

LevelOne

Grimm

AUDIO

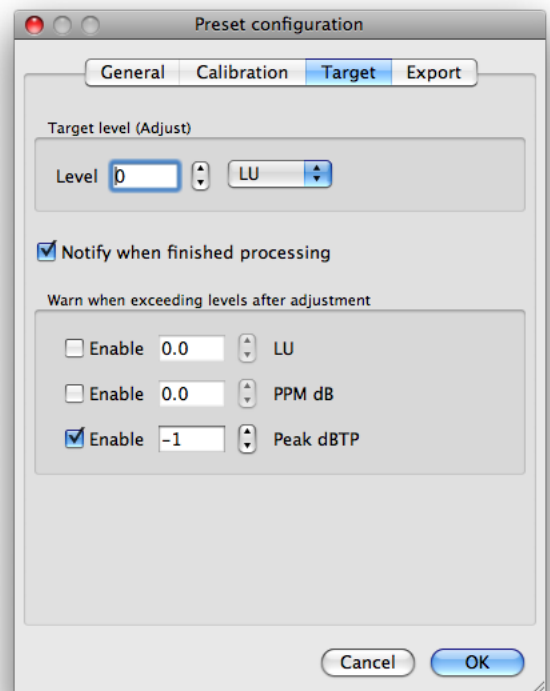
www.grimmaudio.com

info@grimmaudio.com

Loudness jumps between program items is a well known phenomenon for broadcasters and producers of multi-media or game audio. So far only leveling by ear could fix this, a tedious task especially when content is collected from more than one source. International demand for a loudness measurement standard led to the ITU LKFS loudness descriptor. It forms the core of Grimm Audio's LevelOne software.

With its smart preset based interface and unlimited batch file processing, LevelOne will improve your post production speed dramatically. It performs all your level normalization tasks automatically and accurately. You have the choice of normalizing to sample peak, true (over-sampled) peak, PPM peak or ITU LKFS loudness target levels. LevelOne warns you when a file exceeds user defined maximum levels after normalization.

Perhaps the most striking feature of LevelOne is its capability to match narrow and wide loudness range content, allowing them to be sequenced seamlessly. Managing the loudness of items from different sources in your broadcast or multimedia program will feel like a breeze. Because LevelOne is fully compliant to the upcoming EBU R-128 standard, it can be used for finalizing and quality approval of broadcast content. But at the same time LevelOne is also the perfect tool to check your music masters for their True Peak levels. This will predict if they risk becoming distorted by lossy codecs or DA converters, a major problem with modern mastering styles.



Loudness Peace