

IN BLOOM

A multiband enhancer built on a proprietary upward compressor, with three styles developed in-house: Bloom, Detail, and Inflate. Up to four bands lift what falls below the threshold, by up to 24 dB, and leave the peaks alone. Ignore holds back the added lift on esses, breaths, and harsh frequencies, and Floor keeps noise and silence out of it.



Designed and coded by SoundHive founder Pete Dowsett, who engineers and produces records and writes the DSP himself.

THREE PROPRIETARY STYLES

- **Bloom.** The signature style and the default. Its gain follows a curve rather than a fixed ratio: the quieter a sound, the more it is lifted, easing off smoothly as the sound rises, so it swells and opens out instead of sitting at one level. Uses every control.
- **Detail.** Splits the band again at 100 Hz, 1 kHz, and 5 kHz and runs an upward compressor in each region, with a fixed voicing. Brings out fine texture, like pick and string noise or bow and rosin, without much more level. No Knee.
- **Inflate.** Upward compression into an odd-harmonic waveshaper at 4x the sample rate. Adds density and body as well as lift. Fixed voicing, so no Amount or Knee; adds latency.

Each band has its own Style. The same three styles drive the Enhance stage of SoundHive's End Game; In Bloom is the first to put them on separate bands.

WHAT SETS IT APART

- **Ignore.** Detects esses, breaths, and harsh frequencies and holds back only the lift In Bloom adds. The original audio is never cut. Δ (delta, for difference) listen plays what each event is holding back.
- **Floor.** A per-band level below which lift stops, so hiss, spill, and silence stay put. Auto Floor measures it.
- **Learn.** Sets crossovers, Threshold, Attack, and Release from about eight seconds of your audio. Leaves Amount, Knee, Floor, Output, and Style to you. One-step revert.
- **Mid/Side lanes.** Separate Stereo, Mid, and Side settings on every band.

AT A GLANCE

Launch	Friday, October 16, 2026	Formats	VST3, AU, AAX (+ Linux VST3)
Intro price	\$69 until Nov 1, 2026	Platforms	macOS 11+ (Apple Silicon, Intel), Windows 10+ x64, Linux x86_64
List price	\$99	Host	64-bit; mono and stereo tracks
License	Perpetual, 3 activations, free updates in major version	Trial	7-day, fully functional, no card
Guarantee	30-day money-back	Presets	45 factory presets in 7 packs

CONTROLS

Per band (Stereo, Mid, and Side lanes): Threshold -60 to 0 dB · Amount 0 to 24 dB · Knee 0 to 12 dB · Attack 0.1 to 100 ms · Release 10 to 500 ms · Floor -96 to -20 dB · Output ± 24 dB. Solo, Mute, Bypass.

Styles: Bloom (default; all controls) · Detail (fine texture; no Knee) · Inflate (density and body; fixed voicing, no Amount or Knee).

Bands: 1 to 4; three crossovers, 20 Hz to 20 kHz, at least half an octave apart. The split adds no latency.

Ignore (global, every band style): Esses, Breaths, Harshness, each 0 to 100% depth, with Δ listen.

Global: Stereo or Mid/Side with LINK and LINK M-S · Oversampling $1x$ to $16x$ (Linear or Minimum Phase) · Gain Match · A/B slots · undo/redo.

Metering: Threshold detection ring · per-band BOOST meter and band-bar readouts · input and output spectrum with lift bars · Ignore hold-back rings and spectrum overlay.

Latency: reported to the host. Zero with $1x$ oversampling, no Inflate band, and Ignore off. Oversampling, Inflate, and Ignore's look-ahead add latency.

Known behavior: Breaths can respond to sustained noise such as cymbals or room tone and hold back lift outside breath events. Lower its depth, or switch it off, if it holds back material you want lifted.

About SoundHive. A founder-led audio-software company; its plugins are designed and coded by the same person who engineers and produces records. soundhiveplugins.com

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