ACCLAIM AUDIO

ESION Studio User Guide

an Acclaim Audio product

Version: 2403

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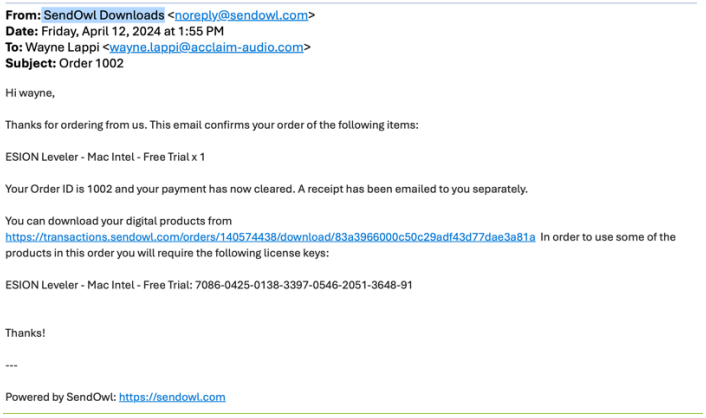
Introduction

Thank you for purchasing from Acclaim Audio! To get the most out of your new Acclaim Audio software, please take a moment to read this user guide.

After you purchase ESION studio, you should receive an electronic receipt email from SendOwlDownloads. This email will contain important information including a link to download your products and an activation code. If you don't see the email in your inbox, check junk mail and allow email from sendowl.com



From: SendOwl Downloads <noreply@sendowl.com>
Date: Friday, April 12, 2024 at 1:55 PM
To: Wayne Lappi <wayne.lappi@acclaim-audio.com>
Subject: Order 1002

Hi wayne,

Thanks for ordering from us. This email confirms your order of the following items:

ESION Leveler - Mac Intel - Free Trial x 1

Your Order ID is 1002 and your payment has now cleared. A receipt has been emailed to you separately.

You can download your digital products from https://transactions.sendowl.com/orders/140574438/download/83a3966000c50c29adf43d77dae3a81a In order to use some of the products in this order you will require the following license keys:

ESION Leveler - Mac Intel - Free Trial: 7086-0425-0138-3397-0546-2051-3648-91

Thanks!

Powered by SendOwl: https://sendowl.com

For information about installation, troubleshooting, specifications, company contact information, and Acclaim Audio support news, see www.acclaim-audio.com/support

Product overview

ESION Studio is the culmination of a series of pioneering AI audio tools for post-production dialogue & speech recordings. The AI in ESION adapts to highly variable audio signals found in post-production workflows, saving you hours of work while simultaneously improving sound where traditional dynamic processors fail.
With the demanding needs of professional video editors and audio mixers in mind, this collection of AI tools produces award winning sounding audio, with a single button push.

ESION Studio bundles the entire ESION line of products including leveler, restore, and editor into a single UI application. Saving the user money, time and improving sound quality.

ESION has been used on numerous Emmy winning film/television productions for NBC, ESPN, WWE, and Prime Videos Thursday Night Football. With ESION, your audio will sound like it was mixed by a professional audio engineer every time but at a fraction of the cost.

System Requirements

ESION Studio technical requirements are listed below.

- Intel processors (Mac and Windows)

- Silicon processor (Mac)
- Mac OS: Monterey version 12.01 or higher
- Windows OS: Version 10 and higher
- 1GB RAM
- Internet connection (needed for installation, activation and transcription service)
- 3GB of free space for installation
- iLok account

Installation

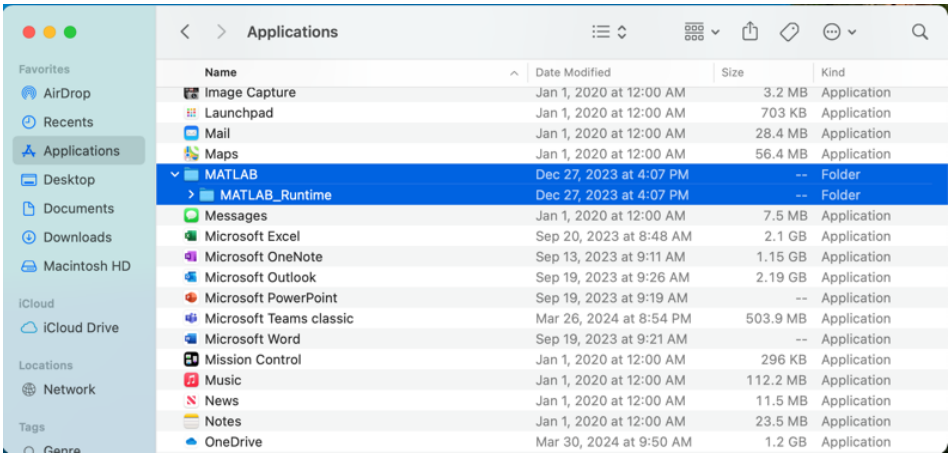
Note: The ESION installation can be performed without an iLOK account, however, to use ESION Studio, an iLOK account must be present and an ESION Studio license deposited into the account.

To install ESION studio, click the installer you purchased on the store.

- ESIONstudio_Installer_Win.exe
- ESIONstudio_Installer_SiliconMac.dmg or
- ESIONstudio_Installer_IntelMac.dmg

For the Windows installer simply open the ESIONstudio_Installer_Win.exe and follow the installation prompts.
Both the Intel and Silicon Mac installers once opened contain the User Guide, Readme and **ESIONstudio_Installer.pkg**. Open the .pkg file and the installer will guide you through the installation process.
If this is the first ESION product installed, the total install size will be just over 3GB. All subsequent ESION products will utilize shared libraries and, as such, require substantially less space.

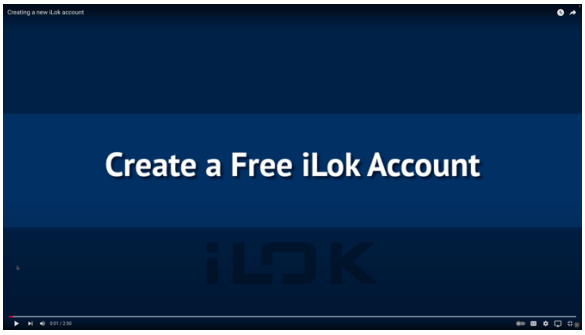
Note: ESION Studio utilizes a third-party library (Matlab Runtime) for some of its key library functions.



Do not delete the MATLAB Runtime from the Applications folder (Mac), or the Program Files folder (Windows), ESION Studio requires it to run.

iLOK

ESION software requires an iLok account to authorize your software. Although, a physical iLok dongle is not required, you will need to activate your license to a location. A location can be your computer (most common) or an iLOK USB dongle. If you don't already have an iLok account, you'll need to create one and install the iLok License Manager app.
Each ESION Studio software contains one activation per authorization.



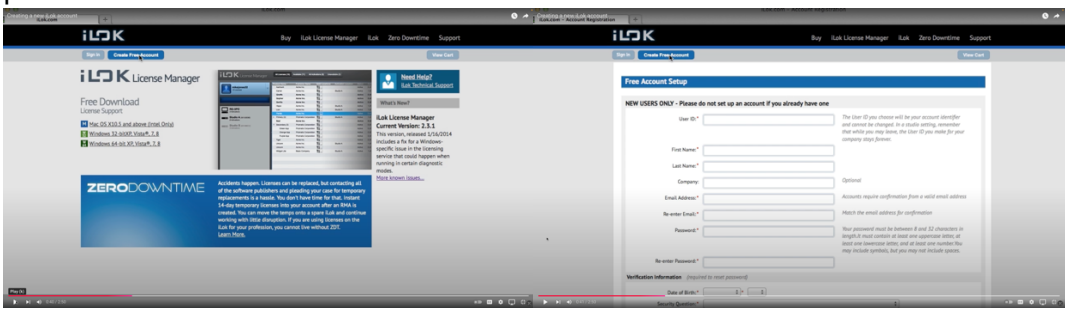
We recommend viewing this short 2 minute video on how to create an iLok account.
https://youtu.be/TvCWu_050Xk?si=Requrdgd-3NTM8xC

iLok Account creation:

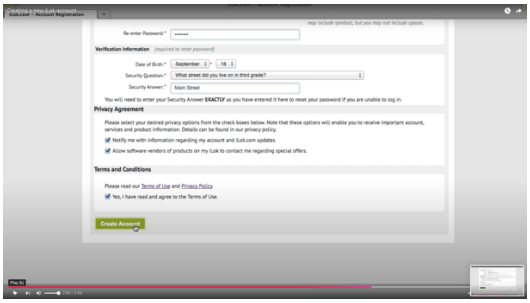
If you already have an iLOK account, you can skip the iLOK account creation. (and proceed to the Redeem Activation Code section in the User Guide, pg#)

If you don't have an iLOK account:

1. visit www.ilok.com and click **Create Free Account** to create an Account ID and password.

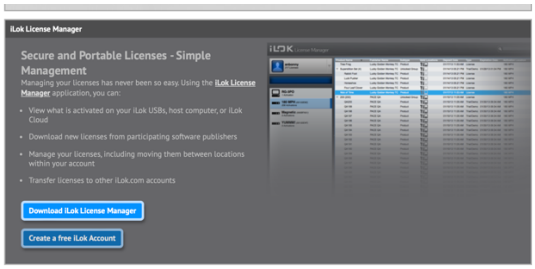


-Enter required information



-Accept terms and conditions

2. Download the latest version of iLok license manager on your computer.



3. Store the ID and password to allow future login to the iLOK License Manager account.

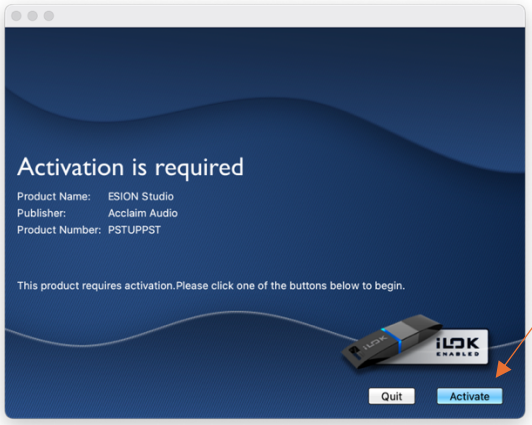
Congratulations, you have successfully created your iLOK account!

There are two methods to redeem (apply) an Activation Code to authorize ESION studio.

1. From within ESION studio if purchased thru Shopify (most common)
2. From within the iLOK license manager app (not purchased thru Shopify)

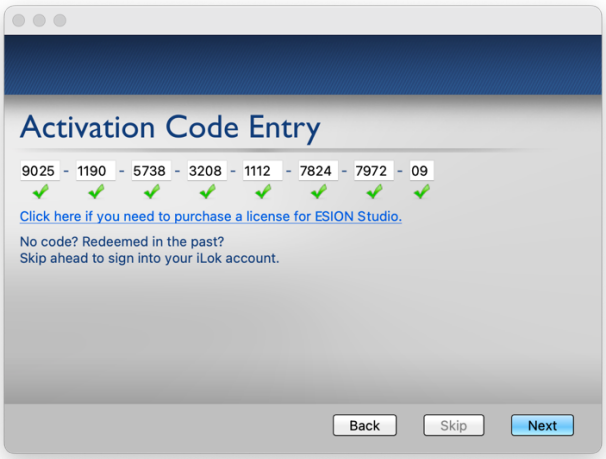
Redeem an Activation Code (within ESION studio):

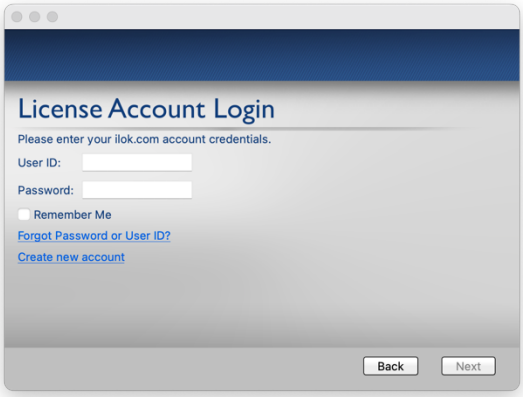
If you purchased ESION Studio thru **Shopify**:



1. Launch ESION studio. Click **Activate** to proceed to the Activation Code Entry screen.

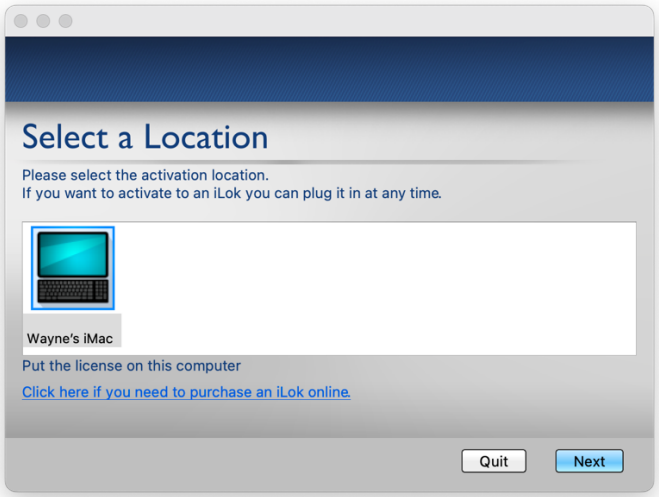
2. Copy the Activation code you received in the electronic receipt email from sendowldownloads. show an example) Click in the left most Activation code field and paste – it will fill in all the Activation codes. If your activation codes are valid, green checks will appear under each. If any of them are incorrect a red X will appear. Click on the Next button to proceed to Account Login.





3. On the License Account Login screen enter your iLOK User ID and password (case sensitive.) This will allow your Activation code to be associated with your account, and thereby prevent anyone else from using your licensed copy.

4. The final step is selecting the location to apply the license. If you don't have an iLOK dongle the only option that will appear will be the name of your machine. If you have a dongle, then both the machine name and the dongle will appear. Select the desired location and press the Next button.



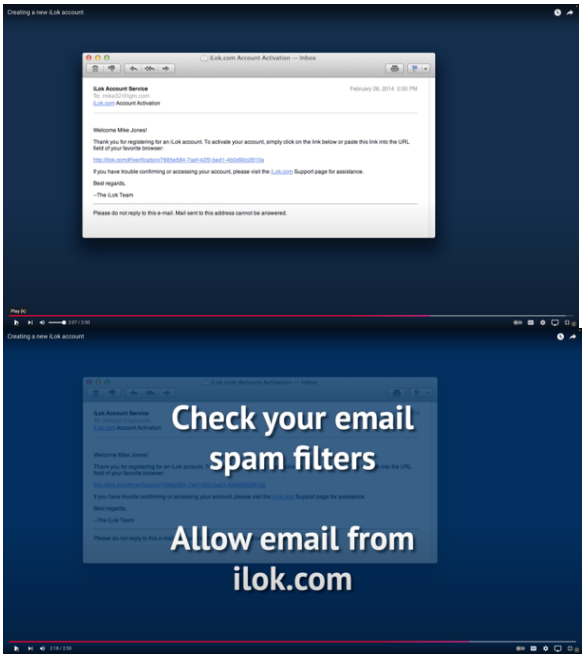
Congratulations, you have successfully created your account and applied your license! You are now ready to begin using the ESION studio application.

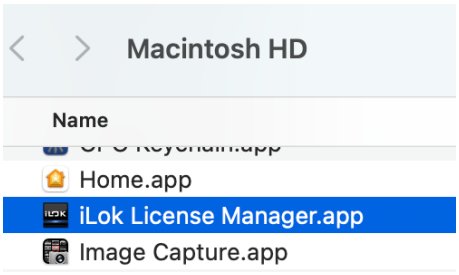
Redeem an Activation Code (within iLOK License Manager)

If you purchased ESION Studio through any **other online store**

We recommend viewing this short 1 minute video on how to redeem an activation code. https://www.youtube.com/watch?v=1cOGCkRz5hk

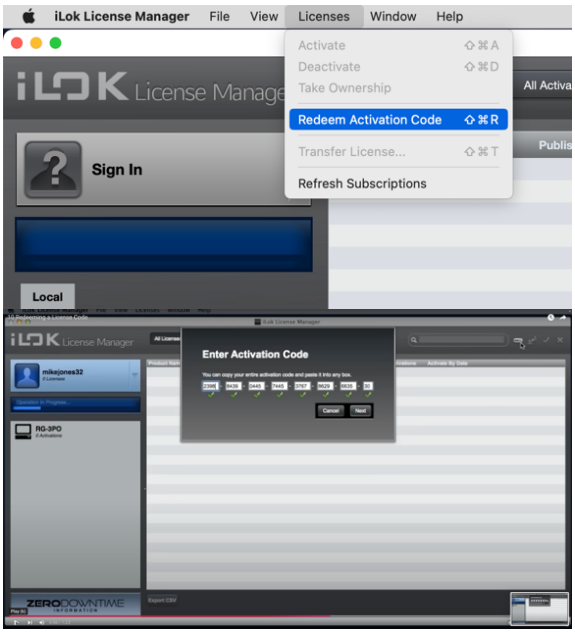
1. Assign a license to the ESION Studio. You should have received an email with an activation code listed for each product in your electronic receipt. Note: Insure you allow emails from ilok.com

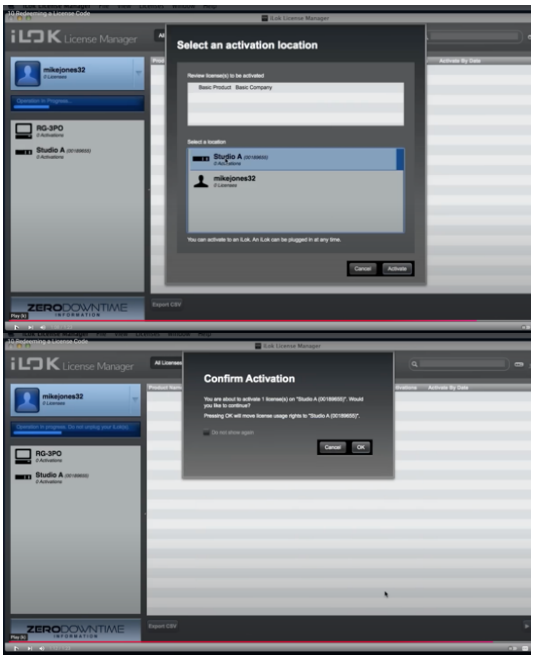




2. Launch the iLOK License Manager Application and log into your iLok account.

3. In the LICENSE menu at the very top, select Redeem Activation Code. The Enter Activation Codes window will appear. Copy the Activation codes from the email you received and paste them into the left most Activation Code box.





4. Right click and select ACTIVATE and assign it to a location (your computer or an iLOK2 or an iLOK3 dongle), alternatively you can also drag it from the list to your computer or an iLok2 or iLOK3.

Select Activate and you are done!

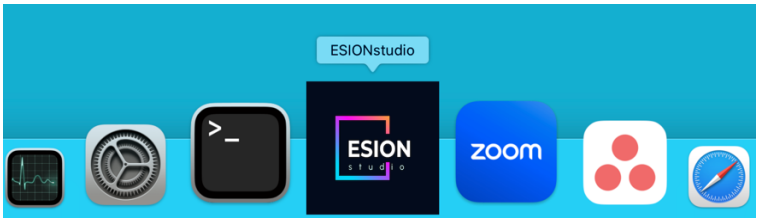
For further information regarding iLOK technology please visit:
https://www.ilok.com/#!ilok-intro
https://www.ilok.com/#!registration
https://www.ilok.com/#!license-manager
https://help.ilok.com/videos.html

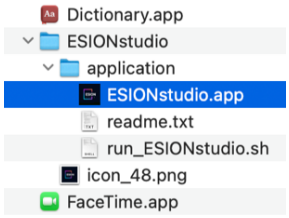
How to use

Since the primary GUI is the same (for Mac and Windows) and the only differences are the title bar, from this point forward, all screen shots will be from a Mac.

Windows:
Navigate to the \Program Files\ESIONstudio\application\ folder and open the ESIONstudio.exe. *Note: the very first time it opens may be slower due to library initialization. Subsequent opens will be faster.*

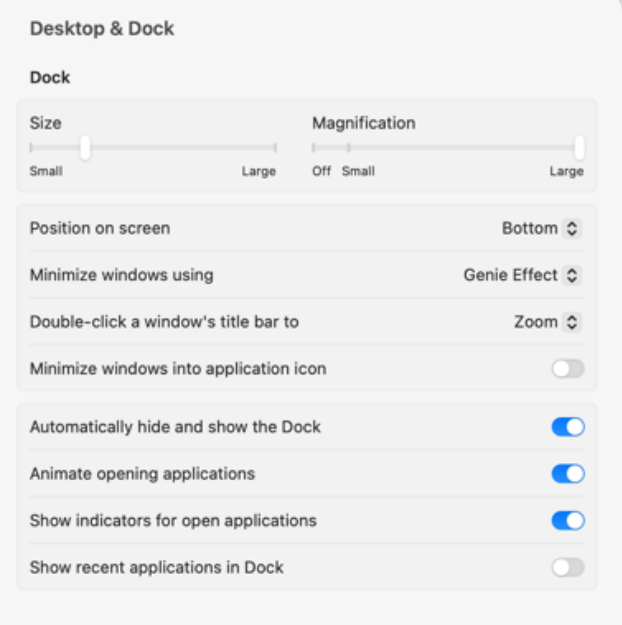
Mac:
To open ESION Studio on a Mac, navigate to the /applications/ESIONstudio/application/ folder and open the ESIONstudio.app Icon. Alternatively you can drag the ESIONstudio.app to the dock and then click on the ESIONstudio icon in the doc.



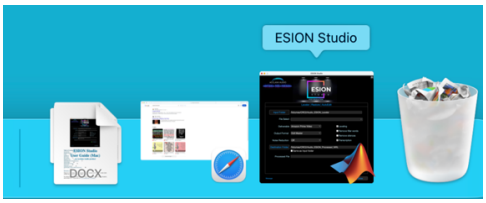


IMPORTANT Mac NOTE: Once ESION studio opens, in the Dock there will be two icons, ESIONstudio and MATLABWindow.

To minimize the ESION Studio app, use the minus sign or quick key as you would for other applications. Depending on your Settings within Desktop & Doc configuration the app will appear one of two ways.



If, in Settings/Desktop & Doc, the "Minimize windows into application" icon is **unchecked**, then a new icon will appear that contains the ESION studio icon with the MATLAB Window icon embedded within it. This is the recommended setting to use with ESIONstudio. To FOCUS the ESIONstudio app, click the ESIONstudio with the embedded MATLAB Window icon.



If, in Settings/Desktop & Doc, the "Minimize windows into application" icon is **checked**, both the ESIONstudio and Matlab Window Icon will be present in the Dock. To FOCUS the ESIONstudio app, click the MATLAB Window icon, not the ESIONstudio icon.

Note: We understand this is a bit clumsy, but the next release will eliminate the Matlab Window Icon.

ESION studio main window

When ESION first opens, the stage lights are off while ESION is initializing. The stage lights will turn on once ESION is ready for operation.

Note- There is a slight delay in processing the first audio file after ESION opens while AI libraries initialize. All subsequent processing runs at optimum speed.

Hint: You can get explanations to UI controls by hovering the mouse over any field, tooltips will appear.

Key controls

Preferences

To access the Preferences page, click the gear icon in the upper right corner. For more information, see the **Preferences** section.

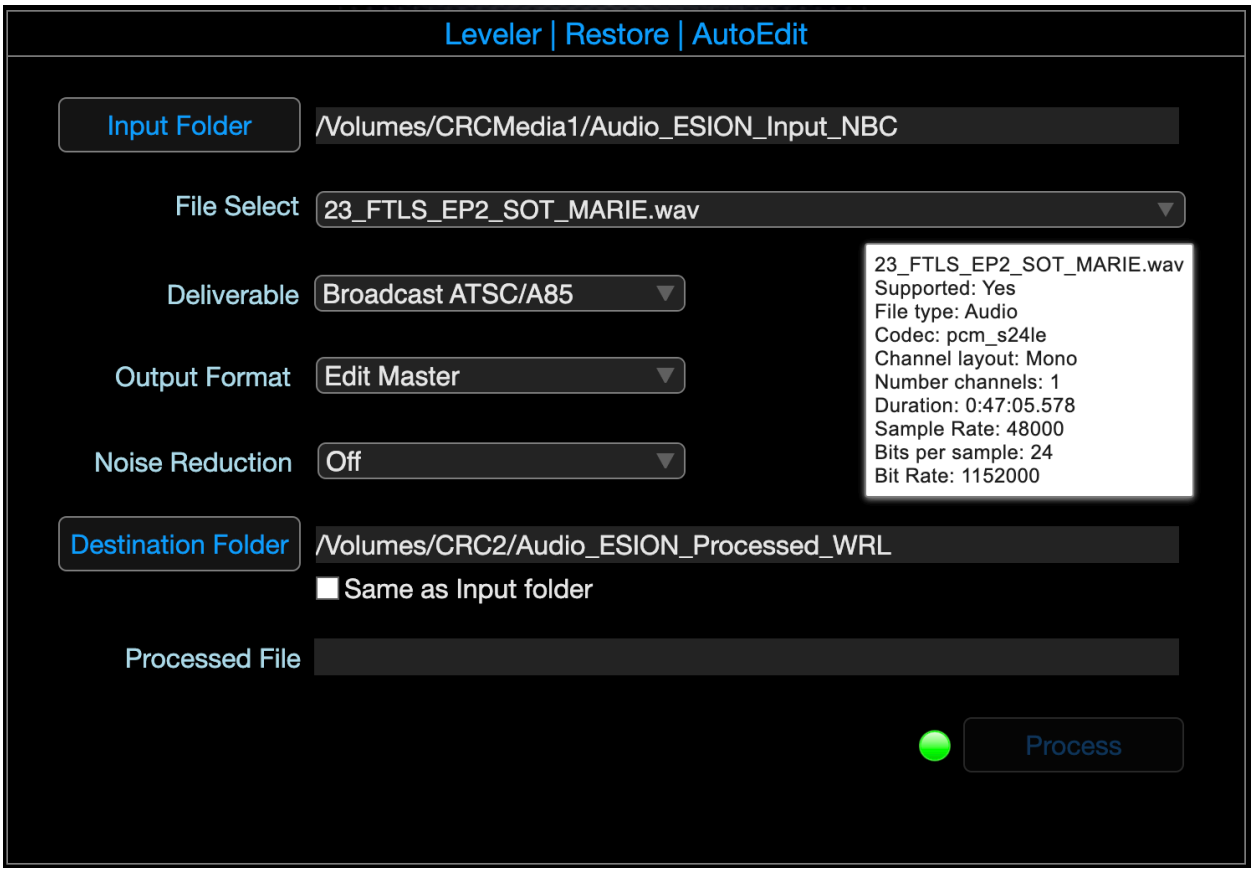
Input Folder

This is the folder where the unprocessed audio resides. Select the **Input Folder** to navigate to the drive and folder. To simplify operations and save time, the Input folder location is retained on a subsequent launch of ESION.

File Select

To select the audio or video file to process, click the **File Select** drop down list and choose a file.

Hint: To display audio file metadata, hover over the file name. A tooltip will appear displaying audio/video file details. Below is a sample of the tooltip metadata.



ESION Studio supports both audio and video files. If a video file is selected with embedded audio, ESION will first de-embed the audio from the video file and then process it.

Note: This version of ESION Studio will not replace the processed audio back into the original video file. In a future release we will implement a "same as source" option which replaces the audio within the video.

Supported audio file types:
aac, ac3, aif, eac3, flac, mp3, m4a, ogg, pcm, ts, wav

Supported video file types:
3gp, avi, mkv, mxf, mp4, m4v, mov, ogv, wmv

Channel formats supported:
Mono
Stereo
Multi-channel (up to 8 channels)

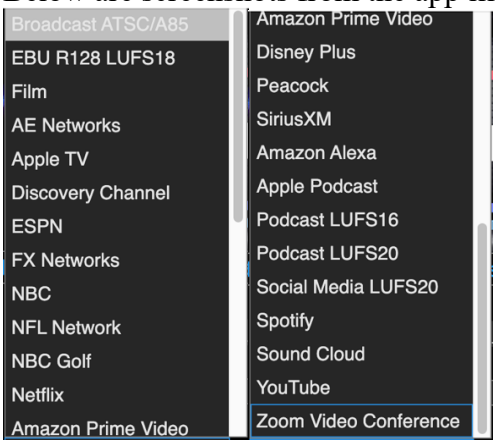
Surround sound formats are not supported

In multi-stream containers, only the 1st stream is supported

Deliverable

The most important selection is the provider/platform deliverable from the dropdown menu (see screenshot on previous page).
ESION Leveler (part of studio bundle) comes packed with a library of the top industry audio specifications. This allows the user to focus on the content instead of remembering all the technical details for each deliverable.

Below are screenshots from the app illustrating the available deliverables.



Each Deliverable is tied to a provider/platform audio specification, which include loudness, true peak, audio codec, channel format, and many other specifications. For example, if you choose Broadcast/ATSC/A85, a few of the specifications are LKFS-24, TP -2dbFS, 24bit, 48kHz, wav.

The deliverable library has been organized by

1) Major category (film / tv / streaming / radio / podcast and social media, others)
2) Generic specifications, Network specifications, etc.

Note: Generic specifications are those that are not tied to a specific provider. These can be selected in the case where a specific provider is not listed.

Generic providers:
Broadcast ATSC/A85
EBU R128 LUFS18
Film
Podcast LUFS16
Podcast LUFS20
Note: to see detailed specifications visit www.acclaim-audio.com/support/deliverables

Output Format
Select **Edit Master** if the processed audio will be imported back into a DAW or NLE for further editing. Edit Master always produces a 48kHz, 24-bit, wav file, regardless of the deliverable selected.

Select **Final Master** if you will be delivering final audio to the deliverable platform. Final Master produces a final output file that meets the audio format specifications for the deliverable selected. For instance, a deliverable of YouTube will return a 48kHz, 320kbs, mp3 audio file.

ESION studio includes high-quality audio transcoding and dithering to produce artifact-free final audio.

ESION leveler

ESION leveler provides leveling based upon the Deliverable selected. This simplifies the process. Instead of having to manually set every parameter for where the content will be played, just select the Deliverable that matches the content destination and ESION will do the rest.

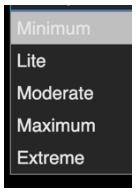
ESION Leveler eliminates time consuming tasks such as manual clip gain adjustment, drawing volume curves or fine-tuning plugin parameters. By intelligently lowering the louder parts and boosting the quieter sections at the *"right time"*.

ESION restore (Noise Reduction)

ESION Restore is a high-quality noise reduction solution that uses AI to intelligently adapt to new and varying noise profiles, saving the user time and improving the sound quality.

Unlike most noise reduction plugins, which reduce noise only during non-speech and often sound choppy, ESION Restore reduces noise during speech as well as non-speech, producing an artifact free, transparent sound that's truly spectacular.

ESION Studio provides five different levels of noise reduction from the dropdown menu.



Each level provides the user with increasing amounts of noise reduction ranging from approximately 2dB up to 20dB. We recommend starting with either Lite or Moderate and then if those don't provide the desired result, adjust either up or down accordingly. The default noise reduction level is Off.

Note: ESION Studio includes high-quality audio transcoding and dithering to produce artifact-free final audio.

ESION editor

Overview-
Research shows that speakers who avoid filler words sound more educated and persuasive. ESION editor is an AI powered solution for cleaning up dialogue that makes the obvious edits for you by removing filler words, duplicate words, pauses and other verbal clutter. This produces a clean, edited audio file in moments, not hours. ESION editor also includes several detailed transcription reports which are explained in detail later in this manual.

Remove filler words

Purge your recordings of "ums," "uhs", "you knows", and a dozen other filler words without ever touching a button. Whenever one of these words or phrases is found, ESION expertly removes it and even employs advanced fades and/or cross-fades smooth the edit and eliminate clicks and pops. In addition, repeated words (stutters) and repeated phrases are also detected and removed to enhance the audio.

Remove silences

ESION detects excessive silence and pauses within the speech and removes them. This is performed to enhance the cadence of the dialogue.

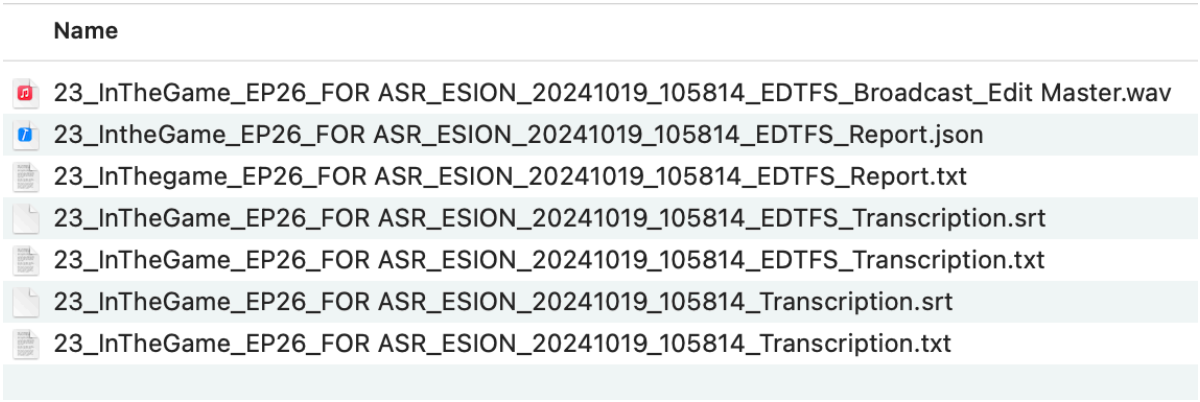
Transcription

Acclaim Audio has partnered with REV.AI to provide speech to text and transcriptions with industry leading accuracy and speed. The transcription is provided as a text file (.txt) with the time codes for each sentence. In addition, a curated edit report is provided with timecodes of every word, phrase and silence removed.

Note: ESION detects if the transcription file already exists from previous processing, and if detected will not submit the file for transcription again. This saves costs and reduces processing time for duplicates. If you really desire transcription, make sure to look in the input folder and delete the existing transcription .txt file. This will force the file thru transaction.

ESION Editor reports

Whenever one or more of the ESION Editor features is selected, ESION will produce reports that can be used for later reference. If all the ESION Editor features were activated, an example of the files created are:



Below is a snippet from the Editor ..._EDTFS_Report.txt. This report provides details regarding every edit performed on the audio file. Each field is described in the table on the bottom of the report snippet.

Note: EDTFS: EDT – Editor, F – Filler words, S – Silences. The F and S correspond to the Editor options chosen, remove filler words and remove silences.

Note: A JSON file is also produced that matches the .txt file (below) but is in JSON format.

23_InThegame_EP26_FOR ASR_ESION_20241019_105814_EDTFS_Report.txt — Edited

ESION Editor Report --> 23_InTheGame_EP26_FOR ASR.wav

Action	Pattern	Beg Edit TC	End Edit TC	Edit Dur	New Edit TC
Remove Word	uh	0:00:00.420	0:00:00.960	0.54	0:00:00.420
Remove	*NonSpeech*	0:00:02.979	0:00:03.419	0.44	0:00:02.439
Remove Duplicate	sent	0:00:33.270	0:00:33.840	0.57	0:00:32.290
Remove	*NonSpeech*	0:00:37.520	0:00:38.120	0.60	0:00:35.969
Remove	*NonSpeech*	0:00:42.790	0:00:43.249	0.46	0:00:40.639
Remove Duplicate	welcome welcome	0:00:45.299	0:00:46.590	1.29	0:00:42.689
Remove Duplicate	And	0:00:56.910	0:00:57.269	0.36	0:00:53.009
Remove Duplicate	I	0:01:23.389	0:01:23.670	0.28	0:01:19.128
Remove Duplicate	from	0:01:25.260	0:01:25.498	0.24	0:01:20.718
Remove Word	uh	0:01:44.430	0:01:44.940	0.51	0:01:39.649
Remove Word	uh	0:01:47.009	0:01:47.160	0.15	0:01:41.719
Remove Word	uh	0:01:48.120	0:01:48.360	0.24	0:01:42.679
Remove Duplicate	full	0:01:53.459	0:01:53.640	0.18	0:01:47.778
Remove Word	uh	0:01:58.920	0:01:59.129	0.21	0:01:53.058
Remove	*NonSpeech*	0:02:00.920	0:02:01.240	0.32	0:01:54.849
Remove Duplicate	this	0:02:03.480	0:02:03.780	0.30	0:01:57.089
Remove Duplicate	who	0:02:14.879	0:02:15.240	0.36	0:02:08.188
Remove Word	Like	0:02:18.899	0:02:19.169	0.27	0:02:11.848
Remove Duplicate	he	0:02:19.498	0:02:19.739	0.24	0:02:12.177
Remove Word	uh	0:02:26.645	0:02:26.820	0.17	0:02:19.083
Remove Word	like	0:02:28.199	0:02:28.319	0.12	0:02:20.462
Remove Word	like	0:02:45.029	0:02:45.238	0.21	0:02:37.173
Remove Word	like	0:02:47.759	0:02:47.880	0.12	0:02:39.693
Remove Word	Like	0:02:48.929	0:02:49.169	0.24	0:02:40.743
Remove Word	um this	0:02:55.710	0:02:56.219	0.51	0:02:47.283
Remove Word	like	0:02:59.019	0:02:59.170	0.15	0:02:50.082

The EDTFS_Report.txt is a six-column text file that provides details regarding every edit performed on the audio file.

Column 1: **Action**
Remove: Removed a non-speech portion of the audio
Remove Word: Removed the word, or words indicated within the audio
Remove Duplicate: Removed one or more words that were spoken back-to-back creating a duplicate. This can be the same word, or it can be a pattern of the same words. For instance, "I, I, I" is an example of duplicate words. "I think, I think" is an example of duplicate phrases. Both will be removed, leaving only a single instance.

Column 2: **Pattern**
This column will contain *NonSpeech*, a single word, or a collection of words that were removed.

Column 3: **Beg Edit TC**
This is the timecode within the original audio where the beginning of the Pattern was identified as subject to removal.

Column 4: **End Edit TC**
This is the timecode within the original audio where the end of the Pattern was identified as subject to removal.

Colum 5: **Edit Dur**
The total duration of Pattern within the original audio file (End TC – Beg TC).

Colum 6: **New Edit TC**
This is the timecode within the new, edited audio file where the Pattern was removed. The New Edit TC will always be a different time than the Beg Edit TC. This is because as content is removed the content slides left to fill in the hole created by the removed content. Therefore, the New Edit TC will always occur prior to the Beg Edit TC (except for the very first edit, in which case they are the same).

Using the above 6 report fields both the original word locations/time codes and where they would have existed in the new file can be located. This can be very useful to video editors and audio mixers if any additional edits are required.

If Transcription is selected then either two or four transcription reports will be produced, depending on additional Editor options chosen.

Below is a snippet of the Transcription reports created for each file; both Raw (pre-edit) and Edited.

Note: Each report (Raw and Edited) will contain two file types, the text (.txt) file and the SubRip Subtitle (.srt) file.

Raw transcription report:
Note: Words highlighted in blue are those words the Editor identified to be removed.

ESION Editor Transcription (Raw) --> 23_IntheGame_EP26_FOR ASR.wav

0:00:00.000 I, uh, had asked if you had a soda stream, one of those little, The, So bubblers, the bubble maker.
0:00:06.210 The bubble machine.
...
0:00:26.790 I'm gonna do it until I get a free product.
0:00:30.630 Big or small.
0:00:31.680 Sent, sent to me.
0:00:34.350 And at that point, I will stop using the old open of this all new episode.
0:00:41.160 Okay.
0:00:41.185 Of for In the game.
0:00:42.570 Let's get into it.
0:00:44.700 Welcome, welcome, welcome, everyone.
0:00:47.610 This is an all new episode of In the game.
0:00:50.700 We're getting it going.
0:00:51.960 Brought To you by our Sure.
0:00:53.460 Microphones and Apple products and<laugh> And my Jeep Cherokee, which I would love to have my car payments off of<laugh>.
...
0:01:22.290 I mean, I, I would actually love to hear from, from everybody of like their favorite moment with officials. Yes. Whether it's humorous, whether it's, you know, likely positive.
0:01:30.990 'cause here's the deal.
0:01:31.680 Officials are a tremendously undervalued part of the game.
0:01:35.430 You need someone to control the fun.
0:01:37.500 You need someone to do that.
0:01:38.820 And You need a Lucy Faller, Likely not paid.
0:01:42.450 And I side story, my brother, uh, Ben and my dad recently just, uh, played their first, uh, soccer game themselves.
0:01:49.890 Dad was a linesman.
0:01:50.880 Ben was center.
0:01:51.600 Nice.
0:01:52.500 They had a, they had a full, full time for that.
0:01:54.150 But what jogged my memory in terms of refs, officials, umpires, whatever, uh, came to mind in basketball,<laugh> when this, this absolute giant of a kid fully just blocked all ball, all hand on.
0:02:11.040 And this poor kid just went up.
0:02:12.510 This kid's like five foot, nothing up against this kid who, who is definitely not 12 like<laugh>.
0:02:17.705 He was so big.
0:02:18.630 Like, he, he definitely may have been older, but swatted the ball completely in the bleachers.
0:02:24.630 Absolutely obliterated it.
0:02:25.890 And, uh, the dad popped up and was like, ref, referee.

Transcription report after ESION editor processes:
Note: The original (un-edited) timecodes are always presented. This is to retain an easy-to-use frame of reference throughout all the reports.

ESION Transcription (Edited) --> 23_IntheGame_EP26_FOR ASR.wav

0:00:00.000 I, had asked if you had a soda stream, one of those little, The, So bubblers, the bubble maker.
0:00:06.210 The bubble machine.
…
0:00:26.790 I'm gonna do it until I get a free product.
0:00:30.630 Big or small.
0:00:31.680 Sent, to me.
0:00:34.350 And at that point, I will stop using the old open of this all new episode.
0:00:41.160 Okay.
0:00:41.185 Of for In the game.
0:00:42.570 Let's get into it.
0:00:44.700 Welcome, everyone.
0:00:47.610 This is an all new episode of In the game.
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0:01:22.290 I mean, I, would actually love to hear from, everybody of like their favorite moment with officials. Yes. Whether it's humorous, whether it's, you know, likely positive.
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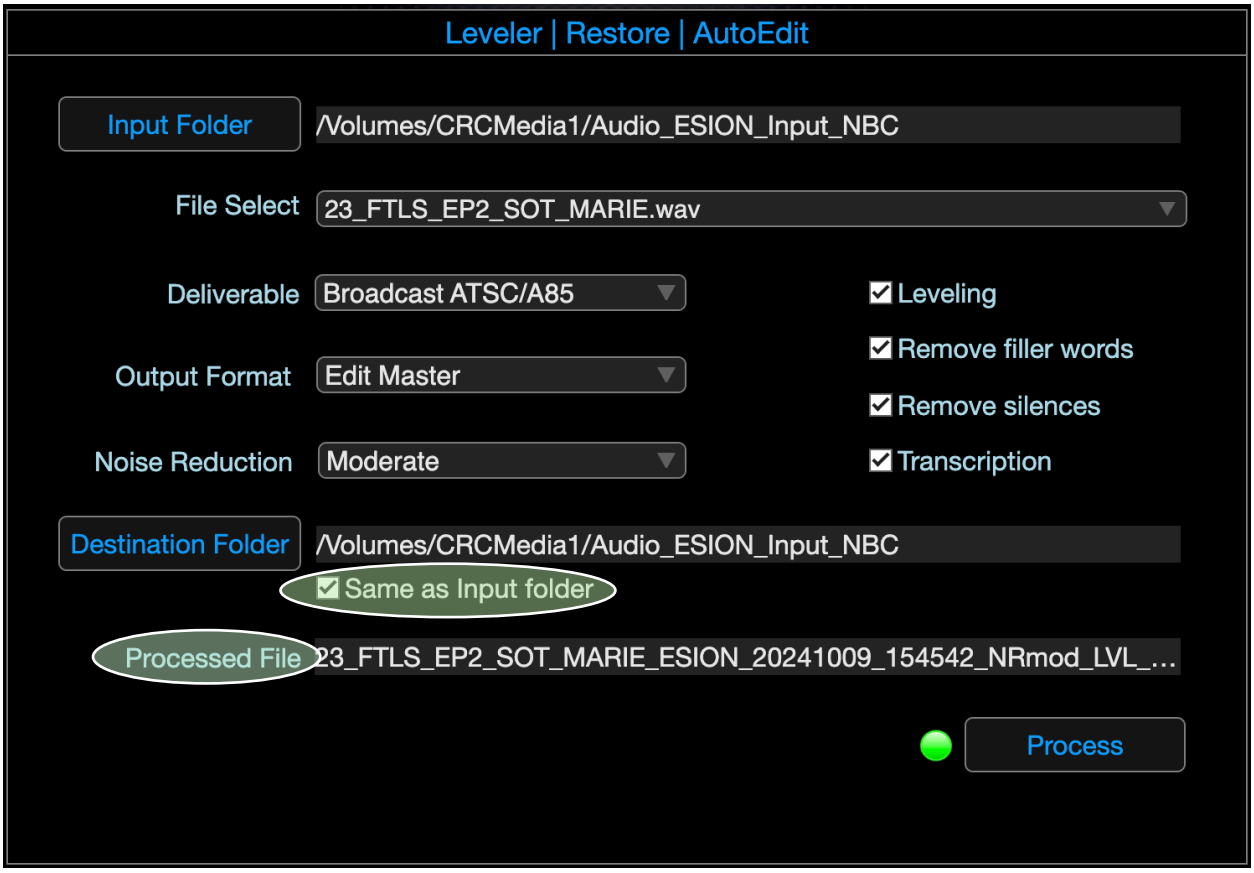
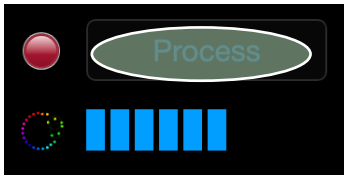
0:01:42.450 And I side story, my brother, Ben and my dad recently just, played their first, soccer game themselves.
0:01:49.890 Dad was a linesman.
0:01:50.880 Ben was center.
0:01:51.600 Nice.
0:01:52.500 They had a, they had a full, time for that.
0:01:54.150 But what jogged my memory in terms of refs, officials, umpires, whatever, came to mind in basketball,<laugh> when this, absolute giant of a kid fully just blocked all ball, all hand on.
0:02:11.040 And this poor kid just went up.
0:02:12.510 This kid's like five foot, nothing up against this kid who, is definitely not 12 like<laugh>.
0:02:17.705 He was so big.
0:02:18.630 he, definitely may have been older, but swatted the ball completely in the bleachers.
0:02:24.630 Absolutely obliterated it.
0:02:25.890 And, the dad popped up and was, ref, referee.

Destination Folder
Open **Destination Folder** to select a drive and folder to write the processed audio files to. To simplify operations and save time, the Destination Folder is remembered between sessions.
***Note**: The **Same as Input folder** check box will auto-set the Destination folder to match the Input Folder. For many workflows this simplifies the process.*

Processed File At the conclusion of processing, the name of the processed audio file appears. The fields appended to the file name are defined within Preferences.



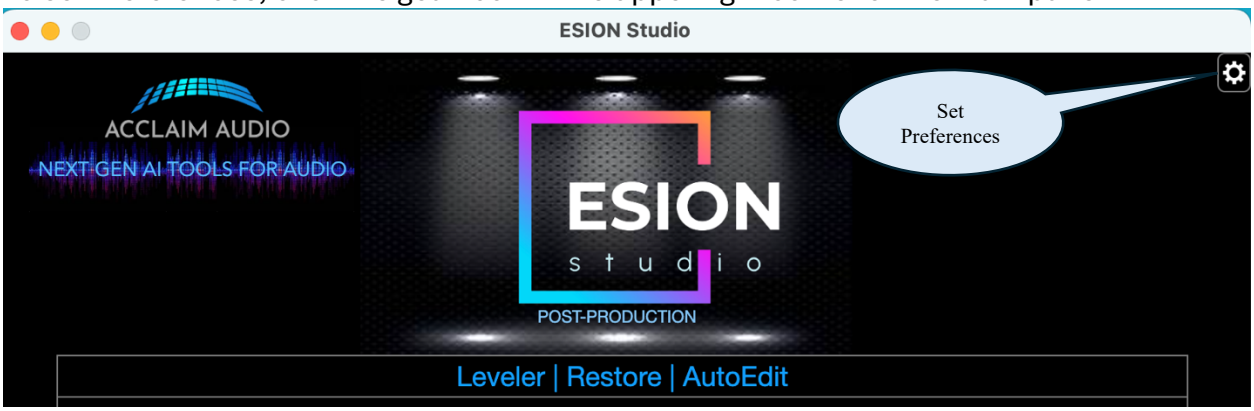
Process Button



Once the Process button is pressed and ESION Studio will engage, the Process button will dim, a progress indicator spins, and a progress bar appears.

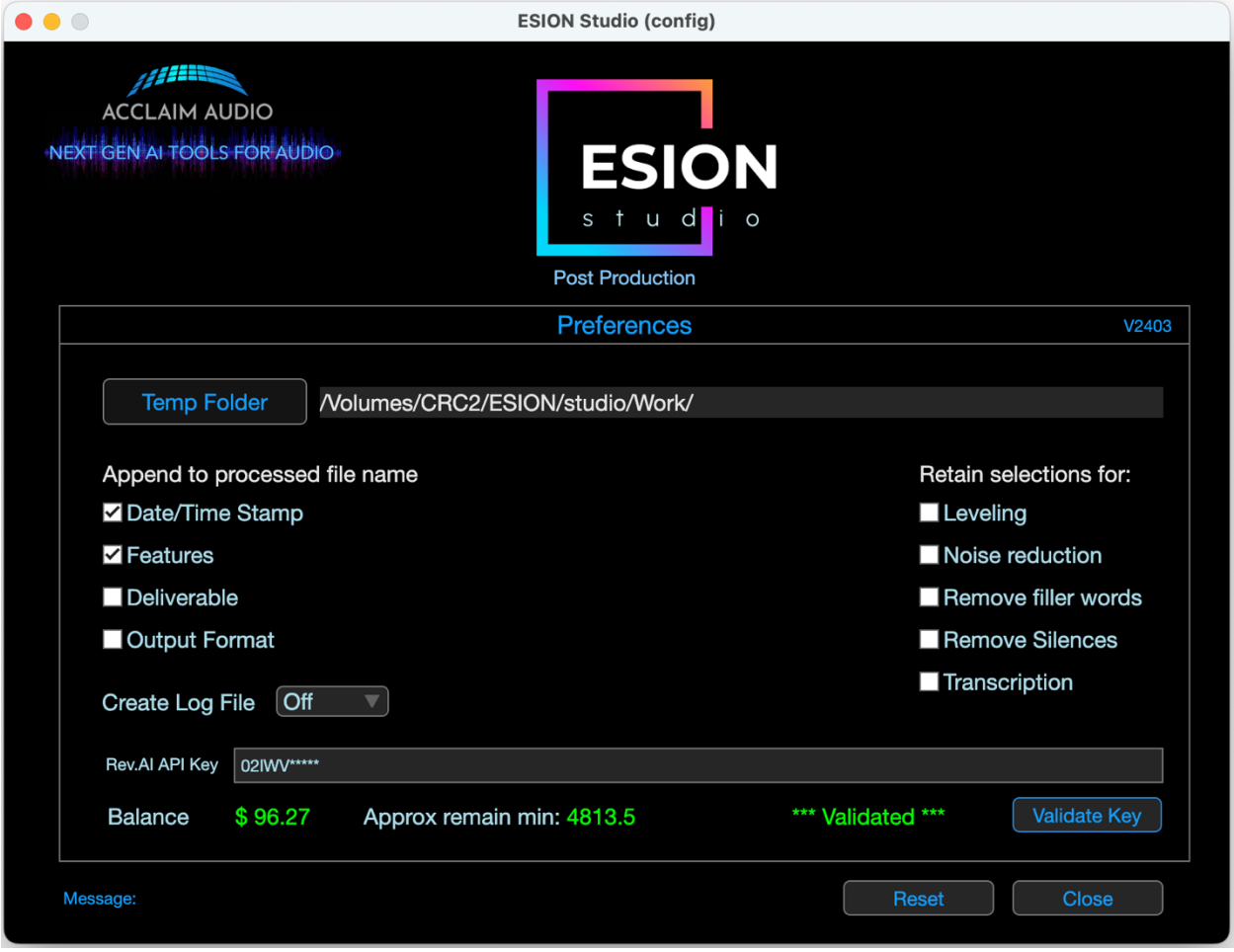
Preferences

To set Preferences, click the gear icon in the upper right corner of the main panel.



Preferences is where configuration items are set, which are utilized on all subsequent Studio processing operations. Preferences is also where the Transcription Rev.AI API key is established, which is required to perform “Remove filler words”, “Remove silences”, and “Transcription”. If the API key is not setup and validated these three check boxes will not be able to be selected to process content.

Note: Preferences does not have stage lights because no processing takes place within Preferences, only application configuration.



Preference controls

Temp Folder

Because ESION utilizes a 64-bit audio engine, the temporary files are typically much larger than the original input file. When installed, the location of the temporary files is located on the system drive within the /Users folder. We strongly recommend moving this location to another drive, preferably an external SSD drive. The standard folder we recommend creating is:

/SSD drive name/ESION/Studio/

When you purchase another ESION product it's temporary files will fit within this same structure. For instance, the ESION Leveler product would use:

/SSD drive name/ESION/Leveler/

Once the user has created the Temp folder on another drive click the **"Temp Folder"** button and navigate to the drive/folder created.

The following table illustrates the approximate temporary disk space required for processing audio files. While ESION Studio utilizes temporary files during processing, at the conclusion of processing the temporary files are removed.

Input file duration		Disk Space	
5	minutes	500	MB
15	minutes	1.5	GB
30	minutes	3	GB
1	hour	6	GB
2	hours	11	GB

File Name Metadata

Preferences also provide the ability to customize what metadata is appended to the processed audio file name. When multiple processing features are selected it's usually desirable to place identifiers within the file name to assist with identification. The four identifier options are:

Date/Time Stamp

If selected, Studio will provide a date and time identifier at the end of the processed file name.

Feature

If selected, Studio will append abbreviated feature identifiers to the file name. Below describes what is appended to the processed file name for each feature selected:

- **Leveling**: "_LVL" will be appended.
- **Noise Reduction:** "_NR" followed by a short description of the noise reduction level, such as "_NRLt" will be appended when Lite noise reduction selected.
- Any of the **ESION Editor** features are selected, "_EDT" will be appended.
- **Remove filler words:** "F" will be appended to "_EDT" to make "_EDTF".
- **Remove silences:** "S" will be appended to "_EDT" to make "_EDTS".
- **Both Remove filler words** and **Remove silences:** "FS" will be appended making "_EDTFS".

*Note: **Transcription** does not append any identifier to the processed file name.*

An example processed file name with all preferences activated.
22_Youth On Course_VO REC_**ESION_20240406_140520_NRLt_LVL_EDTFS**.wav

Deliverable

If selected, Studio will append the abbreviated Deliverable name to the file name.

An example processed file name with all preferences activated and Deliverable preference checked.
22_Youth On Course_VO REC_...
ESION_20240406_140520_NRLt_LVL_EDTFS_Broadcast.wav

Output Format

If selected, Studio will append the selected Output Format to the file name.
An example processed file name with all preferences activated and Output format preference checked.
22_Youth On Course_VO REC_...
ESION_20240406_140520_NRLt_LVL_EDTFS_Broadcast_Edit Master.wav

Retain selections for:

Preferences also provides the ability to select which features will be retained from session to session. This can simplify the workflow when the same features are being used across several audio files across multiple sessions and/or days. The features may be retained by selecting the appropriate feature check box(s)

- ☐ Leveling
- ☐ Noise reduction
- ☐ Remove filler words
- ☐ Remove silences
- ☐ Transcription

Create Log File (On/Off)

In the rare event that you encounter an error, or unexpected results are returned, the ESION team may request you to turn on the logging option.

When the logging option is turned on, the next processing will generate a detailed log of events that ESION Studio performed. The file is located at the Temp Folder location under /Logs
When requested by the ESION team, please email the log file to:
esion@acclaim-audio.com

Note: When the Log option is turned on it is only active for the next file processed and then auto turns off. If the Log needs to be turned on for multiple files it will have to be set prior to processing each file.

ESION Editor setup (within Preferences)

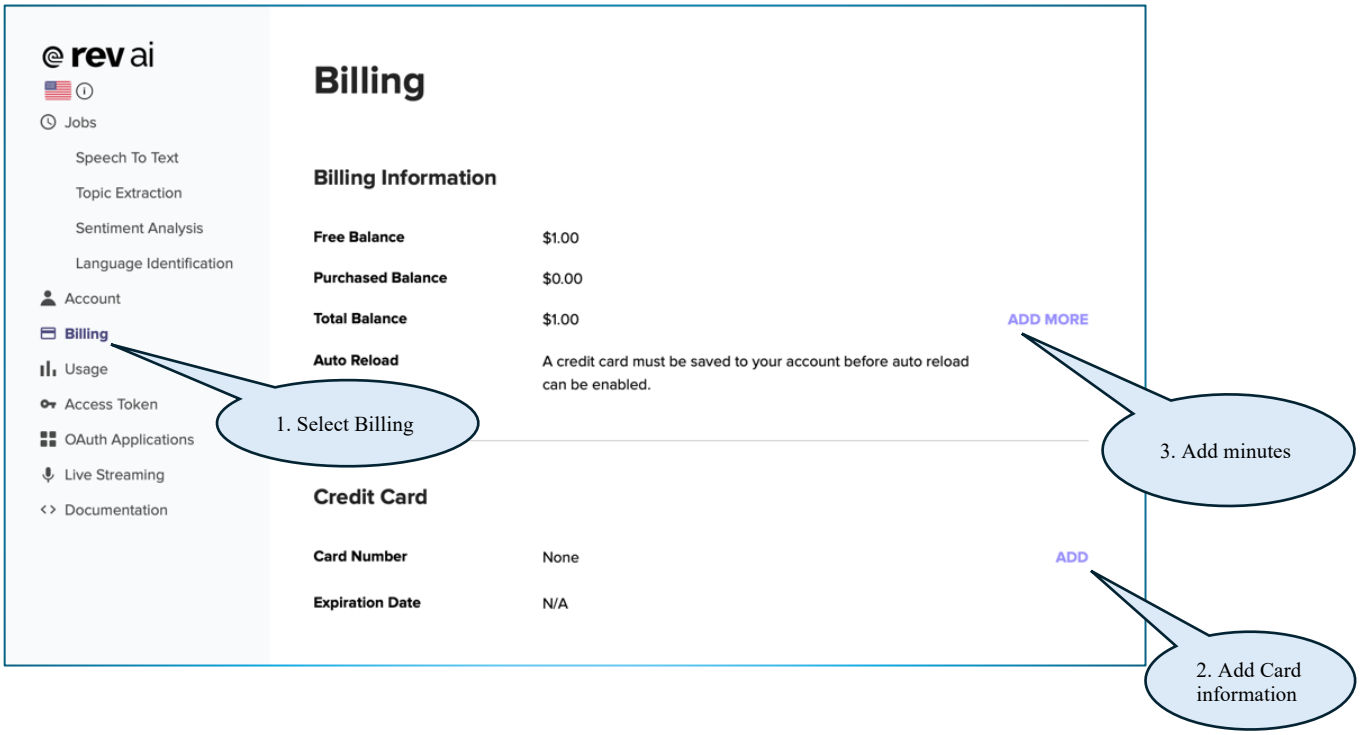
ESION utilizes a third-party platform, Rev.AI to process transcriptions.

Before Transcription can be used an account must be setup at Rev.ai. To establish an account, using your browser go to Rev.ai and click on the “SIGN UP” button. After you enter the required information to create your account, save your password in a secure location to use for future logins. After you login with your new credentials, Rev.ai will display the main page. On the left side in the menu, click on the “Billing” menu item and the page below will be displayed.

Rev.ai charges a small fee for every minute of transcription. As of the time this manual was written, the fee was ~$0.003/minute. This corresponds to charging the low price of ~$0.18 for processing 1 hour of audio.

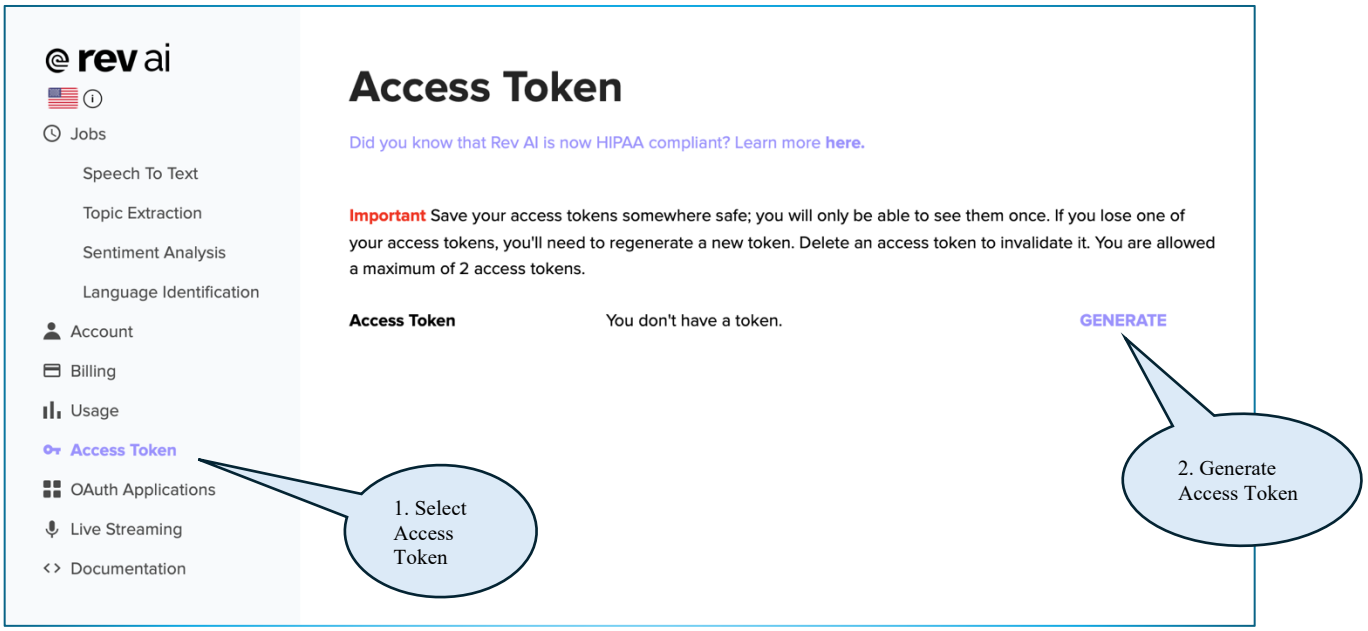
Before ESION can utilize the transcription features you will need to purchase transcription processing time. This consists of five simple steps:

1) Select Billing on the left menu
2) Add a credit card for future purchases
3) Purchase time – Press the “ADD MORE” link right of the Total Balance field
4) On the purchase time page enter the number of minutes desired and the price will appear to the right.
5) Press the “PURCHASE” button.

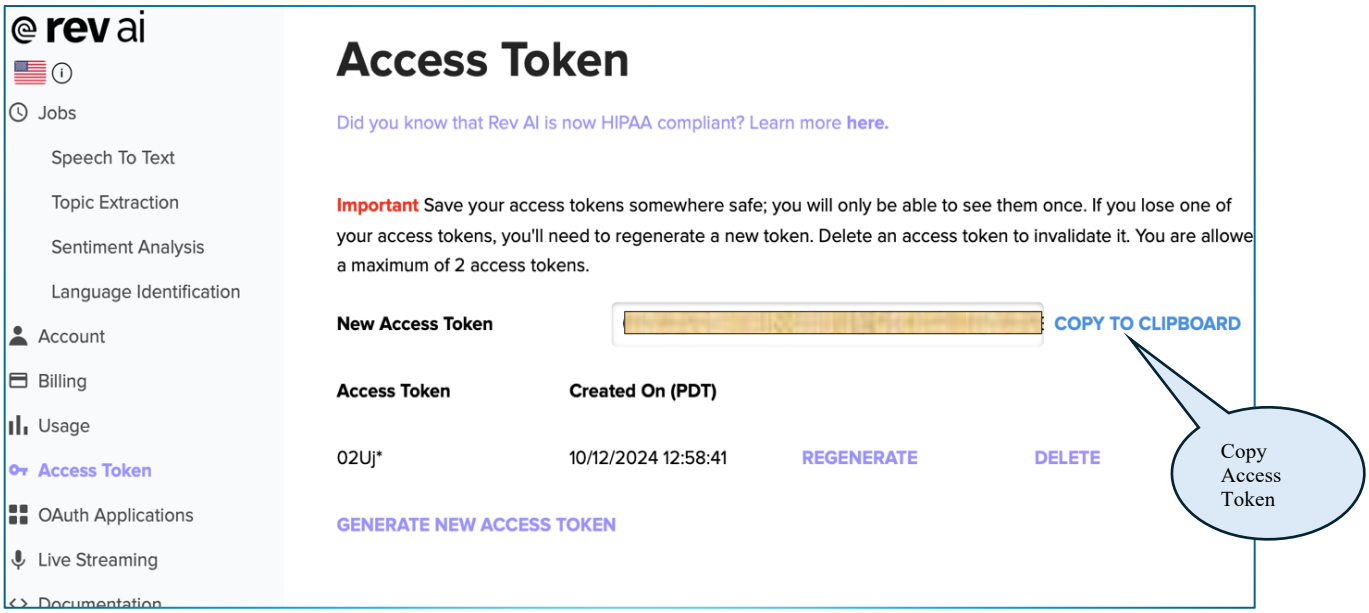


Once your account has been setup and minutes have been purchased for transcription, the next step is generating an Access Token and copying that token to the ESION Preferences page. The Access Token is the mechanism that binds ESION Studio to your account at Rev.ai.

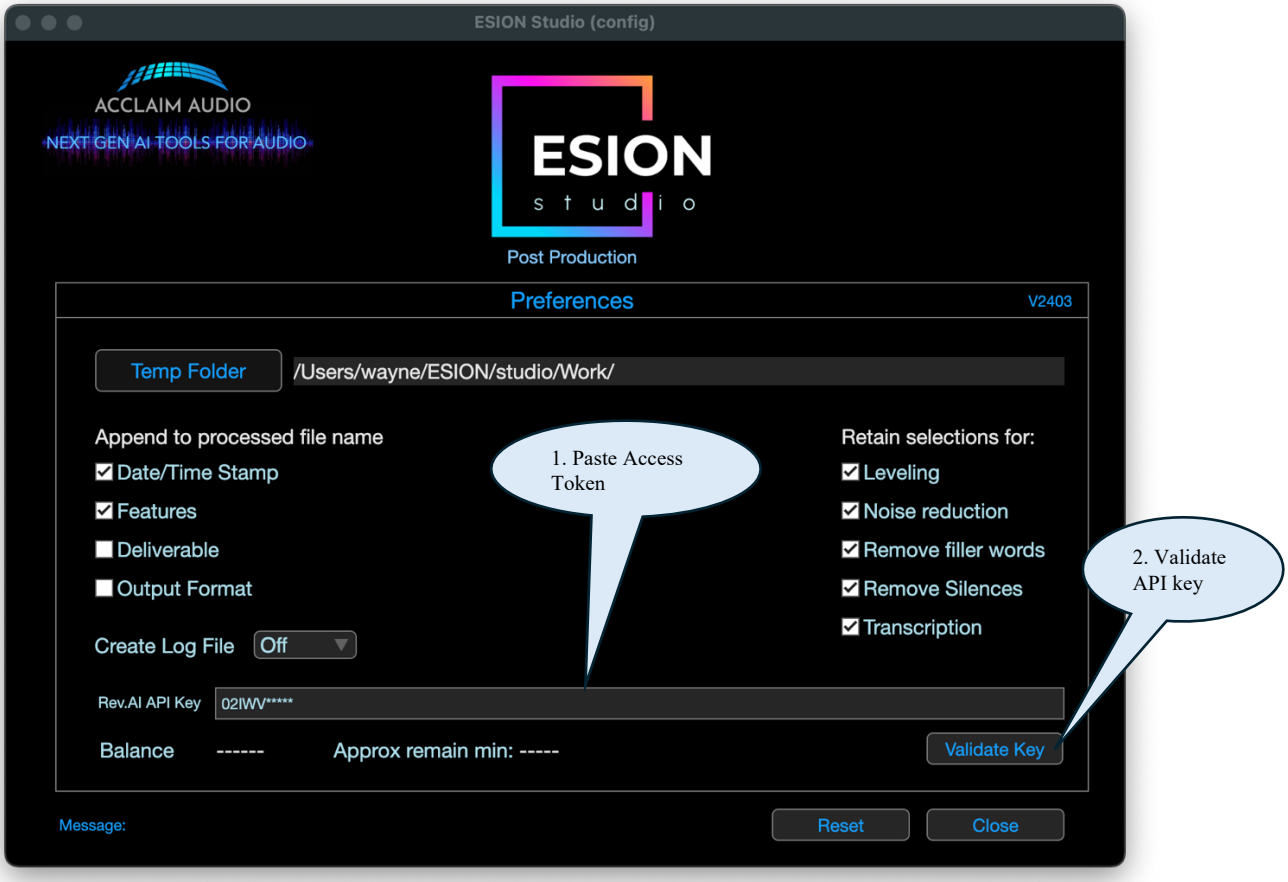
1) On the left menu select “Access Token”
2) Select the “GENERATE” link and Rev.ai will create a unique token.



The generated Access Token will display in the “New Access Token” field. *This will only be displayed while on this page so it’s extremely important the token is copied and stored in a secure location.* **This controls which account is billed for transcriptions**. Click the “COPY TO CLIPBOARD” and the paste it in a secure location for future reference.



The final step is to open ESION Studio, click the preferences control (gear box in upper right corner) to open the preferences window.
Click in the box for “Rev.AI API Key”, paste the Rev.ai Access Token, and then press the “Validate Key” button. This will validate that the Access Token within ESION Studio matches the Access Token on your Rev.ai Account.



If the Access Token is valid, the balance will be returned in Green and the message will display *** Validated *** in green. If the Access Token is not valid, the message will display *** Not Validated *** in red.
One the Access Token is validated it will be masked to prevent anyone else from maliciously copying your Access Token. Once masked, only the first 5 characters will be displayed followed by 5 *’s. (See picture below)

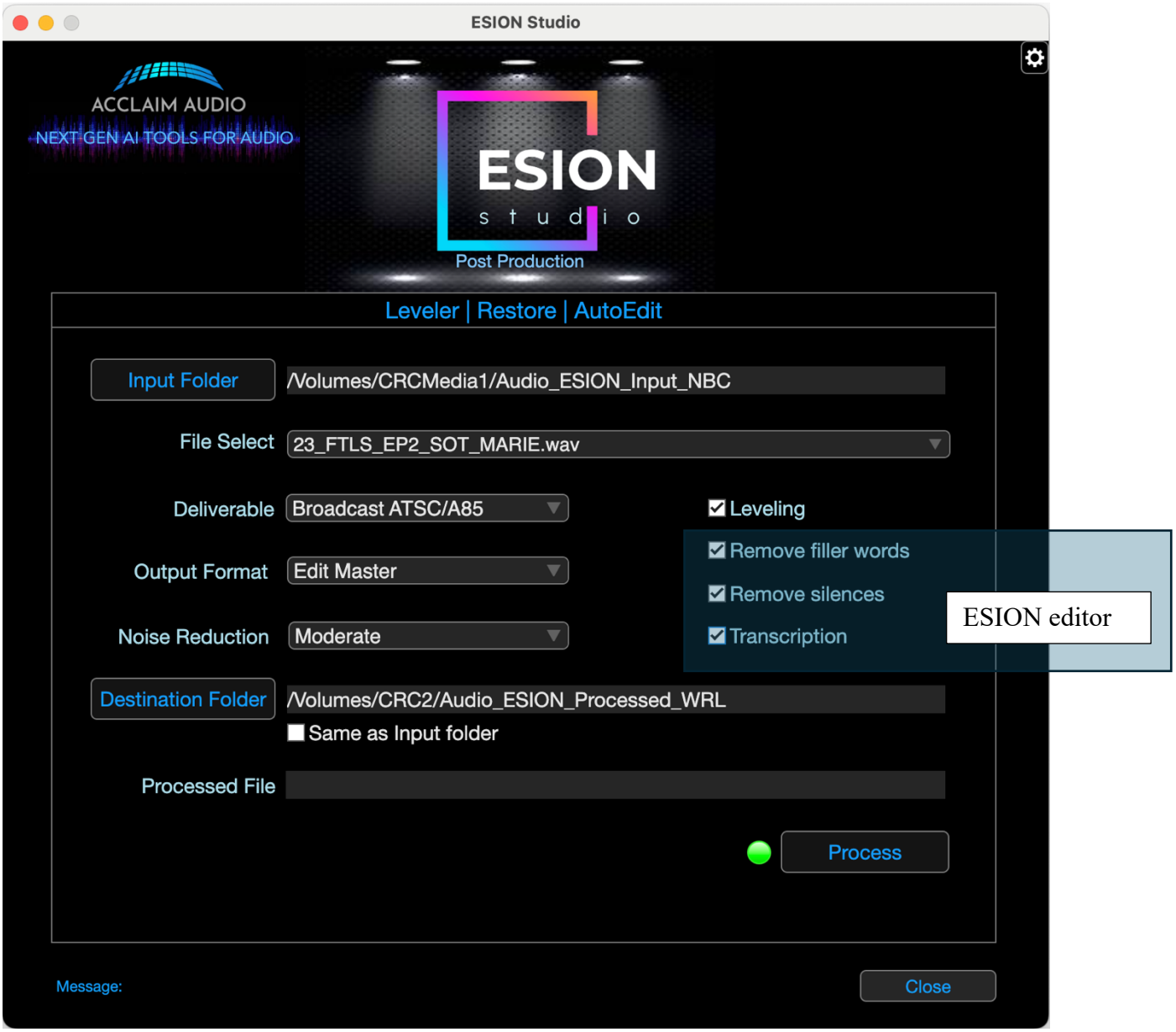
You are now ready to take advantage of the ESION Editor features within Studio.

Note: If you ever "Regenerate" your Access Token at Rev.ai, make sure to copy to clipboard and paste the new token in the ESION Studio Preferences and press the "Validate Key". They must be in sync for ESION Studio to properly communicate with Rev.ai.

Note: For security reasons, some customers implement a policy where they Regenerate a new Access Token on a periodic basis.

Press the Close button to return to the ESION studio main page. At this time the Transcription, Remove filler words and Remove Silences editor options may be checked.

Congratulations, ESION Studio Editor options are now ready for use!!!


ESION Studio
ACCLAIM AUDIO
NEXT GEN AI TOOLS FOR AUDIO
ESION
studio
Post Production
Leveler | Restore | AutoEdit
Input Folder
/Volumes/CRCMedia1/Audio_ESION_Input_NBC
File Select
23_FTLS_EP2_SOT_MARIE.wav
Deliverable
Broadcast ATSC/A85
Output Format
Edit Master
Noise Reduction
Moderate
Leveling
Remove filler words
Remove silences
Transcription
ESION editor
Destination Folder
/Volumes/CRC2/Audio_ESION_Processed_WRL
Same as Input folder
Processed File
Process
Message:
Close