NUGEN Audio

VisLM

Confidence and peace of mind

VisLM's unique loudness meter design delivers
everything you need – intuitively, accurately and immediately. Hit the target first time, every time, with VisLM's instant overview combined with detailed historical analysis. Mix with the confidence and peace of mind you can only experience with an industry standard product.

With a full set of international and regional presets, VisLM is ready to go immediately. And for legacy, station specific or internal specifications, VisLM can be fully configured to handle any situation; from detailed expert reporting to simple safety zones and navigable loudness alerts for less experienced operators.

Reliable quality

Loudness compliance perfectly integrated into your workflow, using a clear resizable interface and groundbreaking ReMEM automated loudness memory technology.
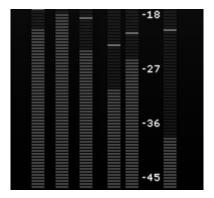
- True Peak level meters

- Timecode locked ReMEM

- Automated loudness overdub

- Leq(m) and Leq(a) measurement

- Momentary, Short-term & Integrated loudness

- ITU-R BS. 1770 | EBU R128 | CALM compliant

- Suitable for Netflix best practice

- Navigable flags & alerts

Loudness memory

VisLM remembers up to 24 hours of loudness data, locked to a timecode received directly from your NLE/DAW. Any minor edit or overdub triggers overall loudness updates, eliminating the need for end to end re-measurement. Plus loudness data is saved with the session.

Offline AudioSuite scans can be transferred to the real-time meter for faster than real-time measurement. ReMEM's workflow acceleration is unparalleled, delivering best-in-class performance.

Comprehensive True Peak metering

VisLM's True Peak meter displays True Peak values as defined in ITU-R BS.1770. This accurately pre-empts and measures inter-sample peaks, allowing you to avoid potential distortion further downstream.

VisLM logs True Peak violations against your project time code in the scrolling history view, and navigable flags allow you to quickly identify problem areas on the timeline.

For post, broadcast & games

VisLM is an ideal tool for loudness harmonisation between audio from multiple sources, consistently balancing music, dialog and special effects, and hitting specifications easily and intuitively. Whether working to meet legislation or simply towards internal loudness standards, VisLM's workflow is rapid and objective.

VisLM also includes up to 7.1.2 surround support, and is PlayStation & Xbox One compatible.

Loudness Toolkit has been included in the audio tool category of Netflix's Post Technology Alliance. This is a programme for manufacturers that handles sound, image or metadata during the processes of production to postproduction. If the product meets specific criteria, it is considered as a candidate for the alliance. Any product that bears the alliance logo has been assessed to ensure that it meets with Netflix's technical and workflow requirements.

Compliant

NUGEN loudness products are compatible with all recommendations and guidance based on the international standard ITU-R B.S. 1770, revisions 1, 2, 3 and 4 including:

ATSC A/85 (CALM ACT)
EBU R128
EBU R128 S1
ARIB TR-B32
OP-59
AGCOM 219/9/CSP
Portaria 354
DPP (BBC, ITV, C4, C5, S4C)
Netflix

VisLM also supports Leq(m) (TASA and SAWA variants) and Leq(a) measurements.

For Avid HDX hardware compatibility, the software is also available in a DSP version.

Typical applications

Loudness normalisation introduces a common reference point for all stages of audio production, allowing audio professionals to stay in control of quality whilst meeting all loudness requirements and specifications.

Post production

- Hit specifications easily and intuitively
- Achieve average loudness harmonisation from differing sources
- Balance music/dialog/special effects

Acquisition

- Take control of audio quality at source
- Avoid 'level shifting' further down the broadcast stream
- Produce consistent masters

Broadcast

- Meet legislation and internal standards
- Manage live broadcast levels rapidly and objectively
- Consistently balance music/dialog/special effects

Game Audio

- 7.1.2 surround support
- PlayStation & Xbox One compatible
- Balance dialog/SFX/beds