



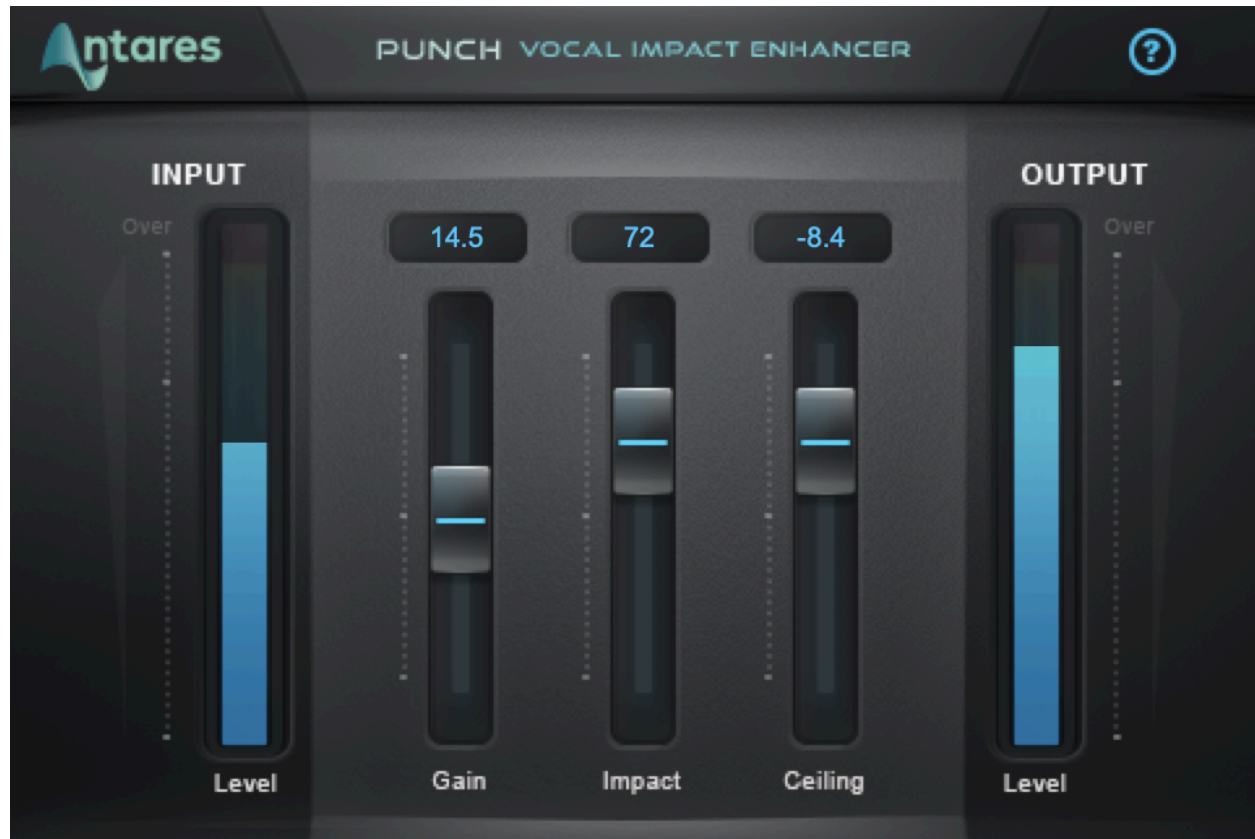
PUNCH

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 – License Activation

Activation Instructions

Before we can use Punch, we need to activate our license first using the Auto-Tune Central application. Please follow the steps below, or watch our [instructional video](#) to get started:

Step 1: Install Auto-Tune Central

Auto-Tune Central is Antares' download manager, where you can install your plug-ins and manage their activations. If you don't have it installed on your computer yet, visit our website [here](#) to download the latest installer. After downloading, run the installer.

After installation is complete, you can find Auto-Tune Central in your computer's applications folder:

MacOS

/Applications

Windows

C:\Program Files\Antares Audio Technologies

Step 2: Open Auto-Tune Central and Log In

On the login screen in Auto-Tune Central, enter the email address and password for your Antares account.

If you purchased your plug-in license directly from our website (antarestech.com), navigate to the Plug-Ins tab to install and manage your license activations.

If your purchase was made through a third party, please follow the instructions in [Step 3](#). Otherwise, skip to [Step 4](#).

Step 3: Navigate to the Redeem a License Tab

In the top banner of Auto-Tune Central, select "Redeem a License." Enter your 25-digit registration code, then click **Redeem and Activate**.

Step 4. Install Your Plug-In

Click the blue **Install** button next to your license. If you have an Auto-Tune Unlimited subscription or similar plug-in bundle, you can install all of the included plug-ins with one click using the Install All button.

***Note:** If an update is available for your plug-in, the blue Install button will be replaced with a yellow **Update** button. Click the **Update** button to install the latest version of your plug-in.*

Step 5. Activate Your License

Click the blue **Activate** button. Each license can be activated on up to two locations simultaneously. You may activate your license onto a computer, a physical iLok dongle, or a combination of the two options.

See this [FAQ page](#) for more information on iLok license management.

After activating your license, you're ready to use your Antares plug-in(s) in your DAW!

Step 6: Open Punch In Your DAW

Below, you'll find instructions on how to insert Punch onto a track in various compatible DAWs:

Pro Tools

Choose an empty insert slot on one of your audio tracks, instrument tracks, or buses. Then select Punch from the pop-up menu in the “Pitch Shift” and “Effect” Categories, as well as the Antares Manufacturer list.

Logic Pro

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select Punch from the pop-up menu. You will find Punch in:

Audio Units > Antares section (named Punch).

Ableton Live

In either Session or Arrangement View, select the track you would like to place Punch on by clicking the track name.

At the top left of Ableton's interface, click on the Plug-in Device Browser icon. From the plug-ins list, double-click Punch, or drag it onto the track.

Cubase

Choose an empty insert slot, for example in the Mixer, and select Punch from the menu that appears.

Studio One

Click the '+' button next to the Inserts tab of an audio track, and select 'Punch' from the drop-down menu. Alternatively, drag and drop the plug-in from the Antares Effects folder.

Reaper

Click the 'FX' button next to the track name of an audio track, and select 'Punch' from the EQ or Dynamics category.

Digital Performer

In the Digital Performer Mixing Board, click an empty insert slot to open the Insert Effects list. Select Punch from the list, or use the search bar to locate it quickly.

Getting Started With Punch

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.