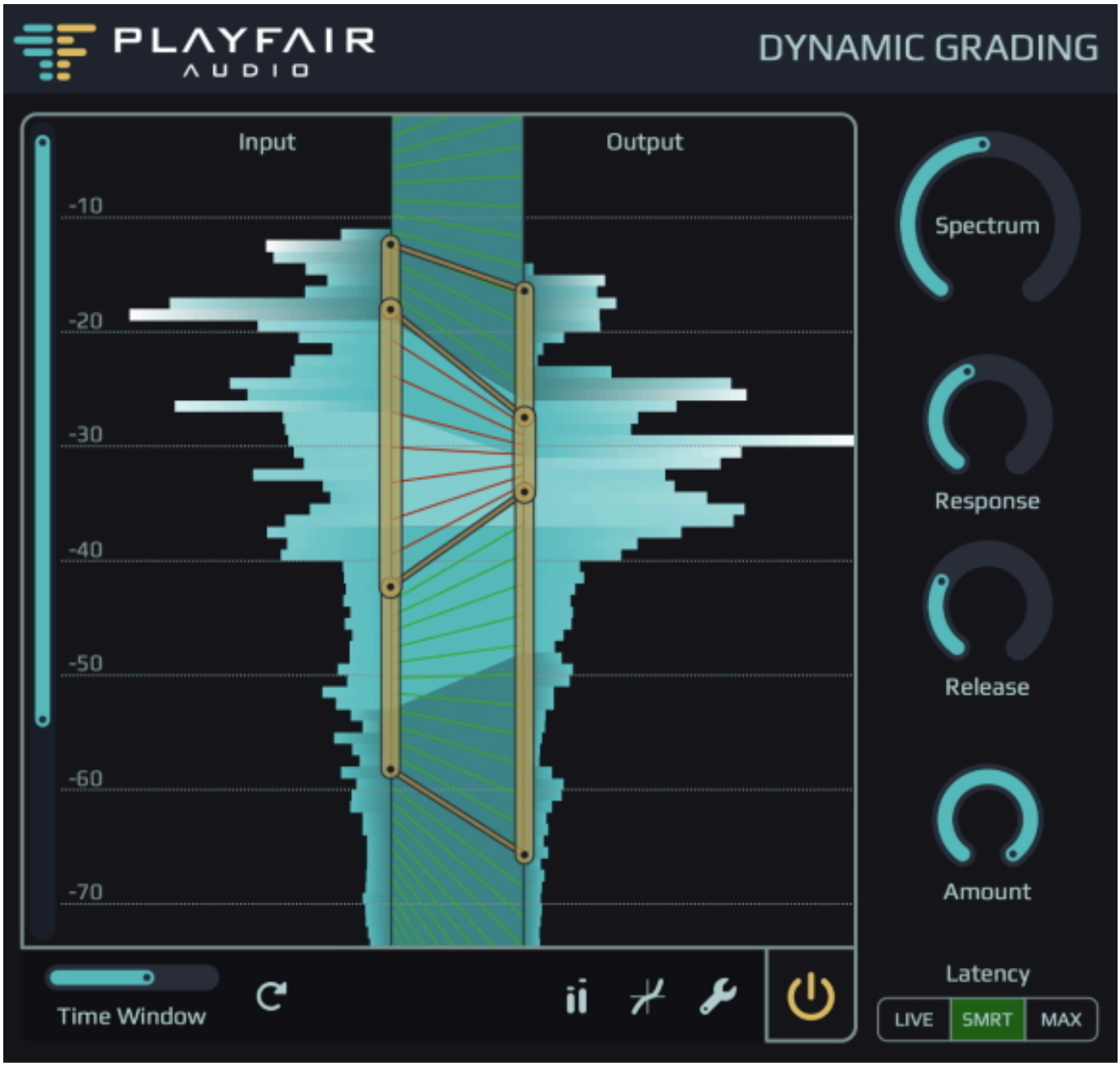
Playfair Audio Dynamic Processing Version 1.2



Playfair Audio releases Dynamic Grading 1.2, the first update to the sound design and dynamic shaping plug-in with a completely new paradigm for handling and designing the dynamic behavior of audio signals. Its Augmented Intelligence approach enables advanced dynamic shaping with ease, much of which is hardly possible - let alone practical - with traditional dynamic processors.

Dynamic Grading's unique dynamic histograms provide precise insights into the dynamic range, making it easy to identify how the punch, body, and floor of audio tracks work together. Sophisticated dynamic sculpting is as easy as grabbing some graphical handles to squeeze or stretch different parts of the dynamic range. For

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example, a full-sounding drum kit with a precisely seasoned room sound and punchy transients is just a few clicks away. Audio becomes a piece of clay in the hands of a creative sculptor.

Dynamic Grading v1.2 is a free update for registered users and adds a host of highly requested new features and workflow improvements.

New Feature Highlights include:

- Improved handle editing
- Amount knob to seamlessly dial back processing
- Optional level meters
- Optional curve display
- Smart Latency
- Resizable UI
- Copy/Paste

Dynamic Grading supports AU, VST3, and AAX formats (64 Bit only).

Mac:

- 2GHz CPU, 4GB RAM
- macOS 10.10 or later
- Native Apple Silicon Support

Windows:

- 2GHz CPU, 4GB RAM
- Windows 7 or later

The update of Dynamic Grading is available for free from the Playfair Audio Website for license owners. During November 2022 Dynamic Grading is available for just Euro 99,- instead of Euro 149,-. A 14-day free trial is also available.

www.playfair-audio.com

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