

DENOIZZER

Denoizzer is an easy to use plugin to reduce noise from vocals, guitars or anything else you can think of. It is great when a traditional gate isn't enough and you need to get all of the noise removed on important elements in your mix. Denoizzer is great at removing electronic hum, slight background traffic noise, ambient sounds, etc. Just throw it on your tracks adjust a few settings and then you are done. With Denoizzer you don't have to worry about recording in less than ideal circumstances anymore.

Controls

Input : Controls the input volume

Output : Controls the output volume.

Learn : This captures the frequency spectrum of the noise to better reduce it without interfering with your sound.

Noise Threshold : This controls the threshold where the noise reduction happens. Increasing the threshold will reduce more noise, but it might also start to remove some of the main sound as well, so set it to taste.

Listen : This will let you hear what is being removed. You can use this to determine if you are removing too much of the original sound or not.

HP Filter : A simple high pass filter that lets you remove low end rumble.

Speed : Controls the speed of the attack and release of the effect. Faster settings might sound cleaner, but could introduce artifacts, so set to taste.

LP filter : A simple low pass filter that lets you remove high end hiss.

Resolution – A quality setting. Lower setting use less CPU and might sound better with more transient heavy material. Higher settings use more CPU, but more sound better with more tonal based material. Set this to taste.

Simple Walkthrough

1. Put Denoizzer on your track before any other plugins
2. Find an area of isolated noise in your track and loop it.
3. Push the “Learn” and then after a few seconds push it again to release it.
4. Increase the noise threshold until the noise is reduced.
5. Listen to whole track to determine if you've effected the audio too much or too little.
6. Use the HP & LP filters to further reduce rumble or hiss.
7. Adjust the output volume if there is a difference.