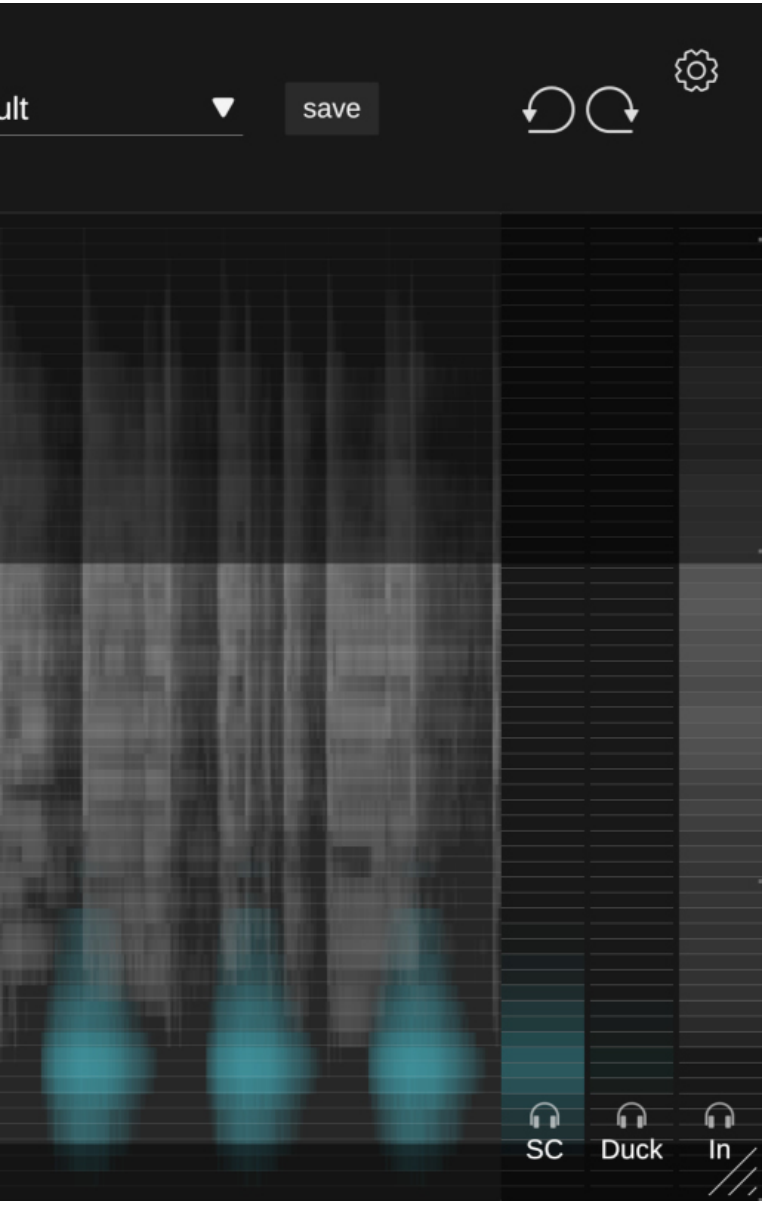


learn:unmask

learn:unmask is an AI-powered frequency-dependent ducker designed to help you uncover clarity between overlapping signals. With intuitive controls and real-time visual feedback, learn:unmask not only delivers great-sounding results but also deepens your understanding of spectral masking in a mix.

Powered by sonible's AI engine, the plug-in listens to both your target and masking signals, analyzes where frequency collisions occur and applies intelligent ducking to reduce masking only where needed. The result: more definition, less clutter and better separation.

System requirements

CPU
Intel Core i5
AppleM1
RAM
4GB

Operating systems
Windows 10+ (64 bit)
Mac OS 10.14+

OpenGL Version 3.2+

⚠ You will need admin privileges to successfully install the learn:unmask plug-in.

Mac OSX

To start the installation process, please open the disk image **sonible_learnunmask_osx_x.x.x.dmg**. This will mount the image and open a finder window showing the content of the installation package.

To install learn:unmask on your system, run the installation file **learnunmask.pkg**.

The installer will now guide you through the necessary steps to install learn:unmask on your computer. learn:unmask will automatically be installed in the default locations for audio plug-ins.

Default folders:

Audio Unit
`/Library/Audio/Plug-Ins/Components/`

VST
`/Library/Audio/Plug-Ins/VST/`

VST3
`/Library/Audio/Plug-Ins/VST3/`

AAX
`/Library/Application Support/Avid/Audio/Plug-Ins/`

Windows

To start the installation process, extract the downloaded zip-file **sonible_learnunmask_win_x.x.x.zip** onto your hard disk and run the installer.

The installer will now guide you through the necessary steps to install learn:unmask on your computer. learn:unmask will automatically be installed in the default locations for audio plug-ins.

Default folders:

VST3
`C:\Program Files\Common Files\VST3\`

VST
`C:\Program Files\Common Files\VST\`

AAX
`C:\Program Files\Common Files\Avid\Audio\Plug-Ins`

Licensing system

You can select between two licensing systems: machine-based or iLok (USB dongle and cloud).

By creating a user account on www.sonible.com and registering your products – if they are not already visible in your Dashboard, you can manage your plug-in activations.

Machine-based

Each license key allows you to install learn:unmask on two computers with unique system IDs. These system IDs are computed during license activation.

The same license can be used by multiple users, but each user has to individually unlock the full version of learn:unmask under their account.

In case a system-ID is changed (e.g. replacement of the hard drive), you can revoke/activate the plug-in next to the respective system-ID in the Dashboard of your sonible user account.

iLok

If you want to transfer one activation to your iLok, just make sure the plug-in is registered in your sonible user account. Click on the button „transfer to iLok“ next to the plug-in in your Dashboard and follow the instructions.

Note: 1st gen iLok dongles and machine based iLok activations are currently not supported.

Unlocking

If you purchased a license for learn:unmask online, you receive your license key via email.

Machine-based unlocking

When opening learn:unmask for the first time, a notification window will be displayed asking you to unlock learn:unmask with a valid license key.

Please make sure that your computer is connected to the internet before starting the registration process.
Enter your license key and click „register.“ The plug-in will now communicate with our server to check if the license is valid. If it is – enjoy! :)

iLok

If you transferred your license to an iLok, simply attach the iLok to your computer or start a iLok cloud session. The plug-in will then be automatically registered – enjoy!

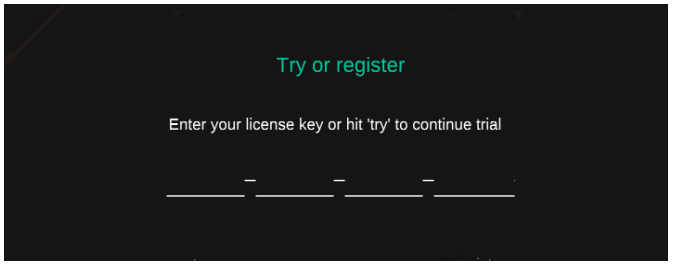
If you don’t receive the email within minutes please check your junk folder first before contacting our support (**support@sonible.com**).

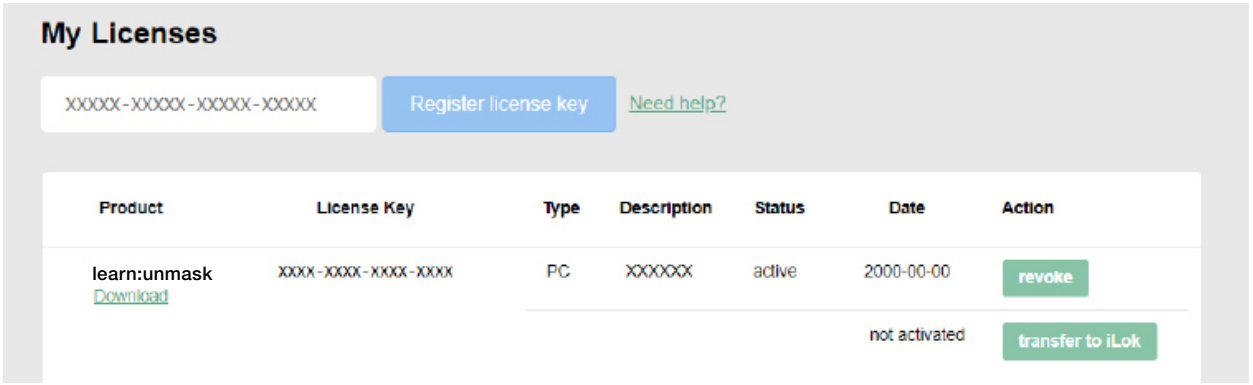
Trial version

To run learn:unmask in demo-mode, simply click ”try” and you will then be able to use learn:unmask for a couple of days without any limitations. (Please refer to our website to find out more about the current demo period of learn:unmask)
When the demo period expires, you will need to purchase a full license in order to continue using the plug-in.

Internet connection requirements

sonible plug-ins only needs an internet connection during the trial period and for initial license activation. During the trial period, the plug-in needs to go online every time it is used. Once the license of your plug-in has successfully been activated, an internet connection is no longer needed.



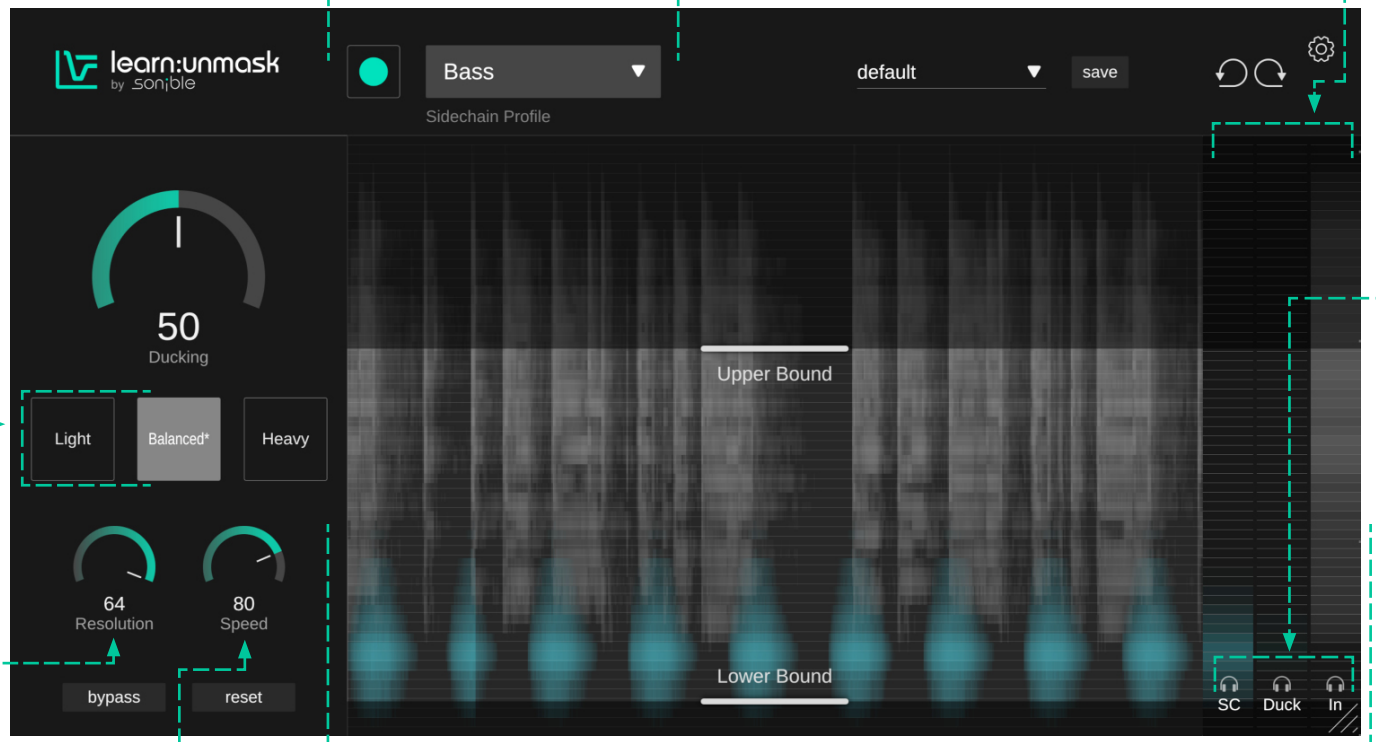


Sidechain Profiles & Learning

Select a sidechain profile that best matches the signal you want to give space to – such as vocals, guitar or keys. Then start the learning process to let learn:unmask analyze both the sidechain and input signal.

Spectral Meters

Monitor the levels of your sidechain signal (blue), input signal (grey) and the ducking intensity (green) across the frequency spectrum – all in one view.



Solo Section

Click the headphone icons to solo different signal components. When a signal is soloed, its activity is visually highlighted in the Spectral Display.

Styles

Choose from three ducking styles (Light, Balanced or Heavy) to quickly match the intensity and feel of the unmasking process.

Resolution

Adjust how precisely learn:unmask targets frequency regions for ducking. A higher resolution provides more surgical processing, while a lower setting keeps the effect broader like classical ducking.

Speed

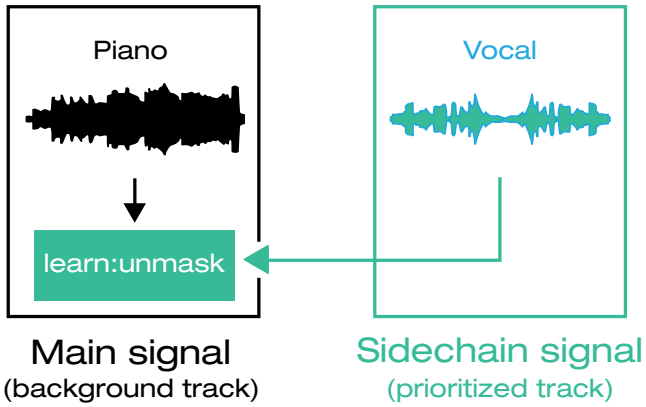
Set how quickly the ducking responds to the sidechain signal. Choose slower speeds for a smoother, more transparent feel – or faster speeds for a more immediate, pronounced effect.

Spectral Display

The main display in learn:unmask is a spectrogram that visualizes how the sidechain signal (blue) interacts with the input signal (grey) across the frequency spectrum and over time.

1. Set up your tracks

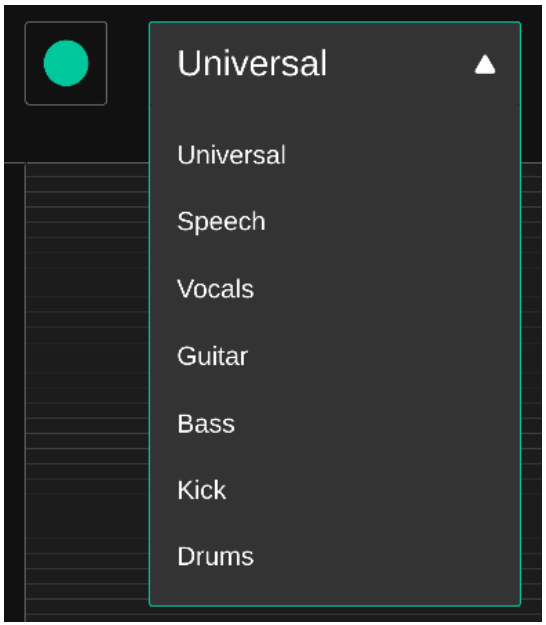
Decide which track you want to push forward in the mix (foreground) and which one should make room (background). Insert learn:unmask on the background track – this is the signal that will be ducked.



2. Route the Sidechain

In your DAW, send the foreground signal (e.g. vocal, kick, lead instrument) to the sidechain input of learn:unmask.

Once routing is set up and playback starts, you'll see the background (red) and sidechain (green) signals displayed in the Spectral Display.



3. Select a Sidechain Profile & Learn

Choose a profile that best matches your sidechain source. If unsure, use the "Universal" profile. Then press Learn to let learn:unmask analyze the interaction between the two signals.

During learning, the plug-in identifies masking frequencies and sets up a tailored ducking behavior that dynamically reduces the level of the background track – only where it interferes with the sidechain signal.

Example

You want your vocal to cut through a piano track.

- Insert learn:unmask on the piano (background) and set the vocal as sidechain input.
- Start playback and click Learn – the plug-in will automatically duck masking frequencies in the piano when the vocal is active.

4. Optional: Relearn

To re-analyze a different section of your audio, just move playback to the new section and click the learn button. Switching styles or profiles does not require re-learning.

1 Adjust the Ducking Amount

Use the Ducking Control to set how strongly the background signal is reduced to make room for the foreground (sidechain) signal. The impact of the ducking process is visualized in the Spectral Display, where the sidechain signal becomes visible as blue highlights “shining through” the mix.

2 Change Sidechain Profiles

You can freely switch between Sidechain Profiles to match your current input material. Changing a profile resets all parameters to default, but does not require you to rerun the learning process.

3 Choose a Ducking Style

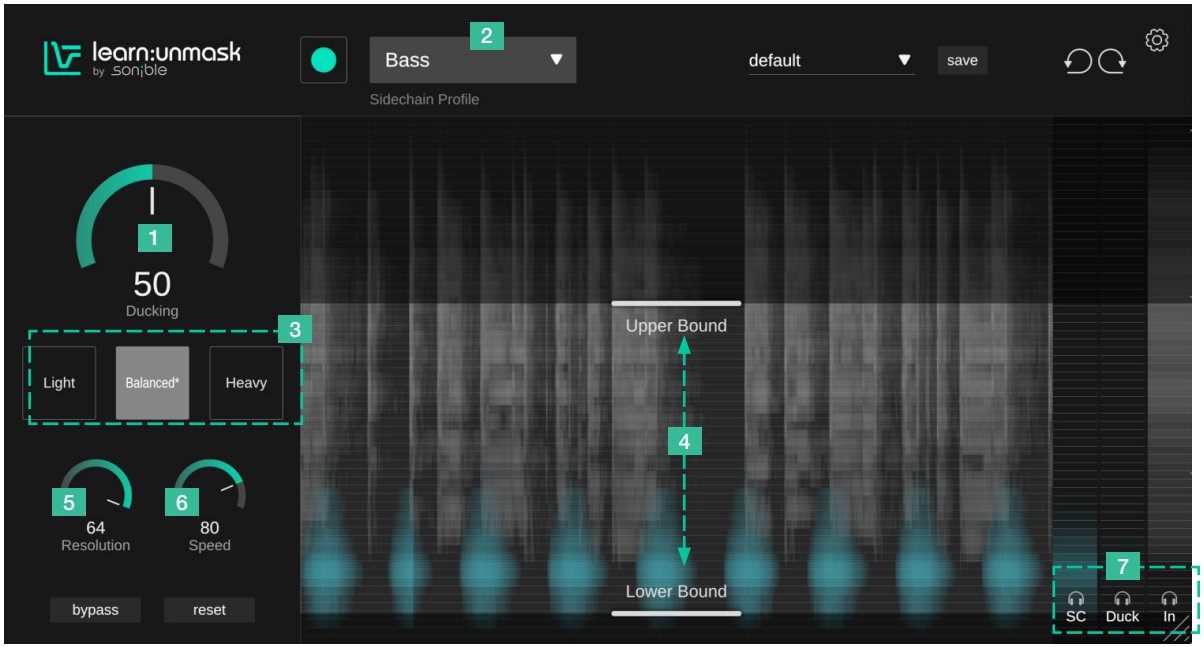
Select between Light, Balanced and Heavy styles to quickly define the overall intensity and character of the ducking.

- Light offers subtle separation, preserving a natural blend between tracks.
- Balanced provides a well-rounded amount of ducking suitable for most mixes.
- Heavy applies a more aggressive ducking effect, ensuring the sidechain source is clearly heard in dense mixes.

If you make manual changes, a small asterisk will appear next to the selected style to indicate a modified preset.

4 Frequency Range Control (Upper & Lower Bound)

Use the Upper and Lower Bound handles to limit the ducking to a specific frequency range. This allows you to focus the unmasking on just the areas where masking is most critical.



5 Resolution

The Resolution slider adjusts how precisely learn:unmask carves out space in the frequency spectrum:

- At low values (e.g. 1), ducking behaves like a broadband process – useful for obvious ‘pumping’ effects (e.g. sidechaining a synth to a kick).
- At higher values, the ducking becomes more surgical, targeting only the masking elements, resulting in a subtler, more transparent effect.

6 Speed

Similar to adjusting attack and release in a compressor, higher values lead to snappier ducking – ideal for fast, percussive sources. Lower values result in a slower, more gradual response, which can be useful for smoother transitions or more sustained sources like pads or ambient textures.

7 Spectral Display and Signal Monitoring

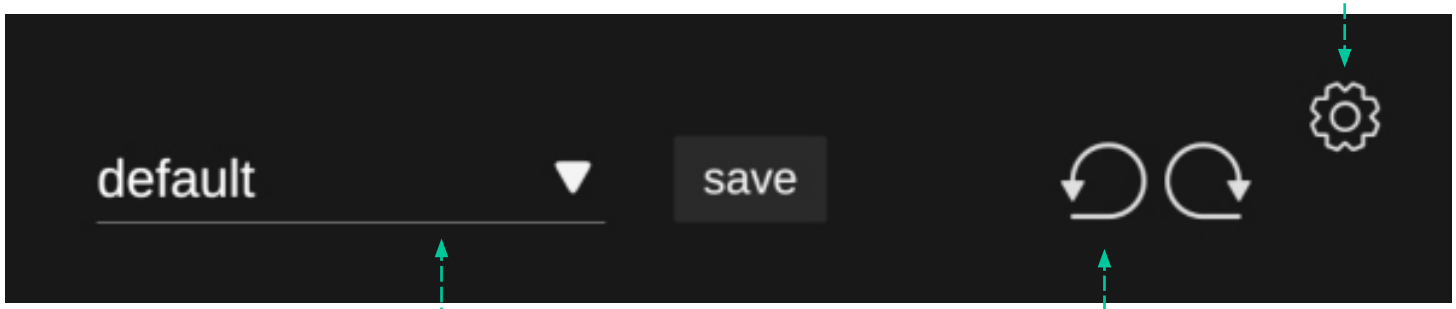
The central Spectral Display shows the frequency content over time. You can solo and inspect the following signals using the headphone icons:

- SC (Sidechain): The signal you want to bring forward (e.g. vocals, kick).
- Duck: The signal elements being reduced in the background track.
- In: The unprocessed input signal of the background track.

NOTE: When using the solo feature, make sure your current track is also soloed in your DAW. This ensures you can clearly hear the soloed components without interference from the rest of the mix.

Settings

To visit the settings page, click the cogwheel in the upper right corner.



Save and Load Presets

To save a preset (including all current parameter settings), click the Save icon in the Control Section. To load a preset, simply select it from the dropdown menu.

If you'd like to rename or delete a preset, open the preset folder in your file system. You can also copy presets between workstations to share your settings easily.

Presets are saved with the file extension .spr in the following default locations:

- **macOS:** ~/Library/Audio/Presets/sonible/learnunmask
- **Windows:** C:\Users\<User>\Documents\sonible\learnunmask\Presets

Undo / Redo

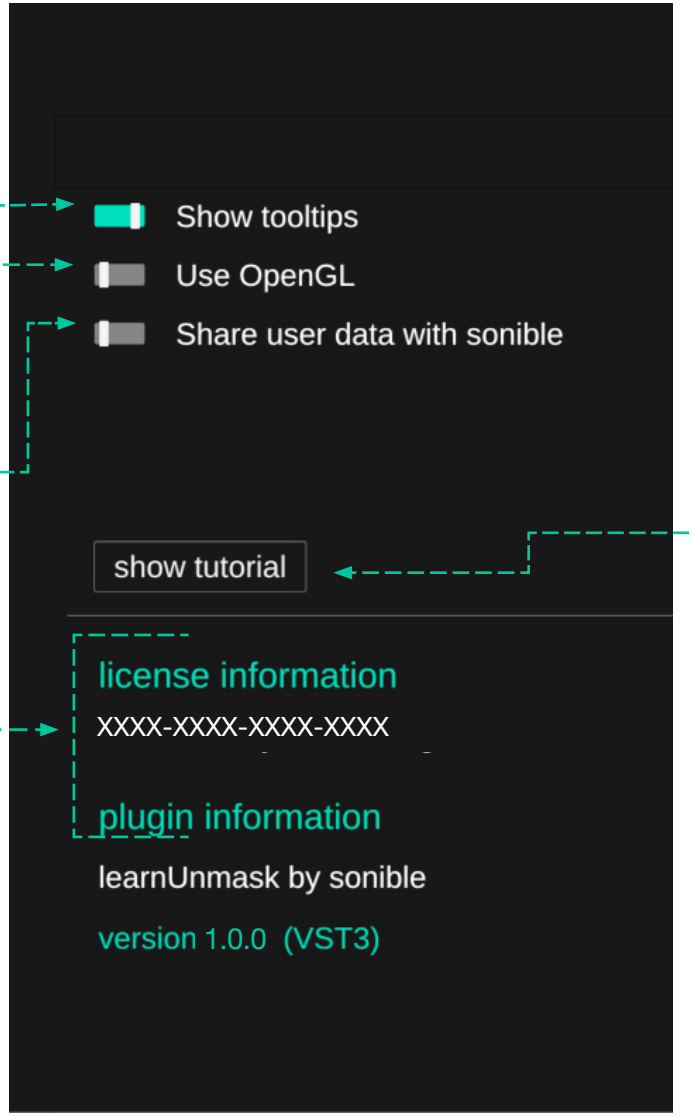
Step backward or forward through your recent changes.

Show tooltips
Enable/Disable tooltips on hover.

Use OpenGL
OpenGL might cause rendering issues on certain computer hardware. Use this option to disable OpenGL.

Share anonymous user data with sonible
Enable to share fully anonymous user data with sonible and help us improve our plug-ins.

Plug-in & Licensing Information
Here you can find the name and version of your plug-in as well as the license key (when not licensed via iLok)



Take Guided Tour
Click this button to restart the Guided Tour. This will walk you through the key features of the plug-in step by step.

Update notice
When a new version of the plug-in is available, you'll receive a notification here and it's also indicated by a little dot on the cogwheel in the main view of learn:unmask. Click on the green text to download the latest version.

www.sonible.com/learnbundle

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