



User Guide

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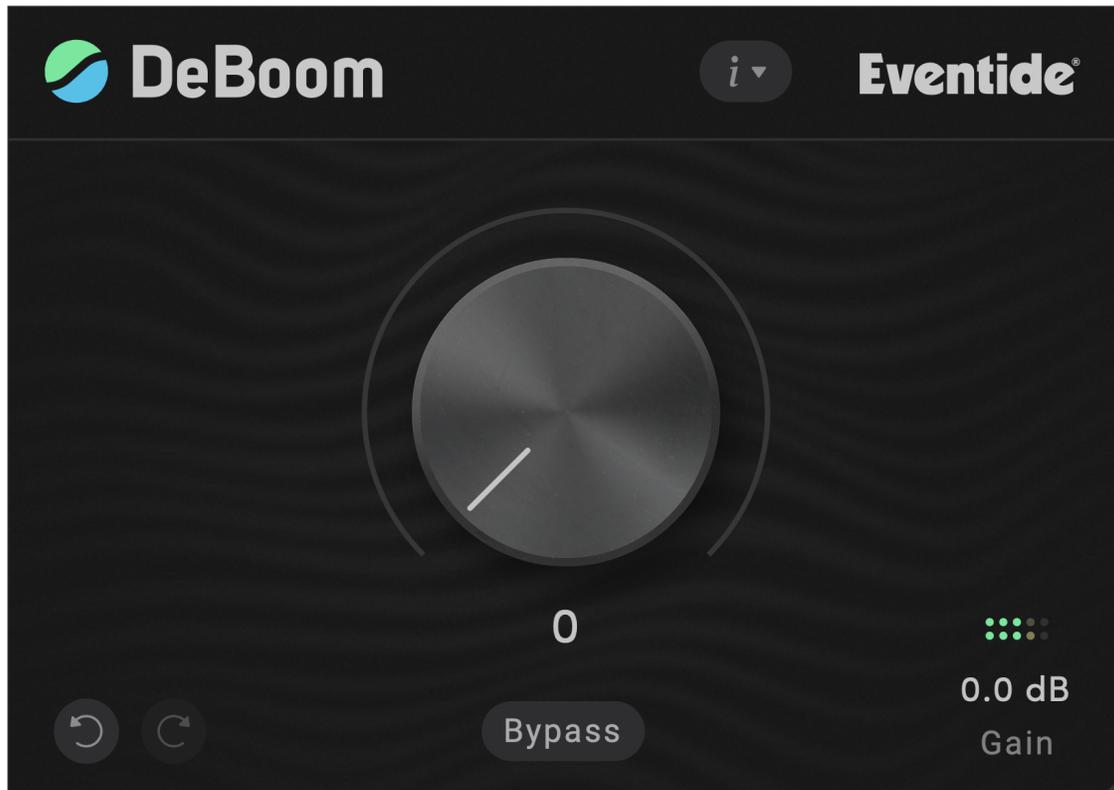
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1.1 About This Product

DeBoom is a purpose-driven tool for surgically addressing common low frequency equalization problems. Kick drums, bass, and similar sound sources can contribute to low frequency “muddiness” in a mix which can be time-consuming to resolve with a traditional EQ. Using Eventide’s patented STRUCTURAL SPLIT™ technology, DeBoom provides a simple solution for resolving complex low-frequency problems.

DeBoom incorporates Eventide’s patented STRUCTURAL SPLIT™ technology to split the incoming audio into TRANSIENT and TONAL signals: the rapidly changing parts of the input signal are identified as TRANSIENT, while the remaining, sustaining elements are considered TONAL. DeBoom applies separate processing to the TRANSIENT and TONAL signals, effectively removing the “boom” from a wide variety of sources.

2.1 Introduction

The plug-in window for DeBoom contains the following controls:

BYPASS	Bypasses the plug-in. When bypassed, DeBoom is not applied to incoming signal.
DEBOOM	Controls the amount of DeBoom to apply to the incoming signal. Leftmost knob position applies no DeBoom to the incoming signal whereas the rightmost knob position applies maximum amount of DEBOOM to incoming signal.
GAIN	Sets the output volume of the plug-in, with a range of -60dB to +12dB.
INFO (I)	Opens a drop-down menu with various help topics and settings. <ul style="list-style-type: none">• User Guide - Opens this document.• Webpage - Launches the DeBoom webpage.
REDO	The REDO button reverses the last undo command, if any. Pressing this button multiple times will move you forwards in the plug-in's state history.
UNDO	The UNDO button undoes the last change, and restores the plug-in to the previous state. Pressing this button multiple times will move you backwards in the plug-in's state history.

How It Works

Using Eventide's patented STRUCTURAL SPLIT™ technology, DeBoom operates two parametric EQs in parallel: one for the TRANSIENT signal, and one for the TONAL signal. As the DEBOOM knob is adjusted, gain is attenuated on the TONAL signal reducing the "boom" quality of low frequency signals.

By separately processing the TRANSIENT and TONAL signals, DeBoom offers a cleaner and more intuitive approach to solving certain low frequency problems. This is useful because many tough EQ problems can be formulated as "I want to do X without doing Y." For example, DeBoom can easily maintain or enhance the low thud of a kick drum, without muddying the sound as a traditional low-shelf boost might. DeBoom's surgical approach makes it the perfect solution for solving low frequency problems in this domain.

A Note About Latency

In order to effectively separate the incoming audio signal into TRANSIENT and TONAL audio streams, the STRUCTURAL SPLIT™ keeps a small running history of the audio signal. This introduces latency, which is expected.

Most modern DAWs will compensate for such latency, so DeBoom will not audibly delay the audio signal in your sessions. However, due to this inherent latency, DeBoom is not intended for real-time use during tracking or live performance.

Sample Rate (Hz)	Latency (Samples)
44,100	3,592
48,000	3,592
88,200	7,176
96,000	7,176
176,400	14,344
192,000	14,344

We hope you enjoy the DeBoom plug-in and put it to good use in all of your mixes. Please be sure to check out Eventide's other native plug-in offerings for more unique and interesting effects.

For further questions or support, head over to the [user forums](#).