BOOM Library TRANSFORCE



BOOM Library today announces TRANSFORCE, a new transient shaper plugin designed for professional sound designers working in film, television, and games. Music producers are also reporting equally impressive results. TRANSFORCE treats attack and sustain as two separate signals, each with its own parametric EQ across multiple bands, its own saturation, and its own tonal-vs-broadband processing. The result is independent control over the front and back of every sound, in a single plug-in.

Feature at a glance:

- Independent parametric EQ on Attack and Sustain, with multiple bands per module
- Per-module saturation
- Spectral Slider for tonal-vs-broadband separation across attack and sustain
- Transient section with hold, decay, and sidechain trigger input
- Stylize module for body and low-end weight
- Clipper with symmetry control for tonal shape
- Output peak limiter tuned for transient material

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- Up to 4× oversampling
- Look-ahead transient detection with user-adjustable latency
- Full parameter automation
- AudioSuite support in Pro Tools for offline batch processing
  Presets drawn from real production scenarios with contributions from Emmy and Grammy-winning producers and engineers.

Independent EQ and Saturation on Attack and Sustain. Most transient tools force a trade-off. Push the attack and the sustain rides up with it. Tame the body and the punch goes flat. TRANSFORCE splits attack and sustain into two signals shaped separately, each with parametric EQ across multiple bands and its own saturation stage. Punch where you want it, control over everything around it.

The Spectral Slider separates the tonal resonances in a signal from the noise, and lets the user process each separately during attack and sustain. No conventional EQ does that. On a sci-fi element, tonal character can be added to the attack while the sustain stays clean. On a snare, the ring can be shaped without touching the crack. On a guitar, the pick attack can be pulled off the front of the note without altering the body.

Built for Sound Design, TRANSFORCE was designed from inside the workflow of professional film, TV, and game audio teams. Footsteps that land without losing weight. Impacts that punch through without burying everything around them. Dialogue with plosives pulled cleanly off the front of each line. Whooshes and risers with sharp leading edges and independently controlled sustain. AudioSuite support in Pro Tools enables batch processing of SFX libraries offline, which is useful for sound designers working at scale.

Equally at Home in Music. The same processing applies to drums, vocals, guitars, and piano. The Stylize module shifts the timing of frequencies around a target to add body and low-end weight. The Clipper adds tonal shape and weight. The Limiter handles output. One plug-in, five modules, equally capable across sound design and music production.

Speaking about the new plugin, Axel Rohrbach, Creative Director, BOOM Library, says, "We built TRANSFORCE because we needed it. Every transient shaper on the market was designed for music production and was later adapted for sound design as a workaround. We wanted a tool that started from the other direction, designed inside the sessions we actually run, with the controls a sound designer reaches for first. We are delighted that the same plugin gives incredible results for those working in music production too."

Format and Compatibility

- VST 3, AU, AAX Native, AudioSuite
- Native Apple Silicon support
- NKS-Ready

- Up to 4× oversampling
- Look-ahead transient detection with user-adjustable latency
- Full parameter automation
- AAX DSP is not supported
- iLok licensing, account required

TRANSFORCE is available now from the website below priced at $139.00. Intro pricing available for two weeks at $111.20 until July 2nd, 2026. A fully functional 14-day demo is available from the product page.

www.boomlibrary.com

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