

White Rabbit Audio Pack

1. Introduction

These presets have been designed to allow filmmakers without prior knowledge to mould audio in a visual way using as little jargon as possible. A preset may consist of combinations of compression, multi band processing, equalisation and special effects, all tailor made to a specific goal or aim.

White Rabbit Audio Presets takes into account how our ears hear certain frequencies, the amount of space available in a digital playback system (namely headroom) and how much this affects the dynamics (differences between loud and quiet), which in turn affect how natural a piece of audio feels.

The building blocks of audio treatment (Equalisation, Compression and Level) partner naturally with our sensation of distance, width and frequency (such as tone). It's true that frequencies, in much the same way as certain visual elements, irk the senses. The frequencies that naturally sound boomy, muddy, harsh and sharp to our ears have a relative centre frequency and can be treated in a general way to appeal to a wide range of audio sources.

Effects and Presets

The **Scene Specific Effects** look to hone in on elements that should be in focus, push back unwanted background hiss or noise, and immediately improve the intelligibility of very rawly recorded source audio.

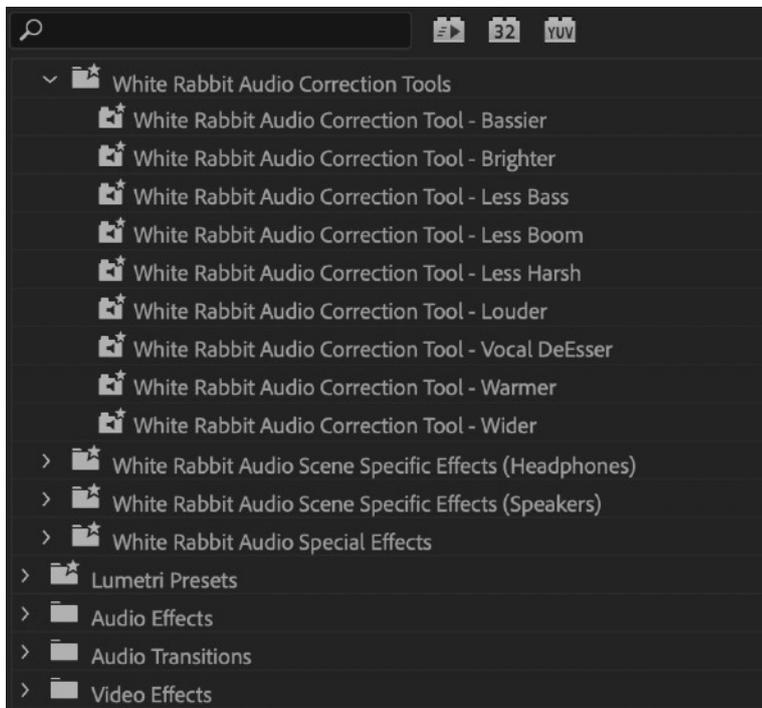
The **Special Effects** are effects for documentary and short films which can be combinations of reverb, widening and compression of certain frequencies, panorama and extreme equalisation.

The **Audio Correction Tools**, can be applied on top of other effects. In their design, specifics are avoided (such as sharp cuts at certain frequency points) so as to be able to layer with other frequency bands, using your ears a guide. Experiment, drag and drop and follow your intuition.

2. How to Use

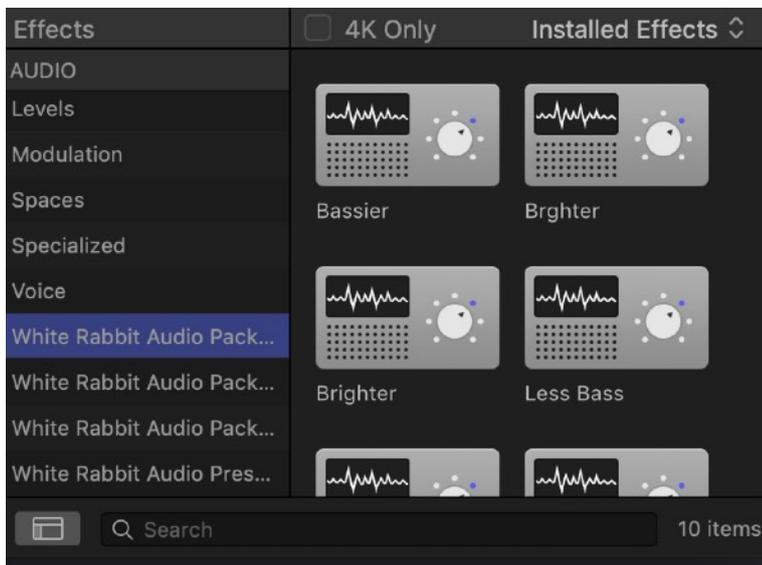
For initial installation instructions, please see the separate PDF document included with this download.

Usage within the NLE is as follows -



In Adobe Premiere CC, the White Rabbit Audio Pack is located in the Effects panel under Presets. When using for the first time, flip open the folders to see the individual effects.

To apply the effect, simply drag and drop it to your clip on the Timeline, or into the active Effects pane for the selected clip.



In Final Cut Pro X, the audio presets are located in the Effects panel under Audio. Click one of the preset groups such as White Rabbit Audio Effects and the individual presets will appear on the right-hand side.

Drag and drop the effect to your clip on the timeline to apply it. Please note that once applied to a clip, Final Cut Pro X does not display the preset name in the Effects pane for the selected clip, but the individual Apple plugins (such as Channel EQ) used within the preset. This is a limitation of FCPX.

3. Effects

Cinematic Crowd

About

The cinematic crowd controls the mid and low frequencies using multi-band compression set to high ratios with fast attacks. This means the compressor reacts to loud bangs and crashes, rumbles and pops in the frequencies abruptly, pulling their levels down quickly whilst leaving other frequencies alone. Simultaneously the compressor compensates by boosting the very low frequencies to give the audio a more controlled body that doesn't change erratically. The soundstage is widened using pseudo stereo effects and a medium length reverb is applied at low levels to give a sense of distance.

Where to use

The cinematic crowd has applications on busy, chaotic source audio which suffers from being too boomy, bassy in the low frequencies and lacks intelligibility in the mid and high frequencies. Large crowds, festivals, protests, very dynamic scenes with a variety of sounds all competing for space. This preset can be used to give source audio a more grandiose, longer and deeper panorama and detailed and intelligible mids and high frequencies. With scenes that lack warmth and depth and are too dynamic (too loud in some parts and too quiet in others) the Cinematic Crowd preset works best.

How to use

To apply the preset simply drag the '**Audio Effects - Cinematic Crowd**' preset onto your active clip's effects panel.

Control Loud Sources

About

The control loud sources preset is self explanatory in that it effectively processes very loud and/or very dynamic source audio with hard knee brickwall limiting and multi band compression at high thresholds and ratios.

Where to use

The Control Loud Sources preset is best used on source audio that is full, loud and overly dynamic. Scenes that contain multiple sound sources, poorly gained recordings that require energy but are too out of control and chaotic. Low frequencies can be particularly boomy and erratic on loud source audio. Compression can give source audio energy and punch whilst controlling audio levels and preventing sound sources from distorting or clipping.

How to use

To apply the preset simply drag the '**Audio Effects - Control Loud Sources**' preset onto your active clip's effects panel.

Immersive Widener

About

The Immersive Widener preset is a psychoacoustic stereo effect that combines parametric EQ with enhanced stereo imaging to create a more immersive sound stage

Where to use

The Immersive Widener excels on mono sources that lack width and a sense of natural space. It's best put to use in combination with other effects such as Warmth and Brightness to master source audio in subtle ways. A lifeless monophonic recording can benefit from perceived width enhancement improving clarity and bringing out high frequency detail.

How to use

To apply the preset simply drag the '**Audio Effects - Immersive Widener**' preset onto your active clip's effects panel.

Live Music Inside

About

The Live Music Inside preset primary aim is to enhance poor quality live music recordings which were captured inside a room. It looks to predict the roominess of a number of amplified instruments, the frequencies that voices sound most coherent and the changing dynamics of live performances.

Where to use

The Live Music Inside primer can be used on recordings of live concerts, monophonic or stereophonic captures of instruments, voices, choirs, bands, rehearsals and musicals. The room acoustics differ depending on it's size and shape, as well as how many people are in the audience. Drop this primer onto clips that need more separation in instruments, more control of the loud and quiet parts of the recording, more clarity in the high frequencies 'air' and 'brightness' and less muddy, boominess in the low mid frequencies. Live music recordings can often suffer from being too thin and weightless due to the excessive compression of built in camera mic dealing with very loud sources.

How to use

To apply the preset simply drag the '**Audio Effects - Live Music Inside**' preset onto your active clip's effects panel.

Live Music Outside

About

The Live Music Outside preset can enhance recordings from a range of capture devices that contain multiple instruments performed outside without walls or boundaries. Combining parametric EQ with widening and a mastering tool set to gently treat frequencies that often pile up and converge in performances with many instruments and uses no compression to preserve the natural dynamics of source audio.

Where to use

The Live Music Outside primer can be used on recordings of live outdoor concerts, monophonic or stereophonic captures of instruments, voices, choirs, bands, rehearsals and other outdoor performances. Similarly to the use of Live Music Indoor you can begin by dropping this primer onto clips that need more separation in instruments, and more body and weight. A reduction in the boominess in the low mid frequencies, depending on the source audio, can be achieved with the primer in combination with **Audio Presets** such as **Less Boom** and **Less Bass**.

How to use

To apply the preset simply drag the '**Audio Effects - Live Music Outside**' preset onto your active clip's effects panel.

Loudness Energy

About

The Loudness Energy preset utilises a loudness maximiser to intelligently increase the levels of source audio which in turn hits a hard knee brickwall limiter which prevents levels going beyond a certain threshold.

Where to use

Loudness Energy is most effective on quiet sources that lack energy and need more gain as well as source audio that could be more compressed and squashed. Special effect for dialogue, chaotic but poorly recorded street scenes, action sequences and special sound effects or foley can benefit from loudness maximisation when the source audio feels weak and timid.

How to use

To apply the preset simply drag the '**Audio Effects - Loudness Energy**' preset onto your active clip's effects panel.

Mono to Stereo Warm Sound Stage

About

Mono to Stereo Warm Sound Stage combines pseudo stereo reverb and precise Equalisation, excitation and gain to place narrow monophonic source audio onto a warmer, fuller stereo perceived sound stage

Where to use

Mono to Stereo Warm Sound Stage can be applied to any monophonic recording, or narrow stereo image. Churches, stadiums, factory halls, outdoor events and other source audio can be enhanced and given a new lease of life. Place Mono to Stereo Warm Sound Stage on scenes which have a sense of depth and size, and which require a more cinematic soundscape accompaniment.

How to use

To apply the preset simply drag the '**Audio Effects - Mono to Stereo Warm Sound Stage**' preset onto your active clip's effects panel.

Natural Air

About

Natural air lifts frequencies above 10kHz which feel airy and breathy. Combining this with an aural exciter, high-mid frequencies are enhanced.

Where to use

Natural Air excels at lifting dull recordings that sound underwater and lack brightness. Lo-fi recordings, distance voices, scenes captured on built in camera mics, and even location recordings that require a more airy, breathy feel. For something more subtle use the 'Headphones' Natural Air primer in this case.

How to use

To apply the preset simply drag the '**Audio Effects - Natural Air**' preset onto your active clip's effects panel.

Street Noise Reduction

About

The Street Noise Reduction preset looks to enhance frequencies around low mid and mid frequencies dominated by busy streets, cars, noises and machines.

Where to use

Street Noise Reduction can be used in combination with other presets to soften muddy boomy frequencies and lift high mid frequencies such as those taken up by voices, as well as emphasise high tops to lift more detail out of the messy high mids and low mids of hectic street noise scenes. Noisy places, street scenes, messy recordings, source audio lacking clarity, muddy and boomy source audio with a confused soundscape.

How to use

To apply the preset simply drag the '**Audio Effects - Street Noise Reduction**' preset onto your active clip's effects panel.

Vocal Focus

About

The Vocal Focus preset combines vocal specific equalisation, air and breath. This is combined with multi band compression, high mid frequency excitation and width reduction.

Where to use

Vocal Focus can be used on all source audio that requires more emphasis on voices, dialogue and speech. It's aim is to lift dialogue from poorly recorded material, subtly improve recordings from built in camera mics, and master dialogue recorded with room noise problems.

How to use

To apply the preset simply drag the '**Audio Effects - Vocal Focus**' preset onto your active clip's effects panel.

Warm Natural Analogue

About

Warm Natural Analogue combines high and low pass equalisation and tube-modelled compression to mimic the smooth highs and warm low frequencies of analogue equipment.

Where to use

Warm Natural Analogue can be used on particularly thin, weightless and lifeless source audio including dialogue, scenes outside, foley, effects and music. It's analogue compression modelling, emphasised low mids and lows as well as frequencies being rolled off and removed above 16,000Hz make it sound more aged and naturally dull, without digital high frequencies and crispy tops.

How to use

To apply the preset simply drag the '**Audio Effects - Warm Natural Analogue**' preset onto your active clip's effects panel.