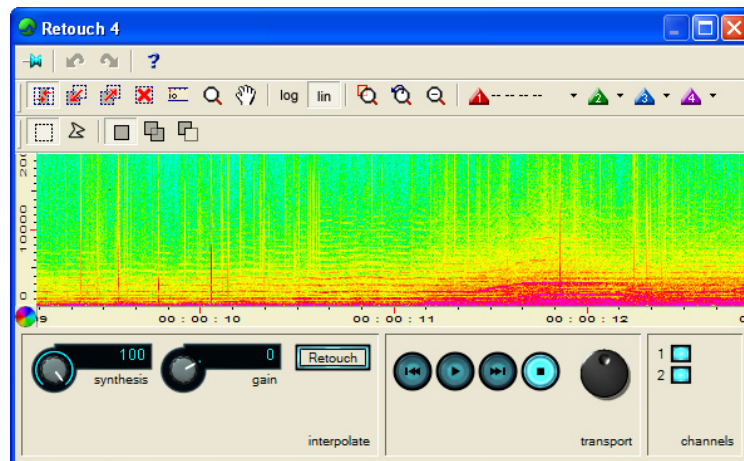




Removing unwanted noises...

CAM13:Retouch 4™

Until now, audio restoration systems have been limited as to the types of noises that they can remove: clicks and scratches, crackle and buzz, pops and thumps. There was nothing that allowed you to identify and eliminate sounds as varied as coughs, record scuffs, squeaky chairs, page turns, the creak of a piano pedal, or such things as car horns. Nonetheless, some engineers have attempted to use techniques such as severe EQ to remove them. This, in addition to being inappropriate to such short duration problems, introduces ringing. Others have used (and misused) harsh compression, editing, and interpolators that affect the whole frequency spectrum. These damage good signal that should be left untouched, and can introduce side-effects such as drop-outs.



The Solution

CEDAR Retouch 4 is a huge leap forward in sound processing technology. Unlike previous restoration tools, it provides a wide range of time/frequency editing (TFE™) capabilities, and allows you to define the temporal and spectral content of the sound you want to remove. Furthermore, you are not limited to simple 'rectangular' definitions of complex sounds: Retouch 4 allows you to mark complex areas in its spectrogram using the types of tools commonly found in the most powerful photographic and image manipulation software.

Retouch 4 offers a more configurable spectrogram display, the ability to load and process unlimited file lengths, advanced transport capabilities, time markers, and many other improvements over previous versions of Retouch.

When all else fails... Retouch gives you complete control