



blooper™

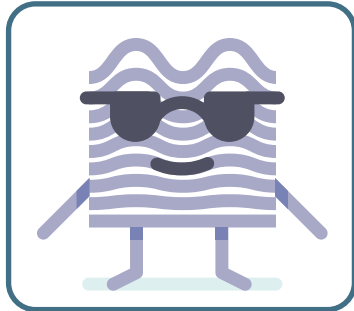
Get to know Blooper's friendly cast of modifiers.

CHASEBLISS
AUDIO

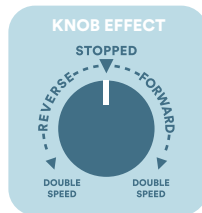
SMOOTH SPEED



TYPE



WARPING,
TAPE EFFECTS,
SOUND DESIGN



Smooth Speed enjoys bending time in a fluid, organic way reminiscent of a tape machine. It excels at slowing things to a crawl and finding sweet spots, but be prepared to wander out of tune!

TAPE STOP: With the knob set close to real-time speed, activate Smooth Speed and immediately bring it to noon to create a rubbery effect like tape slowing to a halt.

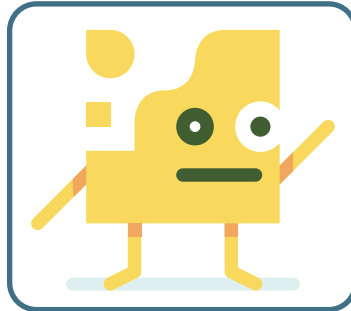
GLACIER: Set the knob close to noon so the loop is almost stopped, transforming it into a slowly shifting texture.

TIP: Smooth and Stepped Speed make a good team. Use Smooth to nudge a loop into a different key, then use Stepped for precise time shifts within that new realm.

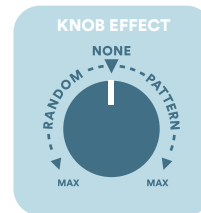
DROPPER



TYPE



DISINTEGRATION,
MOVEMENT,
NATURAL FLAWS



Oop! Dropper is your clumsy saboteur, injecting moments of silence into your loop. Each drop varies in smoothness and duration, for everything from quivering tremolo to needle skipping. Turn to Dropper for a dose of imperfection, or to add a bit of life to your loop.

CRUMBLE: Leave Dropper engaged in Additive mode for a loop that slowly falls apart over time.

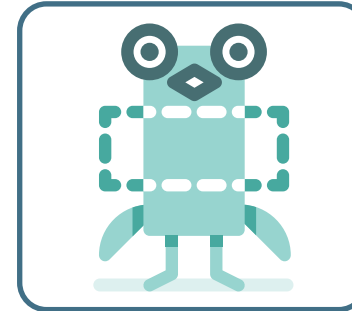
FLICKERING GRAINS: Turn Dropper to either extreme for a fluttering granular feel, dominated by silence with pieces of audio poking through.

TIP: Produce a dissolving granular delay by turning down the Repeats and setting Dropper towards either extreme. The drop pattern is generated when the modifier is turned on - toggle it on/off to try out different patterns!

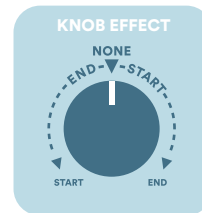
TRIMMER



TYPE



EDITING,
MICRO LOOPING,
GLITCHES



Trimmer takes that big old loop of yours and makes it littler. It can be handy for tweaking timing, creating interruptions, or discovering loops within a loop, accidental worlds to roam around and explore.

GLITCHPRINT: Record short bursts of Trimmer in Additive mode to imprint stuttering glitches into your loop.

MANUAL STRETCH: With the knob to the right of noon, rotating clockwise introduces a manual time stretching effect as you scan across the loop (that can be recorded!).

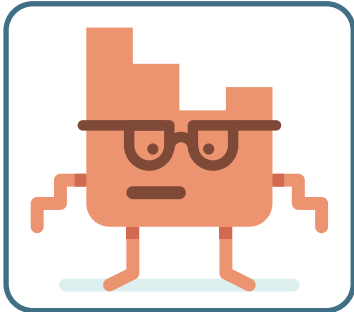
TIP: Use Trimmer alongside Scrambler to speed up its pattern, for momentary bursts of activity or a more jumbled feel.



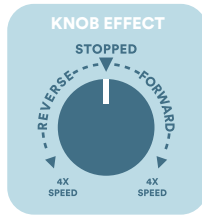
STEPPED SPEED



TYPE



PERFORMANCE,
PITCH-SHIFTING,
HALF-SPEED



Stepped speed is all about efficiency and precision. Half speed? Coming right up. 4x? If you insist. Speed up or slow your loops in musical steps of fifths and octaves to ensure everything stays in tune, fast and easy.

CLUMPED CHORDS: Adjusting the speed during Additive recording will reconfigure your loop into what sounds like chords, extending, shrinking, and repeating sections along the way.

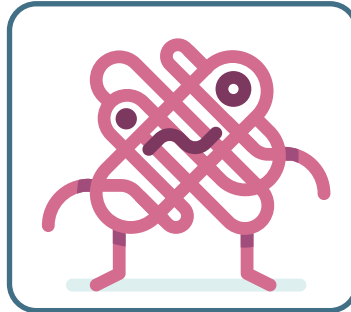
STEP SEQUENCING: Use Random Ramping with Stepped Speed to create evolving pitch-shifting sequences, or regular Ramping for arpeggios.

TIP: Try experimenting with shifting your loop a fifth up or down. Playing this alongside the original key is a good way to explore a harmonious but slightly more complex melodic relationship.

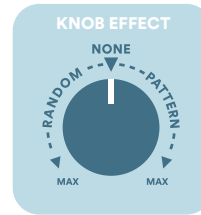
SCRAMBLER



TYPE



RHYTHM,
DISORDER,
PATTERNS



Scrambler just can't keep it together! It breaks up the timeline of your loop, jumping here and there to create patterns or random departures. Turn loops into unique rhythmic sequences or disorderly tangles, or set lower for mild remixing.

SKIP PROTECTION: Set Scrambler to the lowest possible random setting for the occasional disturbance, similar to a bumped discman.

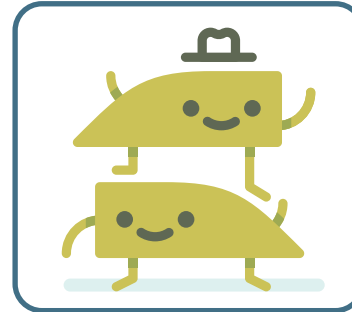
DRONE PATTERN: Try recording an ambient or steady source - like a couple sustained chords - and using Scrambler to chop them up into a groovy pattern.

TIP: Scrambler's jump points are locked to a grid, so they will support the original rhythm of your loop. A new pattern is generated whenever the modifier is engaged - toggle it on/off to try out different sequences!

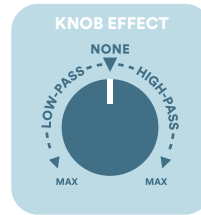
FILTER



TYPE



VIBE,
SCULPTING,
MODULATION



Loop feeling a little busy? Maybe a bit shrill? Big whoop. Pop on the dual-mode Filter and tidy things up. Rotate counter-clockwise to mellow those pesky highs, or clockwise to create some space in the lows.

RINGING RESONANCE: Using Filter in Additive mode will gradually introduce resonant chime, causing older layers to have more pop and intensity.

SLIDING SLOPES: Try different kinds of Ramping with Filter to add movement to your loop. Wiggle for subtle shifts, or try Random for computer thinking sounds.

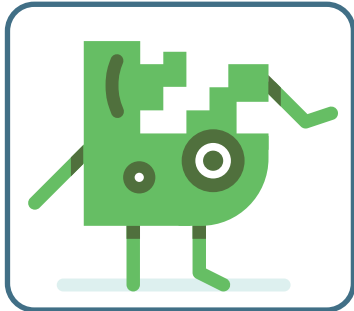
TIP: Use Filter alongside Stability to intensify the vintage effect, narrowing the frequency range and adding some extra resonance.



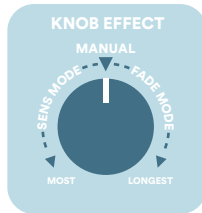
SWAPPER



TYPE



INTERACTION,
AMBIENT,
EVOLUTION



Once you swap, the fun don't stop. Swapper allows you to replace parts of your loop, either manually, or with your playing dynamics. Dial in a precise sensitivity, or set how quickly the loop fades in and out.

ROLLING CLOUDS: use the right side of Swapper in additive mode to create a soft landscape of swelling and fading sounds.

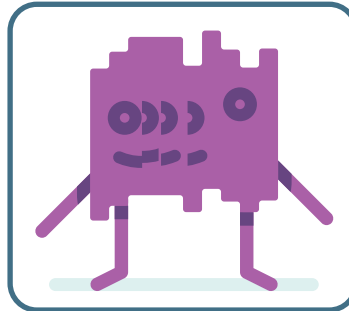
CUT IT OUT: with the knob set to noon, Swapper will mute your loop whenever overdubbing is engaged, whether you are playing or not. Nice for inserting silence or more precise control.

TIP: Swapper is very sensitive at max - just touching the guitar strings will trigger it. Take advantage of this to create twitchy interruptions.

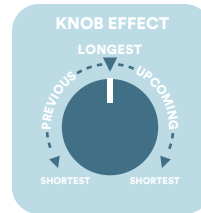
STUTTER



TYPE



SUSPENSE,
REMIXING,
PERFORMANCE



DJ TIME. Stutter - sometimes known as beat repeat - latches on to the current moment and repeats it, like scratching a record. Stutter the past, stutter the future - never forget.

PSEUDO-STRETCHING: mimic real-time-stretching by tapping in a short tempo in Normal mode, turning on Stutter, and leaving Blooper recording.

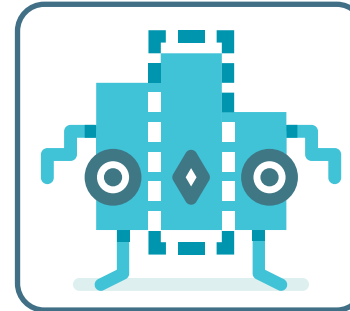
MYSTERY SLICING: Stutter pairs nicely with ramping, so that each time you turn it on the slices are a different size.

TIP: Another way to fake time-stretching is manually turning Stutter on and off while your loop is playing. Impress your friends!

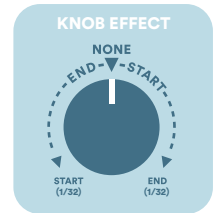
STEPPED TRIMMER



TYPE



BREAKS,
UTILITY,
EDITING



Look who got organized. Trimmer now allows you to shrink your loop by precise subdivisions, so your adjustments fit nicely into rhythm. Dice your loop into neat little sixteenths, cut it cleanly in half, etc.

BUILD-A-BREAK: Stepped Trimmer can be used to achieve a similar effect to shortening a sequence, great for intros or build-ups.

STRANGE SUBDIVISIONS: when using Blooper like a delay, try treating Stepped Trimmer like a unique form of standard tap tempo subdivisions.

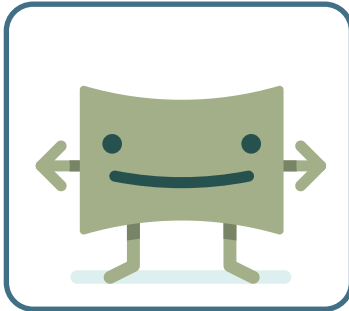
TIP: Ramping or manually moving the knob allows you to use Stepped Trimmer to rearrange / remix your loop.



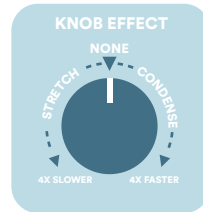
STRETCHER



TYPE



MUTATION,
DISCOVERY,
REMIXING



Stretcher allows you to explore the microscopic world hiding within each loop, or condense it into a blur – without affecting pitch! Get on up to 4x faster or slower.

BUSY BEE: Try recording a very busy loop, and notice how stretching can relax it and redefine the relationships of the sounds within.

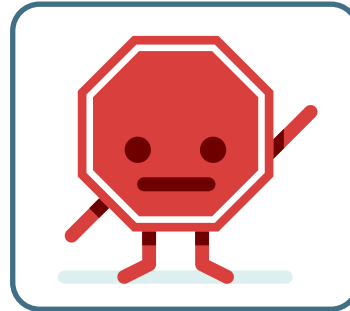
HIDDEN DRUMS: Condensing loops tends to emphasize their percussive aspects. Try using this side of Stretcher as a way to audition your loops as drum patterns.

TIP: Stretcher can introduce ring-mod-like sounds as it does its thing. Try pairing it with the Filter modifier to chill it out.

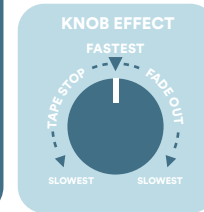
STOPPER



TYPE



TRANSITIONS,
PERFORMANCE,
INTERACTION



All good things come to an end. Stopper knows this. It's okay. Stopper's job is to ease that transition, introducing either a volume fade or a tape stop. As long as it's engaged, playback will remain stopped.

STARTER: Disengaging Stopper causes the effect to happen in reverse. Starter! Adjust the knob once stopped to have a different speed / effect upon starting.

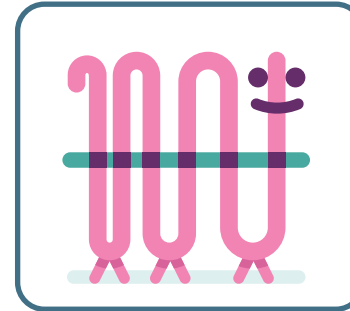
VIBRODROPS: Stopper can be used to create a unique form of manual tremolo or melting vibrato by rapidly turning it on / off. Turn it off at any time to interrupt and reverse the effect.

TIP: Bloopers keeps recording, even with Stopper active. This means you can record Stopper's effects in ADD mode!

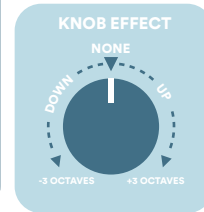
PITCHER



TYPE



TRANSPOSING,
SEQUENCING,
SOUND DESIGN



Pitcher sets you free, allowing you to transpose your loop without changing the speed. It has an outrageous 3 octave range, up or down. You might want sunglasses.

STEP SEQUENCE: Try looping a single tone, and turning it into a sequence with Stepped Pitcher. You can use ramping or manual knob adjustments, and record the results in ADD mode.

DOWN LOW: The deeper extremes of Pitcher can be very interesting for sound design. Try recording some high pitch material and pitching it way down.

TIP: Pitcher gives you a safe zone in ADD mode – the loop length will stay exactly the same no matter what you do. A nice alternative to the Speed modifiers when you need to keep things tidy.

