you choose.

4 | EDIT PAGE

BLOOM's Edit Page is where you can adjust each of the four layer's main parameters such as the envelope, sample controls, granular synthesis, voice settings, key range, and volume, tune, and pitch blooming. You can edit each layer by choosing from the layer menu at the top.

ENVELOPE

Curve: Sets the slope of the envelope.
Attack: Sets the attack time of the envelope.
Decay: Sets the decay time of the envelope.
Sustain: Sets the sustain level of the envelope.
Release: Sets the release time of the envelope.
Pitch: Changes the envelope mode to edit the Pitch.
Pitch Power: Activates the pitch envelope.

SAMPLE CONTROLS

Sample Start: Set the start position of the sample.
Voices: Set the voice count of the layer from 1 to 8 voices.
Detune: Set the detune amount for each of the voices.
Cycle: Creates a new start playhead that will cycle within a range of your choosing for the sample
Cycle Speed: Set the speed of the cycle.
Retrigger: Enabling this will have the cycle playhead reset itself for each new note.

BLOOM CONTROLS

Select the Volume, Pan, Tune, or Width tabs to edit that parameter. You can activate them by clicking the "INACTIVE: click to activate" button.

KEY RANGE

The Key Range can be set up independently for each layer to set which notes will trigger the samples.

Range Slider: The slider above the notes will set the range of the layer from c1 to c6.
Octave Buttons: The buttons to the left and right will open up the full range +-2 octaves.

- CONTINUED ON THE NEXT PAGE -

4 | EDIT PAGE (CONTINUED)

GRANULAR SYNTHESIS

Granular Button: Click to open up the Granular Synthesis Settings.
Granular Power: Click to activate the Granular Synthesis mode for the layer.
Length: Sets the length of each grain in ms (Bloomable).
Frequency: Sets the frequency % each grain plays (Bloomable)
Attack: Sets the attack time the sustained note will fade in from when pressed.
Release: Sets the release time the sustained note will fade out from when released.
Range: Sets how far from the playhead will the sample start of each grain be.
Width: Sets the stereo image of the granular synthesis.
Granular Modes: Choose between Random and Ordered grain modes. Random has each grain play a random note that is held. Ordered will play all notes together per grain.
Just Grains: When active, the original (non-grain) note will not play.
Octave -+: When active, the notes played will also play an octave above or below.
NOTE *** The Edit Page envelope will set the envelope for the grains ***

GLOBAL EDIT

Bloom CC: Sets the CC controller that will control the bloom macro.
Play: Toggle between polyphonic or monophonic playing
Velocity Sensitivity: Sets the strength of how much volume will be affected by velocity.
Pitchbend: Sets the pitchbend range of the instrument.

5 | FX PAGES

BLOOM's Layer FX Page is where you can choose from 11 Layer Effects and 8 Global Effects. Each effect has bloomable controls to create wild and interesting sounds. Simply select from the menu which layer you want to edit the effects for.

EFFECTS TAB

Effects Tab: Select the tab of the Effect Menu you wish to edit for the layer's or global layer.

Effects Power: To activate the effect, click on the power button next to its name.

LAYER EFFECT MODULES

Distortion	LoFi	Tape	Vinyl
Delay	Reverb	Chorus	Flanger
Motion	Eq	Filters	

GLOBAL EFFECT MODULES

Distortion	Delay	Convolution	Chorus
Phaser	Eq	Compressor	Filters

5 | FX PAGES (CONTINUED)

Below is a list of each module and what it does

Distortion: This module causes distortion by clipping or rounding off high sample values. It thereby simulates the behavior of overloaded transistor or tube circuits, adding artificial harmonics to a sound.

LoFi: This module adds various digital artifacts, like quantization noise or aliasing, to a clean signal. It's great for roughing up sounds that would otherwise be too plain and featureless.

Tape: This module is an amplifier with a non-linear characteristic. It allows you to recreate the effect of tape saturation, which causes an increase of high-level energy in your signal.

Vinyl: This module replicates vintage and modern vinyl audio quality. It has controls for vinyl warping as well as vinyl aging.

Delay: This module adds a Delayed signal. Delay is an audio signal processing technique that records an input signal to a storage medium and then plays it back after a period of time.

Reverb: This module simulates the natural reverberation that occurs when a sound source is placed in an acoustic environment, thus adding a feeling of spaciousness to the sound.

Chorus: The Chorus module "thickens" the audio signal by splitting it up and detuning one version in relation to the original. Separate LFOs with an adjustable phase relationship detune each stereo channel independently for creating wide-panorama effects.

Flanger: This module splits the audio signal up and delays one version in relation to the original signal. By modulating the delay time, as well as feeding an adjustable amount of the output signal back into the input, the Flanger creates a characteristic "whooshing" sound.

Motion: This module functions like an amplifier LFO. With variable rates, shapes, and amount controls you can create your own pulsing and pumping sounds.

EQ: This module allows you to adjust the volume of different frequency bands within an audio signal and mix it.

Filters: This module allows you to amplify or attenuate a certain range of frequencies. The module comes with 11 different filter types as well as resonance control and a filter envelope option.

Convolution: Convolution is best known among users as a method for achieving highly realistic reverbs. Bloom comes with 17 impulse responses from small rooms and cathedrals to effect-like convolutions.

Phaser: This module creates a comb filtering effect, which attenuates some frequencies while boosting others.

Compressor: This module reduces the level of loud passages in a signal, thereby affecting the signal's dynamic range.

6 | ARPEGGIATOR

STEP SEQUENCER

Arp Preset Browser: Click to open the Arp Preset Browser where you can select from 50 curated rhythms to use in the sequencer.
Step Editor: Sets each step's power level in the editor to create rhythms.
Step Pitch: Sets each step's pitch to create arpeggiated patterns.

MODES

All: Plays all notes held at once per step.
Up: Plays the notes held in order from lowest to highest.
Down: Plays the notes held in order from highest to lowest.
Up + Down: Plays the notes held in order from lowest to highest to lowest.
Down + Up: Plays the notes held in order from highest to lowest to highest.
As Played: Plays the notes in the order they were played.
Random: Plays the notes in a random order.

SEQ TARGETS

Decay: When enabled, the steps change the decay value from 0 to 100% of the current decay level set in the edit page.
Attack: When enabled, the steps change the attack value from 0 to 100% of the current decay level set in the edit page.
Sample Start: When enabled, the steps offset the sample start. All the way up is at the beginning of the sample.

CONTROLS

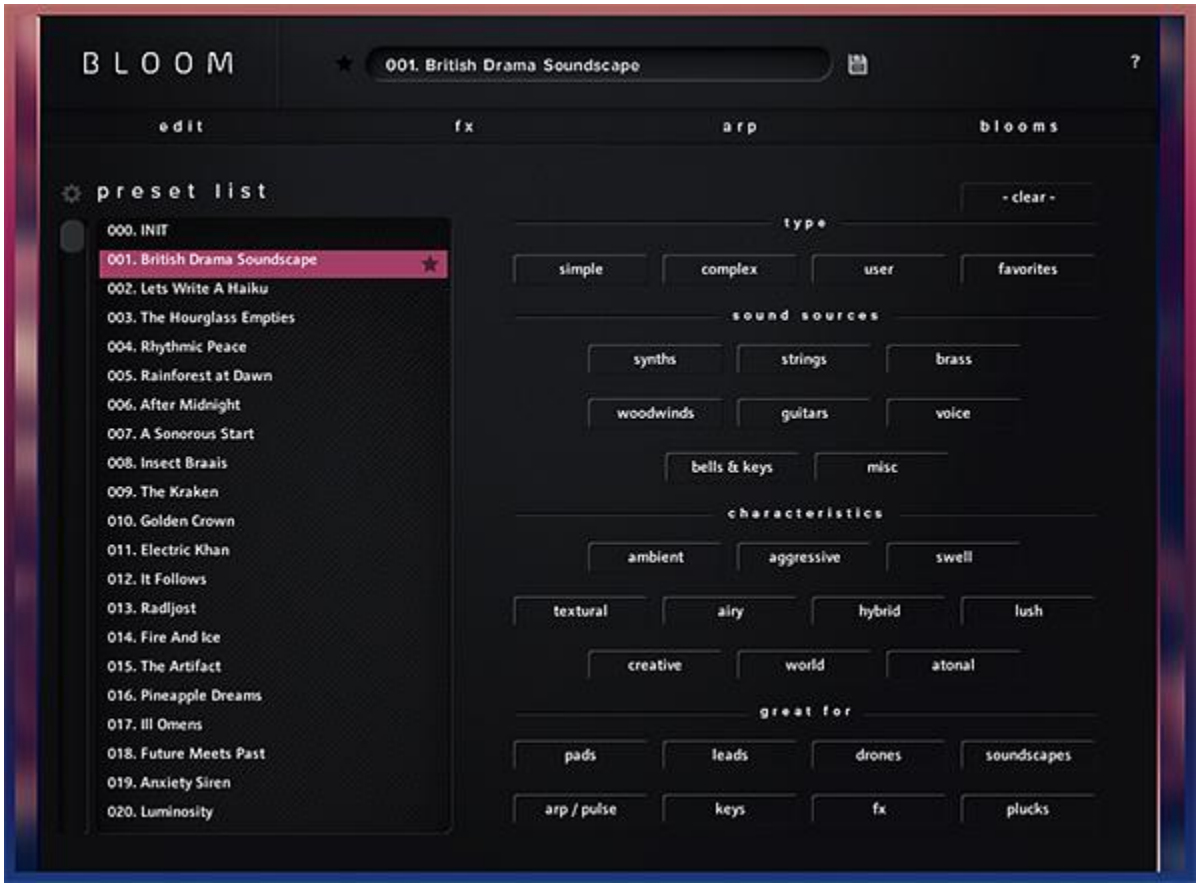
Rate: Sets the sequencer's step duration.
Step Count: Sets the amount of steps in the sequence from 4 to 24

FILTER

Choose from 7 Filter types where the step value sets the filter's cutoff.

Filter Types: Low-pass, Hi-pass, Band-pass, Notch, Phaser, Vowel, Talk.

7 | PRESET PAGE



BLOOM comes stocked with hundreds of factory presets conveniently organized by tags allowing you a quick and easy way to find presets for what you need. You can easily navigate the vast preset selection by clicking on tags to narrow down the preset list.

STEP SEQUENCER

Preset Browser: Drag the slider up and down to navigate the preset list.
Preset Buttons: Click the preset button to load the preset displayed on it.
Favorites: Easily favorite presets via the browser by clicking the star next to its name.
Expansions: ⚙ Opens up the preset settings where you can import factory preset updates as well as expansions.
Tags: Click on a tag or multiple tags to narrow down the preset list. These are organized into 4 categories:

- **Type:** Simple or Complex - User - Favorites
- **Sound Sources:** What sound sources was the preset made with.
- **Characteristics:** Sonic adjectives for the preset.
- **Great For:** What type of use the preset could have.

Clear: Resets all of the preset tags and resets the preset list.

8 | BLOOMS PAGE

BLOOMS IN ONE PLACE

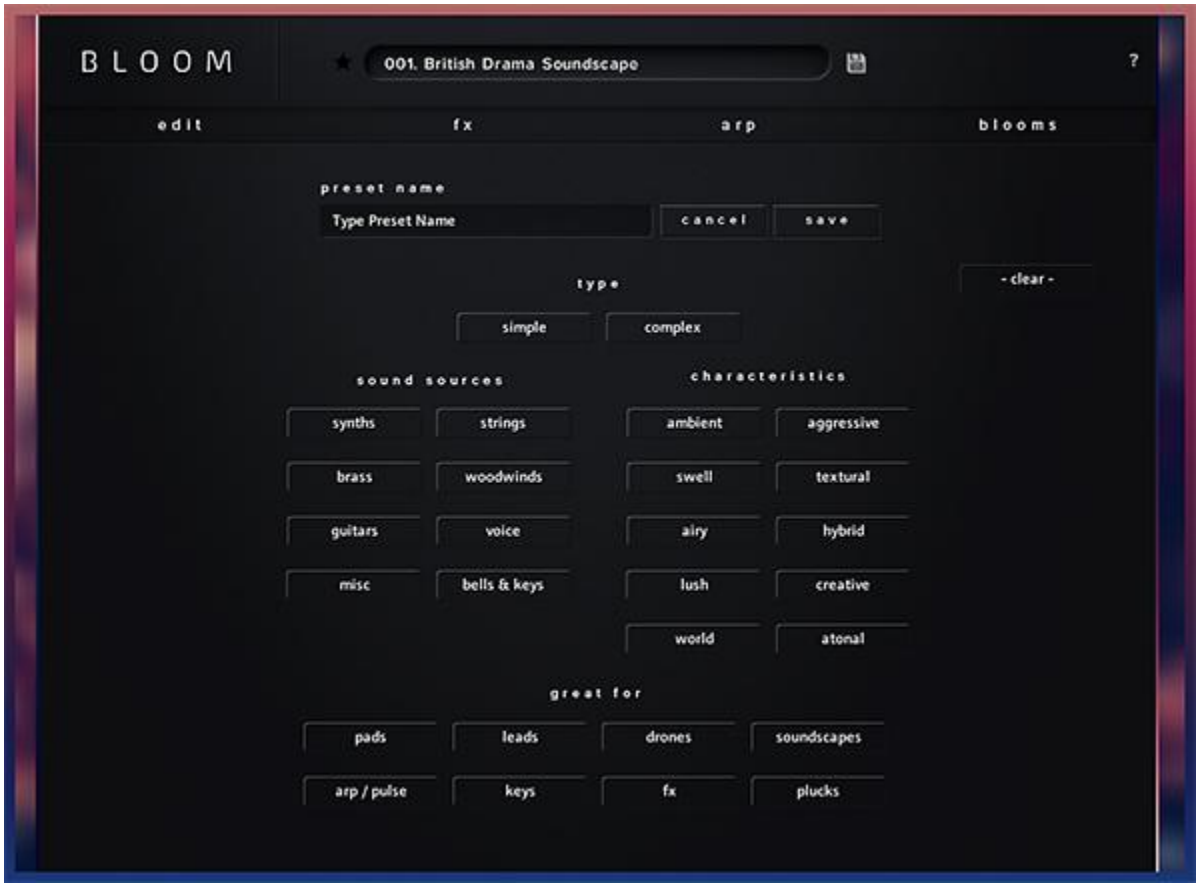
The Blooms page shows all active blooms for the Bloom macro. Here you can easily edit and control everything happening under the hood in one place. The parameter section will tell you what Engine (E1-4 or G for Global) and the name of the parameter.

If you need a refresher on what each control does you can check out the Layers + Blooming section above, or simply click the ? button when viewing the Blooms Page

AUTO BLOOM

At the bottom of the Blooms Page you can access the Auto Blooms for each of the Layers. When a blooming parameter's Auto mode is active it will follow the frequency of the Auto Bloom for that layer.

9 | USER PRESETS + SAVING



BLOOM allows you to save your own presets easily and intuitively. On the save page you can name and tag your preset for easy recall in the future.

SAVING

Save Icon: Next to the preset button at the top is the save icon. You have two options (Overwrite or Save As New):

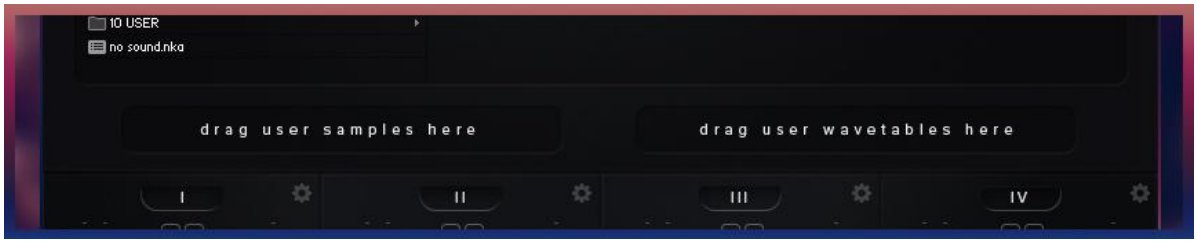
- **Overwrite:** Overwrites all changes on the current preset.
- **Save As New:** Opens up a new page to name and save your preset.

SAVE AS NEW

Preset Name: Give your preset a name. In the preset browser it will show up as:
User “your preset name”
Tags: You can tag your preset to allow for easy recall in the preset browser. Note that all of the user presets will automatically be tagged with the User tag so you can locate them by selecting it in the browser as well.
Save: Saves the preset
Cancel: Exit saving.

DELETING OR RENAMING A PRESET: Simply load it and at the top near the save icon you will see a new edit icon . Here you can select to delete or rename.

10 | USER SOUNDS



After dragging your user sound into bloom via the sound selection page, you will be able to edit the sample for optimal playability. Once a User Sound is saved it will appear in the Sound Selection User folder for all new instances of Bloom. Note that User Wavetables do not need to be edited.

USER SOUND EDITING

Edit Name: You can change the name of the User Sound here.
Key: Set the Root Key of the sample to map it correctly on the keyboard.
Loop Start + End: Set the loop points of the sample
Crossfade: Set the length of the crossfade.
Volume: Set the base volume of the sample. You can adjust it later via the layer volume.
Save(Optional): You can choose to save the sample with these settings for easy recall in the future, but this is not required. If you choose not to save the sample will still remain in the instance of Bloom, click anywhere else to exit.

11 | ADDITIONAL INFORMATION

OPTIMIZATION:

Presets in Bloom can be heavy on CPU when utilizing multiple reverbs and granular synthesis. To optimize Kontakt for Bloom (as well as other libraries) you can try a few of these tips.

- Set your DAW's buffer size to 512 or higher.
- Activate Kontakt's multiprocessor support.

TECHNICAL SUPPORT:

If you run into any errors or bugs please reach out to info@narothaudio.com and submit a report and we will do our best to help you in a timely manner. We also greatly appreciate feedback!

B L O O M

by NAROTH AUDIO