VIVE

OVERVIEW

The Vive[™] restoration plug-in is a suite of three components including noise reduction, declipping, and de-clicking. Together, these algorithms provide a fast and effective way to touch up a recording by reducing the broadband noise, reducing the distortion caused by clipping, and reducing intermittent clicks.



REGISTRATION & AUTHORIZATION

Vive is fully operational without registration or authorization for 30 days. After this point, it will be necessary to register with the serial



number provided by Sonic Studio using the iZotope authorization system. You can use online or offline authorization, depending if the computer to be authorized has an internet connection.

To start the registration process, open the Vive plug-in and follow the instructions on the authorization wizard that appears.

COMMON CONTROLS

Each of the three components can be bypassed or enabled with the "enable" checkbox on the right hand side. When a component is disabled, it does not contribute to the overall processor usage of the plug-in.



The individual effects are processed in the following order: de-clipping, de-clicking, noise reduction.

Noise Reduction

The noise reduction component is designed to reduce static, broadband noise in a signal. To operate, simply train using a clip of audio with only noise and then process the entire clip adjusting the "threshold" and "amount" to suit.



TRAINING

The noise reduction component relies on a good "noise print". A noise print is a average spectrum snapshot of the undesired signal. The noise print must contain only undesired noise, so choose the section of audio



very carefully. It may take a few tries to find an area that is ideal.

To train, select a clip of audio with only noise, click the "train" checkbox, and play the audio through the Vive plug-in. The white and blue spectra will change with the audio, and the white spectrum will be the noise print. Though it is possible to train with any length of audio clip, between two and four seconds is recommended.

Once there is a stable noise print, unselect the "train" checkbox and select a clip of audio you want to process.





The "threshold" controls the level at which noise suppression starts, relative to the noise print. It is recommended to leave the threshold at the default level and adjust the "amount" first. Raising the threshold above its default value will cause greater suppression of noise but also greater suppression of desired signal. Lowering the threshold below its default will allow more undesired noise but will also allow more desired signal.

AMOUNT

The "amount" control dictates the maximum level of suppression. At the lowest setting, it will not suppress any signal, and at the highest level it could allow up to a maximum of 40dB of suppression. The suppression only occurs in places where the signal drops below the threshold. The level of suppression is based on many factors, but the "amount" guarantees an upper bound.



DE-CLIPPING

The de-clipping section automatically detects and regenerates an audio signal that is distorted as a result of an overload in level. The "sensitivity" control sets which level is detected as clipping. It is recommended to start with a low value and slowly increase the sensitivity until the clipping distortion is reduced.



DE-CLICKING

The de-clicking section automatically detects and removes short clicks and pops in the audio signal. The "sensitivity" control affects the magnitude of the clicks that are removed. It is recommended to start with a low value and slowly increase the sensitivity until the click is reduced.

PREVIEW MODE

Preview mode is designed to allow you to experiment with Vive's settings while previewing audio. When in preview mode, Vive operates at a reduced quality setting which consumes less processing power. When rendering audio you should disable preview mode to allow Vive to operate at its highest quality setting.

Авоит

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