Playfair Audio Dynamic Grading 2.1



Playfair Audio today released Dynamic Grading 2.1, a free update for all Dynamic Grading 2 owners. It adds a built-in peak limiter and new listen modes, two of the most requested features since version 2 shipped. The update launches with a rebuilt playfair-audio.com, Playfair Audio user accounts, a rent-to-own purchase option and a more generous licensing model: every license now activates on up to four machines. To mark the launch, Dynamic Grading is now on sale for 99 USD / 99 EUR until 30 November.

Dynamic Grading is a dynamics plug-in with a unique take on managing dynamics. Its histogram shows how often each loudness level occurs in the signal, splitting it into three regions: the punch of the attacks, the body where notes sustain, and the floor of decays, room and noise. Each region can be compressed or expanded independently. Version 2.1 builds on that model with tools for the final stage of the signal and for hearing exactly what each region is doing.

What's New In Dynamic Grading 2.1:

- Peak limiter: A peak limiter now sits at the output of the plug-in. Push the

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punch harder or expand a drum bus aggressively, and the peaks stay under control without reaching for a separate limiter further down the chain.
- Listen modes: Solo the punch on its own, or the punch and body together. Hearing a region in isolation makes marker placement faster and shows you precisely what a threshold change is doing before you commit to it.
- Presentation latency compensation: Meters and histograms now move in sync with the audio, even with a stack of latency-heavy plug-ins after Dynamic Grading in the chain. What you see lines up with what you hear. Available in AU and VST3; AAX does not support this feature.
- Bug fixes and stability improvements.

The redesigned playfair-audio.com brings purchasing, downloads and license management into one place. Customers now have a Playfair Audio account that holds their licenses, handles activations and redeems retail voucher codes in a few clicks.

Alongside a standard perpetual license, Dynamic Grading is available rent-to-own at 12.99 USD/EUR per month for 12 months (or 8.50 USD/EUR, during the November sale), after which the subscription converts to a perpetual license. Monthly payments can be paused or cancelled, and resumed at a later date.

Dynamic Grading 2.1 moves licensing from iLok to Playfair Audio accounts. Existing licenses have already been migrated to the new accounts. Each license now activates on up to four machines at once, double the previous allowance. Offline activation remains available for machines that never see the internet.

From Christian Luther, Founder of Playfair Audio: "Dynamic Grading 2.1 brings another round of highly requested features as a free update, launching alongside our new website, user accounts and a rent-to-own option. The peak limiter is the one thing I'd been missing most myself, and listen modes are the feature I've debated most with users, and happily lost. I'm glad to deliver both, and I think our customers will love how they turned out."

Dynamic Grading 2.1 is available now from playfair-audio.com as a free update for all Dynamic Grading owners.

- Perpetual license: 99 USD / 99 EUR until 30 November (regular price 149.00 USD/EUR)
- Rent-to-own at discounted rate (8.50 USD/EUR per month)
- A fully functional 14-day trial is available from playfair-audio.com/products/dynamic-grading
- Retail customers redeem voucher codes in the Playfair Audio customer portal

Specifications

- Formats: AU, VST3, AAX (64-bit hosts)

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- macOS: 10.15 or later, native on Apple Silicon and Intel
- Windows: 10 or later
- Minimum hardware: 2 GHz CPU, 4 GB RAM
- Channels: mono up to 16 channels, including immersive formats such as Atmos, with continuously variable channel link.
- Licensing: Playfair Audio account, up to four activations, offline activation available

Dynamic Grading was nominated in the Software Plug-in category of the Sound on Sound Awards 2026.

www.playfair-audio.com

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