RAIN

DYNAMIC RAIN GENERATOR

USER
MANUAL

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1. PREFACE

WHAT IS RAIN AND WHAT MAKES IT SPECIAL?

Thanks for choosing RAIN!

RAIN is designed to authentically replicate the sounds of rainfall, allowing users to create immersive rain atmospheres for various audio projects.

Navigating the complexities of rain sound recording can be a daunting challenge. However, with RAIN, you're equipped to effortlessly design an extensive range of rain soundscapes by employing sophisticated synthesis—an innovation that distinguishes it from the common practice of merely layering samples. Say goodbye to the limitations of recording conditions and embrace the boundless possibilities RAIN brings to your creative endeavors.

Craft impeccable atmospheres for film, music, and games, from soothing showers to intense storms. Seamlessly navigate through RAIN's feature-rich interface, sculpting rain nuances with precision. Experience unprecedented convenience, surpassing previous methods, without the need to sift through countless rain recordings.

1.1 Minimum System Requirements

WINDOWS: 8 (64-bit), 8 GB Ram, Intel® Core™ i5 (relatively recent)
MAC: 10.13 (64-bit), 8 GB RAM, Apple Silicon or Intel® Core™ i5 (relatively recent)

1.2 Installation

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

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

Key Features:

➢ Diverse Rain Layers:

Craft various rain atmospheres with the Distant, Space, and Close layers, from subtle murmurs to up-close raindrops.

➢ Presets and Customization:

Choose from preset rain scenes or fine-tune settings using Width, Pan, Mass, Strength, and Presence controls.

➢ Density and Intensity:

Adjust rain strength effortlessly via an XY pad to create different rain densities and intensities, adding depth and emotion to your soundscapes.

➢ Wetness and Distance:

Shape the perception of wetness and distance within your rain soundscape, enhancing the authenticity of the environment.

1.3 iLok Registration

During the first start of RAIN after installation, the iLok registration window pops up. RAIN is licensed using the PACE Licensing Platform. You need to have an iLok account to use it, however setting up an iLok account is 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 use 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 License 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).

HOW TO ACTIVATE THE LICENSE

- Open the iLok License Manager application.

- Either select the menu: License -> 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.

Now you are ready to go!

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

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

WATCH TUTORIAL

⚠ **The product doesn't show up in your DAW?**
Not activating the software when first launching the DAW can lead to DAWs putting the plug-in into a "failed to scan" blocklist or blacklist.

In such cases it is usually sufficient to:
- check the DAW's blacklist/blocklist
- remove the plugin from that lis
- activate it in the iLok License Manager
- cause a plug-in rescan or restart your DAW

2. QUICK START

RAIN operates as a sound generator, and as such it doesn't require MIDI or audio input to produce sound.

If you're using the Audio Unit (**AU**) version of the plugin, it falls into the "AU Generators" category, designed specifically for this type of plugin. As an AU Generator, supporting hosts will not suspend RAIN's audio processing even when there's no active input. It will usually be listed in the "Generators" category in the hosts plugin lists.

The **AAX** format, which is used by Pro Tools supports similar operation, but it will also allow you to use the plugin on non-instrument tracks. In Pro Tools, it is listed in the "Instruments" category.

In **VST3** format, the plugin functions like an audio effect, ensuring compatibility with a wide range of host software. When used on an audio track, Rain will simply ignore any input, so it should be fine to put it on any empty audio track.

Once you've installed RAIN, instantiate it on your track or channel. By default, it will start to RAIN, and you should be able to hear it immediately. The plugin's graphical user interface (GUI) is divided into 4 distinct sections: HEADER, ENVIRONMENT, RAINFALL, and GLOBAL. The HEADER is located at the top, while ENVIRONMENT, RAINFALL, and GLOBAL are positioned on the left, center, and right sides of the GUI, respectively.

You can skip through the prebuilt SCENEs via the preset browser located at the center of HEADER or go ahead and start sketching your own SCENE by setting up the ENVIRONMENT section according to your liking. Finetune Distance and Tonality via the RAINFALL section before adjusting your output volume and low-/high passing via the GLOBAL section.
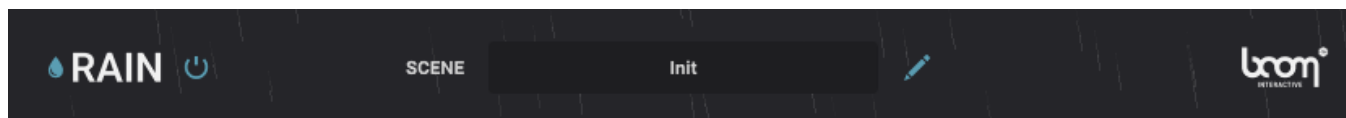
3. UI OVERVIEW

RAIN is designed to seamlessly integrate with your operating system's preferences, adapting its interface style to either light or dark mode. This feature ensures that your experience with RAIN remains not only intuitive but also visually comfortable, aligning with your preferred system settings.
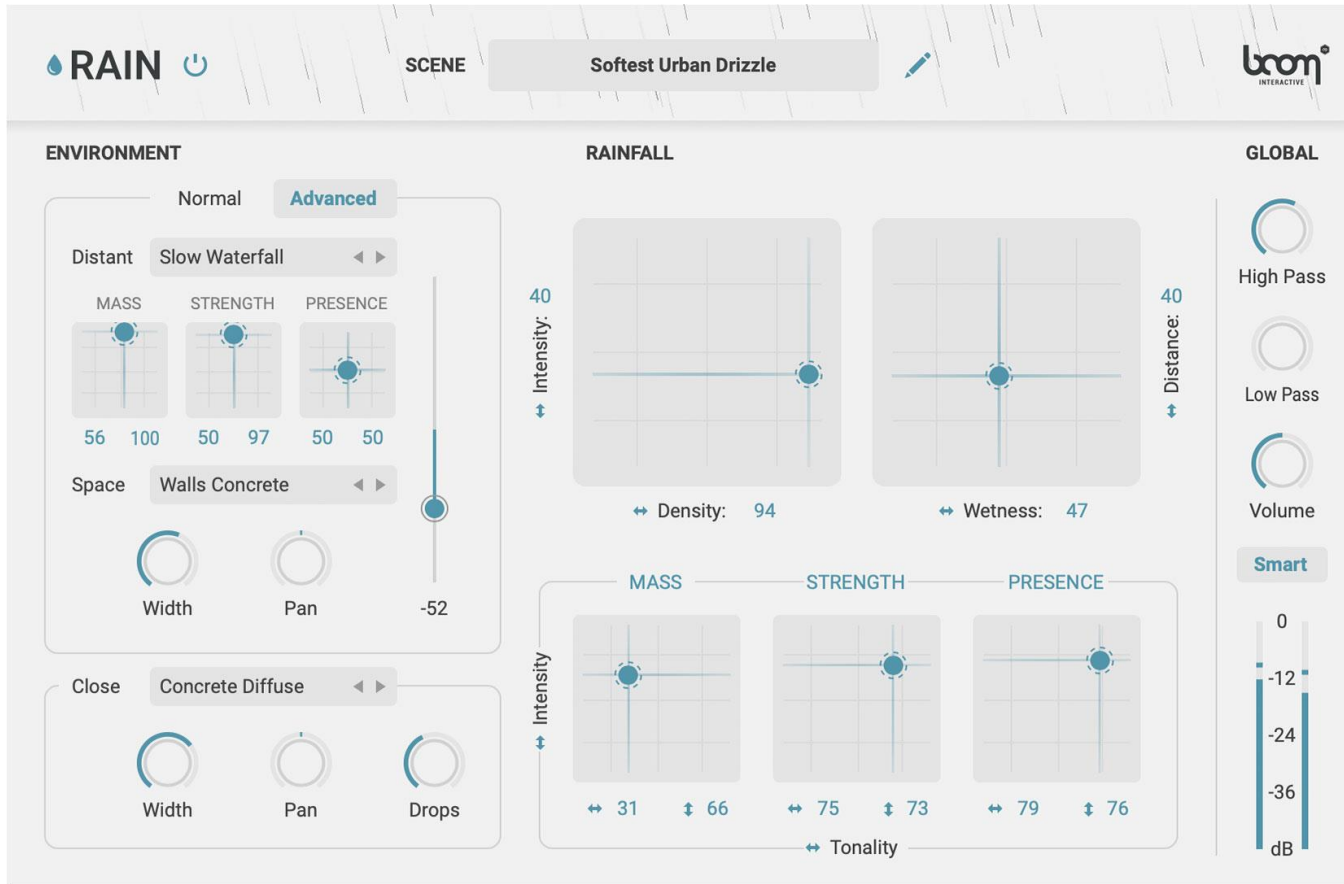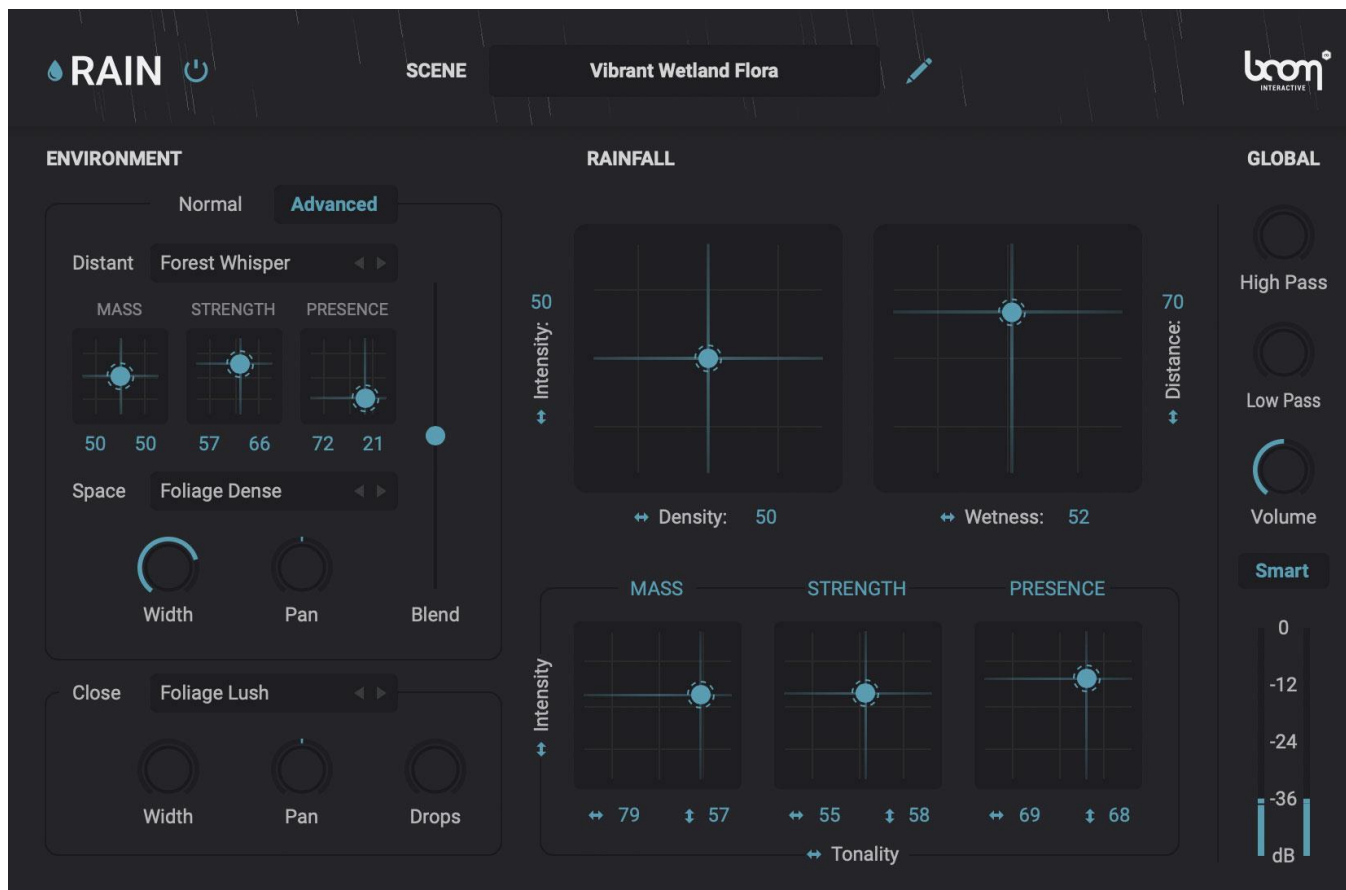
3.1 Header

The HEADER occupies 3 general functions.

3.1.1 Logo

Click on the Logo in the top left of the GUI to display the currently installed version of RAIN as well as support contact information and credits.

3.1.3 Bypass

The power button allows you to disable the plugin's processing.

3.1.4 Scene

You can switch between pre-built scenes to quickly set up different rain soundscapes.

Click on the pen icon to rename scenes for easy organization. You can also save and load scenes from files with a simple right-click on the scene name. These straightforward features provide you with practical ways to manage your projects efficiently.

3.2 ENVIRONMENT
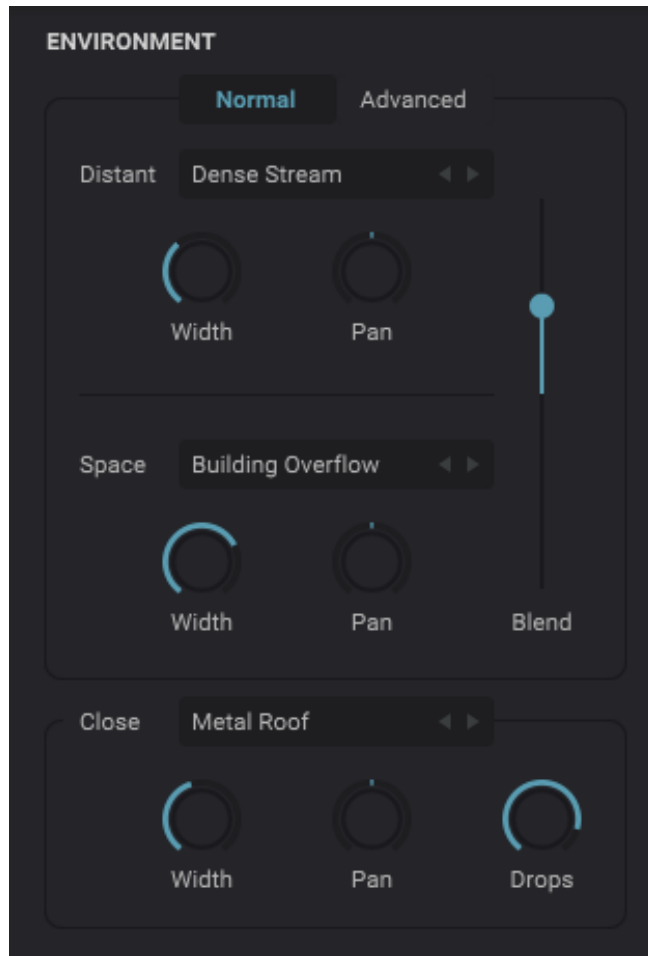
The ENVIRONMENT section offers controls to shape the different layers of the rain sound: **Distant**, **Space** and **Close**.

3.2.1 Distant

You can choose from a selection of 20 distant rain layer styles, such as "Airy Breeze," "Broadband Shower," and "Warm Buzz." These presets can be further adjusted in either **Normal** or **Advanced** mode.

Normal Mode: Allows **Width** and **Pan** adjustments.

Advanced Mode: Provides controls for **Mass**, **Strength**, and **Presence** adjustments.

3.2.2 Space

This layer offers 15 space layer styles representing different rain environments, like "Street Tarmac", "Metal Tanks" and "Wood Deck." Adjust **Width** and **Pan** to suit your scenery.

Blend Control: You can further blend between the **Distant** and **Space** layers to achieve the desired mix.

3.2.3 Close

The Close Layer is responsible for simulating the surface on which raindrops fall. It features 20 close layer sources, including surfaces like "Glass Roof", "Concrete", "Wood Thin" and more. The **Width** and **Pan** controls, along with the **Drops** knob for controlling raindrop quantity, provide fine-tuning capabilities.

⚠ **TIP:**
Remember to utilize the "next" and "previous" arrows, particularly when working with the Distant Layer. These arrows offer a quick way to cycle through options, effectively altering the depth perception of your soundscape.

Experiment by toggling through the options to determine which Distant setting best harmonizes with the other layers, ensuring a well-balanced and immersive mix.
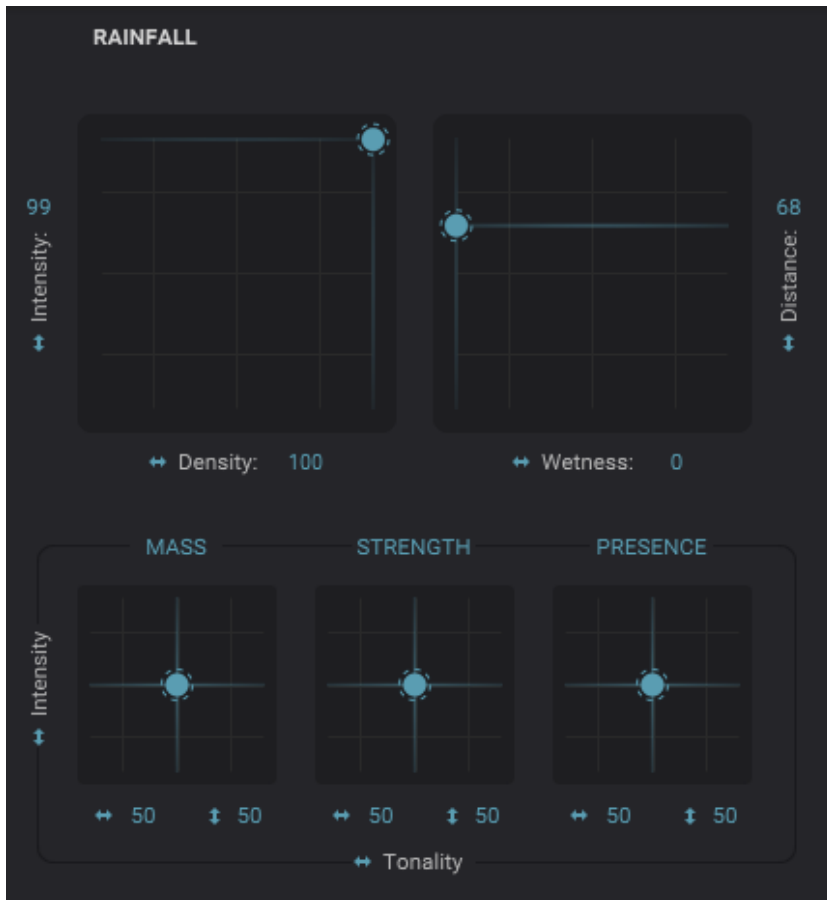
⚠ **TIP:**
Enhance the richness of your rain soundscape by exploring Space Layer options such as "Soft Foliage Flutter."

Certain choices offer heightened detail, infusing your scene with additional auditory depth and complexity.

3.3 RAINFALL

The RAINFALL section focuses on controlling the rain character.

3.3.1 Intensity / Density

Controlled on an XY axis, these parameters adjust the intensity and density of RAINFALL.

Density refers to the quantity of raindrops present, while Intensity characterizes their strength or severity.

3.3.2 Wetness / Distance

Also, on an XY axis, these parameters determine the wetness and perceived distance of RAINFALL.

Wetness pertains to the level of moisture or water content in the drops or surface and Distance relates to the emphasis on either the foreground or background within the rain soundscape.

3.3.3 Tonality

The **Mass**, **Strength**, and **Presence** controls provide tonality on the x-axis and intensity on the y-axis for fine-tuning the tonal characteristics of RAINFALL.

⚠ TIP:
Note that the **Distance** matrix control acts as a blending mechanism, transitioning between the two upper layers (Distant, Space) and the smaller framed layer (Close) positioned below.

Use the **Blend** slider in the ENVIRONMENT section to balance the mix of the Space and Distant layers.
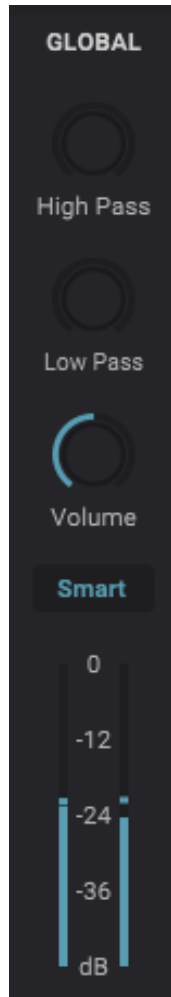
⚠ TIP:
Utilize a convenient method when adjusting the matrix parameters. Click on any knob or slider and employ the up or down arrows on your keyboard to fine-tune their values.

This approach allows you to seamlessly adjust the matrix parameters while concurrently controlling other elements for efficient rain soundscape crafting.

3.4 GLOBAL

The Global section encompasses overarching controls for the entire rain soundscape.

3.4.1 High & Low Pass

Quickly add a **High Pass** or **Low Pass** to make the RAIN sit right where you want it to sit in your mix.

3.4.2 Volume

Below the filter section you can adjust the output **Volume**. RAIN incorporates a transparent limiter to maintain control over the "Close Drops" from the Close layer, especially when their volume is elevated. Adjusting the volume downward not only effectively manages the balance but also enhances the dynamic range of your rain soundscape.

3.4.3 Smart

The **Smart** toggle button, enabled by default, is designed to intelligently manage the wide dynamic range between subtle trickles and torrential downpours. When activated, this feature ensures a controlled audio output that maintains consistency across rain intensities.

However, should you opt for a more authentic representation of dynamic range, you can disable the **Smart** mode. Be cautious, as deactivating it may result in significant output level differences between gentle drizzles and heavy rainfalls.

3.6.4 Level Meter

At the bottom you will find a simple **Level Meter** that helps to keep the signal within the desired range. The displayed range is -48dB, with -24dB at the centre, and 0dB at the top.

⚠ TIP:
Leverage the Low Pass (LP) feature to effortlessly craft indoor rain settings, perfect for establishing cozy indoor scenes.

On the other hand, the High Pass (HP) control proves valuable in fashioning gentle drizzle rain, allowing you to infuse the soundscape with intricate detail and heightened density.

4. USE CASES

RAIN opens a world of creative possibilities across various domains, enhancing your projects with authentic rain soundscapes. Here are some examples to inspire your rain sound design:

In the realm of film and television, immerse viewers in the ambience of your scenes by crafting realistic rain backgrounds. From subtle drizzles to intense storms, RAIN lets you tailor rain sounds to match diverse cinematic environments. Enhance drama, set moods, and evoke emotions with rain that complements your visuals.

As a musician you can add depth and emotion to your musical compositions with custom rain soundscapes. Whether you're aiming for introspective ballads, energetic pop tracks, or ambient soundscapes, RAIN infuses your music with rain's evocative qualities, creating unique sonic textures.

If you are a game audio designer, RAIN enables you to immerse players in virtual worlds with lifelike rain environments. You can tailor rain soundscapes to fit various game settings, whether they are urban cityscapes, dense forests, or eerie dungeons. What sets RAIN apart is its capacity to meticulously construct multiple layers of rain, a challenging feat when working with rain recordings. This precision allows you to effortlessly design numerous variations, enhancing both realism and player engagement in dynamic weather systems within your game.

RAIN is also a precision tool for sound artists, recreating the authentic sounds of rain, from delicate window droplets to intricate puddle splashes. This level of detail not only enhances static soundscapes but also brings interactivity to art installations. With the modulation control of RAIN, interactive installations come alive, allowing audiences to engage dynamically with the rain's auditory narrative.

Amid these diverse applications, RAIN empowers creators to explore the full potential of rain soundscapes. It unites realism with imagination, redefining audio possibilities and encouraging users to delve into experimentation. As a tool that transcends limitations, RAIN infuses authenticity into creative processes, offering an extraordinary medium for communicating emotions and stories.

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