# DeRoom

REVERB SUPPRESSION

The accentize De-Room plugin helps you to fix audio material which contains unwanted reverb and echo components. The underlying artificial intelligence algorithm first recognises the room conditions and then provides parameters to reduce or eliminate the resulting undesired parts of the signal. The plugin is optimised for speech recordings but also works with other signals as for example drums or percussion.
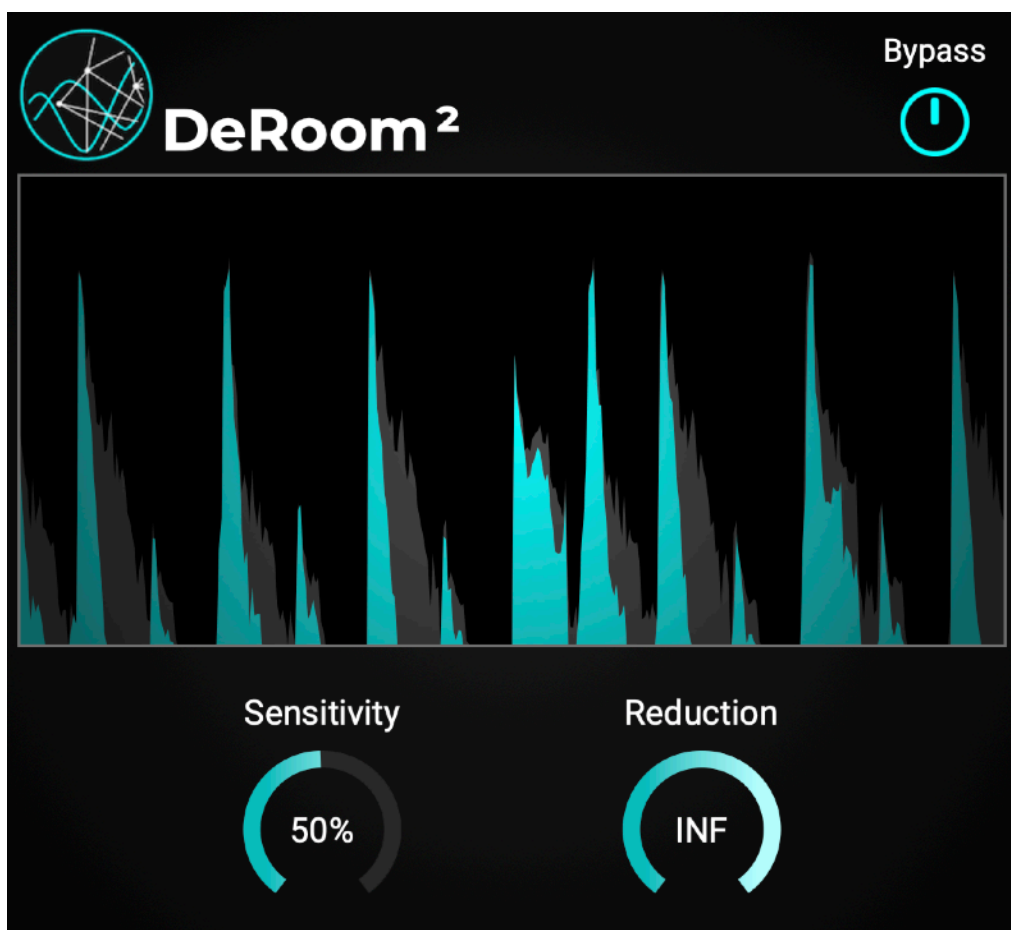
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Specifications and system requirements

Supported sample rates: 44.1kHz,48kHz,88.2khz,96kHz,192kHz
Supported channel layout: Mono/Stereo
Plugin formats: AAX, VST3, AU

Generally, the plugin should work with most plugin host softwares. It has been tested and is officially compatible with: Reaper, ProTools 11 or higher, Nuendo, Cubase, Ableton Live.

MINIMUM SYSTEM REQUIREMENTS
Windows 7 (64-bit), 4 GB RAM, Dual-Core CPU 2GHz
Max OS X 10.12, 4 GB RAM, Dual-Core CPU 2GHz

Installation and activation

The plugin is distributed with an easy to use installer. In the installation process the usual audio plugin paths are set as a default. If you aren't using any custom path for your plugins you can leave everything as it is and just let the installer do its job. After the installation DeRoom should appear in the list of available plugins in your DAW.

When the plugin is loaded for the first time, the following activation screen will be shown:


You have the option of either pressing the Trial Mode button or entering an activation code to permanently activate the plugin. For both activating or starting Trial Mode an active internet connection is required. Once the plugin has been activated, it can also be used without internet access. The trial mode is fully functional with the only limitation that after 7 days of trial startups you are required to enter a valid activation code.

User Interface

After installation and activation the plugin will be ready to use. By using machine learning approaches the available control parameters could be kept to a minimum in order to make the usability as comfortable as possible.
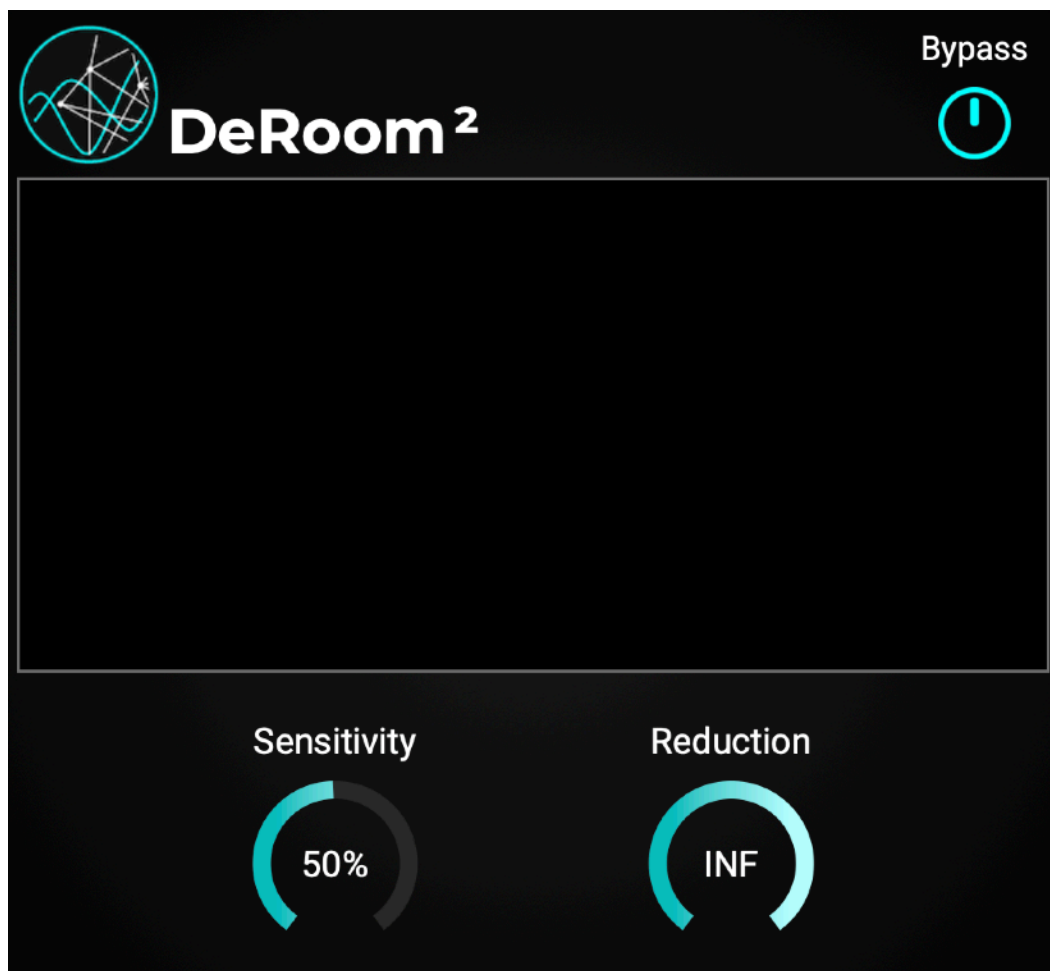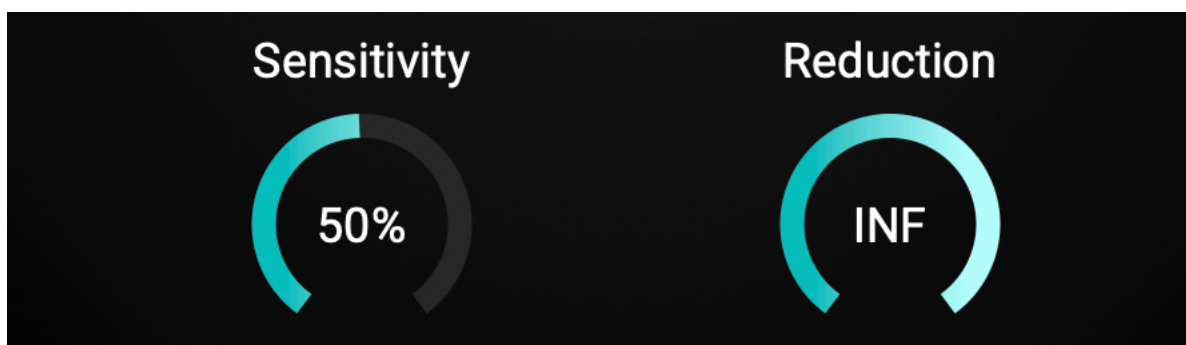
Signal View
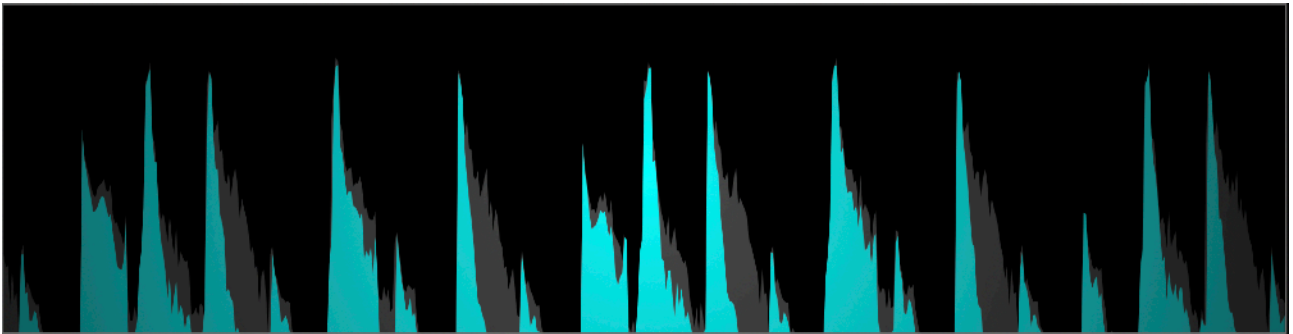
The visualisation shows the signal which is passing through the plugin either as waveform or spectrogram view. In waveform view the grey signal is the input signal while the coloured part is the signal after removing reverb.

Main Controls

The main parameters are **Sensitivity** and **Reduction**:

Sensitivity controls how aggressively the algorithm differentiates between reverb and signal components. With a low sensitivity the plugin will detect less reverb but will preserve as much as signal as possible. Turning the parameter to higher values will result in more aggressive reverb reduction. You can use this parameter to find the best trade-off between suppressing as much reverb as possible while having minimum artefacts in the desired signal.

Reduction defines how much reverb the plugin should suppress. If it is set to zero the signal will pass through unaffected. When set to INF DeRoom will try to remove the entire room reverb information from the signal.

Header Bar Controls
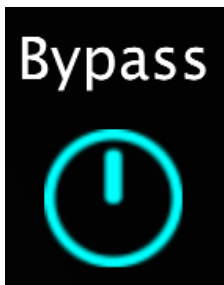
The Bypass button completely bypasses all processing and the signal passed through unaffected.

How-to

In this section you get a short set of instructions how you should start if you want to de-room a recording:

1. Turn up the reduction parameter to INF

2. Leave the sensitivity at 50%

3. Adjust the sensitivity setting until you find the ideal trade-off between full room sound reduction and arising artefacts

4. Adjust the reduction parameter to the desired amount of room sound reduction. Leave it at 100% if you want full room sound reduction

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