

## Voxengo TEOTE 1.8



Voxengo releases TEOTE version 1.8, an automatic spectral balancer plugin for professional music production applications, available in AAX, AudioUnit, VST, and VST3 plugin formats, for macOS and Windows computers. TEOTE was designed to be a very useful tool for both mixing and mastering. It automatically performs such tasks like gentle resonances taming, de-essing, tilt equalizing, usually performed during mixing and mastering. In mixing, TEOTE sounds good on pretty much any material.

The list of changes in this version:

- Added the "OLE Roll-off" parameter that controls the overall loudness estimator's weighting in the lower frequencies. Provides an additional control over dynamic response, especially for EDM-alike music. This addition is backwards-compatible (at value of 2.7).
- Extended the "Slope" value range to -7.5 to -1.5, for creative uses (this may skew an existing automation of this parameter).
- Improved overall processing performance by 3%.
- Implemented per-band automatic processing bypass in the "Apply to Range" mode, to reduce CPU load with a minimal impact to the sound. Useful for live situations.
- Improved overall graphics drawing performance.
- Improved knob's renderings.
- Added the "Panel border" palette modifier.
- Updated all palettes, to reduce "border" contrast. An existing palette may need to be reloaded for the change to be visible.

The “OLE Roll-off” slider present in the “Out/In Gain Change” panel controls the low-frequency roll-off of overall loudness estimator’s (OLE) weighting filter. Higher values reduce the weight of the lower frequencies: values above 3.0 can be used on program material with a highly-dynamical low-frequency content like in EDM music. Higher roll-off values reduce resulting “swings” of high-frequency content in such genres, make it more “stable”. Lower roll-off values are best used on program material with even dynamics across the spectrum, usually on acoustical sound. Value of 2.54 makes the weighting filter very close to EBU R128 weighting. Note that rolloff values above 4.0 may give a “bass-thinning” effect: in this case it is advisable to use a lower “Slope” value.

While by definition TEOTE is a dynamic equalizer, its technology is solely based on multi-band dynamics processing. This allows TEOTE to have only minor phase issues, and to produce a subtle transient-emphasis effect associated with dynamics processing. TEOTE tries to make the program material follow the specified spectral profile, tuned to the contemporary mastering standards by default. It can be said that TEOTE “straightens” the frequency response, making further adjustments a lot easier; it removes a lot of repeating work.

“TEOTE” is an acronym for “That’s Easier On The Ear”. TEOTE is a serious contender in helping bring your music production to the next level!

TEOTE features:

- Automatic spectral balancing
- Selectable processing band count
- Unlinked stereo processing
- Multi-band gain adjustments meter
- Stereo and multi-channel processing
- Internal channel routing
- Channel grouping
- Up to 8x oversampling
- 64-bit floating point processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

A demo version of TEOTE can be downloaded freely at the Voxengo website.

[www.voxengo.com](http://www.voxengo.com)