

Danaps VoiceCast

User Manual - Version 1.0

Broadcast-ready voice in seconds



VoiceCast main interface in the default Studio mode

VoiceCast is a complete spoken-voice chain in one plugin: cleanup, dynamics, tone shaping, de-essing, width, de-click, FX and graphic EQ.

1. Overview

Danaps VoiceCast is a professional spoken-voice processor for podcasters, voiceover artists, radio producers and content creators. It is designed to help turn raw speech into a cleaner, more stable, fuller and broadcast-ready sound quickly, without building a long plugin chain from scratch.

VoiceCast is not built to replace one single effect. It brings a complete voice-chain approach into a focused interface. The main controls give fast access to the most important spoken-voice decisions, while the Advanced panel and Graphic EQ provide deeper control when needed.

Main features

- Clean, Noise Gate, Body, Air, De-ess and Stability in a speech-focused processing chain
- Studio and Broadcast characters for different production situations
- Advanced panel with Room, Clarity, Presence, Width and De-Click controls
- FX panel with Delay and Echo
- Graphic EQ for precise frequency correction
- A/B comparison, Presets, Reset and Bypass

Clean	Noise Gate	Body	Air	De-ess	Mix
35%	35%	45%	35%	40%	100%

Suggested default values for most spoken-voice material

Supported systems

VoiceCast is designed for macOS and Windows. Depending on the final installer package, it can be provided as VST3 and as Audio Unit on macOS.

Recommended use cases

- podcasts and narration
- voiceover and commercial reads
- radio imaging and promos
- MC, announcer and presenter voice
- online education, streaming and spoken content

2. Quick Start

VoiceCast is designed so the default setting can work as a useful starting point. On most voices, start with the Main panel first, then move to the Advanced panel or Graphic EQ only if more detailed correction is needed.

1. Insert VoiceCast on the spoken-voice track you want to process.
2. Start in Studio mode, or switch to Broadcast mode if you need a tighter, more controlled broadcast-style character.
3. Set the Input level so the signal does not overload the plugin.
4. Listen with VoiceCast active, then compare with Bypass.
5. If the voice sounds boxy or muddy, gently increase Clean.
6. If room noise is too audible in pauses, carefully increase Noise Gate.
7. If the voice sounds thin, increase Body.
8. If the voice sounds dull, increase Air or Clarity.
9. If sibilance becomes too sharp, increase De-ess.
10. If mouth clicks or small ticks are audible, use De-Click in the Advanced panel.

Default values

Control	Value	Note
Clean	35%	natural cleanup
Noise Gate	35%	gentle noise control
Body	45%	fuller voice
Air	35%	more open top end
De-ess	40%	sibilance control
Mix	100%	full processing

3. Interface

The top control bar gives access to global workflow functions: EQ, mode selection, Presets, Reset, A/B and Bypass.



Top control bar: quick access to the main workflow functions

EQ

Opens the Graphic EQ view for more precise frequency correction. Use it when the main controls are not enough to solve a specific voice, microphone or recording issue.

Studio / Broadcast



Studio mode

Broadcast mode

Studio

A more open, polished and finished character. Ideal when you want a modern, publish-ready voice sound quickly.

Broadcast

A tighter, more controlled and more restrained character. Ideal for radio-style work or material that may pass through additional broadcast processing chains.

Presets

Opens the preset system for saving and recalling VoiceCast settings for different voices, microphones and production situations.

Reset

Restores the relevant controls to their default values.

A/B

The A/B system lets you compare two different settings quickly. Use it to decide between a more natural setting and a more processed, broadcast-style version.

Bypass

Disables VoiceCast processing so you can compare the processed and unprocessed signal. Always compare at a similar loudness level, because louder almost always feels better whether it actually is or not.

4. Main Panel



Main panel: the most important everyday voice controls

The Main panel contains the controls most users will adjust first. These controls shape the core voice sound and are designed to work quickly without deep technical setup.

Clean

Reduces boxiness, mud and unwanted low-mid buildup. Use it when a voice sounds closed, cloudy or untreated. Default: 35%.

Noise Gate

Controls background noise in pauses and helps keep silent parts cleaner. If word endings are being cut off, reduce this control. Default: 35%.

Body

Adds weight, warmth and fullness to thin voices. If the voice becomes boomy or boxy, reduce Body or use Clean/EQ to control low mids. Default: 45%.

Air

Adds openness and top-end clarity. Use it to make a dull voice feel more modern, but reduce it if the result becomes too bright or sibilant. Default: 35%.

Input

Sets the signal level before processing. Keep the input healthy but not overloaded. Default: 0.0 dB.

De-ess

Controls harsh S, SH and other sharp high-frequency consonants. Useful when Air or Presence brings out too much sibilance. Default: 40%.

Mix

Blends the processed signal with the original. At 100%, VoiceCast runs as a complete voice chain. Reduce Mix if the result feels too processed. Default: 100%.

Output

Controls the final output level. Use it to match the processed signal against the bypassed signal for fair comparison. Default: 0.0 dB.

5. Advanced Panel



Advanced panel: detailed tone, dynamics, width and repair controls

The Advanced panel provides deeper control for shaping the voice after the basic Main panel sound has been set. These controls are useful for fine-tuning different speakers, microphones and production targets.

Room

Adds a subtle room or ambience feel. Keep it at 0% for a fully dry voice. Small values can make an overly dry signal feel more natural. Default: 0%.

Stability

Controls level consistency and dynamic movement. Higher values create a steadier, more controlled voice; lower values keep more natural dynamics. Default: 40%.

Clarity

Improves intelligibility and definition. Use it when a voice needs to come forward or feel more articulate. Avoid pushing it too far on already bright voices. Default: 40%.

Presence

Brings the voice forward in the mix and adds a more focused upper-mid character. Useful for broadcast and commercial-style reads. Default: 30%.

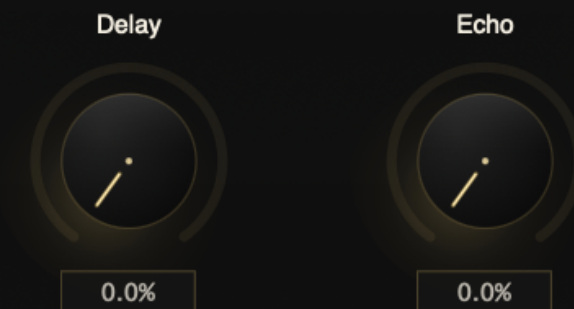
Width

Adds stereo width and space. Use carefully on spoken voice to maintain focus and mono compatibility. Default: 8%.

De-Click

Reduces mouth clicks, ticks and small artifacts in spoken recordings. Leave it at 0% when it is not needed. Default: 0%.

6. FX Panel



FX panel: Delay and Echo

The FX panel contains creative effects for spoken-word production, radio imaging and stylized voice moments. For natural podcast and voiceover use, these controls usually remain at 0%.

Delay

Adds a delayed repeat to the voice. Useful for imaging, promos and creative voice transitions. Use lightly when intelligibility is important. Default: 0%.

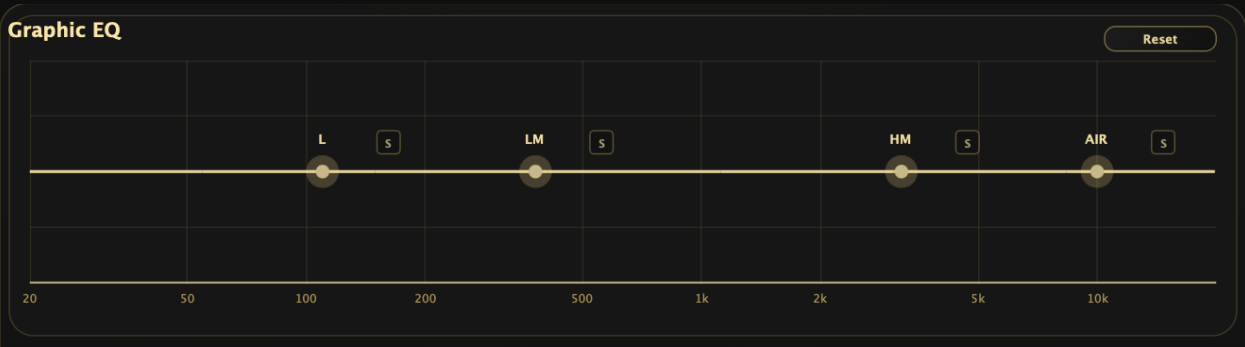
Echo

Adds a more echo-like repeating character. Useful for special phrases, radio production and creative emphasis. Default: 0%.

General advice

Use FX as a creative layer rather than a default part of the voice chain. Too much Delay or Echo can quickly reduce speech intelligibility.

7. Graphic EQ



Graphic EQ: L, LM, HM and AIR bands

The Graphic EQ gives additional frequency control beyond the main VoiceCast knobs. It can be used for subtle broad shaping or for more targeted correction when a recording has a specific tonal issue.

Bands

Band	Typical use
L	Low-end body and weight. Useful for adding or controlling fullness.
LM	Low-mid control. Often used for reducing boxiness, mud or cloudy tone.
HM	High-mid presence and speech definition. Useful for intelligibility and forwardness.
AIR	Top-end openness and brightness. Useful for a more polished, modern voice sound.

EQ Band Value window

EQ band value

Freq Hz

380.0

Gain dB

0.0

Q

0.82

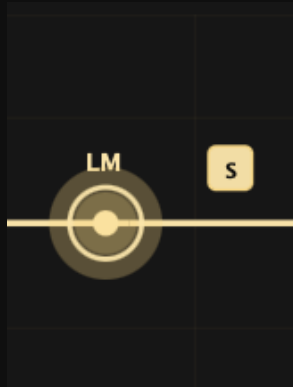
Apply

Cancel

EQ band value: Frequency, Gain and Q

7.1 Graphic EQ - Detailed Use

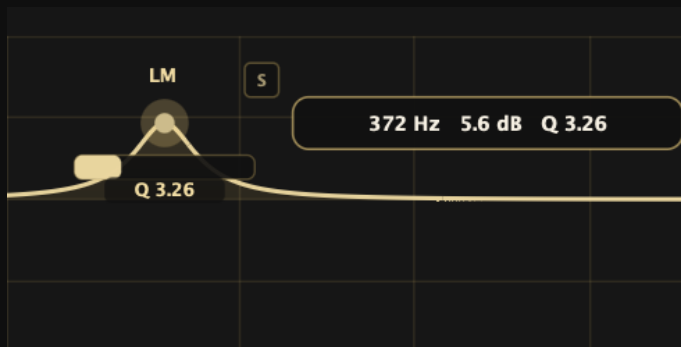
The Graphic EQ is not limited to four fixed bands. EQ points can be moved, new points can be created, Q can be widened or narrowed, and the S button lets you check a selected band in solo.



Use the S button to check the selected EQ band in solo



Double-click to create a new EQ point or curve



Q controls the width of the band: lower Q = wider, higher Q = narrower

• Low Shelf

Flat High-Pass 12 dB/oct

Flat High-Pass 24 dB/oct

Flat High-Pass 48 dB/oct

Resonant High-Pass 12 dB/oct

Resonant High-Pass 24 dB/oct

Resonant High-Pass 48 dB/oct

Brickwall High-Pass

The filter menu opens after right-clicking and provides different EQ/filter types

Basic EQ operations

- S button: solo-check the selected band so you can hear exactly what is being changed
- Double-click on the EQ curve: create a new EQ point or curve
- Drag a point left or right: change frequency
- Drag a point up or down: boost or cut gain
- Adjust Q: make the correction wider or narrower
- Filter menu: appears after right-clicking and lets you select EQ/filter types
- EQ band value window: enter exact Frequency Hz, Gain dB and Q values

Practical EQ advice for spoken voice

On spoken voice, wider and smaller corrections usually sound more natural than very narrow, aggressive moves. If a voice sounds boxy, sibilant or thin, start with small cuts or boosts, then use A/B comparison to check whether the result is genuinely better.

8. Signal Flow and Internal Logic

The internal DSP is designed as an integrated system, so this manual describes the signal flow at a high level rather than exposing individual processing stages.

Input	Cleanup	Dynamics	Tone	Space / FX	Mix & Output
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User-level signal flow: the voice is cleaned and controlled first, then shaped through dynamics, tone, space/FX and final mix/output stages

General logic

VoiceCast combines several processing stages that work together. The incoming voice is cleaned and stabilized, then shaped through dynamic and tonal processing to create the final character. The user controls are designed to expose the important production decisions without requiring the user to build the entire chain manually.

VoiceCast is designed specifically for spoken voice processing. It combines targeted processing stages to help turn raw voice material into a cleaner, more stable and more finished sound quickly.

Gain reduction feedback

The GR feedback in the lower part of the interface shows how actively the dynamic processing is working. If gain reduction stays very high for long periods, the voice may become too controlled; in that case, reduce Stability or other stronger processing controls.

9. Suggested Settings

The values below are starting points, not rules. The best setting always depends on the voice, microphone, recording environment and target sound.

Use case	Mode	Clean	Gate	Body	Air	De-ess
Natural podcast	Studio	30-40	25-40	35-50	25-40	35-50
Broadcast voice	Broadcast	35-50	30-45	40-60	25-45	40-60
Voiceover / ads	Studio	30-45	20-40	40-60	35-55	35-55
Clicky speech	Studio	35-50	20-35	35-50	25-40	40-60

Use case	Stability	Clarity	Presence	Width	De-Click
Natural podcast	35-50	35-50	20-35	0-10	0-30
Broadcast voice	45-65	35-55	30-50	5-15	0-25
Voiceover / ads	35-55	40-60	30-50	5-15	0-30
Clicky speech	35-50	35-50	20-35	0-8	25-60

If the processing feels too strong, do not adjust every control at once. First try reducing Mix, Stability, Presence or Air, then check the result using A/B comparison.

Studio vs Broadcast in brief

Studio

A more open, polished and finished character.

Broadcast

A tighter, more controlled character with a more restrained top end.

Both characters follow the same VoiceCast philosophy: fast, clean and professional spoken voice without building a long plugin chain.

10. Troubleshooting

If the sound is not right, first identify the problem, then adjust the related controls. This makes it easier to keep the natural voice character and avoid over-processing.

Boxy voice

- Increase Clean
- Reduce Body
- EQ: gentle cut around 250-500 Hz

Thin voice

- Increase Body
- Reduce Clean carefully
- EQ: gentle boost around 120-180 Hz

Too sibilant

- Increase De-ess
- Reduce Air
- Reduce Presence or HM

Too dark

- Increase Air
- Slightly increase Clarity
- EQ: gentle AIR band boost

Voice is being cut off

- Reduce Noise Gate
- Check Input level
- Reduce Stability slightly

Too processed

- Reduce Mix
- Reduce Stability
- Reduce Presence/Air

Mouth clicks are audible

- Use De-Click at 20-35%
- For problematic material try 40-60%
- Check microphone position

Not loud enough

- Increase Output
- Check Input
- Match loudness when A/B comparing

11. FAQ

Can I use VoiceCast on sung vocals?

Yes, but VoiceCast is primarily designed for spoken voice. It can work well on spoken vocal parts, narration, rap intros, radio tags or MC voices. Use it carefully on sung vocals.

Can I use it on the master bus?

Not recommended. VoiceCast is a spoken-voice processor, not a full-mix mastering tool.

Does VoiceCast work the same on every recording?

No. VoiceCast is designed to clean, stabilize and shape spoken voice, but the result always depends on the quality of the input recording. On heavily distorted, very noisy, poorly recorded or extremely reverberant material, the plugin may improve usability, but it cannot remove every problem completely. For best results, use proper microphone positioning, a clean recording environment and a healthy input level.

What is the difference between Studio and Broadcast?

Studio is more open, polished and finished. Broadcast is tighter, more restrained and controlled. This makes it a safer choice for radio-style work or material that may pass through additional broadcast chains.

Why is De-Click set to 0% by default?

Because it is a repair tool. If there are no mouth clicks or ticks, there is no reason for it to process the signal.

Why is Mix set to 100% by default?

Because VoiceCast is designed to work as a complete voice chain. Mix is useful when you want to blend back some of the original signal.

Why does it sound different on different microphones?

VoiceCast reacts to the character of the input signal. A darker microphone may need more Air or Clarity, while a brighter microphone may need more De-ess control.

Why do some controls sound subtle?

Some modules are designed to work gently and safely. The goal is not extreme processing, but fast, natural and usable spoken-voice shaping.

Are the microphone presets exact microphone models?

No. The microphone presets are starting points for common microphone characters, not exact models or emulations. They help you get started faster based on a microphone type or recording situation, but the final result still depends on the speaker, microphone position, recording environment and input level.

12. Technical Specifications

Item	Description
Plugin name	Danaps VoiceCast
Version	1.0
Type	Voice processor / speech processing plugin
Systems	macOS, Windows
Format	VST3, Audio Unit on macOS - depending on the installer package
Main modules	Clean, Noise Gate, Body, Air, De-ess, Stability, Clarity, Presence, Width, De-Click, Room, Delay, Echo, Graphic EQ
Workflow functions	Input / Output gain, A/B comparison, preset management, reset, bypass and gain reduction display

Danaps VoiceCast - Broadcast-ready voice in seconds