# UJAM Launches Beatmaker GLOOM: Subtle Rhythms for Minimal and Textural Music

**Berlin, Germany, September 10, 2025 — UJAM announces** [**GLOOM**](https://www.ujam.com/beatmaker/gloom/?srsltid=AfmBOoq55Pnwtgz9BljlQ6hLvfEzCyb3q-aDaTS4PYtuQVbcxTHg0aQX)**, the latest addition to its Beatmaker series. Designed for ambient, minimal, and textural music, GLOOM provides subtle rhythmic foundations that emphasize space and atmosphere over impact. Built into the updated Beatmaker 3 platform, it offers producers organic sounds such as clicks, pulses, and evolving tones that blend seamlessly into mixes, shaping rhythm as texture.**

**Quiet sounds, bold choices**

GLOOM extends the Beatmaker palette with curated kits and performance tools designed to sit beneath or alongside harmonic layers rather than dominate them. Its ambience and mix modes allow producers to sculpt space and depth directly inside the instrument, while multi-effects controls shape tone, dynamics, and motion. Whether supporting cinematic textures, adding subtle rhythmic layers to electronic tracks, or bringing atmosphere to pop and hip hop productions, GLOOM is built to complement rather than overpower.

**Key Features of GLOOM**

* 10 unique drum kits with 16 instruments each
* 20 styles with 460 MIDI loops for immediate inspiration
* 12 mix modes to shape projects from minimal to atmospheric
* 17 ambience/reverb modes for added depth
* 75 global presets for instant starting points

**Availability**GLOOM is available in VST2, VST3, AU2, and AAX formats for macOS and Windows.

* Intro price: $39
* Loyalty price: $29
* Regular price: $49

To learn more and explore sound demos, visit [www.ujam.com](https://www.ujam.com/beatmaker/gloom/).

**About UJAM**[UJAM](https://www.ujam.com/) was co-founded by Hans Zimmer and Pharrell Williams, both musicians whose careers have been significantly supported by technology. The vision behind UJAM is to make technology even more accessible and encourage even more people to make music.

This vision is being realized by a team of virtual instrument pioneers who had previously developed legendary virtual instruments from Steinberg and Digidesign — from Steinberg Hypersonic to Virtual Guitarist, from Digidesign Xpand to Transfuser — and who finally want to realize their vision of shortening the path from the idea to the perfect track. More fun, better results, less complexity.