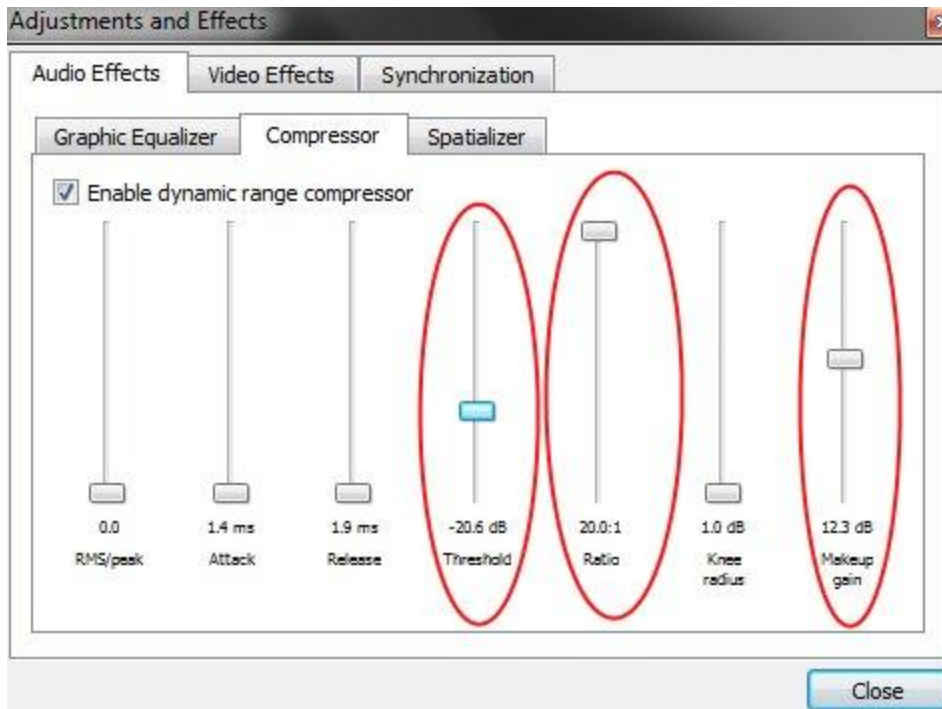


**[LPT] Watching a movie and the dialogue is too quiet and the action too loud? Use VLC's built in Dynamic Compression tool - Some starter settings. -*army\_of\_dicks* (also provided picture)**



Set the attack to around 50 ms and the release to around 300 ms. Much more fluid work on the dynamic range compression. Trust me, I'm an audio engineer.

*-perfect\_zed*

When a sound is really quiet, you need to turn the volume up to hear it, but if you do that, then loud noises are really loud.

So what we do is we use a device called a compressor to automatically turn the volume down when there's a loud sound, and then to turn it back up afterwards. The attack tells the compressor how quickly to turn the volume down, the decay tells it how quickly to turn it back.

I can explain the other controls as well, if you like.

[...]

The first thing the compressor needs to know, is what we think is a loud sound that we want it to turn down. This is the threshold. A sound that's quieter than the threshold won't be turned down at all. Once the volume gets over the threshold, the compressor starts to turn the volume down. How far it turns it down depends on how far above the threshold the sound is. The exact amount to turn it down is decided by the ratio. A loud sound will be turned down more at a high ratio than a low ratio.

The make up gain is how much you turn up the volume in the first place. It is actually done after the automatic stage, but that doesn't make too much difference to how it works.

The knee is slightly more complex, and I'm a little fuzzy on the details, if I'm honest. It does a similar thing as compression does to volume, but to the ratio of the compressor, so if the volume is slightly over the threshold, the ratio is lower, so the volume is turned down less. The radius of the knee is the amount the sound needs to go above the threshold to reach the specified ratio.

I'm not entirely sure what the RMS/Peak control does, it's not something I've encountered before. RMS is a good way of saying, the sound wave goes up and down a lot, but on average, it's about this far from the middle. Peak is the actual maximum distance from zero. Both have different uses, depending on what exactly you're trying to do. I'd guess that the RMS/Peak does something to how the compressor measures whether the sound is above the threshold.

*-RoadieRich*

Slightly less scientific answer: Imagine two gnomes. One sits in a barrel, the other one has a baseball bat. Every time the one gnome pops his head out, the other one smacks him atop the head.

- The threshold is equivalent to the height of the barrel.
- The ratio is how hard the gnome swings the bat.
- The attack is his reaction time.
- The decay / release is for long the other gnome stays down.

*-teetow*

Also, go easy on the ratio unless you want to want the soundtrack to be completely dull. 8:1 is fine.

*-Psythik*

Agreed. I'd even go as low as 5:1 or 4:1 (and maybe decrease threshold a bit to match), but I've never actually had to do this

*-natem345*