

iZotope Trash Dynamics for Wwise

Introduction

The iZotope Trash Dynamics effect in Wwise provides both a compressor and a gate. These are useful for taming the peaks of a signal, increasing sustain, gating noise, and altering the dynamic range of a sound.

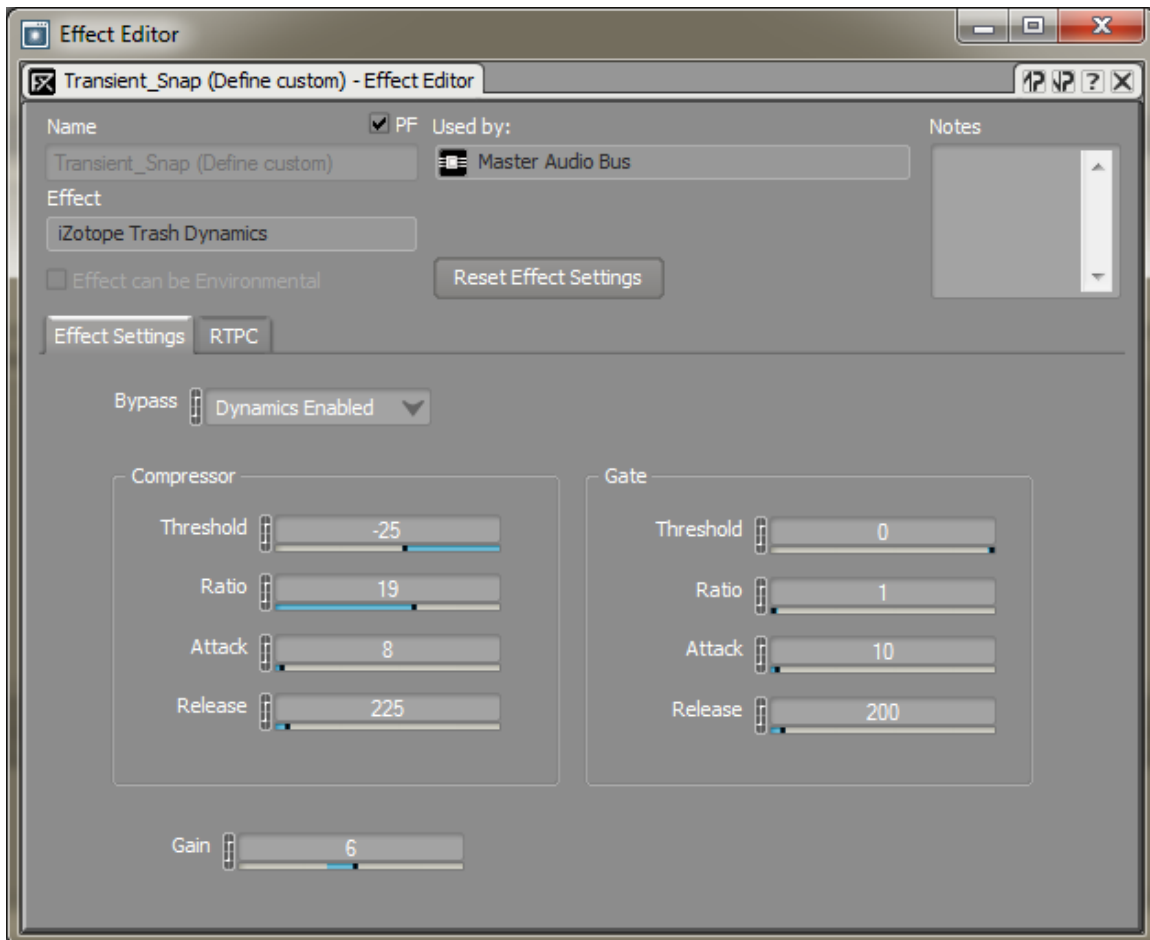


Figure 1 - Trash Dynamics Effect

Compressor

The compressor in Trash Dynamics reduces the dynamic range of the incoming signal by lowering any signal level that passes above the set *Threshold*. This allows more gain to be applied before clipping occurs, which brings up the average level of the signal and thus the perceived volume. The amount of compression applied, how quickly it is applied, and how quickly the compression stops are controlled by the *Ratio*, *Attack*, and *Release* parameters respectively.

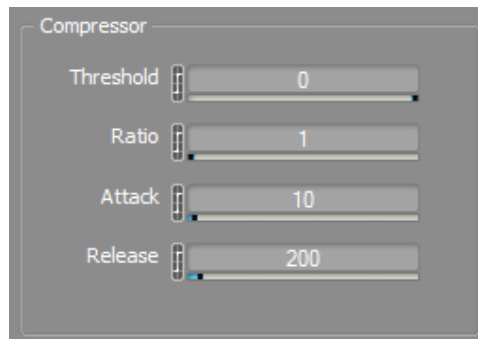


Figure 2 - Compressor

Gate

The Gate is typically used to remove low-level noise from audio but can also be used to creatively affect a sound. Like the Compressor, the Gate has controls for *Threshold*, *Ratio*, *Attack* and *Release*, however, the Gate will reduce the level of any signal that falls below the set *Threshold* level. The other controls behave in a similar fashion to the Compressor's controls determining the amount and speed at which the reduction occurs.

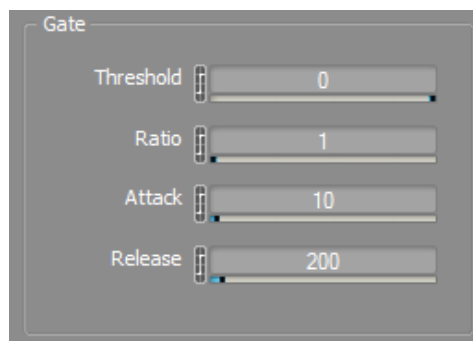


Figure 3 – Gate

Gain

The Gain control provides simple control over the gain which is applied after the Compressor and Gate effects in order to compensate for any reduced audio levels due to these effects.

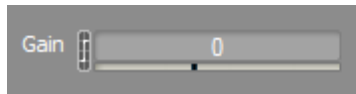


Figure 4 - Gain

Interface Element	Description
Compressor Threshold	<p>Sets the level where compression will take place. Signals above this level will be compressed.</p> <p>Default value: 0 Range: -60 to 0 Units: dB</p>
Compressor Ratio	<p>Sets the ratio for the compression. Higher ratios will result in more extreme compression.</p> <p>Default value: 1 Range: 1 to 30 Units: None</p>
Compressor Attack	<p>Sets the time before the compressor "kicks in" after the signal exceeds the compressor threshold.</p> <p>Default value: 10 Range: 0 to 500 Units: milliseconds</p>
Compressor Release	<p>The time the compressor continues compressing after the signal has dropped back below the threshold.</p> <p>Default value: 200 Range: 0 to 5000 Units: milliseconds</p>
Gate Threshold	<p>Sets the level where gating will take place. Signals below this level will be gated or reduced in level.</p> <p>Default value: 0 Range: -80 to 0 Units: dB</p>
Gate Ratio	<p>Sets the ratio or amount of gating. Higher ratios will result in more extreme gating of low-level noise.</p> <p>Default value: 1 Range: 1 to 30 Units: None</p>

Gate Attack	<p>Sets the time before the noise gate "kicks in" after the signal has dropped below the gate threshold.</p> <p>Default value: 10 Range: 0 to 500 Units: milliseconds</p>
Gate Release	<p>The time the noise gate continues gating the signal after the level has increased back above the gating threshold.</p> <p>Default value: 200 Range: 0 to 5000 Units: milliseconds</p>
Gain	<p>Adjusts the output gain. This is useful, for example, after compressing or limiting to makeup the decrease in volume.</p> <p>Default value: 0 Range: -20 to 30 Units: dB</p>