

The Power Of Level-Planes

Welcome:

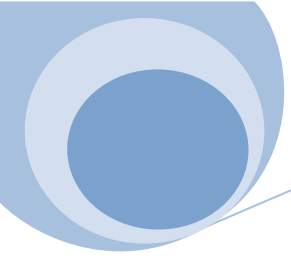
Everything we hear is simply noise governed by the spectrum of noise and level-planes. You’ve probably heard people speak about noise (white noise, pink noise, brown noise), but what are level-planes?

All sonic energy adheres to Universal Rules...which are the numbers 1, 3 and 5. With the understanding of these three numbers you can equalize and level-balance any noise and/or group of noises (music). For equalization purposes, all three Universal Rules (1, 3, 5) are essential...for level-balancing, 3 and 5 are the primary players. The Universal Rule of 5 is your basic level-plane integer...meaning, everything in your mix will sit on planes of +/-5dB difference from each other. The Universal Rule of 3 comes into play when combining two noise elements together on the same level-plane. For instance: a guitar and a synth playing at the same time at -25LUFS will produce a sound increase of 3dB...always. It doesn’t matter the element...it could be a hihat and a tuba, the result will always be the same as both are simply noise signatures.

The other rule that will play a part in balancing any mix in any genre is the “5 controls 3” rule. What this rule means is: 3dB of gain increase produced by two noise elements on the same level-plane is controlled by, and exists within, 5 level-planes. In other-words, turning one of the two noise elements down by 5 level-planes (-25dB) will return their combined sonic energy back to a neutral -25LUFS. Understanding the implication of this rule means it is possible to mix your faders perfectly in silence...regardless of the number of tracks or complexity of the mix. Noise is an energy product of the Universe and adheres to a basic set of concrete Universal rules. All Ayaic plugins are designed around these rules, allowing you to exploit them and control the entire process of, and end result of, your creative process.

The following chart explains the combined volume increase above -25LUFS associated with the 5 level-planes within the “5 controls 3” rule:

<u>LP Element #1</u>	<u>LP Element #2</u>	<u>dB Increase</u>	<u>% of dB difference</u>
• -25LUFS	-25LUFS	3dB	13.6363...%
• -25LUFS	-30LUFS	1.2dB	5%
• -25LUFS	-35LUFS	0.4dB	1.6%
• -25LUFS	-40LUFS	0.2dB	0.8%
• -25LUFS	-45LUFS	0.1dB	0.4%
• -25LUFS	-50LUFS	0dB	0%



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Level-plane Position / Name:

• <u>LP Position</u>	<u>LP Name</u>
• -25LUFS	Primary
• -30LUFS	Secondary #1
• -35LUFS	Secondary #2
• -40LUFS	Transparent #1
• -45LUFS	Transparent #2
• -50LUFS	Neutral

Increasing a noise elements volume:

The biggest, and most common, mistake when first mixing with Level-planes is to turn things up. If you find the need to increase a specific noise elements volume within a mix you must resist the urge to turn its fader up...DO NOT TURN IT UP! And why?...because turning it up manually moves the noise element off of any level-plane and returns it, and you, to the endless desert of: “level goes up, level goes down, level goes up, level goes down, etc”.

Instead, simply employ the “5 controls 3” rule and add weight/fullness/volume to any element via parallel processing. This approach will not only keep every noise element in your mix balanced perfectly on level-planes, but will make your mix sound better and more professional...as you are now forced to implement more creative parallel processing than you may have in past mixes. Sometimes it is the restriction of oneself that leads directly to the betterment of oneself.

Using the “5 controls 3” rule in your mix:

The best way to explain the “5 controls 3” rule and how to easily implement/utilize it in your mix is via demonstration...so please watch the following video: “Level-planes / 5 Controls 3”