Antares

PUNCH

USER GUIDE

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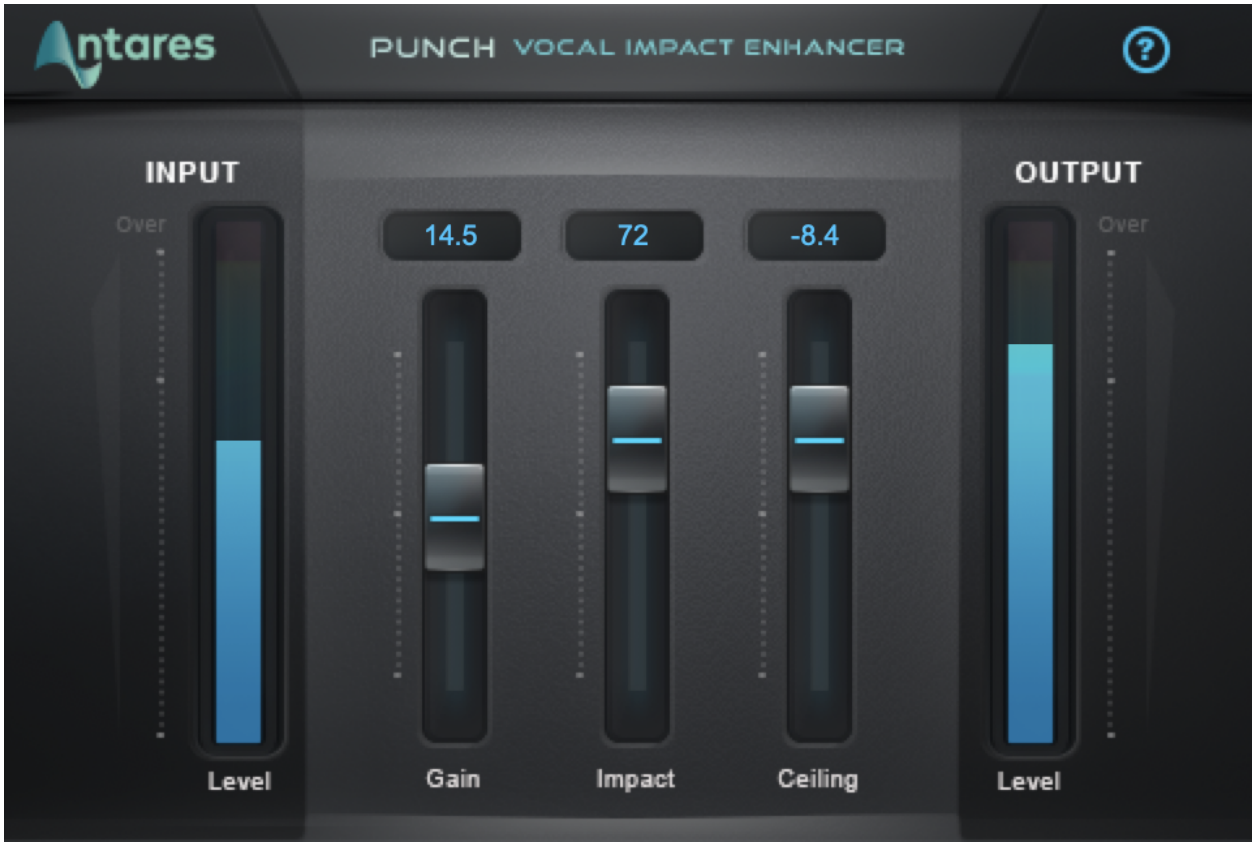
Introducing Punch



Punch is a dynamics processor that gives your vocals more dynamic impact. It provides a combination of compression, gain, limiting, and overload protection with an interface designed for speed and simplicity.

Using just a few simple controls, you can dial in the perfect vocal level for any mix in seconds.

Combining advanced dynamic processing with an intuitive interface, Punch makes your vocals cut through a dense mix with clarity and power.

Quick Start

Follow these steps to get started with Punch

Turn up the Impact

Start by raising the Impact control to add some “punch” to your track.

Bring up the Gain

Try raising the Gain control to increase the overall volume and get the built-in compressor working.

Lower the Ceiling

Bring down the Ceiling control as needed to avoid clipping.

Experiment with Various Settings

Listen to your track in the context of your whole mix. Experiment with various settings for the Impact, Gain, and Ceiling controls to make your track cut through the way you want it to.

Controls

Gain

The **Gain** control lets you increase the gain of your audio signal, prior to any further processing by Punch.

Impact

The **Impact** control lets you select the amount of “punch” that’s added to the signal.

As you increase the value of this control, level variations in the performance are evened out and their level raised.

Ceiling

The **Ceiling** control lets you attenuate the signal after all other processing.

The default setting of -3.0 dB is a useful starting point, and you can adjust from there as needed to avoid clipping.

Input Level Meter

The **Input Level Meter** displays the level of the input audio, prior to any processing by Punch.

None of Punch's controls will have any effect on the levels of the input audio, but the meter is a useful visual aid to compare the input and output signals.

Output Level Meter

The Output Level Meter displays the level of the signal after all processing by Punch.

Changes to the **Gain**, **Impact**, and **Ceiling** controls all affect the level of the output audio, which will be reflected in the Output Level Meter. All of these controls should be set in combination to maximize the output level while avoiding clipping.