BLOOM

Software User Manual

Software Version 1.0

EN 250618

BLOOM

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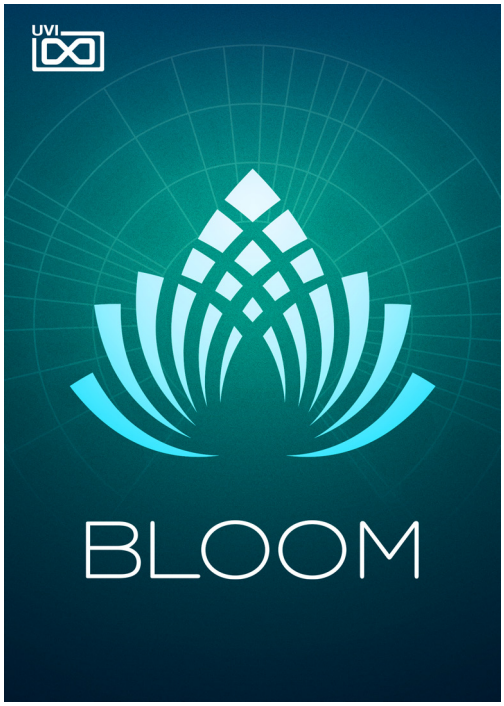
Introduction



Bloom – Reverb That Breathes

A Creative Reverb That Grows With You

Bloom is a vibrant, modern reverb designed to spark inspiration. Built on a custom diffusion architecture, Bloom shapes sound with rich, blooming tails that naturally evolve over time, softening transients, filling space, and adding motion and emotion to your mix. From ambient textures and atmospheric washes to swelling transitions and dreamy vocals, Bloom creates expressive depth for producers, composers, and sound designers of all backgrounds.

Effortless and Immediate

Bloom delivers instant results with over 200 hand-crafted presets and a thoughtful design that keeps powerful controls within reach. Whether adjusting size, shape, or tone, crafting your space is quick and intuitive. Built-in randomization, mutation, and preset morphing tools help you move beyond the expected and explore new sonic territory, giving you endless ways to unlock inspiration. helps you work faster, smarter and more creatively than ever before. Let Bloom redefine the way you resound.

Classic Tech, Modern Sound

Inspired by the reverbs that shaped the sound of the '80s and '90s, Bloom employs a diffusion-based architecture known for its musicality. These designs brought depth and motion to countless tracks, and in Bloom, they're refined to create expansive and evolving spaces that feel as timeless as they are new.

Explore Space Your Way

Bloom gives you detailed control over its behavior with three modes, Single, Parallel, and Serial, each offering distinct spatial textures. Choose tap styles ranging from tight and natural to distant and ambient, and then shape your sound with dedicated diffusion, width, tone, modulation, and freeze, all wrapped in a clean, single-panel design that puts creativity first.

A Reverb That Rises

At the heart of Bloom is the Rise control, a unique parameter that shapes how quickly the reverb blooms into its full form. Using cleverly offset reverb engines, Rise creates dynamic movement and depth, and naturally dims transients without relying on modulation or envelopes, perfect for building tension, atmosphere, and emotional weight.

Let Your Creativity Bloom

Simple, expressive, and sonically rich, Bloom transforms everyday sounds into evocative moments, alive with depth and emotion. From delicate dream spaces to powerful cinematic reveals, Bloom is a tool built to inspire.

For system requirement and compatibility: click here

For information on the installation process, please refer to the document: Install Guide

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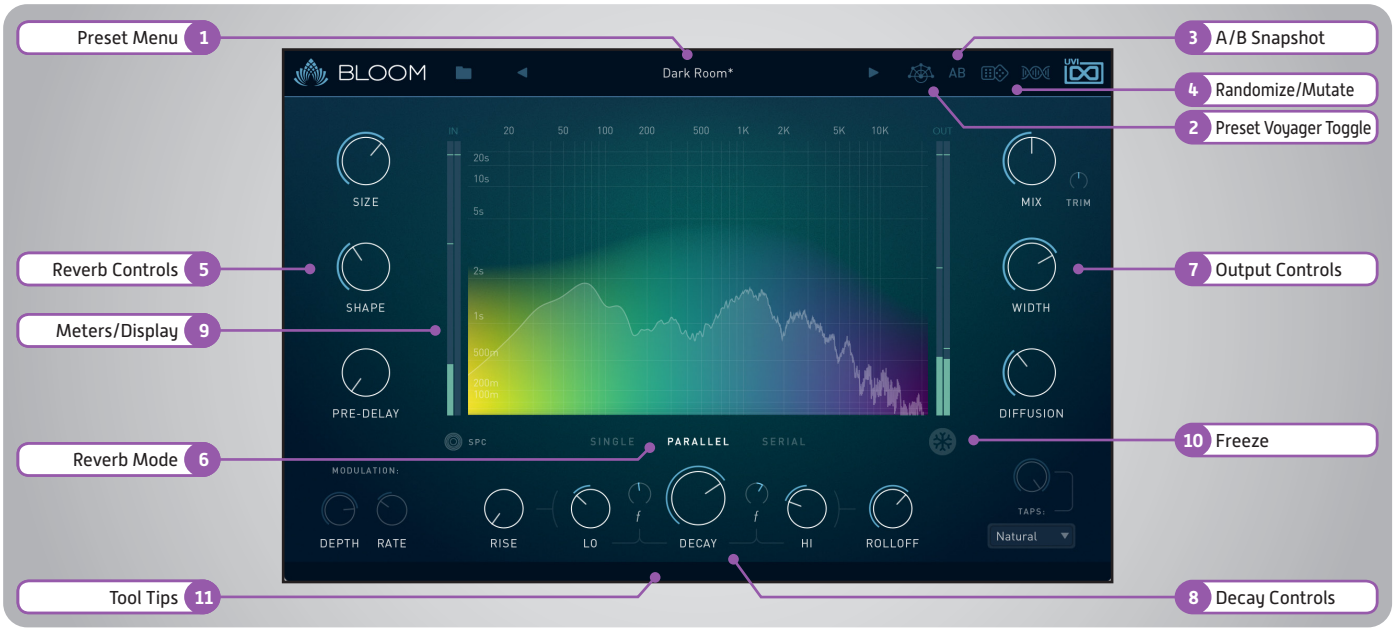
Main Interface



1 Menu Toggle

Displays current preset name. Click to toggle the drop-down menu to load or save a preset.

- **Load**: Opens a browser to locate a preset in your file system
- **Save:** Save current settings as a new preset
- **Show Spectral Analyzer:** Enable/disable real-time spectrum analyzer
- **Scaling:** Changes UI window size up to 200%

2 Preset Voyager

Toggles the center display between [Spectral Decay Visualization] and [Preset Voyager]

3 A/B Snapshot

Use to store two different plugin states for A/B comparison

- **First Click**: Store current state to slot A
- **Following Clicks**: Store current state to slot A (resp B) and load the previous state from slot B (resp A)

4 Randomize/Mutate

- **Randomize:** Click to randomize all (unlocked) parameters
- **Mutate:** Click to mutate all (unlocked) parameters

NOTE: Mutate is a random function that considers current settings.

5 Reverb Controls

- **Size:** Set the mean room dimension in meters with continuous control (from tiny rooms to huge halls)
- **Shape:** Change the delay distribution and distort the room. 0% = highest echo density, 100% = highest spectral mode density
- **Pre-Delay:** Add a delay to the reverb tail (use to increase voice intelligibility by delaying early reflections)
- **Modulation Depth:** Explicit control over the modulation amount in cents for perfectly controlled modulated tails, lush pads, unisons and chorus/reverb ensembles
- **Modulation Rate:** Controls the relative rate of modulation (different for each delay line)

6 Reverb Mode

Click to select the processing mode

- **Single:** Single reverb engine mode
- **Parallel:** Rise time is obtained by running two slightly detuned reverb engines in parallel
- **Serial:** Rise time is obtained by running two slightly detuned reverb engines in sequence

7 Output Controls

- **Mix:** Set the Dry/Wet amount
- **Trim:** Set the output gain of the reverberated signal path.
- **Width:** Changes the perceived room width
- **Diffusion:** Controls the amount of diffusion, a lower diffusion amount yields a longer rise time and a sparser, grainier impulse response
- **Tapout Depth:** Sets respectively the depth or curve of the corresponding tapout modes
- **Tapout Mode:** Controls the shape of the impulse response and early reflections

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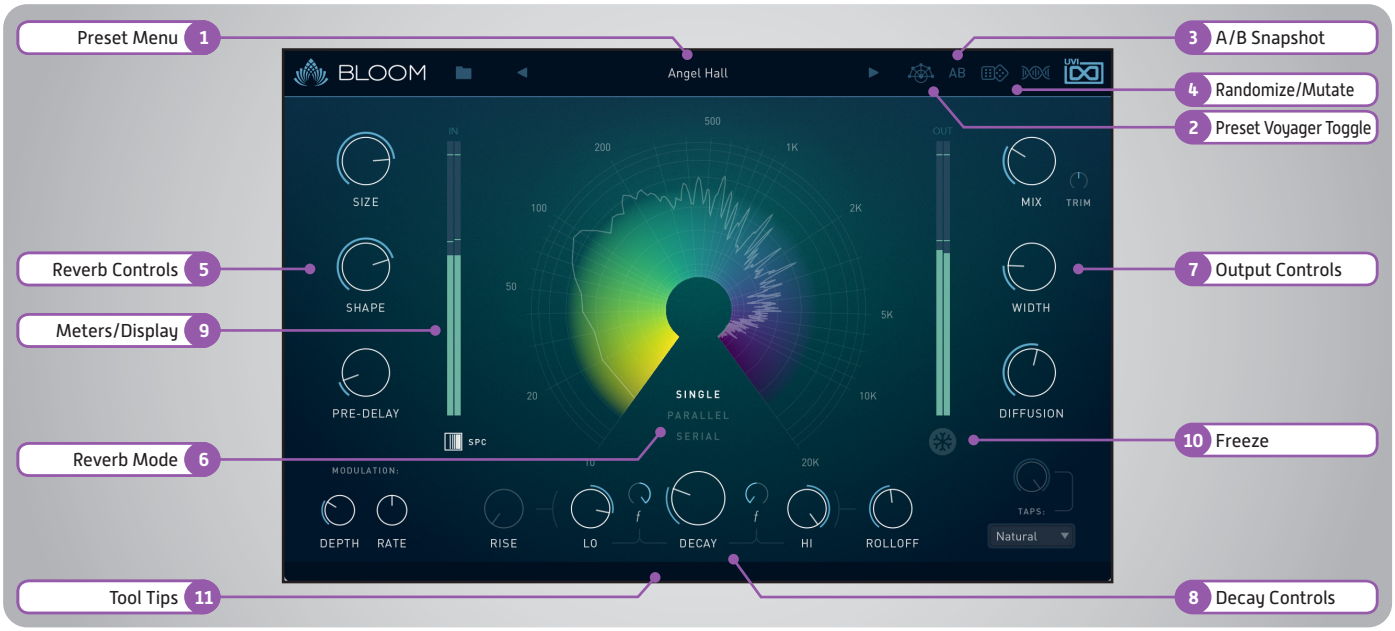
Main Interface (continued)



8 Decay Controls

» **Decay Time:** Main decay time in seconds (e.g. the time it takes for the reverb to decay about 60dB aka RT60. For more naturalness, changing the room size will also affect the actual decay time in order to keep the room absorbtion properly constant)

» **Lo Decay:** Decay time multiplier at low frequencies

» **Lo Crossover:** Cutoff *f* between Low and Mid bands

» **Hi Decay:** Decay time multiplier at high frequencies

» **Hi Crossover:** Cutoff *f* between Mid and High bands

» **Rise:** Controls the amount of rise time as a percentage of the current decay time

» **Rolloff:** Lowpass filter cutoff frequency to control the reverberation bandwidth *(from oldschool reverberation units with limited sampling-rate to high-end contemporary devices)*

9 Meters/Display

» **I/O Metering**

- *Left side* - input level meter
- *Right side* - Output level meter

» **Display Mode (SPC) :** Switch spectral decay visualisation between rectangular (with decay editor) and polar modes
The following operations can be performed in the Decay Editor:

- Click-drag in the Center Column to modify [*Decay Time*]
- Click-drag in the Left-Column to modify [*Lo Decay*] and [*Lo Crossover*]
- Click-drag in the Right-Column to modify [*Hi Decay*] and [*Hi Crossover*]
- Horizontal drag modifies ***Crossover f***
- Vertical drag modifies ***Decay Time***

10 Freeze

Freezes the reverbs with infinite decay *(Input gain is kept very low during freeze to avoid endless energy accumulation in the reverb)*

11 Tool Tips

Display instructions for any parameter by hovering over it with your mouse

Right-Click Any Parameter

Toggles a contextual menu where you can enable and reset Parameter Locks, and toggle MIDI Learn/MIDI UnLearn

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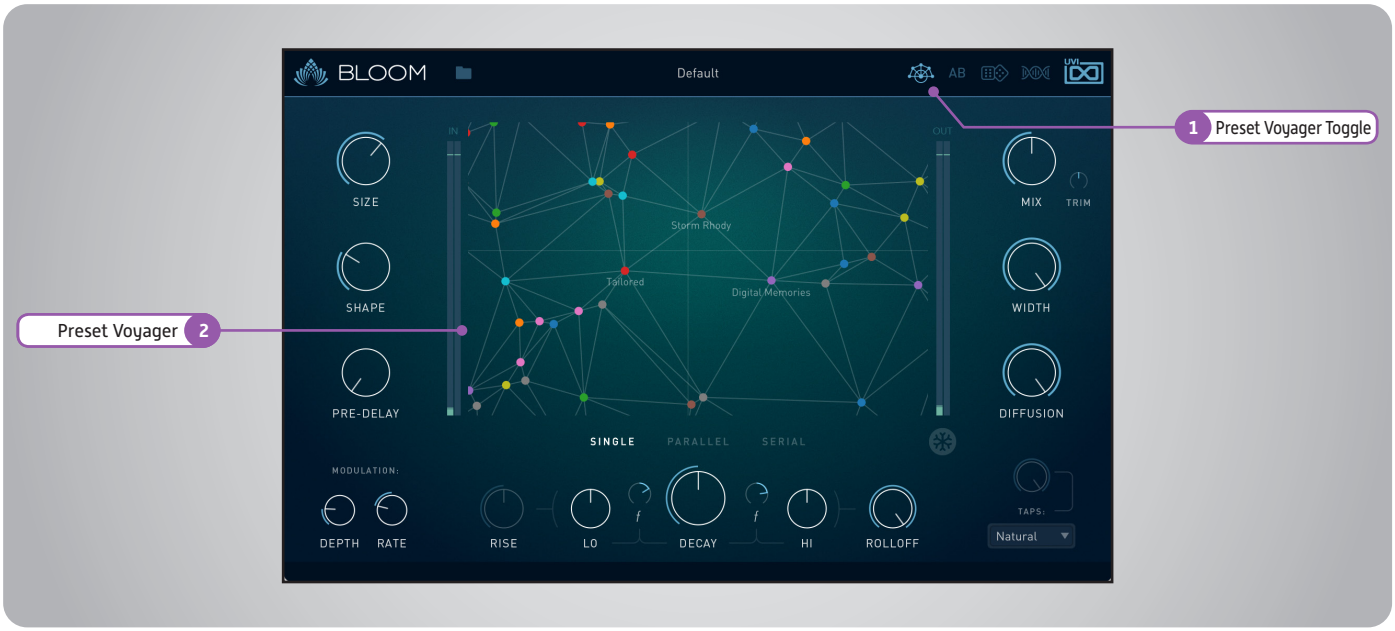
Preset Voyager



1 Toggle

Toggles the center display between [Spectral Decay Visualization] and [Preset Voyager]

2 Preset Voyager

Overview

The Preset Voyager displays all factory and user presets in a cloud arranged according to their similarity and color-coded based on their category

The array is generated at Launch, so if you save a new preset it won't show up in the Preset Voyager until Bloom has been reloaded

Operation

- **Click-dragging in the cloud**
  Changes the current reverb setting by interpolating between the parameters of the adjacent presets
- **Right-click anywhere in the display**
  Opens a contextual menu where you can show/hide [Text Labels], [Legend] and [Triangulation Lines]
- **Use the scroll-wheel** on your mouse to zoom for increased fidelity
- **Hold the [alt/option] key while zooming** to center the array
- **Double-click on a preset** to load it

Links

UVI

Home	uvi.net/
UVI Portal	uvi.net/uvi-portal
Effect Installation Guide	installing_uvi_effects_en.pdf
FAQ	uvi.net/faq
Tutorial and Demo Videos	youtube.com/
Support	uvi.net/contact-support

iLok

Home	ilok.com/
iLok License Manager	ilok.com/ilm.html
FAQ	ilok.com/supportfaq

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Credits and Thanks

Produced by UVI

DSP
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Software
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Rémy Muller

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Alix Labbé
Marco Iodice
Rémy Muller
Simon Stockhausen
Venus Theory
Damien Vallet

Documents
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UVI.NET