

# Brusfri

## Noise Reducer



## Welcome!

This is the user manual for **Brusfri\***, a highly advanced audio noise reducer. It is available for Mac & Windows (AU/VST/AAX), iPad and iPhone (Standalone and AUv3). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden.

\* Brusfri means Noise Free in English.

In short, Brusfri reduces different kinds of noise. Using it is simple, and in most cases no parameters need to be tweaked by the user. Still, to get it to start reducing noise, you need to feed Brusfri with a short noise sample (containing nothing but the noise to be removed). To do so, just play this noise for it, select and hold LEARN for about a second and you'll be good to go.

## WHAT DOES IT DO?

Most audio engineers use expanders to reduce noise from time to time, sometimes with good results and sometimes with not-so-good results. Brusfri uses several expanders targeted at different frequencies. By automatically tweaking each expander setting, from an inputted sample of isolated noise, Brusfri achieves extremely good noise reduction. Thanks to its analyser, it is capable of reducing almost any kind of noise; if a 50Hz hum is fed to it, it'll only reduce that hum while leaving other audio untouched when processing. Same goes for microphone hiss, room tones (reflections, noise from fans) or electronic static noise from cables or old vintage audio gear.

## WHAT DOESN'T IT DO?

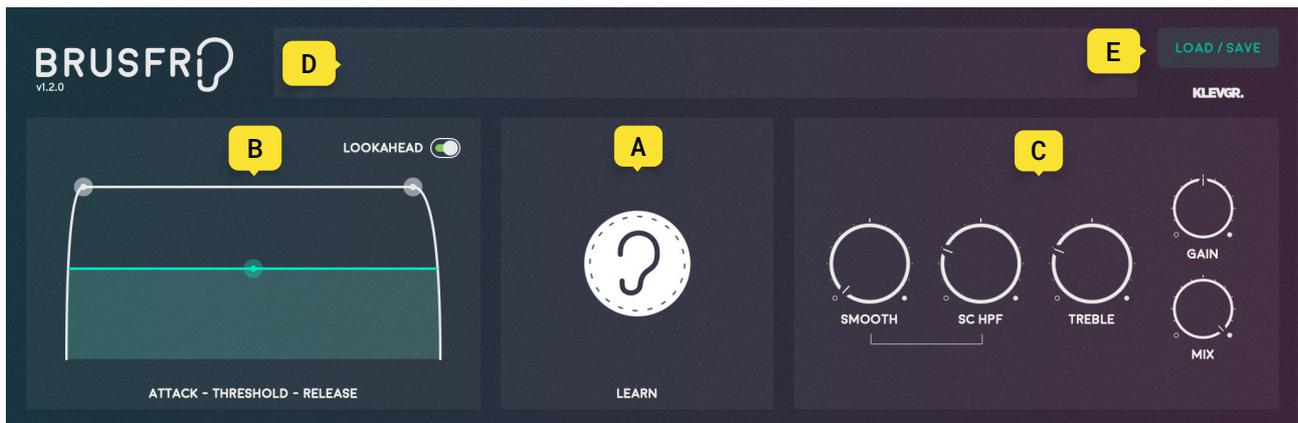
By not using phase cancellation techniques, the processed audio will remain sounding as natural as possible without artifacts. This is why Brusfri doesn't handle transient types of noise like clicks and pops.

[Read more at klevgrand.com](https://www.klevgrand.com)

## LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Demo label (top right corner) and type or right-click to paste your license key.

# User Interface



- A. Learn
- B. Envelop & lookahead
- C. Tonality
- D. Info box
- E. Load/Save

## A. LEARN

Select and hold LEARN for a second, during input of the unwanted noise, to create a noise profile.

It's very important that the audio content only contains noise, as if there's other stuff than noise in it, the analyser will think that is noise as well, and try to reduce it. Most of the time, using LEARN is all that is needed.

## B. ENVELOP & LOOKAHEAD

These parameters control all the internal expanders relatively. Select and slide.

### ATTACK

Sets the time it will take for the reducer to start working.

### THRESHOLD

The green bar sets the threshold curve offset. A lower value means more reduction.

### RELEASE

Sets the time it will take for the reducer to stop working.

### LOOKAHEAD TOGGLE

When Lookahead is turned on, Brusfri will "know" what happens in a short future. This makes it easier for the audio processor to handle sounds with sharp transients. The drawback is a couple of milliseconds of added latency, usually handled by your host.

Lookahead off means that the internal gates doesn't read noise levels ahead of time.

## C. TONALITY

Brusfri, in most cases, does a good job in creating a noise profile that works as expected, but in some cases (especially when there's heavy noise involved) one needs to tweak the following a bit.

Select and slide up or down.

### **SMOOTH**

Controls the degree of noise reduction (expander ratios). A low value gives smoother reduction.

### **SC-HPF**

Sets the internal side chain low-cut frequency (reduces low frequencies).

### **TREBLE**

Boosts high frequencies (post processing).

### **GAIN**

Adjusts the volume of the output signal (post processing).

### **MIX**

Sets the balance between processed signal and unprocessed signal.

## D. INFO BOX

Help texts and current values for each control. (Desktop Version only)

## E. LOAD / SAVE (DESKTOP ONLY)

Load or save the state of the plugin.//Load save a noise profile.

## Other

Brusfri introduces 20ms latency with lookahead enabled.

### **Special keys**

Hold Alt/Option to finetune a value (e.g. a knob or slider).

Double-click a control to reset it to its default value.

## Specifications / System requirements

| <b>Mac</b>  | <b>Windows</b>  | <b>iOS</b>   |
|---|---|--|
| 64 bit AU/VST/AAX plug-in<br>macOS 10.10+<br>OpenGL | 64 bit VST/AAX plug-in<br>Windows 7+ with SP1 or higher | AUv3 plug-in/Standalone<br>iPhone 6 / iPad Air 2 or better<br>running iOS 13.0 or later. |

**KLEVGR.**