

**BOOM** **it**

***MANUAL***

**HAL**


# INTRO

To begin with, thank you for purchasing BOOM-IT. We have put all our heart and skills into making this tool. We hope it will give you complete satisfaction, and will help you bring your ADR and voice-over to life.

BOOM-IT is an audio plug-in designed to transform voice-over and ADR studio takes into lively on-set recordings. It dynamically changes the color and perceived position of the sound source.

BOOM-IT allows you to choose from dozens of classic and vintage studio mics, and transform them into the set microphone of your choice. Then, easily recreate the movements of the actor and microphone - including head tilt, body rotation, mic angle and distance - as they would have been at the sound stage.

## MINIMUM SYSTEM REQUIREMENTS

 macOS 10.13 and later (Intel / Apple Silicon) (64-bit)

 Windows 7 and later (64-bit)

 iLok 2 or higher

# HAL

Based in Paris (France), at the heart of POLYSON post-production studios, we work closely with sound engineers, sound editors, re-recording mixers and developers.

Our team has been supporting directors and artists since the early 2000s in designing and implementing the sound of their artistic creations. From international blockbusters to indie movies, podcasts, installation art and more, our work can be heard on hundreds of projects.

HAL seeks to develop innovative tools that are created by and destined for post-production professionals, focusing on audio quality and simplicity of use.

If you have any questions or feedback, feel free to email us at [help@hal-audio.com](mailto:help@hal-audio.com)

**HOW  
TO  
INSTALL**

## **1** — Run the installer

The Boom-it installer can be downloaded from the product page right here:

→ <https://www.hal-audio.com/downloads/#boom-it>

After downloading and opening the Boom-it installer, please follow the on-screen instructions. Files will be copied into the common VST3, AU (macOS only) or AAX plug-in folders on your computer.

Your DAW will recognize the plug-in automatically when next relaunching and you will be asked to register Boom-it with your iLok account.

## **2** — iLok registration

Boom-it is licensed using the iLok system and you need to have an iLok account in order to use it. Note that setting up an iLok account is free, and you will find all necessary information on how to do it on [www.ilok.com](http://www.ilok.com).

After your purchase, you will automatically receive an order confirmation from us containing an iLok activation code (XXXX-XXXX-XXXX-XXXX-XXXX-XX). To activate this license, open the iLok License Manager app. You can download it for free on [www.ilok.com](http://www.ilok.com).

Either select the menu Licenses → Redeem Activation Code, or click on the small « Redeem Activation Code » icon in the upper right of the application.

You should then copy and paste the entire iLok activation code you received from us into the entry form. Select your iLok USB dongle, iLok Cloud or your computer as the activation location to immediately activate the license and confirm the location. If you have authorized Move-it on an iLok dongle, the dongle containing the correct and activated license must be plugged into your host computer.

## **3** — Quick start

Boom-it is an audio effect plug-in, destined to be inserted on an audio or an auxiliary track in your DAW. Note that it works best on voices, especially voices that have been recorded with a studio microphone at a close distance, but you can use it on all kind of audio sources!

# HOW TO USE

1

3

The screenshot displays the HAL BOOM it software interface, which is divided into several functional panels:

- STUDIO MIC (RECORDING MICROPHONE):** Features a power button, a proximity attenuation (PROX. ATT.) knob set to 40.0%, a model selector (TLM-103), and a level meter showing 35.0% liveliness.
- SET MIC (SIMULATED MICROPHONE):** Includes a theme selector (moon icon), an info icon, a size icon, a microphone tilt slider, a MIC TILT knob set to 0.0°, a model selector (MKH-416), and a windshield selector (No Windshield).
- HEAD TILT AND ANGLE:** Shows a 3D head model with a vertical tilt knob (0° to 50°) and a horizontal rotation knob (-90° to 90°).
- DISTANCE:** Displays a 3D human figure with a boom arm and a distance slider set to 1.4 m, with a maximum range of 5 m and a minimum of 0.3 m. It includes 'UP' and 'DOWN' buttons for boom position.
- Output Section:** Contains a level meter with 'IN' and 'OUT' indicators, a GAIN knob set to 0.0 dB, a GAIN COMP. knob set to 25.0%, and a SCALE knob set to 100.0%.

2

4

5

## 1 Studio mic

Cancel out the effect of the used microphone, to create a flat response recording. The selection of microphones includes classic condenser, dynamic and ribbon mics.

### Proximity Attenuation

Compensate for the proximity effect of audio recorded too close to the source.

## 2 Set mic

Choose the microphone you want to emulate. The selection of microphones includes well-known cardioid, hyper cardioid and shotgun mics, as well as a selection of lavaliers.

### Angle

Deviate from the on-axis position ( $0^\circ$  = mic directed towards the sound source,  $90^\circ$  = mic perpendicular to the sound source). This allows you to reproduce the naturally occurring off-axis sound you get with hyper cardioid and shotgun mics.

## 3 Head tilt and angle

By clicking and dragging the 3D character, move your sound source and create natural sounding variations, from unaware micro-movements to a complete  $360^\circ$ .

To get as close as possible to real life recording conditions, you can choose to position the boom-pole either above or below the sound source.

- Ctrl : hold down Ctrl (macOS) or Start (Windows) while dragging to constrain to horizontal adjustments.
- Shift : hold down Shift while dragging to constrain to vertical adjustments.

### Liveliness

To fully recreate the slight imperfections of on-set recordings, adjust the amount of chaotic variations of the boom's position.

## 4 Distance

Place the microphone at the desired distance from the sound source. The range goes from 0.3 m (close-up shot) to 5.0 m (wide shot), which will cover most every situation you will find in feature films. In the case of lavalier mics, the range goes from 10 cm (mic inside the collar) to 30 cm.

## 5 Output

### Gain

Adjust the output level of the plug-in.

### Gain Compensation

Compensate for the volume variations of any module, and keep the output level of the plug-in as consistent as possible.

### Scale

Dial in the amount of processing, to increase or decrease the overall effect of the plug-in.

# CREDITS

## **Conception**

Cyril Holtz  
Antoine Martin  
Lucien Richardson

## **Engineering**

Vincent Zanetto

## **Graphical Design**

Anthony Dias

## **User Manual**

Samya Moineaud

## **Special Thanks**

Niels Barletta  
Théo Serror  
IRCAM  
Olivier Warusfel  
Arnaud Recher