DeBleed:Drums

User Guide

Acon Digital AS

DeBleed:Drums User Guide

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1   Introduction

Acon Digital DeBleed:Drums is an advanced AI-powered plug-in that helps mixing engineers and studio professionals remove unwanted bleed from drum recordings. Designed to enhance clarity and streamline the mixing process, *DeBleed:Drums* ensures that engineers can achieve tight, professional drum mixes faster and more efficiently than ever before.

DeBleed:Drums lets you control the sensitivity of the detection for each separate drum so that you can find the optimal balance between artifacts and spill. All the parameters are fully automatable in your DAW.

1.1   Purchase and Authorization

DeBleed:Drums will run in demo mode the first time you open it from your audio editor or digital audio workstation (DAW). The demo mode is fully functional with exception of short passages with muted audio output at irregular intervals. The demo version can be unlocked by purchasing a license key from Acon Digital or an authorized resellers.

When a plug-in is opened in demo mode, a dialog box appears where you can choose to continue with the demo version or authorize the plug-in using a license key. There is also a purchase button which directs you to the Acon Digital online store.
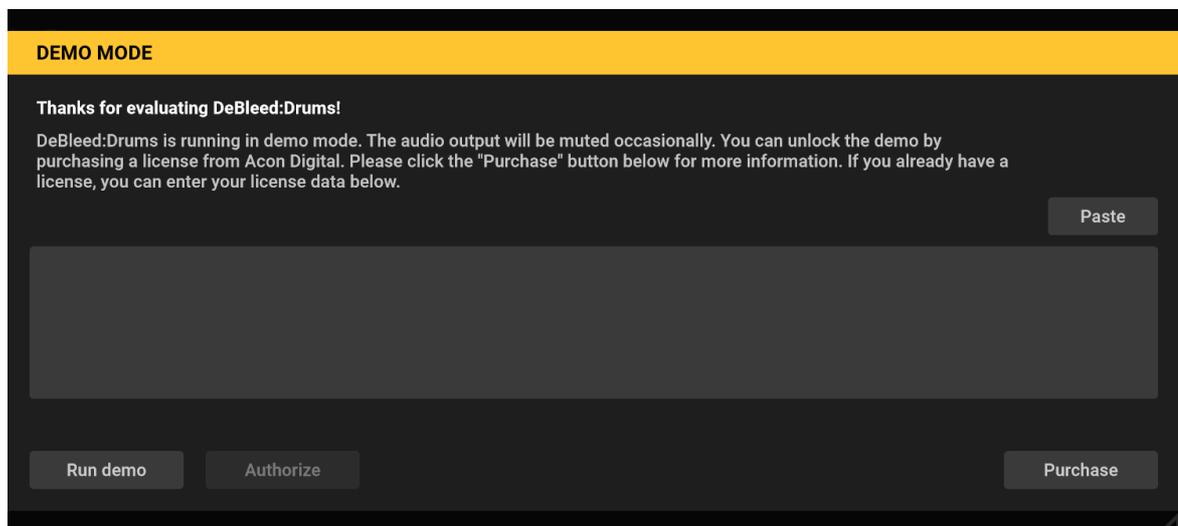
The demo dialog box appears when starting Acon Digital DeBleed:Drums prior to authorization.

Purchase Directly from Acon Digital
If you purchase a license directly from Acon Digital, you will receive a confirmation email with a license key. You can also log in to your user account to find your license keys. To authorize, please click the copy button or manually copy the license key

including -----BEGIN LICENSE----- and ----END LICENSE----- and click the *Paste* button in the plug-in window.

Authorizing using Redeem Codes from Resellers
If you have purchased from an authorized reseller, you will receive a redeem code instead of a license key. You can redeem the code here: https://acondigital.com/redeem/
Please follow the on-screen instructions. A license key will be available in your user account after completion. To authorize the plug-in, please click the copy button or manually copy the license key including -----BEGIN LICENSE----- and ----END LICENSE----- and click the *Paste* button in the plug-in window.

1.2   Requirements

Before you install *Acon Digital DeBleed:Drums*, please make sure your computer fulfills the following requirements:

PC Version (Windows)
- Windows 11 or 10
- Intel Core i5 or AMD multi-core processor (Intel Core i7 or faster recommended)
- 1366 x 768 display resolution (1920 x 1080 or higher recommended)
- 4 GB RAM
- 1 GB free HD space
- A host application that is compatible with 32 bit or 64 bit VST, VST3 or AAX (Pro Tools 12 or higher)

Macintosh Version (macOS)
- OS X 10.15 or later
- 4 GB RAM
- 1 GB free HD space
- A host application that is compatible with AU, VST, VST3 or AAX (Pro Tools 12.8.3 or higher)

2   Acon Digital DeBleed:Drums

2.1   Accessing the Plug-In

You can access *Acon Digital DeBleed:Drums* from your host application (audio editor or DAW) of choice. The plug-in is available as a 32 or 64 bit VST, VST3 or AAX plug-in on the Windows platform or as 64 bit VST, VST3, AU or AAX plug-ins on Mac OS X. Some host applications will require a rescan and possibly adding the Acon Digital DeBleed:Drums installation directory to the list of VST directories. Please consult the manual for your host application for further details.

2.2   Using DeBleed:Drums

Once the user has selected a drum type, *DeBleed:Drums* uses artificial intelligence (AI) to remove the mic spill from drum recordings. Despite the internal complexity, *DeBleed:Drums* is very easy to use and the user interface only includes the controls which are essential for operation.

The DeBleed:Drums plugin reduces mic spill based on the settings defined by the user, the most important being the drum type.

Visualisation

DeBleed:Drums displays some useful information which shows how the signal is being processed based on the settings as described below;
- The grey peaks are where the selected drum type has been identified in the signal
- The red peaks are where mic spill is being removed

Plug-in Settings

- **Drum Type**

This control tells *DeBleed:Drums* which type of drum you are working with so that the correct model is used. The options here are Kick Drum, Snare, Hi-Hat, Cymbals and Toms. You can click the arrow buttons to change drum type or click the drum icon to get a pop-up menu with direct access to the available drum types.

- **Floor (dB)**
  This sets the maximum amount of spill reduction that is allowed, the default is -60db which allows the most reduction in mic bleed. If you want to remove less spill, you move the control closer to 0db.

- **Sensitivity (%)**
  The sensitivity refers to the sensitivity of the drum separation, and higher values lead to more signal being detected. Thus, positive values will increase naturalness at the cost of additional spill and negative values will reduce spill at the cost of possible artifacts. We recommend to start with 0% at which the neural network works as trained without user influence, and then adjust according to preference if necessary.

- **Trigger Threshold (dB)**
  The threshold value for the drum hit triggering. Drum hits are detected when the isolated drum output levels exceed the threshold value. Lower values will detect more drum hits and hence reduce the amount of de-bleeding. Higher values will lead to stronger de-bleeding at the cost of increased risk of accidentally removing wanted drum hits.

The Plug-in Header

The upper region of the plug-in window lets you manage presets, undo or redo changes or quickly compare different settings using the A / B compare tools:

Preset section

DeBleed:Drums is shipped with a set of factory presets that serve as a starting point for further adjustments. You can browse through preset categories and presets as well as create and manage your own presets using the preset management section in *DeBleed:Drums*:

The preset management section.

You can browse through the presets using the arrow buttons. Alternatively, you can click the current preset name and a drop-down menu appears. You can also save your own presets by choosing "Save user preset file..." from the menu. A file chooser dialog

box appears where you can enter the name of the preset you wish to save. You can create sub folders and place your preset files inside, and these will appear as categories in the user presets.

Undo and redo
You can undo (or redo) any changes to the parameter settings by clicking the circular arrow back or forward buttons:

Undo and redo buttons

A / B comparisons
It is frequently useful to be able to quickly compare different parameter settings. You can do this using the A / B comparison buttons:

The A / B comparison buttons allows you to quickly compare different settings

You can keep two independent sets of parameter settings, the A and B settings, and switch between them using the corresponding buttons. The arrow button copies the settings from A to B or the other way around depending on which parameter set that is currently active.

The plug-in menu
The last button in the plug-in header displays the plug-in menu:

You can click the plug-in menu button for the plug-in specific menu

From the plug-in menu you can among other choose the scaling of the user interface elements, show this help or information about the plug-in.

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