

ReSing

USER MANUAL



IK MULTIMEDIA

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1 - ReSing Overview

1.1 - Introduction

ReSing is a breakthrough plug-in and standalone application that brings professional voice modeling to your desktop workflow. At the core of ReSing is advanced AI technology that captures the unique timbre, tone, and expression of real artists, delivering ultra-natural vocal performances that feel indistinguishable from a live session.

At its core, ReSing offers a growing library of Models highly detailed digital recreations of real voices and instruments. Users can replace or enhance vocal tracks, experiment with different accents, timbres, and styles, or even create entirely new hybrid voices with the Fusion feature. Real-time effects such as Dynamics, Reverb, Tune, and Contour further expand the creative palette, allowing for expressive fine-tuning during playback.

ReSing supports multiple workflows. The Standalone version is ideal for quickly processing audio files outside the DAW, while the Standard Plugin workflow integrates seamlessly with traditional production setups. For even tighter integration, ARA® (Audio Random Access) support in compatible DAWs enables direct clip-based editing and instant auditioning of processed results.

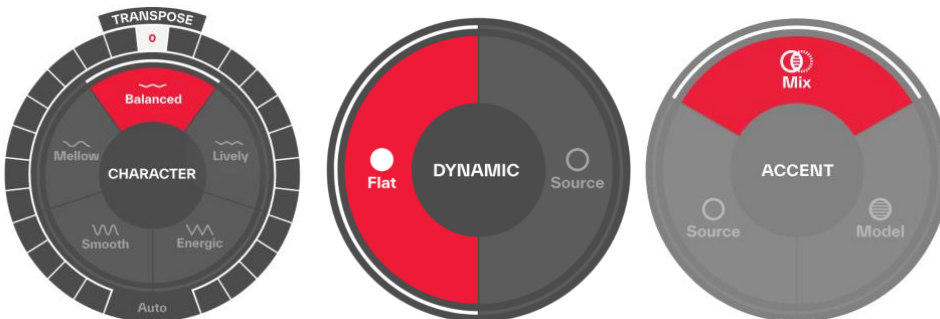
Whether you are a producer aiming to reshape a vocal performance, a content creator in need of diverse voice options, or a sound designer exploring new sonic identities, ReSing provides the flexibility, power, and creative freedom to bring your ideas to life.

1.2 - Main Panel



The **Main Panel** provides access to all the core settings of a ReSing model. Here you can view the currently loaded model, adjust its **Character**, **Transpose**, **Accent**, and **Dynamic** parameters, apply a selection of **Effects**, and load the input audio to be processed. Once the processing is complete, you can immediately listen to and work with the transformed result.

1.2.1 - Main Panel Model Parameters

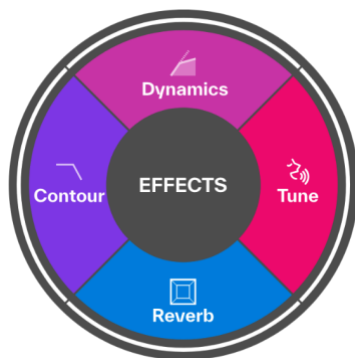


The Model Parameters section lets you shape the behavior of the selected voice model, all these parameters are not applied in real-time but after hitting the button Process.

- Character: adjusts the tonal personality of the model, making the voice sound lighter or darker, softer or more intense.
- Transpose: shifts the pitch of the model in semitone steps, allowing you to adapt the voice to different keys or registers.
- Accent: controls the articulation and inflection, allowing you to emphasize or reduce the natural accent of the model.
- Dynamic: modifies the expressive range and energy, from a more restrained delivery to a powerful, dynamic performance.

Together, these controls give you direct, intuitive access to the most important aspects of how the model sounds and responds.

1.2.2 - Main Panel Effects

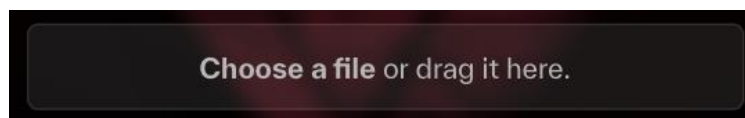


The Effects section lets you further shape and enhance the processed voice:

- Dynamics: controls the dynamic range, from subtle compression to stronger leveling of the vocal.
- Reverb: adds spatial depth, from small room ambience to large, immersive spaces.
- Tune: adjusts the pitch accuracy of the voice, from natural correction to a tighter, more processed sound.
- Colour: shapes the tonal balance, allowing you to brighten, darken, or add warmth to the voice.

These effects can be applied in real time during playback, giving you flexible options to refine the final result.

1.2.3 - Player/Notification Area



The Player / Notification Area is where you load audio file, manage audio playback and receive status messages from ReSing.

In Standalone and Standard Plugin modes, this area functions as a player, letting you load, play back, and monitor the audio file being processed.

In ARA mode, instead of a player, this area displays notifications about clip selection and processing status, such as "Ready For Processing." Playback is then handled directly by the DAW.

This distinction ensures that in every workflow, you always have clear feedback and control over the processing state.

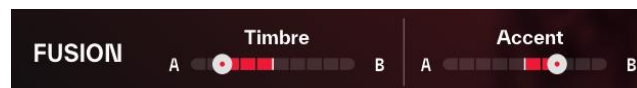
1.2.4 - Preview and Process



The Preview and Process controls manage your audio transformation:

- Preview: quickly renders and plays back the first few seconds of the input file, giving you an instant idea of how the selected model will sound.
- Process: fully renders the entire file with the current model and settings, saving the processed version for playback or use in your DAW.
- Auto: renders the entire file every time one of the Model parameters is changed.

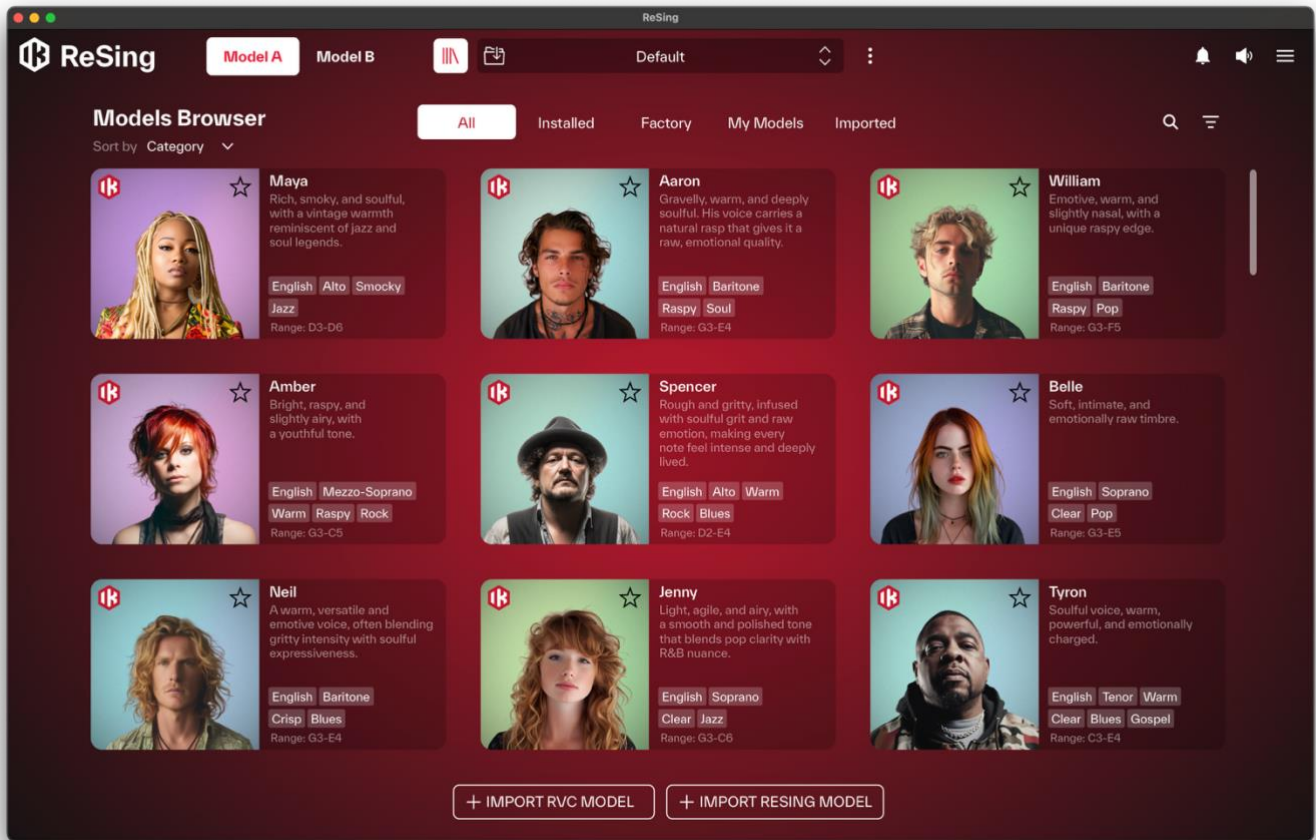
1.2.5 - Fusion



The Fusion feature allows you to combine two different models to create a unique hybrid voice. By loading a second model into Model B, you can blend it with the currently active Model A.

Two dedicated controls, Fusion Accent and Fusion Timbre, let you decide how much of each model's accent and timbre are present in the final result. At midpoint, the blend is 50/50; moving toward A or B increases the influence of that model.

1.3 - Library Panel



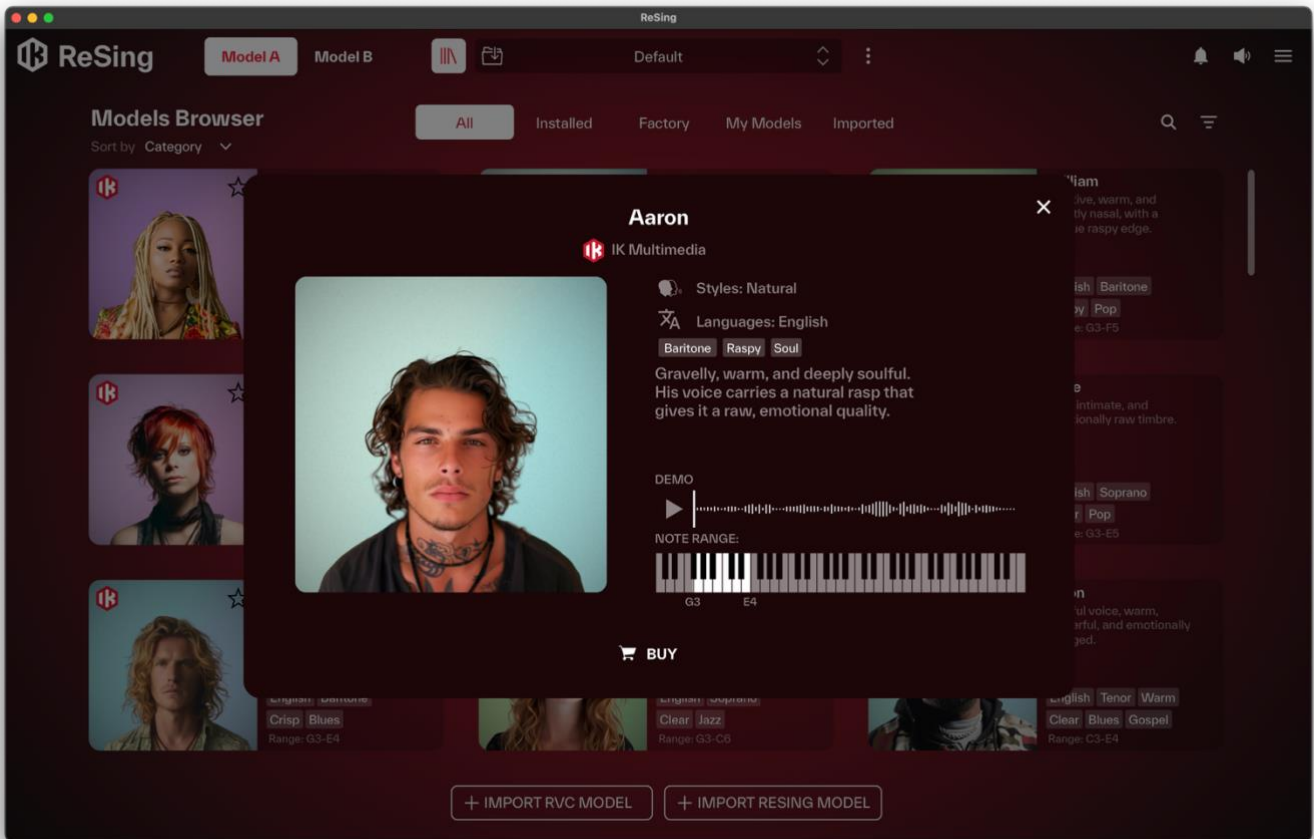
The Library Panel is where you manage all available ReSing models. Using the tabs, you can browse different categories of models: **All**, **Installed**, **Factory**, **My Models** (created with the ReSing Modeler), and **Imported**.

Each model is displayed as a card containing key information. By hovering over a card, you can:

- Listen to a preview of the model
- Load the model into ReSing
- Download it through the IK Product Manager (if not already installed)
- Access the IK Store to purchase it

Clicking a card opens a detailed information window with more in-depth data about the model. Models can be sorted alphabetically or by type (Voice / Instrument) and can also be filtered according to their specific characteristics (such as timbre, range, and more). Additional models can be imported at any time using the Import RCV and Import ReSing Model buttons.

1.3.1 - Library Panel Card Info



Each model card in the Library provides a quick overview of the model’s main attributes, making it easy to identify and select the right voice or instrument for your project. The card typically displays:

- Model Name: the identifier of the voice or instrument.
- Style: the available styles for the model (Natural is default).
- Language: the available languages for the model.
- Timbre/Genre Tags: describes the tonal color and character of the model.
- Demo: a short audio for previewing the model.
- Range: shows the vocal or instrumental range supported by the model.

Interactive options include:

- Load: load the model into ReSing.
- Download: install the model through the IK Product Manager.
- Buy: purchase additional models via the IK Store.

1.3.2 - Import RVC/ReSing models



ReSing allows you to expand your library by importing additional models. This can be done in two ways:

- **Import RVC:** use this option to bring in models in the RVC (v2) format, a widely used community format for voice models. These models can be imported as **.zip** files containing a **.pth** and a **.index** files. Once imported, these models will appear in the All, Installed and Imported tab of the Library.
- **Import ReSing Model:** use this option to import models specifically created with the ReSing Modeler. These will appear under the My Models tab.

1.4 - Preset Manager



The Preset Manager lets you save, load, and organize complete ReSing configurations, including the selected model, parameter settings, and applied effects. From this panel you can:

- **Save** your current setup as a new preset
- **Load** previously saved presets
- **Delete** existing presets

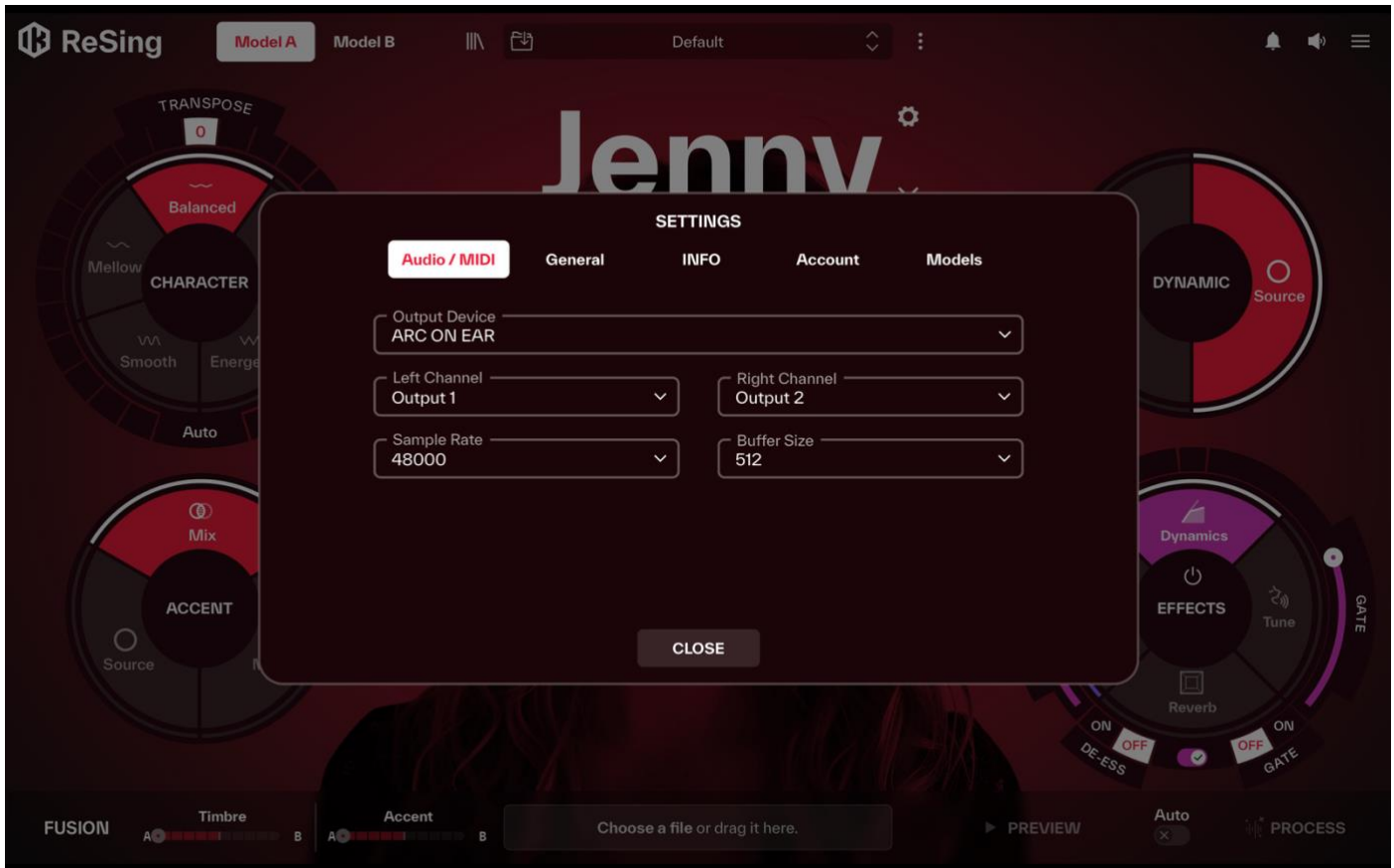
The integrated Preset Browser provides a quick way to navigate your saved configurations, making it easy to recall favorite setups or switch between different creative workflows.

1.5 - Master Volume Control



The Master Volume Control adjusts the overall output level of ReSing. It affects both the processed audio and any applied effects, ensuring consistent playback volume. Use this control to balance ReSing's output with other tracks in your DAW or with your system's audio when working in standalone mode.

1.6 - Settings



The Settings menu provides access to ReSing's global configuration options. From here you can adjust:

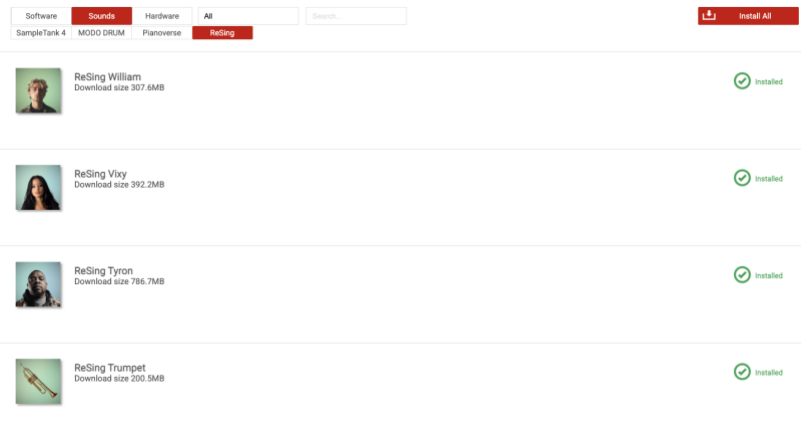
- Audio Settings: configure output device, routing, sample rate, and buffer size.
- General: manage options such as ARA mode integration and performance optimization.
- Info: view details about your current ReSing installation, version, and authorization status.
- Account: allows you to check which account is currently logged in from the Product Manager and lets you perform a *Restore Purchase* to authorize all ReSing Models associated with that account.
- Models: allows you to select the folder where ReSing Models are installed and perform a scan to display any new models in the library.

2 - Getting started with ReSing

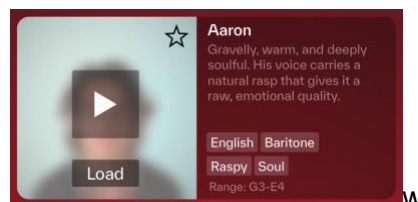
2.1 - Install the ReSing factory models

During installation, ReSing automatically includes a default factory model: Leyla.

To access all the ReSing Models available with your version of ReSing, open the **IK Product Manager** and install them from the Sound section.

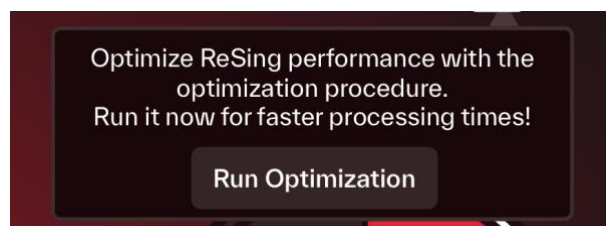


Once installed, the models will appear in your Library with the **Load** button available, as well as in the Model List on the Main Panel.



2.2 - Optimization

When you first install ReSing or whenever your system hardware changes, a pop-up notification will appear near the notification icon, prompting you to run **Optimization**. You can also start this process manually at any time by clicking the **Run Optimization** button.

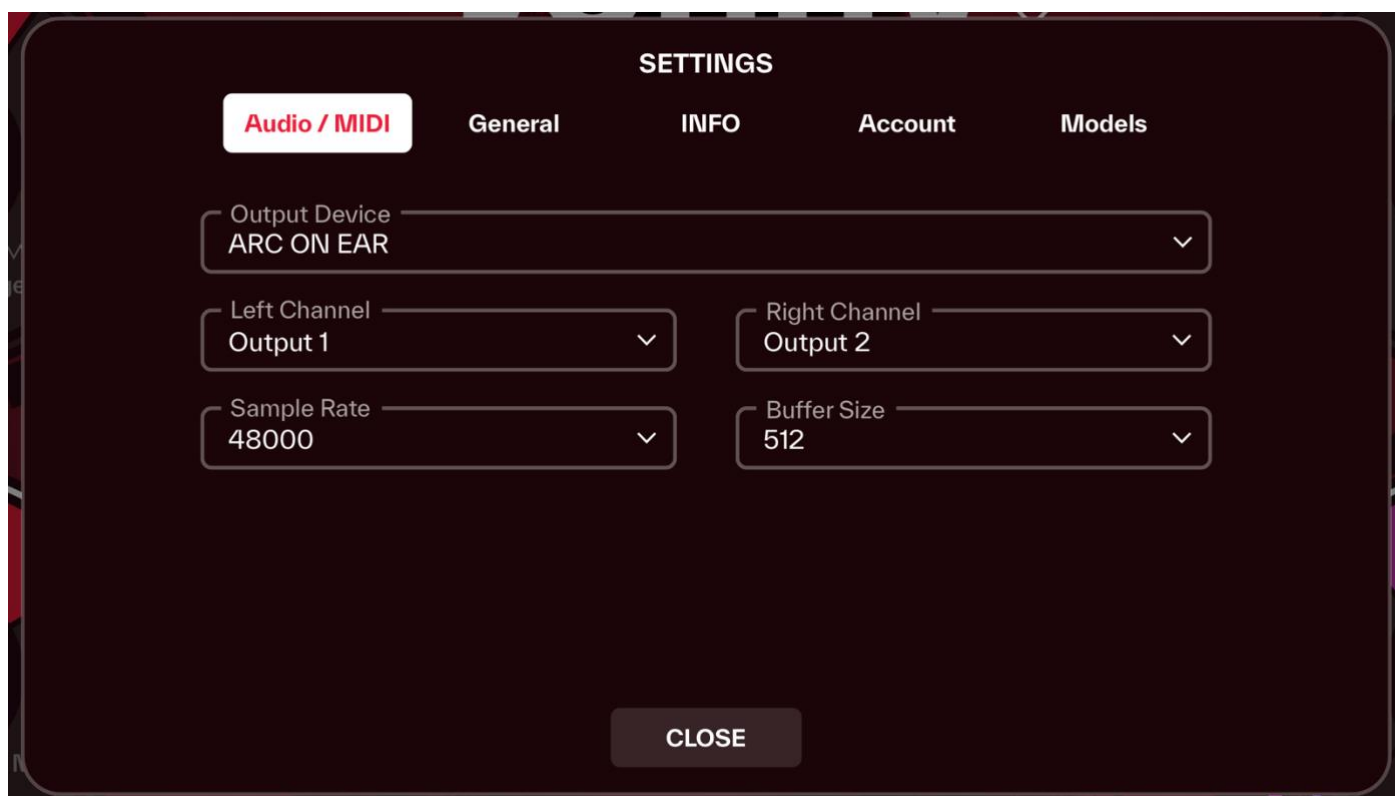


Running the optimization is strongly recommended, as it allows ReSing to automatically detect and select the fastest processing method available on your device. If optimization is skipped, ReSing will default to the standard CPU mode, which may result in slower performance.

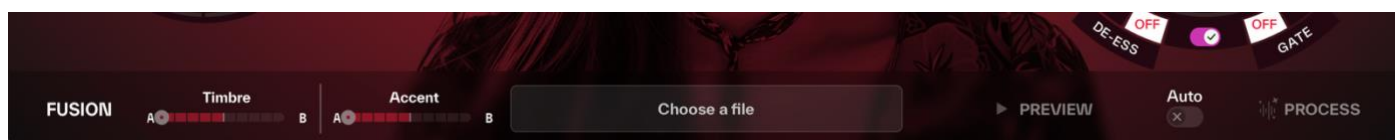
2.3 - Standalone Application

The Standalone version of ReSing is designed to quickly process entire audio files without the need for a DAW.

Once the app is launched, open the Settings panel (hamburger menu) and configure the audio routing by selecting your preferred output device under the Audio tab. This allows you to listen to your processed results directly through the built-in player.



To process an audio file, simply drag and drop it into the notification area or click **Choose a file** to load it from your system browser.



For best results, use monophonic audio files, single-voice or single-instrument tracks without overlapping sounds such as harmonies or chords.

After loading a file, the Preview and Process buttons become active:

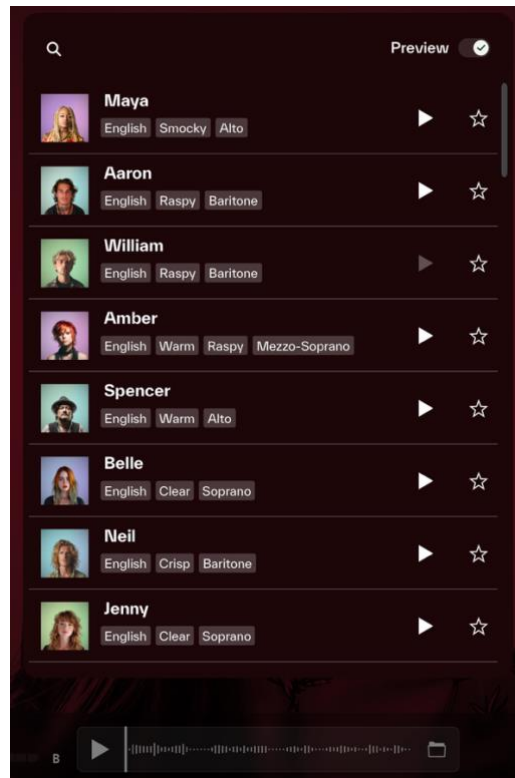
- Preview plays back the first few seconds of processed audio, giving you a quick impression of the model's sound.
- Process renders the entire file with the current settings.



Once processing is complete, the processed audio will be available in the player and automatically saved in the same directory as the original file. Each new process creates a new version. To save the processed file elsewhere, simply drag the waveform from the player to your desired folder.



To change the model, click the current model name to open the Model List, where all installed models are displayed. From this list, you can audition any model instantly using the Play button, a short preview will be rendered without needing to load it into the main panel. To load a model, simply click on its card.



You can further refine your results using the Character, Transpose, Accent, and Dynamics controls, which are explained in detail in the following chapters.

2.4 - Plugin (Standard Mode)



To use ReSing in Standard Plugin mode, insert the plugin on an audio track within your DAW.

ReSing does not process audio from the DAW in real time. Instead, audio files must be processed using the Process button to apply the selected model.

Just like in the Standalone version, you can select an audio file from the Notification Area by dragging and dropping it into the panel or by clicking **Choose a file** to open your system browser.

Once the file is loaded, you can process it and listen to the result directly in the built-in player. The processed audio can then be dragged onto the DAW track where ReSing is instantiated. During playback, all real-time effects from the Effects section will be applied.

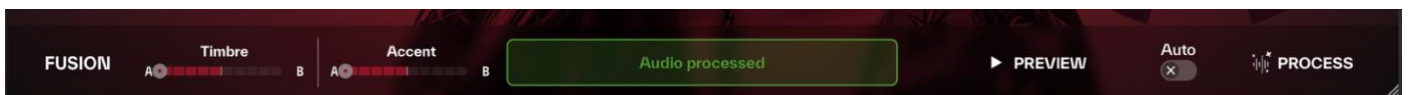
Each time you perform a new processing, you'll need to drag the updated processed file back onto the track to reflect the latest changes.

2.5 - Plugin in ARA mode



In DAWs that support ARA (Audio Random Access), you can process audio clips directly from the track where ReSing is inserted, there's no need to drag or load files into the Notification Area.

Simply select an audio clip on the track and click Process. Once processing is complete, a confirmation message will appear, and you can listen to the result directly during playback in your DAW.



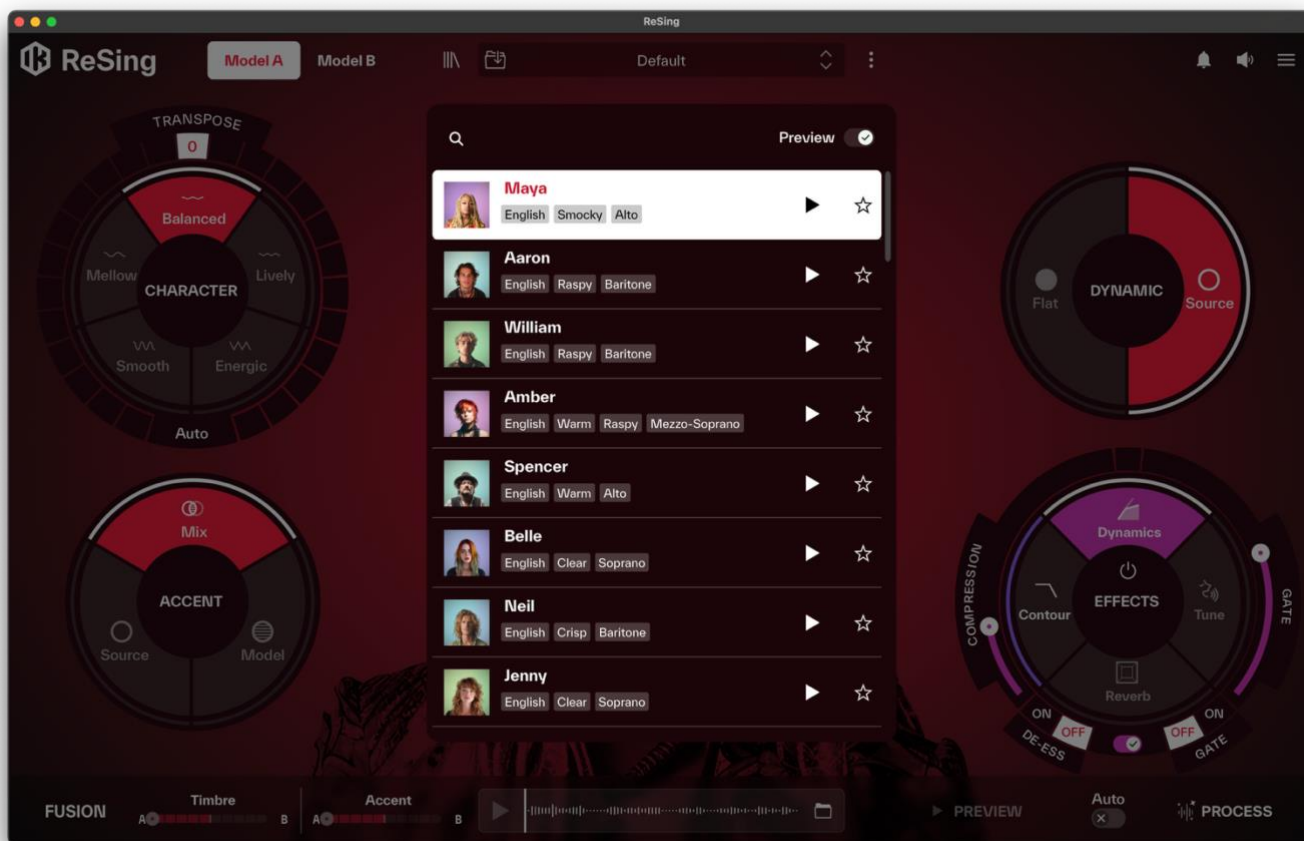
3 - Main Panel

3.1 - Main Panel Overview

The Main Panel is the central workspace of ReSing. From here you can adjust model key parameters (Character, Transpose, Accent, and Dynamic), apply built-in effects, and control audio processing through the Preview and Process functions. It also provides access to the Player/Notification Area and advanced features such as Fusion.




3.2 - Model list



The Model List provides a quick and convenient way to load and preview any installed model. To browse the full ReSing collection, use the Library Panel instead.

You can open the Model List by clicking on the current model name or the arrow icon next to it ().

Use the Play button to audition either a short preview or a demo audio, depending on the Preview toggle position ().

If you have loaded a file in the player or selected a clip in your DAW, the list operates in Preview mode, allowing you to hear the first five seconds of the selected audio processed through each model.

If no audio is loaded or Preview mode is off, ReSing plays the demo audio associated with that model instead.

You can also mark a model as a favorite by clicking the star icon, making it easier to find later.

To load a model, simply click its card in the list.

To quickly locate a specific model, click the Search icon and type a model name or tag (e.g., rock, blues, warm, bright, narrator) to filter results instantly.

3.3 - Character

The Character control adjusts the expressive personality of the loaded model, shaping how the performance feels rather than just how it sounds. This parameter is especially useful for adapting a model's delivery to match the mood or energy of your project.

Available values are Smooth, Mellow, Balanced, Lively, Energetic

When working with **RVC** and imported **ReSing Models**, the Character control operates across a range of -24 to $+24$:

- 0 represents a neutral intention, preserving the natural balance of the model.
- Negative values (-1 to -24) produce a more relaxed, soft interpretation.
- Positive values ($+1$ to $+24$) result in a more energetic, expressive interpretation.

This flexibility allows you to fine-tune the emotional delivery of the voice while maintaining the core identity of the model.

3.4 - Transpose

The Transpose control shifts the pitch of the model in semitone steps, allowing you to adapt the voice to different keys or registers. Unlike traditional pitch shifting applied to processed audio, Transpose in ReSing operates directly at the modeling level: it uses the timbre material of the model at the selected pitch. This ensures that the result carries the natural tonal variations typical of a real voice, rather than the artificial artifacts often introduced by standard pitch shifting.

Two additional modes affect how Transpose behaves:

- Auto: when enabled, ReSing automatically applies an offset of up to ± 12 semitones to adapt the input material to the natural range of the selected model. For example, if you process a male voice with a female soprano model, Auto will add an additional $+12$ semitone offset to bring the input into the soprano register, ensuring a more realistic transformation.
- Link: when using RVC or ReSing Imported Models, the Auto button is replaced by Link. In this mode, Transpose is tied to the Character parameter, meaning pitch variation is directly influenced by the model's expressive delivery.

3.5 - Accent

The Accent control balances how phonemes are pronounced, i.e. whether the articulation follows your input source or the loaded model.

This is a three-position selector:

- Source: keeps the pronunciation style of the input audio (your original accent/articulation) while applying the model's timbre.
- Mix: blends source and model pronunciations for a hybrid result.
- Model: adopts the model's native pronunciation style as much as possible.

3.6 - Dynamic

The Dynamic control determines how the loudness and expressive intensity of the performance are managed. It offers two modes:

- Flat: evens out the dynamics of the performance, producing a more consistent and leveled delivery regardless of variations in the input audio.
- Source: preserves the natural dynamics of the input audio, transferring the original expressive intensity into the processed voice.

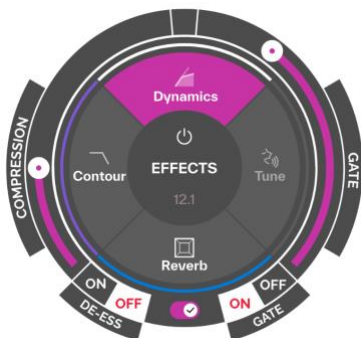
This control is particularly useful when you need either a stable, uniform vocal track (Flat) or when you want to keep the authentic expressive range of the performance (Source).

3.7 - Effects

The Effects section provides a set of real-time processing tools that can be applied after model transformation. These effects let you refine the sound and tailor the processed voice to your mix or creative needs.

Effects On: enables or disables all effects simultaneously.

3.7.1 - Dynamics

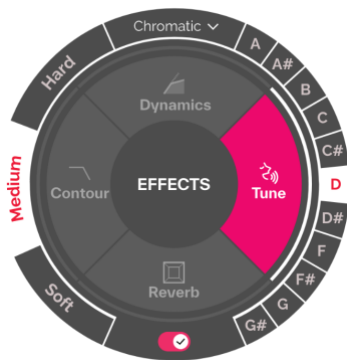


The Dynamics effect enhances control over the signal's expressiveness and clarity by combining multiple processors.

Controls:

- On/Off: enables or disables the dynamics section.
- Compression: adjusts the amount of parallel compression (0–10).
- De-Ess: removes harsh sibilance (On/Off).
- Gate: attenuates low-level noise and breaths (Threshold control + On/Off toggle).

3.7.2 - Tune

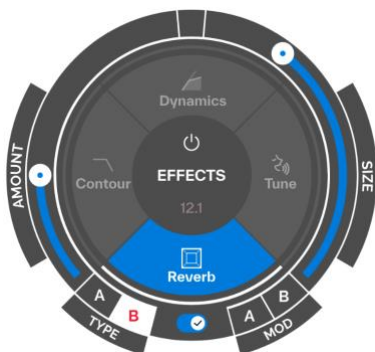


The Tune effect corrects or stylizes pitch in real time.

Controls:

- On/Off: activates or bypasses tuning.
- Mode: sets the strength of correction (Soft, Medium, Hard).
- Scale: defines the musical scale (e.g., Chromatic or custom scales).
- Key: sets the key center (e.g., C, D, E...).

3.7.3 - Reverb

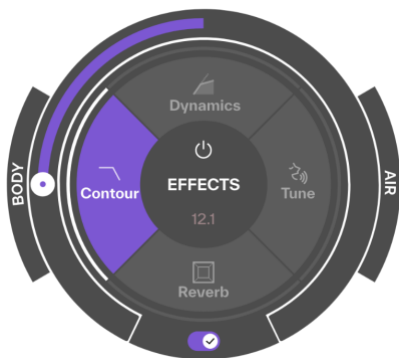


The Reverb effect simulates acoustic spaces, adding depth and ambience.

Controls:

- On/Off: enables or disables reverb.
- Type: selects the reverb model (A Plate, B Chamber).
- Modulation: applies a doubling or chorusing effect (A Doubler, B Chorus).
- Amount: sets the overall output level of the reverb.
- Size: adjusts the decay time of the space.

3.7.4 - Contour

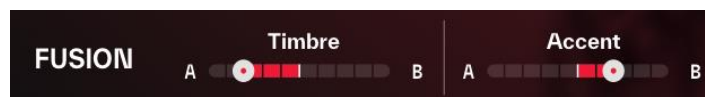


The Contour effect provides quick tone shaping.

Controls:

- Body: adjusts the low-frequency content, adding weight or reducing muddiness.
- Air: adjusts the high-frequency content, making the sound brighter or smoother.

3.8 - Fusion



The Fusion feature allows you to combine two models to create a new hybrid voice that blends the characteristics of both. The resulting model inherits timbre and accent traits from the originals, in proportions defined by the Fusion Accent and Fusion Timbre controls.

3.8.1 - Enabling/Disabling Fusion



Fusion is enabled by selecting the Model B tab in the top bar. This opens the Model Library, where you can choose the model to load into Slot B. Once a Model B is loaded, you can switch between the Model A and Model B tabs to view which models are currently fused. To disable Fusion, simply Unload Model B by clicking the arrow to the right of its name.

Fusion requires that both models operate at the same sample rate (usually 48 kHz). Models with incompatible sample rates are shown grayed out in the Library and cannot be selected. If you attempt to load an incompatible model, an alert message will notify you of the mismatch.

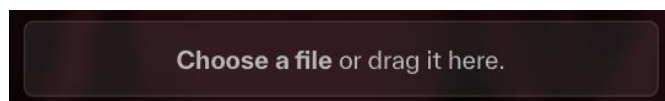
3.8.2 - How Fusion Works

When two models are loaded, all processing is performed using their fusion. Setting a Fusion control to the midpoint results in a 50/50 blend of the corresponding characteristic from Model A and Model B, while moving a control toward either side increases the influence of that model for the selected characteristic.

3.9 - Player/Notification Area

The Player / Notification Area displays different information and controls depending on whether ReSing is used in Standard mode or in ARA mode.

3.9.1.1 - Standard Mode

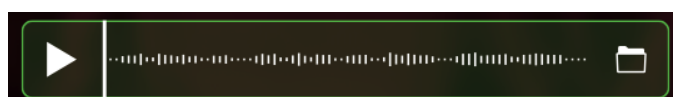


In Standard mode, the area behaves as an audio player for the files loaded into ReSing. If no file is present, a message prompts you to "Chose a file or drag it here." Files can be dragged directly into the area, or selected via the folder icon. Once a valid file is loaded, its waveform is displayed; unsupported formats generate an error message.

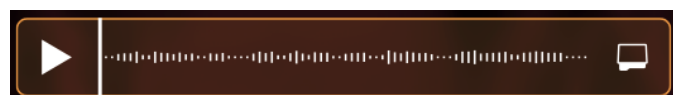


Playback is handled directly in this area: pressing Play starts audio playback, and clicking different points on the waveform allows scrubbing through the file. Once the file has been processed, only the processed version remains available for playback.

Processing is triggered with the Process button. If no file is loaded, the button remains disabled. When processing starts, a modal animation prevents further interaction until completion. A green outline appears around the player when the audio is successfully processed.



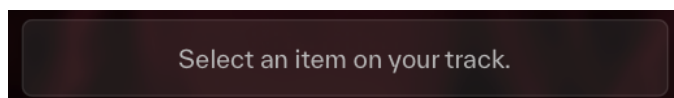
If settings are modified afterwards, the outline changes to orange, indicating that the processed file is no longer aligned with the current parameters.



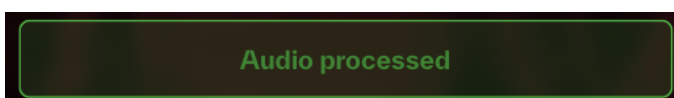
Finally, processed audio can be exported directly to a DAW: hovering over the player shows a dotted outline with the message "Drag this file onto a track." Clicking and holding the waveform allows the processed file to be dragged onto any DAW track.

3.9.1.2 - ARA Mode

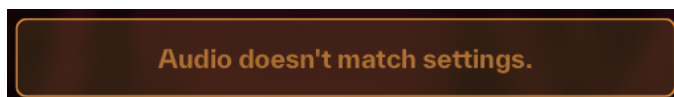
In ARA (Audio Random Access) mode, the area acts primarily as a notification panel since playback is managed directly by the DAW. If no clip is selected on the track, a message prompts “Select an item on your track.”



When a valid clip is selected, the Process button becomes active. Clicking it starts the rendering of the selected clip. As in Standard mode, a modal animation prevents interaction until the process is finished. Once complete, a message confirms “Audio processed” and a green outline highlights the area to indicate successful processing.



If any settings are changed after processing, the outline turns yellow to warn that the clip no longer matches the current parameters.



3.10 - Preview and Process

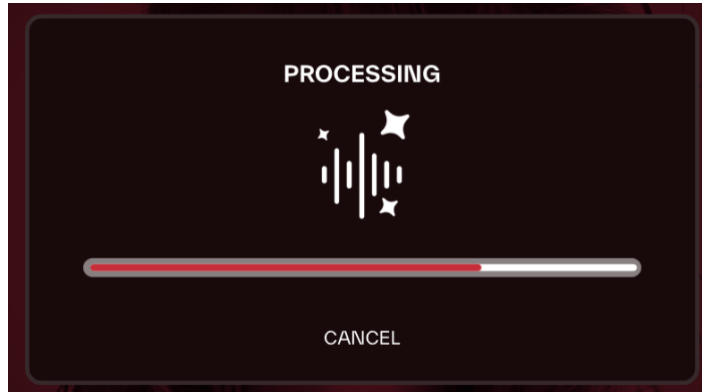


The Preview and Process functions control how audio is rendered in ReSing and are accessible from the Main Panel.

Preview: provides a quick way to audition how the selected model will affect the input audio. Instead of rendering the entire file, only the first few seconds are processed. This makes it possible to evaluate the timbre, accent, and overall transformation in real time before committing to a full render.

Process: renders the entire audio file using the current model and effect settings. The resulting processed file replaces the original in the player area (in Standard mode) or directly updates the selected clip in the DAW (in ARA mode).

Auto: when active, automatically launch Process every time a model control (Character, Transpose, Accent, Dynamic) changes.





Once processing is complete, a green outline appears around the Player area to confirm that the file is up to date. If any settings are changed afterwards, the outline switches to yellow, indicating that a new render is needed to reflect the modifications.

3.11 - Presets

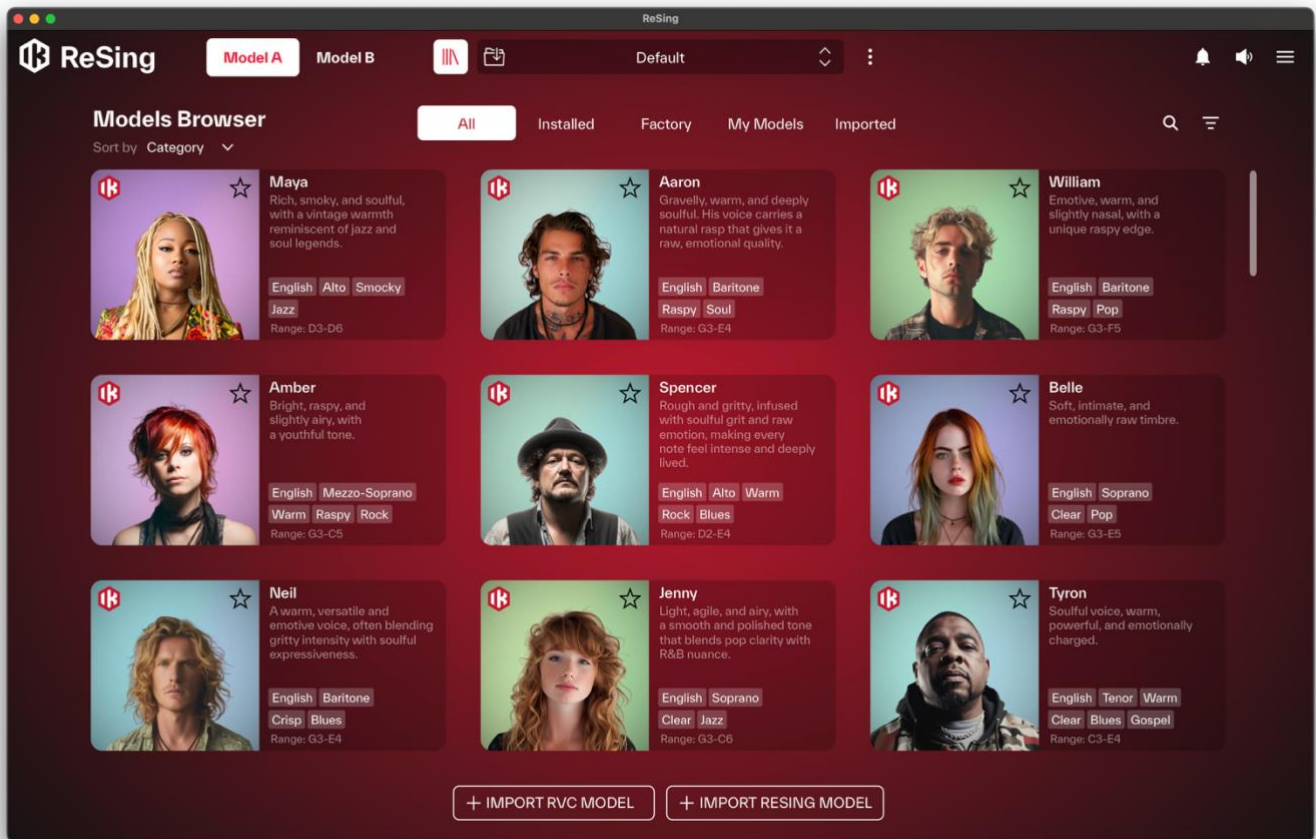


The Preset Manager lets you save, load, and organize complete ReSing configurations, the presets are specific to the currently loaded model, so the list will only display presets associated with that model including parameter settings, and applied effects. From this panel you can:


- **Save** your current setup as a new preset ()
- **Load** previously saved presets
- **Save As, Reset and Delete** current preset ()

4 - Library Panel

4.1 - Library Panel Overview

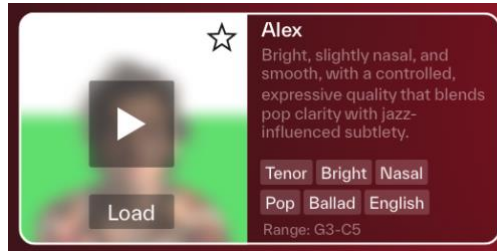


The Library Panel is where all ReSing models are organized and managed.

You can access the Library clicking on the library icon () on the top bar. From here you can browse factory, user-created, and imported models. Each model is displayed as a card with key information and quick actions such as preview, load, download, or purchase. Tabs, filters, and sorting options make it easy to navigate large collections and quickly find the right model for your project.

4.2 - Cards

Each model in the Library Panel is represented by a card that provides quick access to essential information and actions. Cards display details such as the model's name, type (Voice or Instrument), timbre, range, and tags describing its style or genre.



By hovering over a card, you can:

- Preview the model by listening to a short audio example.
- Load the model into ReSing for immediate use.
- Install models that are available but not yet present on your machine.
- Buy a higher tier on the IK Store to purchase additional models.

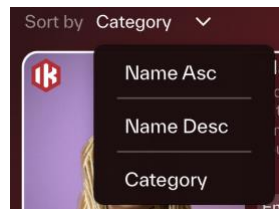
Clicking on a card opens a detailed view, which shows extended information about the model, making it easier to evaluate its characteristics before use.

4.3 - Filtering and Sorting

The Library Panel includes sorting and filtering tools that make it easier to navigate large model collections.



Sorting Options allow you to order models alphabetically or by type (Voice / Instrument).



Filters let you refine results based on specific attributes such as timbre, range, or style tags. Multiple filters can be combined for more precise searches.

Tabs organize models into categories:

- All: displays every model available in ReSing
- Installed: shows only the models currently present on your machine
- Factory: includes all default ReSing models provided with the software
- My Models: lists custom models created with the ReSing Modeler
- Imported: contains models brought in via the Import RVC or Import ReSing Model functions

4.4 - Importing ReSing and RVC Models




ReSing allows you to expand your library by importing both ReSing-native models and RVC v2 models.

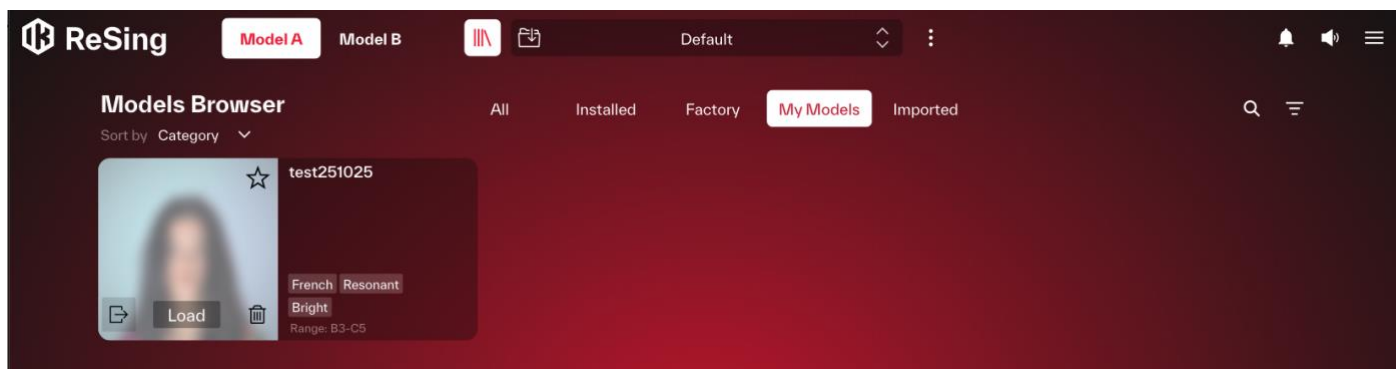
Import ReSing Model: loads models created with the ReSing Modeler (**.rsmodel**). These appear under the My Models tab and integrate seamlessly with the rest of the library.

Import RVC Model: supports RVC v2 format models packaged as a **.zip** file containing both a **.pth** and a **.index** file. During import, ReSing verifies the content and automatically converts the model into a compatible format. If the file is incomplete or invalid, an error message is displayed and the import is aborted.

4.5 - Exporting ReSing Models

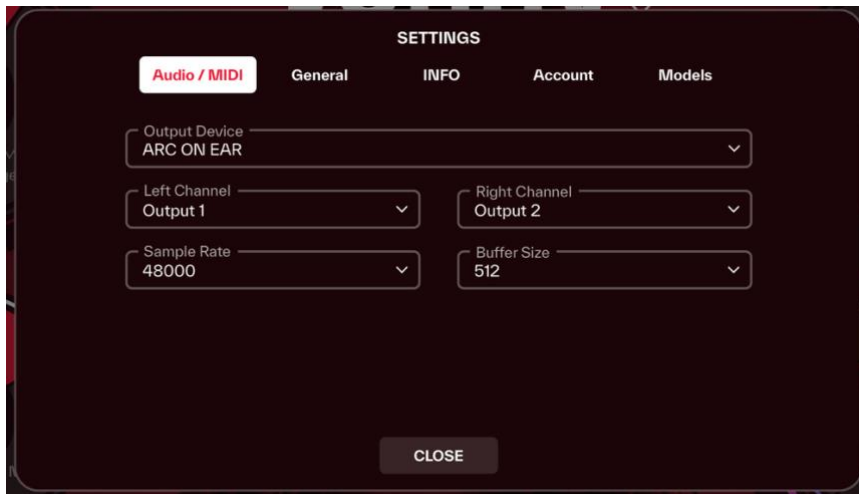
In ReSing, you can export user-created models made with the ReSing Modeler. However, it is not possible to export imported RVC models.

To export a model, go to the My Models tab in the ReSing Library and locate the model you want to export. When you hover over the model's card, an export icon will appear in the lower-left corner (). Click this icon to open your system's file browser, then choose the folder where you want to save the model.



The model will be exported as a **.rsmodel** file.

5 - Setting Panel



The Settings window contains five tabs:

- Audio Settings: configure audio device, routing, sample rate, and buffer size.
- General: manage options such as ARA integration and performance optimization.
- Info: view version and installation details.
- Account: open the Product Manager and restore purchases.
- Models: set the ReSing Models path.

A lock icon is also available for access to the **IK Product Manager**, where you can register and authorize your copy of ReSing.

5.1 - Audio Settings

Click the Audio tab to set up your audio output. ReSing is compatible with any ASIO or Direct Audio interface in Windows and any Core Audio-compatible audio interface in Mac OS X.

5.1.1 - Output Device

Choose which available audio interface you want to use with ReSing.

Windows

There are two drop down menus to select the Audio Driver. The drop-down menu on the left selects the type of driver to use, such as ASIO or DirectX. The drop down menu on the right selects the actual audio interface. It will be either ASIO (preferred) or Direct Audio. An ASIO compatible sound card will perform with faster response and lower latency than a Direct Audio one, we strongly recommend the ASIO setting when using Virtual Instruments such as ReSing.

macOS

ReSing is compatible with Core Audio interfaces in macOS. Any audio interface supported by computer's operating system will work with ReSing. There is one drop-down menu to select the audio interface.

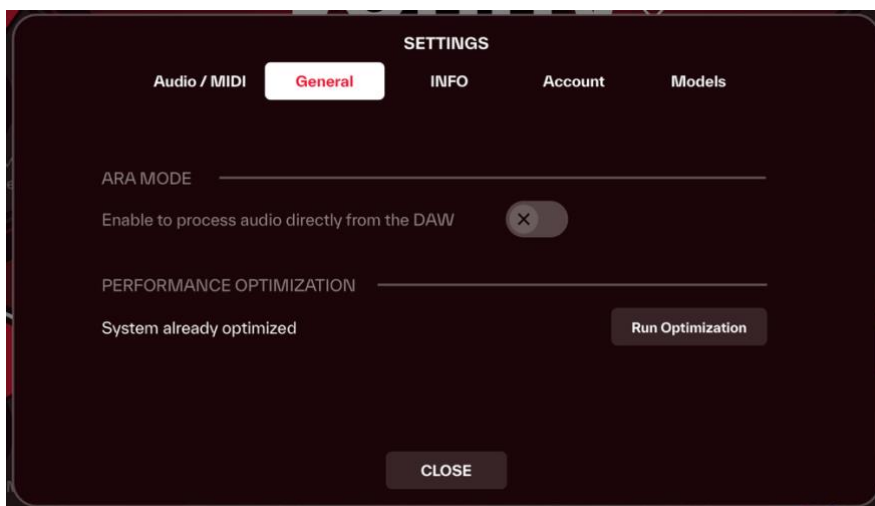
5.1.2 - Output Routing

The Output Routing is used to assign the left and right outputs of ReSing to channels on your selected interface. This lets you determine where the ReSing output is routed in your system.

5.1.3 - Sample Rate and Buffer Size

The sample rate and buffer sizes drop-down menus let you choose your settings for ReSing. These settings are dependent on the audio interface as not all audio interfaces provide the same sample rate or buffer setting options. For the best performance in ReSing standalone, set the buffer as low as possible without hearing clicks and pops. This will provide the lowest amount of latency, the delay between playing a note and hearing the sound. Higher sample rates such as 96kHz will deliver better sound quality but at the expense of a higher CPU load.

5.2 - General



The General tab provides options for enabling ARA mode (when supported by your DAW) and adjusting performance optimization settings to match your system's resources.

5.2.1 - ARA mode

When enabled, **ARA (Audio Random Access)** mode allows ReSing to integrate more deeply with supported DAWs, such as Reaper and Cubase. In this configuration, audio clips are processed directly on the DAW timeline, eliminating the need to manually import and export files. Notifications in ReSing will display the processing status, while playback is handled entirely by the DAW.

5.2.2 - Performance Optimization

The Performance Optimization feature allows the ReSing AI Engine to automatically detect the best available hardware device for processing, whether CPU, MPS, or GPU.

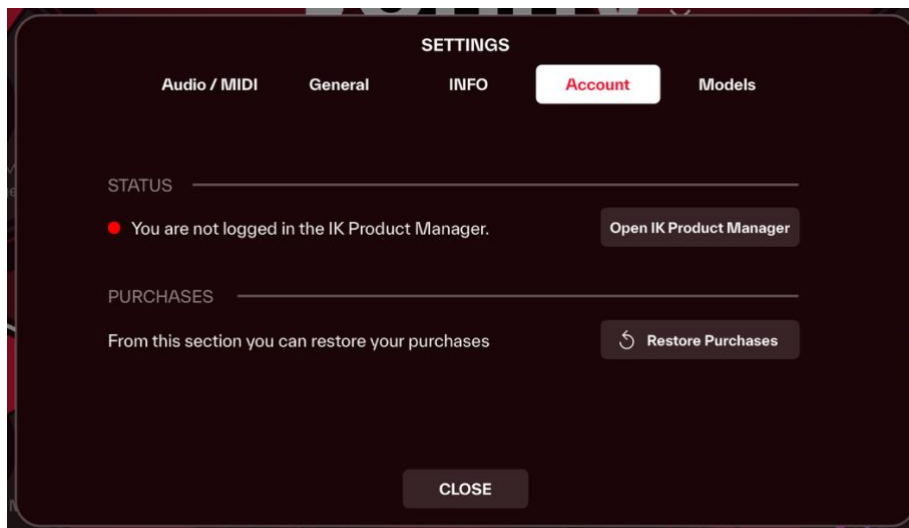
When you first install ReSing, and whenever the system detects a change in the available hardware, a pop-up notification appears near the notification icon prompting you to run the optimization. You can also trigger this process manually at any time by clicking the Run Optimization button.

If optimization is not performed, ReSing will still function normally but will default to using the CPU, which may not be the most efficient option available on your machine. Running the optimization ensures that ReSing always delivers the best performance based on your system's capabilities.

5.3 - Info

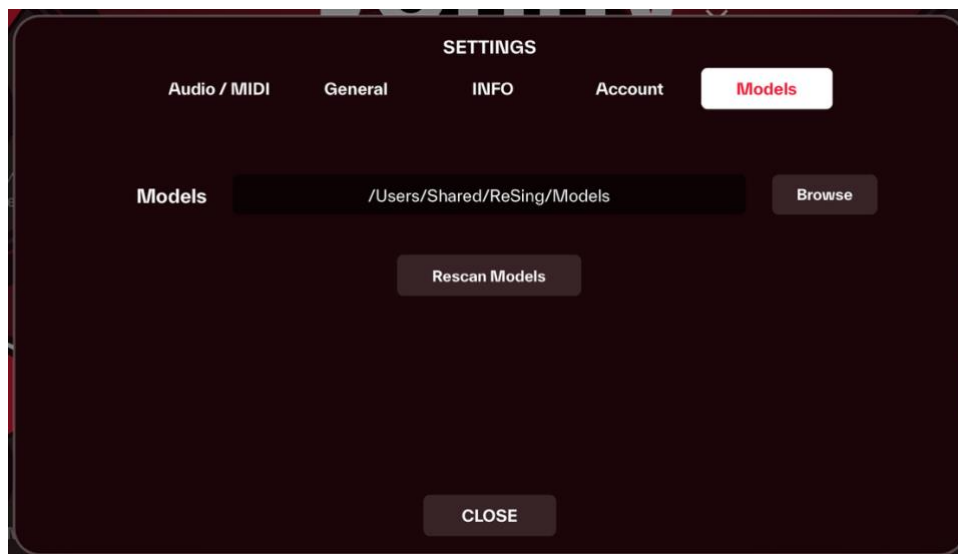
View important information about the currently installed version of ReSing.

5.4 - Account



Account panel allows you to check which account is currently logged in from the Product Manager. If you are not logged lets you open the IK Product Manager. Once you are logged, lets you perform a *Restore Purchase* to authorize all ReSing Models associated with that account.

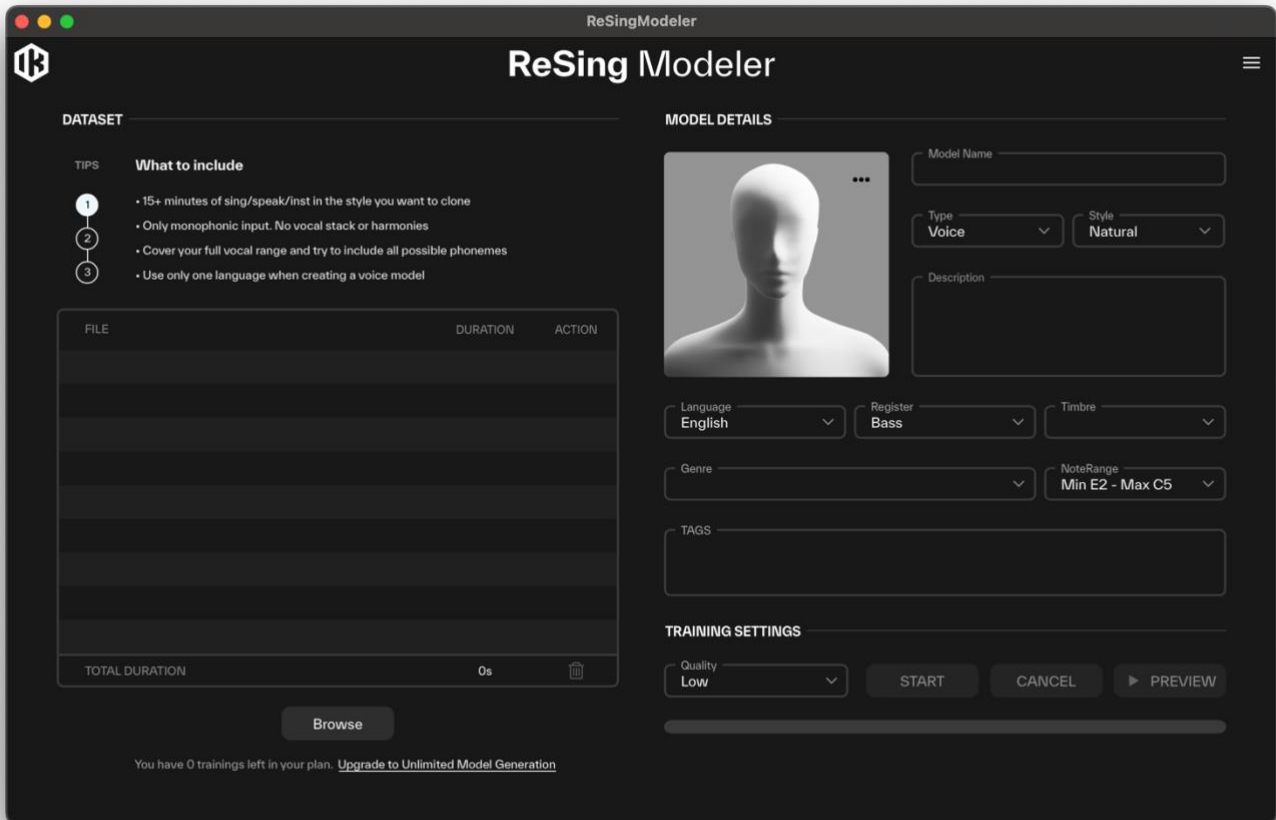
5.5 - Models



Models panel allows you to select the folder where ReSing Models are installed and perform a scan to display any new models in the library.

6 - ReSing Modeler

6.1 - ReSing Modeler Overview



The ReSing Modeler is a standalone application designed to let users create custom voice models for use in the ReSing app and plugin. Powered by the AI Engine, the process runs entirely on the user's computer, ensuring full control over input material and the resulting model. The workflow is contained in a single, streamlined view that guides users through every stage, from selecting audio tracks to defining model attributes and training settings.

6.2 - Dataset

Model creation begins with the selection of vocal/instrument tracks. Audio files can be dragged into the drop area or browsed from the file system. Once loaded, tracks are displayed with information such as:

- File path
- File type (mp3, wav, FLAC)
- Usable length in minutes (silences excluded)

At the bottom of the window, the total length of all files is shown, giving the user an estimate of how much material will be available for training.

Different kinds of input material can be used depending on the purpose:

- Singing Models use recordings with a specific singing style or a mix of styles.
- Narration Models use spoken word material for clear, natural speech models.
- Instrument Models use monophonic instrument recording.

You can find more information about the dataset in the chapter 5.4 Dataset Content Requirement.

6.3 - Model Parameters

Once the audio tracks are loaded, the user defines the model's identity through a set of parameters:

- Avatar: graphical representation of the model, selectable from a gallery.
- Model Name: custom name for identification.
- Style: selectable style such as Natural, Falsetto, Opera, Growl, Scream, Breath.
- Description: short description of the model.
- Vocal Register: Bass, Baritone, Tenor, Alto, Mezzo-Soprano, or Soprano.
- Language: select the language in which the dataset was recorded. **It's important to choose one of the supported languages; otherwise, the model's phonetic accuracy cannot be guaranteed.**
- Genre: multiple-choice list (e.g., pop, rock, EDM, hip hop, gospel, cinematic, folk, etc.).
- Timbre: multiple-choice descriptors (bright, warm, clear, resonant, raspy, smoky, etc.).
- Range Low / Range High: lowest and highest notes covered by the model.
- Tags – user-defined keywords for categorization.

6.4 - Training

After defining the model, the training process can be started. Users select a quality level: Low, Mid, High, or Highest, balancing speed and accuracy.

It is highly recommended to use a Windows system with a supported NVIDIA ® GPU for ReSing Model training, as CUDA ® acceleration (exclusive to NVIDIA) greatly speeds up processing.

Training can still be attempted on a CPU or unsupported GPU, but the process may take several days instead of hours.

During training, the following controls are available:

- Pause: temporarily stops training at the next checkpoint.
- Cancel: aborts training, with a confirmation window.
- Preview: after several minutes, allows listening to a short test render processed with the model at the current stage of the training. The more the training progresses, the better the model becomes, though in the early stages of training, it may sound quite noisy.

Training will stop automatically if the system detects overfitting that means that your model has learned the dataset data *too well*, including its mistakes, noise, or unique details instead of learning general patterns.

Once training is complete, the model is automatically stored in the ReSing model folder and the user can preview a short sample to check quality.

The new model appears in the ReSing Library under My Models, ready to be used like any other factory or imported model. Each model is unique and cannot be modified or duplicated. To improve an existing model, users can repeat training with new input material or choose a higher training quality.

6.5 - Dataset Content Requirement

The AI model will only learn from what it hears in the dataset. Therefore, recordings must be representative of the vocal style, phonetic range, and musical intent desired for the cloned voice/instrument.

6.5.1 - Phonetic and Pitch Coverage

Include recordings that span the full vocal range of the speaker/singer, including low, mid, and high registers.

Aim to capture a broad phonetic distribution, ensuring that vowels, consonants, plosives, fricatives, and sibilants are all well represented.

Include sustained notes, expressive inflections, and pitch transitions (e.g., legato, vibrato) that match the vocal style to be cloned.

6.5.2 - Recording Type and Session Consistency

All recordings must be monophonic. Do not include harmonies, vocal doubles, background vocals, or any multi-voice material.

The dataset should be recorded in a single session or under tightly controlled conditions (same microphone, space, and performer position) to ensure consistency in timbre and frequency response.

All material must be in a single language. Mixing languages within a dataset is not recommended, as it may result in phonetic confusion and degrade model quality. If multilingual models is required, prepare separate datasets for each language.

6.5.3 - Style and requirements

Voices

Define the vocal character to be captured (e.g., clean, breathy, gritty) and ensure the dataset reflects only that style. Avoid mixing opposing stylistic elements (e.g., falsetto and belting in the same pitch range) unless explicitly intended for training purposes.

Minimum Required Content:

- Approximately 15 minutes of expressive singing in the intended style. But the ideal approach is to choose six songs and sing each one in different keys (high and low) to cover the singer's full vocal range, while also changing the lyrics to include all possible phonemes.
- Supplementary material including:
 - Sustained vowel tones.
 - Syllabic scales or pitch runs.

- Common phrases in the target language, preferably sung, clearly emphasizing **sibilants** (e.g., *s*, *sh*) and **fricatives** (e.g., *f*, *v*), slightly exaggerating their duration for better phonetic coverage.

Instruments

The dataset should cover the complete playable range and various articulations of the instrument:

- Pitch Range: include notes from the lowest to the highest playable pitch.
- Dynamics: capture soft, medium, and loud variations for each note where possible.
- Articulations: depending on the instrument, include sustained notes, staccato, legato, bends, slides, or other characteristic playing techniques.
- Duration: each sample should contain at least one to two seconds of stable tone to allow the engine to analyze the timbre accurately.

6.5.4 - Recording Specification

6.5.4.1 - Audio Format

- Bit Depth: 16-bit or 24-bit
- Sample Rate: 48 kHz
- File Format: Uncompressed lossless (.wav, .aiff, or .flac)
- Channels: Mono only (not stereo or dual-mono)

6.5.4.2 - Microphone and Recording Chain

Use a professional-grade microphone designed for voice or vocal capture, preferably a large-diaphragm condenser.

Use a professional solid-state audio interface (capture device). The interface should not introduce harmonic distortion or EQ bias into the signal path.

6.5.4.3 - Recording Environment

Record in an acoustically treated or dampened environment. Use carpets, heavy curtains, acoustic panels, or foam to minimize room reflections.

Avoid environments with background noise from HVAC systems, electronics, traffic, or adjacent rooms. Keep the microphone away from reflective surfaces.

Test the room and microphone for background noise and signal level before each recording session.

Suggestion: Monitor the input through headphones during recording to catch any unexpected noise or interference in real time. The singer should use closed-back headphones to minimize the bleeding effect, which occurs when the headphone audio leaks into the microphone and is captured in the recording.

System requirements

System requirements

To review system requirements, reference our website.

ReSing for Mac/PC:

<https://www.ikmultimedia.com/products/resing/index.php?p=specs>

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8. Payment of the periodic fee will be charged to the User by the due date of the invoice issued, in the manner chosen by the User at the time of purchasing the subscription license.
9. The User undertakes, without delay, to amend and update in his User area on the Licensor's website any changes made, without exception, that alter the data and payment method declared at the time of purchase.
10. Should the User fail to pay the periodical fees on time, the Licensor shall be entitled to suspend the User's profile as a precautionary measure.
11. After three (3) days have elapsed without the User having regularized his debt position, the Licensor shall be unilaterally entitled to terminate the license agreement without further notice, without prejudice to the compulsory recovery of the debt.

Art. 7 - Music Content Library (Sound Library) Special License Conditions

1. The Product may contain a 'library of musical content', sounds or audio samples (sounds and samples) that are created by musicians and experts, or sound professionals.
2. Licensor makes the "music content library" available to the User for commercial and non-commercial purposes for music audio production, public performances, broadcasting and similar uses, as a component of the Product, by virtue of a lawful and binding agreement with the copyright holders.
3. The User is hereby informed and agrees that the redistribution of the Product and, in particular, the "music content library" and its derivatives, is strictly prohibited in any form whatsoever, including but not limited to: resampling, mixing, filtering, processing, isolating or incorporating it into any software or hardware.
4. The sounds/audio samples contained in the Product, may not be modified and resold as new audio samples within new sound libraries or "on a standalone basis" meaning "single sample not included in a library" of any kind or nature.
5. The User is informed and accepts, that the particular license conditions of the "music content library" expressed herein constitute an integral and substantial part of this EULA.

Art. 8 - Express prohibitions of use addressed to the User

1. The User is not authorized, directly or indirectly, to:
 - a) sell, rent, lease, license or sublicense, distribute, market, otherwise exploit the Product or any of its components, for commercial purposes or free of charge;
 - b) redesign, decompile, disassemble, adapt, reproduce the Product, in whole or in part;
 - c) create, use, and/or distribute computer programs such as "crack," "keygen," or other "cheat" or "hack" programs or Software applications for this Product;
 - d) remove, alter, disable or circumvent any copyright or trademark indications or other commercial information about the origin of the Product;
 - e) transfer to third parties and/or export the license for any reason whatsoever (without prejudice to Section 9 below);
 - f) use the program in violation of copyrights and/or intellectual property rights reserved by national and international laws and regulations for third parties;
 - g) use the Program in violation of civil, criminal and administrative rules and regulations, including those of the User's place of business or residence;
 - h) use the Program causing contractual or non-contractual damage to third parties;
 - i) violate the license conditions of the "music content library" referred to in Article 7 above.
2. Any breach of the aforementioned prohibitions committed by the User shall entitle the Licensor to terminate the user license agreement immediately and without delay for breach, without any obligation to refund the consideration.
3. In any case the User shall be held liable and shall indemnify the Licensor against all claims, proceedings and disputes for which the Licensor is held liable as a result of negligence, omissions, violations, offences howsoever committed, which are caused by the User's willful and/or culpable act in using the Product.

Art. 9 - License of use allowing transfer to third parties

1. Given the general prohibition against transferring the license of use to third parties either for consideration or free of charge, Licensor by virtue of an express purchase option may grant Licensee the purchase of a "transferable license of use" by accessing Licensor's website directly: <https://www.ikmultimedia.com/products/index.php?R=SHOPSEARCH&Q=Credit>.

2. Each “transferable use license” purchased can be used to transfer the license of only one Product and only once.

3. In such a case, the User shall only transfer and/or make the Product available to third parties under the following conditions:

- a) the Product shall be transferred as original with all media and licenses and everything thereon;
- b) the User who transfers the license of use to another User shall not retain any copy of the Product;
- c) if the Product is part of a software set (bundle), it may not be transferred separately and/or altered in any way;
- d) if the Product is part of an IK Multimedia software and hardware package, only the hardware may be transferred and the license to use it may be termed NFR under the agreement.

4. The Licensor reserves the right, at its sole discretion, to:

- a) delete or erase the user serial number required for registration if the same has been fraudulently or illegally acquired;
- b) prohibit the transfer of the serial number required for registration before the expiry of ninety (90) days from the purchase order for the serial number referring to the “transferable user license”.

Art. 10 - User devices and generated content

1. The Product is installed on Devices owned or otherwise in the availability of the User, who is the solely responsible for the functionality, update, security protection and functionality of the Devices.

2. The Product may only be installed on the operating systems for which it was designed and described in the Software within the documentation under the heading User Manual.

3. The User is solely responsible for the use, storage, preservation of content generated by him/her, particularly where the generation of content causes harm or infringes on the rights of third parties.

4. In any case, the User shall be held liable and shall hold Licensor harmless from any claim, petition, litigation for which Licensor is held liable as a result of negligence, omissions, violations, offenses however configured that are determined by the willful and/or negligent act of the User in the generation of content.

Art. 11 - Warranties and limitation of the Licensor’s liability

1. Licensor warrants to the User that the digital or physical media on which the Product is recorded contain the copy of the Software purchased or made available to the User with all its components, accessories and documentation as described in the user manual as well as being free of defects and, in any case, suitable for the intended use.

2. The Licensor shall, within a period of ninety (90) days from the Effective Date as defined in Article 3.2 above, warrant the conformity of the Product with the following exclusions in the words “does not warrant”:

- a) that the operations of the Program can be carried out without interruption or that any defects can be corrected;
- b) that the Product is considered by the User to be unsuitable for the User’s personal needs in view of the fact that the Software is not developed “tailor-made” but is intended for mass use;
- c) any defects and faults resulting from improper or deviating from normal use attributable to the User or the User’s Device;
- d) any damages resulting from the loss of content developed by the User, the storage of which the Product does not guarantee in any way;
- e) that the Product functions on the User’s Device(s) or that the functionality of the Product remains unaffected by updates made by the User to its hardware, operating system or third-party software in use by the User.

In any case, the user manual is the only legally binding document for the Licensor and, consequently, any verbal agreements, presentations, advertising material, e-mail exchanges, etc. between the User and distributors, salesmen, agents, and any other personnel who have intermediated the purchase of the Product shall be irrelevant.

3. Any verification of the efficiency of the Product shall be carried out using exclusively the control procedures prepared by the Licensor.

4. In order to make a warranty claim under the terms described above, the User is responsible for contacting IK Multimedia via the appropriate section of the website “contact us” <https://www.ikmultimedia.com/contact-us/>.

5. The Licensor and its distributors and partners within a reasonable period of time, in any case not exceeding fifteen (15) days, shall follow up the warranty claim by repairing or replacing the Product or refunding the purchase price, if incurred by the User, within a reasonable period of time based on the complexity and/or onerousness of the warranty claim.

6. With the exception of the above clauses, the Licensor assumes no other obligation and makes no other warranties beyond those set forth herein and shall in no event be liable for any damages whatsoever related to or resulting from any defects in quality, suitability, use, failure to use or usability of the Product.

7. The User shall forfeit any and all warranties if the User modifies, integrates or otherwise intervenes in the Software, or uses the Product in a manner not in accordance with the instructions or on processors other than those permitted or otherwise violates the User's obligations under this EULA.

8. The Licensor shall not be liable for any damages, direct and/or indirect, contractual or non-contractual, which may occur as a result of the use of the Product or which may be connected to it, such as, but not limited to, any loss of profit, loss, interruption of business, loss of information and/or data, any defects and/or damages in the processor and/or the Devices on which the Product is installed and/or in the contents processed by the User, and/or defects and/or damages resulting from the use of such Devices which remain at the exclusive risk of the User.

9. In any case, any claims for damages by the User shall in no event exceed the amount of the purchase price of the license fee, insofar as incurred by the User.

Art. 12 - User Support Service updates and new versions

1. For the entire duration as defined in Article 3 above, the User may obtain technical assistance from Licensor by accessing the section of the website <https://www.ikmultimedia.com/contact-us/>.

2. The Product is provided "as it is" and "as available" on the Effective Date, without Licensor being obliged to provide "updates" and/or "new versions of the Software".

3. The User agrees to independently download such "updates" from his/her user area - if available - always using the latest version of the IK Multimedia Product.

4. The Licensor may modify the Product at its sole discretion for any reason and at any time, in particular it may add, subtract, replace functionalities, update, correct the Product either for technical reasons or to perform maintenance and/or configuration operations in order to improve and/or optimize the Product.

5. The Licensor may at its discretion release a new version of the Program "upgrade" or "crossgrade", so marked or otherwise identified by IK Multimedia (new version of the Product made available to the User at a discounted price). Such version can be used by the User only and exclusively if the User is a legitimate licensee of a previous version of the Product, except for NFR versions as indicated in the article. 2.2.

6. The Product marked or otherwise identified by Licensor as an "upgrade" or "crossgrade" replaces, swaps, increases the Product purchased or made available on the Effective Date.

7. The User may only use the Product resulting from the update and/or new versions (upgrade or crossgrade) in accordance with the terms of this EULA.

8. If the Product is an upgrade or crossgrade of a component of a software program package (bundle), it may only be used and transferred as part of the package and may not be separated by use on more than one device.

Art. 13 - Unilateral withdrawal by the User

1. Non-acceptance of this EULA shall be tantamount to exercising the User's unilateral right of withdrawal from the license agreement.

2. The User is also entitled to unilaterally terminate the license agreement if for technical reasons there are incompatibility problems with the Product, which do not permit its installation provided they

- a) are not attributable to the User;
- b) exist on the Effective Date;
- c) cannot be resolved by the Licensor's technical support.

3. The User undertakes without delay and in any event within a period of three (3) days from the Effective Date to return to the Licensor (or its distributors or otherwise authorized sellers from whom it purchased or otherwise obtained the license to use the Product) all physical media in its possession.

4. The Licensor or other authorized parties, having verified the integrity of the medium, shall cancel the user's serial number and refund the full amount paid for the purchase directly to the user within a period of 30 days from the date of return.

Art. 14 - Intellectual Property of Software

1. The Software and all consequent rights are reserved by IK Multimedia Production S.r.l.

2. The Software and its use is subject to national and international laws protecting copyright and intellectual property.

3. The User does not acquire any ownership rights to the Software except for the limited rights of use as set out in this EULA.

4. IK Multimedia Production S.r.l. reserves all actions and claims for damages against the User or third parties who infringe the Licensor's rights.

Art. 15 - Validity of the EULA - Severance

1. If a court of competent jurisdiction or a competent authority determines that any provision of this EULA is invalid, illegal, or unenforceable, such provision or part thereof shall be deemed unenforceable.

2. In such cases, all other provisions of this EULA or parts thereof not affected by invalidity shall nevertheless remain valid and enforceable between the Parties.

Art. 16 - Applicable law

1. Should the Product have been purchased in Italy, the interpretation, execution and settlement of disputes shall be governed by Italian law and jurisdiction shall be attributed exclusively to the Court of Modena, without prejudice to the jurisdiction of the Court of the Consumer, where the User is a natural person acting for purposes that are unrelated to the entrepreneurial, commercial, handicraft or professional activity carried out.

2. If the Software was purchased in any other country, this agreement shall be governed by the laws in force in that country.

Last updated on September 20, 2023.

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Document Version: 1.0.0

Latest Update: 2025/11/07ur

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