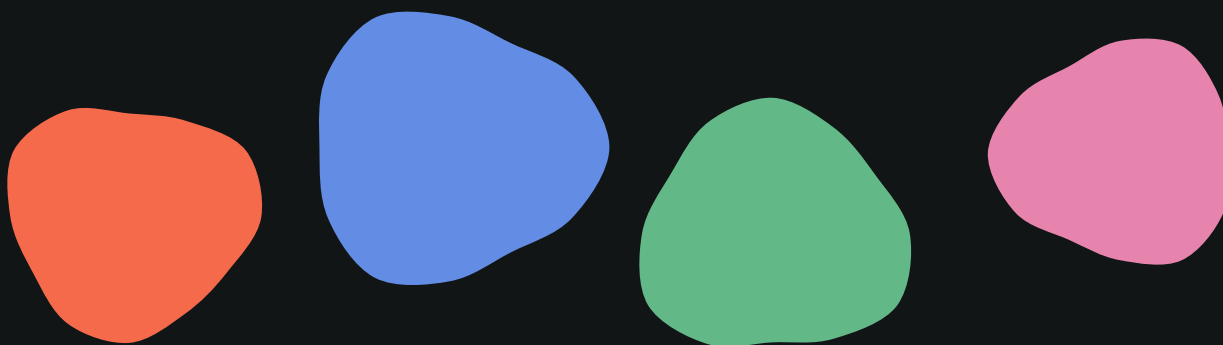




A GUIDE TO MAKING

softer sounds.

A simple guide to softer sounds, held loops and new ideas.



PUT A SOUND IN. MAKE IT YOUR OWN.

Begin with **SOFT**. Catch a moment with **HOLD**.
Bring it to life with **MOVE**.

FIND YOUR WAY

02 Your first minute

03 A look around

04 Shape the sound

05 Catch a moment

06 Slices

07 Pitch

08 Rhythm

09 Delay

10 Pan

11 Find the next idea

12 Timing & listening

13 A place to begin

14 Compare, save & export

15 When something feels stuck

Your first minute

Soft Scoop is an audio effect. Put it on a track that already makes sound, then press play.

| 1. Add it to your music

Install the supplied package with your music app closed, then reopen the app. On Apple Silicon Mac, use AU or VST3. On Windows 10/11 x64, use VST3.

In Logic: Audio FX > Audio Units > Soft Scoop > Soft Scoop. In other music apps, find Soft Scoop in the audio effects list.

| 2. Activate your tester copy

If the activation screen appears, paste your personal tester key and click ACTIVATE while connected to the internet.

Once activated, you can make music offline. Until then, the original sound passes through and the effect controls stay locked. If activation is unavailable, contact the person who supplied your copy.

01 Play a few seconds

Try a synth, voice, drum loop or any recording you know well.

02 Choose 01 Soft start

Open Starting points at the top right. This keeps movement at zero.

03 Move **SOFT** slowly

Hear the attacks round off, then become a softer, floating texture.

04 Try **SPACE**, then **MOVE**

Lower **SPACE** for a more muted sound. Raise **MOVE** to hear the enabled movement modules.

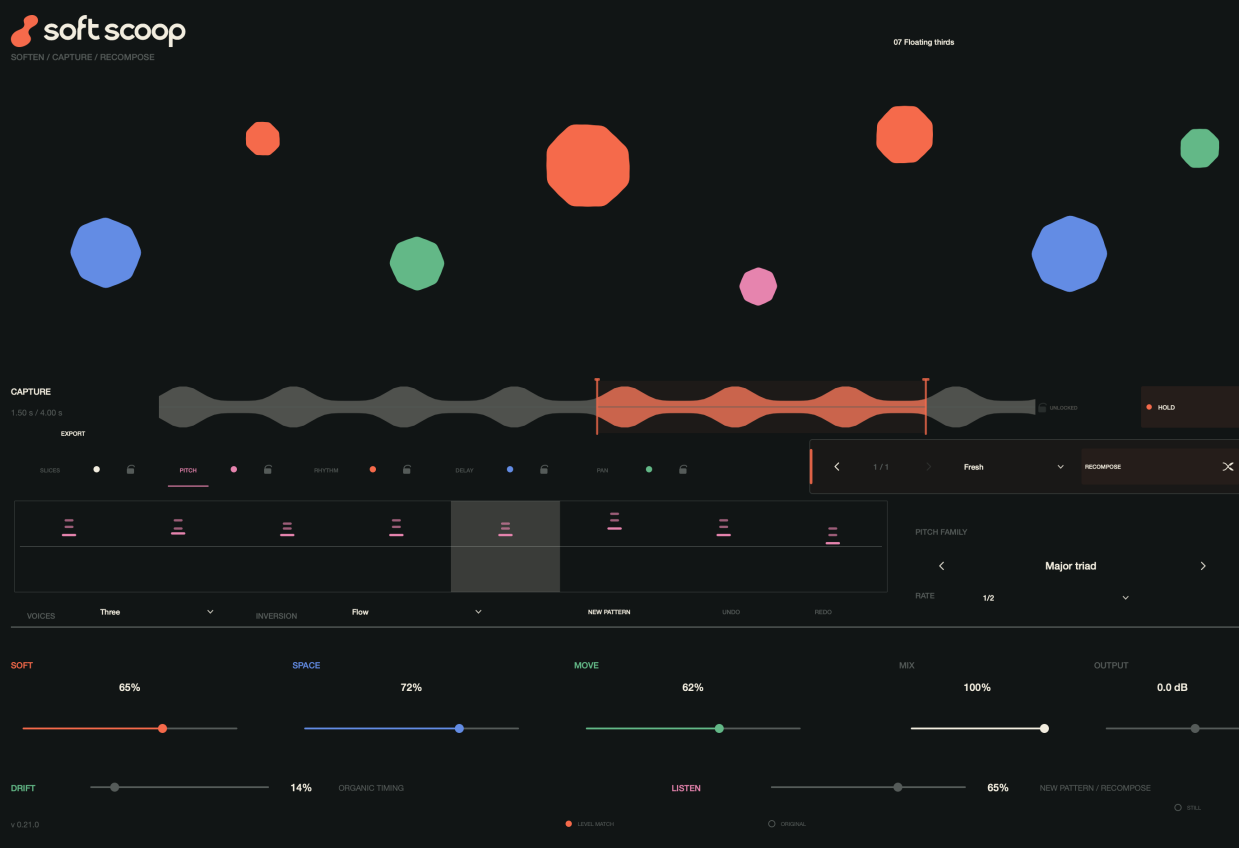
05 Compare and balance

Use ORIGINAL to compare. Adjust MIX and OUTPUT to fit the track.

Use a comfortable listening level. Soft Scoop changes the sound you feed it; it does not come with its own samples.

A look around

Use this view to find the controls. The following pages zoom into the same areas of the plug-in.



Actual editor, with **Pitch** selected and an example held source.

Starting points

The menu at the top right loads a ready-made setting.

Movement tabs

Click a name to open its editor. The circle switches it on; the small lock protects it from **Recompose**.

DRIFT / LISTEN

The bottom row adds organic timing and guides new generated ideas.

Capture and HOLD

The waveform, orange markers and **HOLD** button choose and repeat a source.

SOFT / SPACE / MOVE

The three coloured sliders shape the sound and bring movement into it.

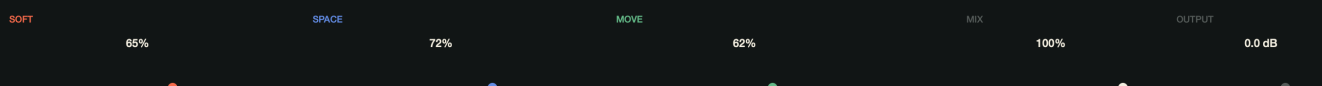
MIX / OUTPUT / comparison

At the right, blend the effect and set volume. LEVEL MATCH and ORIGINAL sit along the bottom.

Screenshots show the actual Soft Scoop editor with an example held sound. Your waveform, values and moving shapes will change with your own audio.

Shape the sound

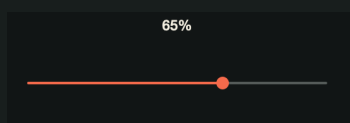
These are the three coloured sliders in the lower control row. Drag one, use its number field, or double-click to reset it.



Lower control row: **SOFT**, **SPACE** and **MOVE** on the left; MIX and OUTPUT on the right.

SOFT

From defined to dissolved

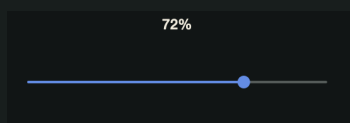


Low settings gently round sharp attacks and bright edges. Around 45%, the sound becomes woolly. Higher settings spread it into a dense, soft bloom. At 100%, it can feel like a different instrument made from your original sound.

Try: raise it slowly while a familiar phrase repeats.

SPACE

From muted to open

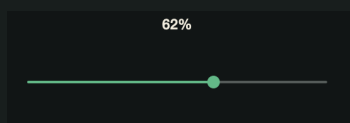


Lower settings make the sound darker and more compact. Higher settings keep it open. **SPACE** works even with **SOFT** at zero; with more **SOFT**, it also opens or closes the bloom. It is not a room-size control.

Try: high **SOFT**, then lower **SPACE** until the texture sits behind the track.

MOVE

Bring your movement into the sound



Raise **MOVE** to hear the enabled **Slices**, **Pitch**, **Rhythm**, **Delay** and **Pan** modules. At zero, their movement is inaudible, while **SOFT** and **SPACE** still work. **MOVE** changes how much you hear, rather than rewriting your pattern.

Try: enable one module at a time and bring **MOVE** up gradually.

MIX blends the original with the effect. OUTPUT sets the final volume; it is not a limiter. Turn it down if the track clips. Find both to the right of **MOVE** in the screenshot.

Catch a moment

Find the Capture row above the movement tabs. **HOLD** turns recent audio into a repeating source.



Capture row: both orange handles select the loop; the lock and **HOLD** sit to their right.

1. Feed it some sound

Play the part you want to catch. Soft Scoop keeps up to four seconds of recent, unprocessed audio. Press **HOLD** after the moment you want has played.

2. Choose your loop

The screenshot shows the two orange handles on the capture waveform. Drag the left handle for the start and the right handle for the end. Move them apart for a longer phrase, or together for a tiny grain, down to about 10 milliseconds.

3. Keep shaping it

SOFT, **SPACE** and **MOVE** still work on the held sound. Try a small selection with high **SOFT**, or a longer phrase with gentle movement.

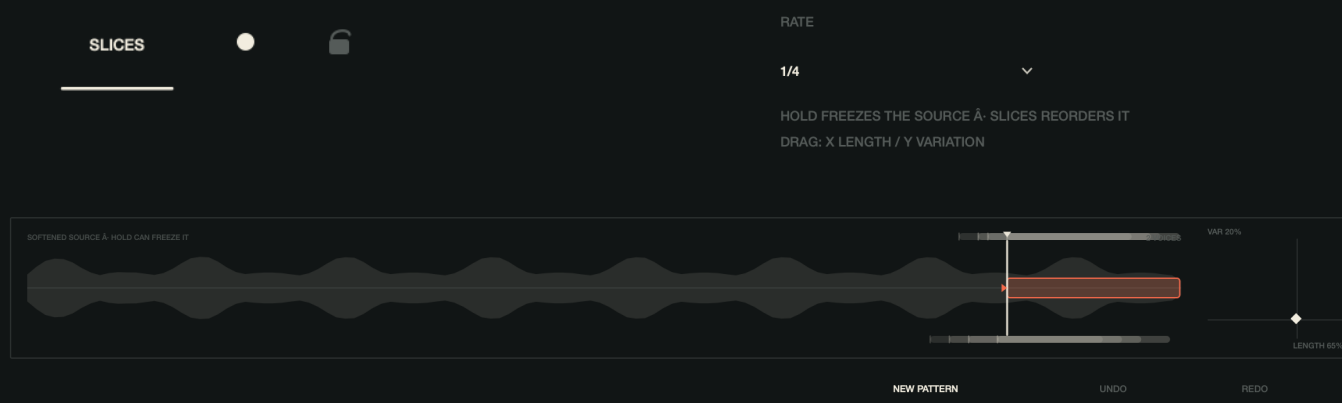
4. Pin it or let it go

Click UNLOCKED to pin a valid capture; the control reads LOCKED. To return to the incoming track, unlock the capture first, then switch **HOLD** off. Play fresh audio before catching another moment.

A valid held capture is saved inside your music project. When you reopen it, the selected loop starts again from its beginning. Save the project after finding a capture you like.

Slices

Rearrange little pieces. Open the matching tab in the movement row.



Selected tab, circle and lock (top left); options (top right); the editable graphic (below).

1 Open SLICES and enable it

Click the cream **SLICES** tab. If the circle beside it is empty, click it. Raise **MOVE** to hear the rearranged pieces.

2 Drag the diamond

In the waveform editor, drag right for longer pieces or left for shorter ones. Drag up for more Variation and down for less.

3 Choose RATE

The RATE menu is to the right of the graphic. Use NEW PATTERN beneath the graphic for a different arrangement.

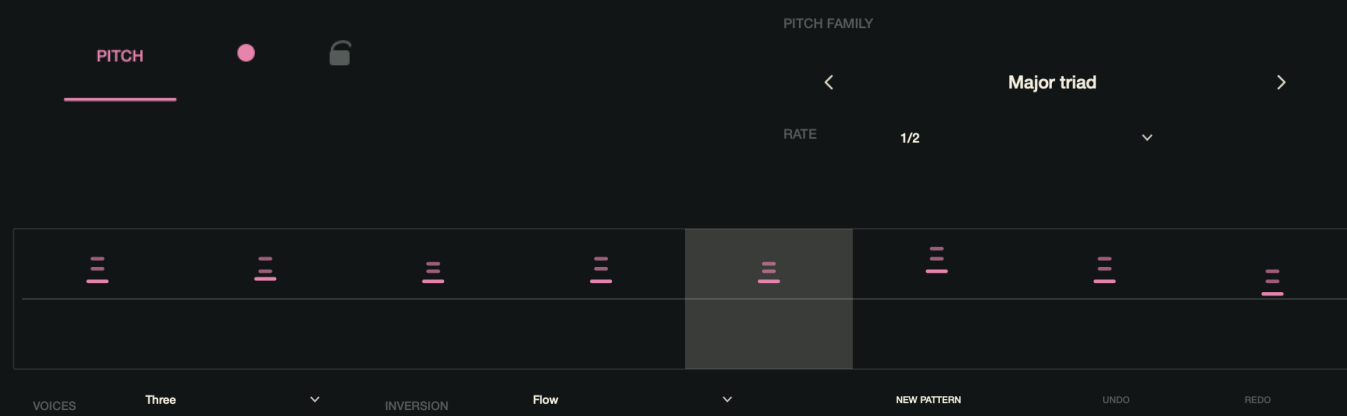
HOW IT FEELS

Slices rearranges short pieces of the sound after **SOFT** and **SPACE**. It works on live or held audio. Shorter pieces feel grainier; more Variation adds changes, repeats, overlap and occasional reverse playback. **HOLD** chooses the source loop; **Slices** Length chooses the pieces made from it.

Try: hold a phrase, enable **Slices**, then gradually shorten Length.

Pitch

Make a sequence of notes or chords. Open the matching tab in the movement row.



Selected tab, circle and lock (top left); options (top right); the editable graphic (below).

1 Open **PITCH** and enable it

Click the pink **PITCH** tab and its circle. The eight pink stacks below are the steps you can edit. Raise **MOVE** to hear them.

2 Drag a stack

Drag one stack up or down to change its root note. Choose a **PITCH** FAMILY with the arrows to the right of the graphic.

3 Build the harmony

Below the stacks, choose VOICES and INVERSION. RATE, on the right, sets how quickly the eight steps play.

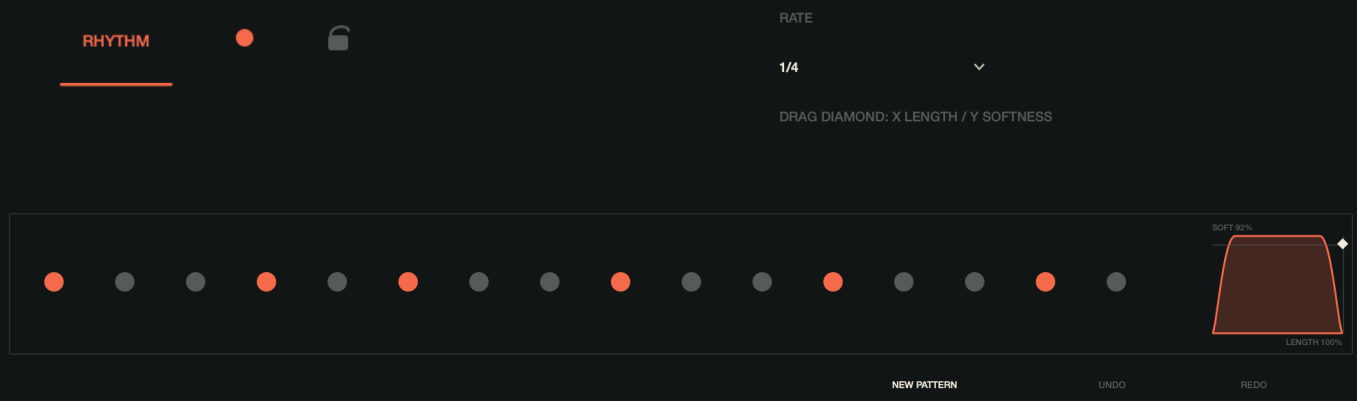
HOW IT FEELS

VOICES chooses one to four notes at once. INVERSION changes how they are stacked; Flow varies the stacking across the eight steps. Inversion is available with more than one voice. Your original sound is the root. **Pitch** shifts its character too, rather than automatically retuning a whole recording to the song key.

Try: a clear single note, Three voices and Flow, with a little **MOVE**.

Rhythm

Let sound through in a pattern. Open the matching tab in the movement row.



Selected tab, circle and lock (top left); options (top right); the editable graphic (below).

1 Open **RHYTHM** and enable it

Click the orange **RHYTHM** tab and its circle. Raise **MOVE**. Click the 16 spots in the editor: orange steps are on, grey steps are off.

2 Shape each event

Drag the diamond at the right of the spots: right makes events longer, left shorter. Up softens the edges; down makes them sharper.

3 Set the pace

Choose **RATE** to the right of the editor. For swing and less rigid timing, try a little **DRIFT**.

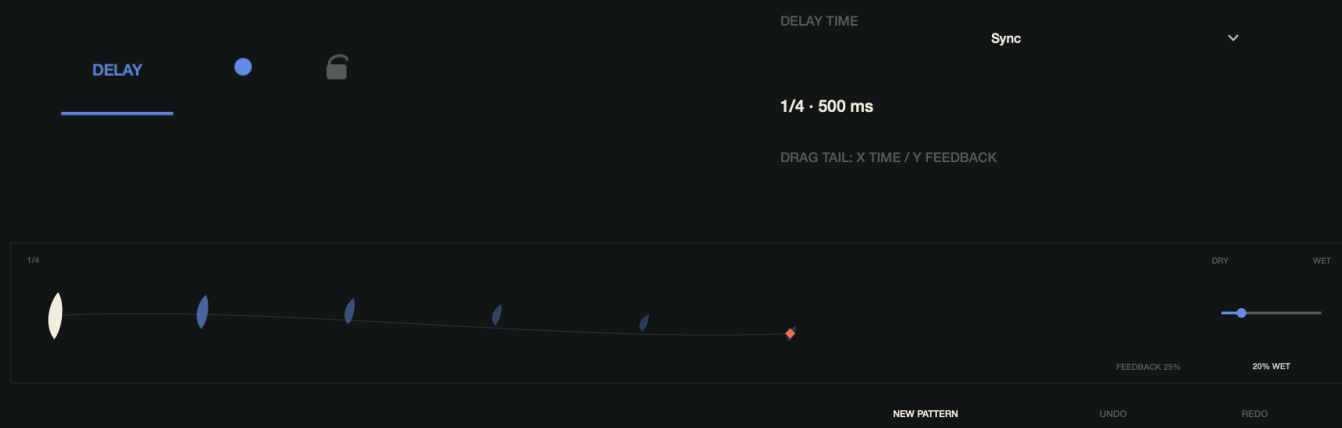
HOW IT FEELS

Rhythm lets live or held sound through in a repeating pattern. Longer events leave more sound flowing; soft edges make the pulses gentler. Smaller **RATE** values usually move faster. T means triplet timing. Rates follow your music app's tempo, or use 120 BPM when none is supplied.

Try: a few spaced steps, long events and soft edges for a breathing texture.

Delay

Add repeating echoes. Open the matching tab in the movement row.



Selected tab, circle and lock (top left); options (top right); the editable graphic (below).

1 Open **DELAY** and enable it

Click the blue **DELAY** tab and its circle. Raise **MOVE**. Choose Free or Sync in the timing menu to the right of the graphic.

2 Drag the echo trail

Drag its tail horizontally to change Time and vertically to change Feedback. More Feedback means the echoes repeat for longer.

3 Set the wet amount

Use the Wet slider inside the **Delay** editor. Move it right for more echoes. Start with low Feedback while listening.

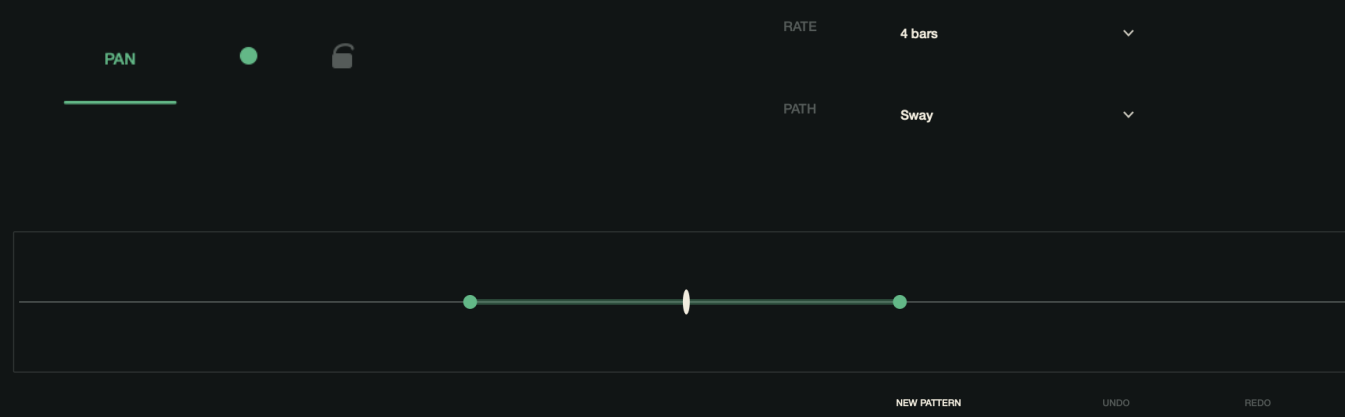
HOW IT FEELS

Free timing is independent of the song tempo; Sync uses musical divisions. Time sets the gap between echoes, Feedback sets their repetition, and Wet sets how much echo you hear. At full **MOVE** and 100% Wet, only echoes remain. Lower Feedback if the trail becomes too dense.

Try: Sync with low Feedback. At full **MOVE** and 100% Wet, only echoes remain.

Pan

Move between left and right. Open the matching tab in the movement row.



Selected tab, circle and lock (top left); options (top right); the editable graphic (below).

1 Open PAN and enable it

Click the green **PAN** tab and its circle. Raise **MOVE** and listen in stereo.

2 Drag the endpoints

The two green endpoints in the editor set how far the sound travels left and right. Bring them closer for narrower movement.

3 Choose the path

RATE and PATH are to the right of the graphic. Choose Sway, Bounce or Wander in PATH, then set a speed.

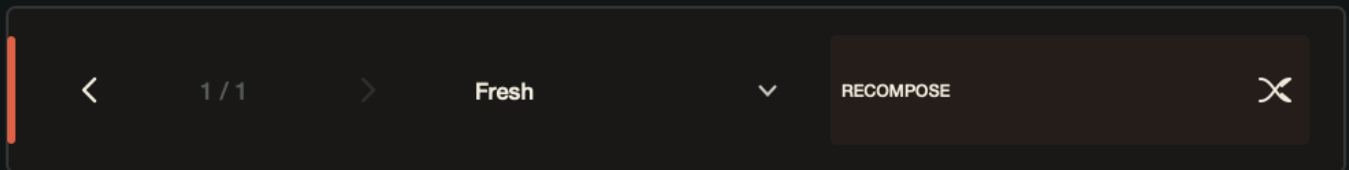
HOW IT FEELS

Sway glides smoothly. Bounce changes direction more sharply. Wander takes a repeatable wandering path. The endpoints set its stereo range; RATE sets the speed. A mono listening setup will not reveal the left-to-right movement clearly.

Try: narrow endpoints, Sway and a slow RATE for subtle width.

Find the next idea

RECOMPOSE sits to the right of the movement tabs. **NEW PATTERN** belongs to the open editor below them.



Recompose panel: previous/next arrows, Near/Fresh/Wild amount and **RECOMPOSE**.



Movement row: the small padlocks protect individual sections from **Recompose**.

| NEW PATTERN

Find **NEW PATTERN** underneath the open movement graphic. It changes only that section. Its **UNDO** and **REDO** buttons recover earlier generated settings. Other sections and the main controls stay as they are.

| RECOMPOSE

Creates a coordinated variation across unlocked movement sections. Near makes smaller changes, Fresh goes further, and Wild reshuffles more boldly. **SOFT**, **SPACE**, **MOVE** and your capture stay as they are.

| LOCK THE PARTS YOU LIKE

Click a small padlock beside a movement tab to protect that module from **Recompose**. **Delay** and **Pan** share a lock. These locks are separate from the capture lock next to **HOLD**.

Use the arrows beside **Recompose** to revisit its variations. Both types of history hold up to 16 entries for the current session; history does not return when you reopen a project. Save favourite results in your project.

Timing & listening

DRIFT and **LISTEN** sit in the bottom row. They do different jobs: feel and guidance.

DRIFT



14%

ORGANIC TIMING

| DRIFT

At zero, **Slices**, **Pitch** and **Rhythm** stay on the straight grid. Raise it for swing and small timing changes; higher settings add skips, quick repeats and more unusual rhythms. The choices are repeatable.

LISTEN



65%

NEW PATTERN / RECOMPOSE



| LISTEN

Play a few seconds of live or held audio first. Higher **LISTEN** lets what Soft Scoop hears guide the next New Pattern or **Recompose**. It does not continuously rewrite the playing pattern or guarantee the correct song key.

LISTEN guides the next generated pattern; it does not keep changing the current one. **DRIFT** changes the timing of **Slices**, **Pitch** and **Rhythm**, using repeatable choices.

A place to begin

The Starting points menu has 20 ready-made settings. Choose one for the sound you want, then make it your own.

Subtle

01 Soft start

The everyday soft sound, with no movement.

02 Gentle edges

Light rounding, keeping the source familiar.

03 Warm percussion

Softer attacks and restrained stereo drift.

04 Velvet voice

Softening blended with the original.

05 Tamed brightness

Darker edges and a compact body.

Floating

06 Slow cloud

Soft bloom, slow echoes and wide pan.

07 Floating thirds

Three-note major harmony with Flow.

08 Soft constellation

Long pieces with gentle overlap.

09 Muted tide

Closed **SPACE** and rounded rhythmic breathing.

10 Suspended choir

Four-note minor-seventh harmony and echoes.

Grains

11 Tiny velvet grains

Short pieces and a soft, fast rhythm.

12 Grain necklace

Solo pitched pieces and triplet echoes.

13 Dust in triplets

Varied grains with triplet timing.

14 Pocket fragments

Sharper detail and some original sound.

15 Shifting crystals

Two-note harmony with drifting timing.

Transformation

16 Sheep from static

Maximum softness and muted fragments.

17 New small world

Rearranged source and minor harmony.

18 Cuddly machine

Compact softness and rhythmic harmonies.

19 Orb orchestra

Open bloom and four-note harmony.

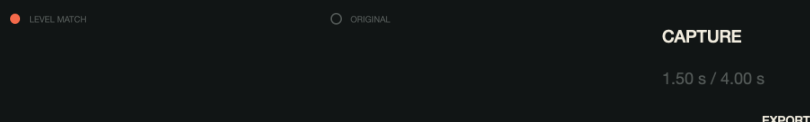
20 Unfamiliar lullaby

Tiny pieces, high **SOFT** and strong **DRIFT**.

Loading a starting point keeps your held capture, its selection and OUTPUT, and switches LEVEL MATCH on. If it sounds too busy, lower **MOVE** or disable a module. No sample audio is loaded.

Compare, save & export

ORIGINAL and LEVEL MATCH are along the bottom. EXPORT is underneath the Capture label.



Bottom comparison buttons (left); EXPORT underneath Capture (right).

| Compare the same source

Click ORIGINAL at the bottom to hear the unprocessed live or held source at the current OUTPUT setting. Click again to hear the effect. LEVEL MATCH, to its left, helps balance loudness; turn it off to check the natural level change. It is an approximate listening aid, and peaks can limit the match.

| Save it in your project

Save your music project to keep settings, patterns, locks and a valid held capture. The loop restarts from its beginning when reopened. Generation histories are session-only; save project versions to keep favourite ideas. MIX blends original and effect; OUTPUT sets the final volume.

TWO WAYS TO EXPORT

| Source loop - WAV

Exports just the selected, unprocessed held loop. Choose this if you want to edit or process the source somewhere else.

| Processed loop + tail - WAV

Renders the selected loop with the current effects, plus the audible tail. Choose this to keep the texture you have made. ORIGINAL comparison is ignored for this export.

For EXPORT, capture valid audio with **HOLD** first, then open the menu under Capture and choose a WAV option. Both exports use 32-bit float WAV. A processed export rebuilds the effects; it is not a recording of the exact live moment. For an exact performance, record or bounce the track in your music app.

When something feels stuck

A few quick checks usually get you back to making music.

I cannot find the plug-in

Quit and reopen your music app after installation. Check its plug-in list or scan settings. In Logic, open Plug-in Manager; if Soft Scoop is listed, use Reset & Rescan Selection. Check that you installed the format your app uses.

I only hear the original

If the activation screen is showing, activation must finish first. Otherwise, switch ORIGINAL off, raise MIX and try more **SOFT**. For movement, enable a module and raise **MOVE**. Make sure the track is playing.

HOLD will not turn off

The capture may be locked. Click LOCKED to unlock it, then switch **HOLD** off. The module locks beside the movement tabs serve a different purpose.

EXPORT is unavailable

Play some audio, then press **HOLD** to make a valid capture. An empty capture cannot be exported.

The sound is too busy or too loud

Lower **MOVE**, switch off a movement module or lower **Delay** Feedback. Bring MIX down to recover the original sound. Lower OUTPUT if the track clips; use ORIGINAL and LEVEL MATCH to compare.

Pitch does not fit my song

Try a clear single note as the source, choose a different pitch family, or edit the eight steps yourself. **LISTEN** can guide new ideas, but it does not guarantee song-key detection.

SMALL THINGS THAT HELP

Drag the main controls, use arrow keys, or type into a number field. Double-click a main control to reset it. The movement graphics are controls too. STILL reduces animation without changing the sound; dragging the coloured shapes is visual only.

If an installer preview is blocked, or activation says the service is unavailable, ask the supplier for a configured, supported copy. This manual describes the 0.22 controls; it does not confirm that a preview is ready for distribution.