



**DIAMOND  
LIFT  
3**



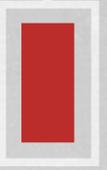


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bury the tombs is 6 feet.



# OVERVIEW

Acustica and Studio DMI have joined forces again, this time to create a real “big shot” called LIFT3!

LIFT3 is the second plug-in in the DIAMOND series. It is the perfect complement to COLOR-EQ, and is equally comfortable both in mixing and mastering sessions. In a nutshell, LIFT3 is carefully designed to be a state-of-the-art tool for the pro-audio industry. The tonal power that LIFT3 is bound to inject in your audio processing chain is entirely unrivalled in the software world, and the reason behind this claim is quite simple: LIFT3 provides the most accurate digital representation of the Studio DMI signature sound, combining specific features of a number of hardware devices into a single, awesome product capable of excellent performance and sound quality.

## MIX version

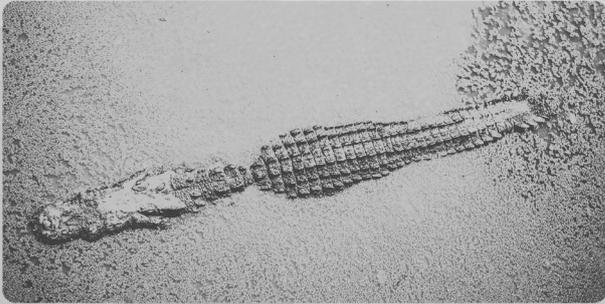


## MASTER version

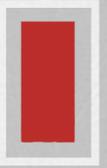
### In Scott Banks' words:

“DIAMOND LIFT captures the true essence of the Studio DMI workflow and signature sound that has been used for several years by Luca Pretolesi and me, on numerous chart-topping records. LIFT is carefully pieced together to accurately emulate four integral steps of our process that makes the Studio DMI sound, that is achieved in our studio with multiple pieces of analog gear. Each section of the plug-in has been purposefully chosen and designed to make LIFT a versatile and powerful, easy to use plug-in that can be used to quickly bring a synth or vocal to the front of a mix, or transform a dull track into a thick, exciting and loud final master.” We at Acustica are very satisfied and delighted with the results, as well!

The typical depth used to bury the tombs is 6 feet.



Nile crocodiles hollow deep holes even 40 feet.



## OPERATIONS

**LIFT3** is a plug-in bundle which includes two versions: LIFT MIX, for normal mixing duties, and LIFT-MAST, Especially designed for mastering sessions. It's equipped with 4 different clipper modes.

**LIFT MASTER** in addition to the same set of controls of the regular version, LIFT MASTER provides a more detailed level of operation: it has a more controlled range of values, it's equipped with 4 different clipper modes and its controls are stepped, as is the norm with mastering devices.

## WHAT'S NEW IN THIS THIRD VERSION?

**Lift3 (MASTER & MIX)** brings you all the power of its predecessor adding exciting new features that will bring some serious heat to your project.

We have upgraded it with:

- New ultra-musical High pass and Low pass filters
- A new 'insane' compressor
- An additional in-your-face clipper for extra loudness, with separate MID control
- An independent Side control for extra width
- And last but not least, a super versatile routing control.



# CONTROLS

## **BYP SWITCH:**

It switches LIFT between operation (lamp ON) and bypass mode (lamp OFF).

## **INPUT KNOB:**

Adjusts the input level from -24dB to +24dB (-5dB to +5dB in the master version); it is used to control the signal level inside the plug-in.

## **OUTPUT KNOB:**

Adjusts the output level from -24dB to +24dB (-5dB to +5dB in the master version).

## **IN METER:**

Shows the level of the input signal.

## **OUT METER:**

Shows the level of the output signal.

## **ROUTING CONTROL:**

We have added a routing selector in this third version. Options:

- 1) Saturation/EQ/Comp/Clipper;
- 2) Comp/Saturation/EQ/Clipper;
- 3) Clipper/Comp/Saturation/EQ;
- 4) Saturation/EQ/Clipper/Comp

## **SIDE AMOUNT CONTROL:**

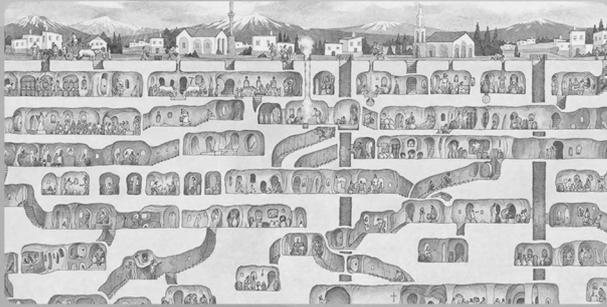
Controls the amount of Side information. Range: +-12dB.



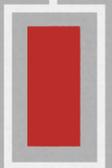
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The ancient Turkish city of Derinkuyu now resides at 279 feet in depth.



## SATURATION SECTION

### SATURATION SWITCH:

Enables the saturation stage. When the lamp is ON, the saturation is enabled, when OFF the saturation stage is bypassed.

### SATURATION KNOB:

Determines the amount of harmonic distortion introduced by the saturation stage (from 0 to 100%).



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1,285 feet under.



## EQUALIZER SECTION

This equalizer has an innovative and flexible design, since it allows you to enrich your sound with a wide range of intervention using a minimum number of controls. The eq section included in LIFT offers LOW and HIGH shelving filters, each with 3 different selectable shelving slopes.

### LO SHELF KNOB:

Adjusts the gain of the low shelf filter (LO), from 0 to +4dB.

### LO SHELF SWITCH:

Selects one of the 3 available slopes for the low shelf filter.

### HI SHELF KNOB:

Adjusts the gain of the high shelf filter (HI), from 0 to +4dB.

### HI SHELF SWITCH:

Selects one of the 3 available slopes for the high shelf filter.

The filter section includes 'New' ultra-musical High pass and Low pass filters.

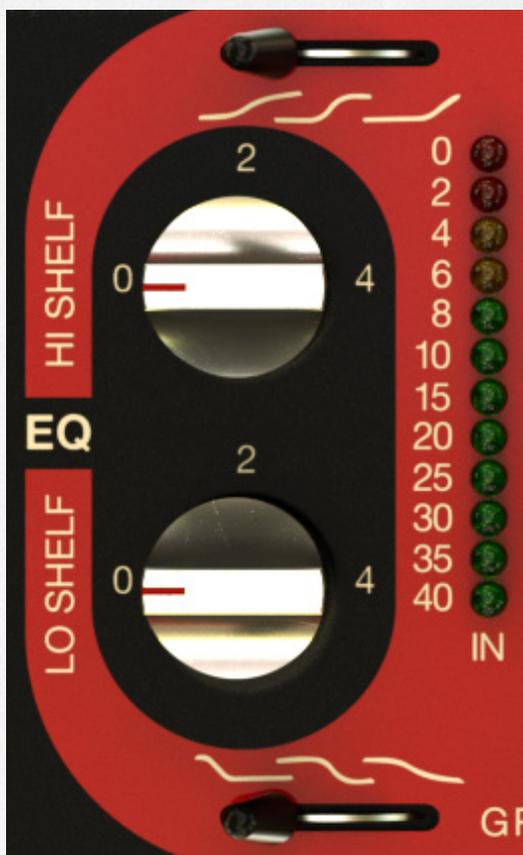
HP: 30 Hz (fixed Frequency)

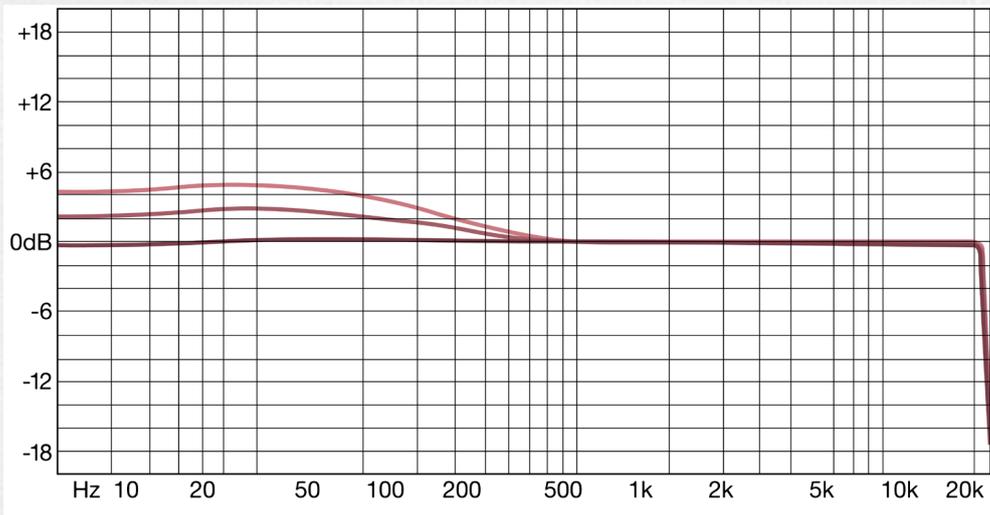
LP: 18 kHz (fixed Frequency)

### MASTER version

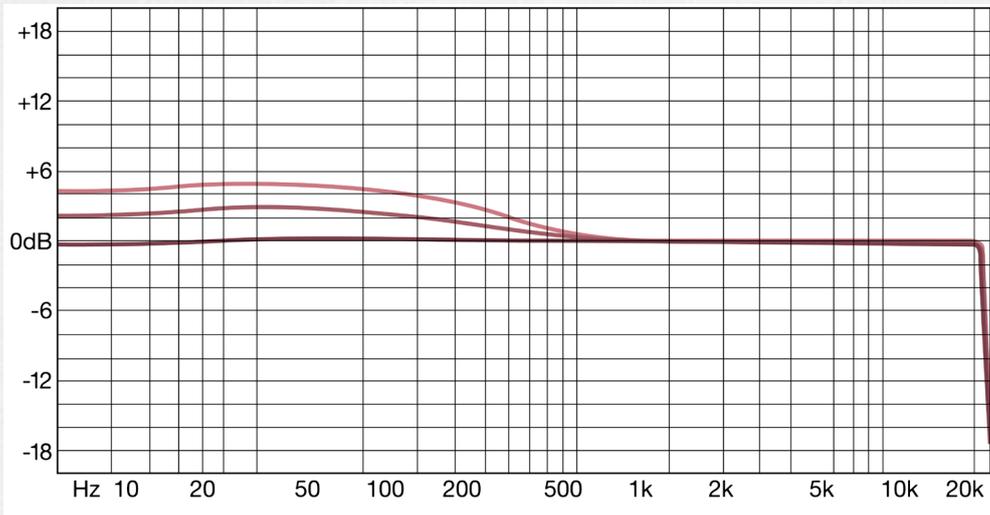


### MIX version

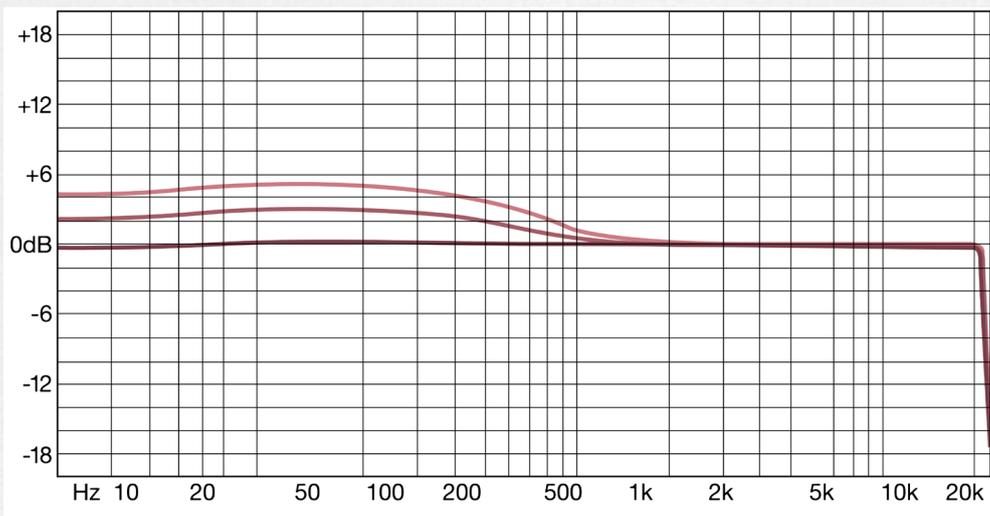




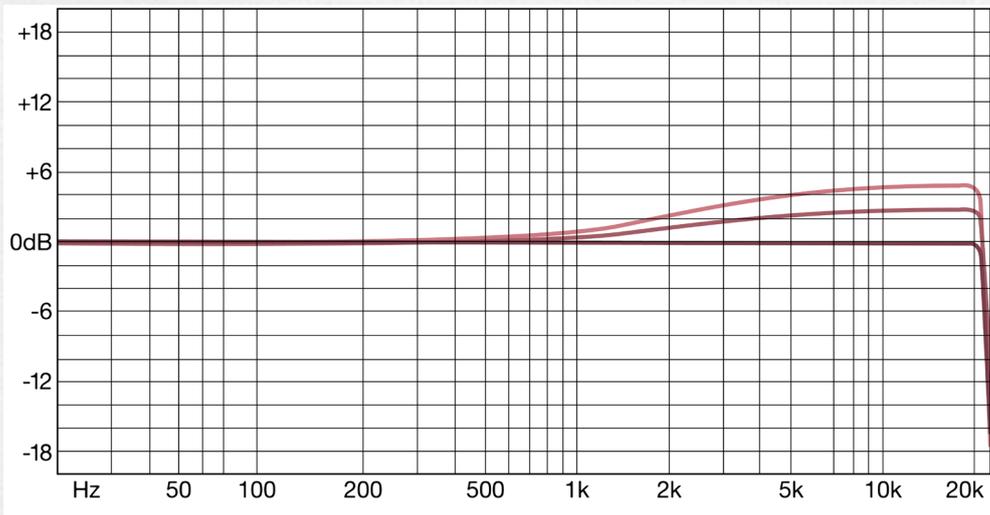
**LO shelf - position 1**



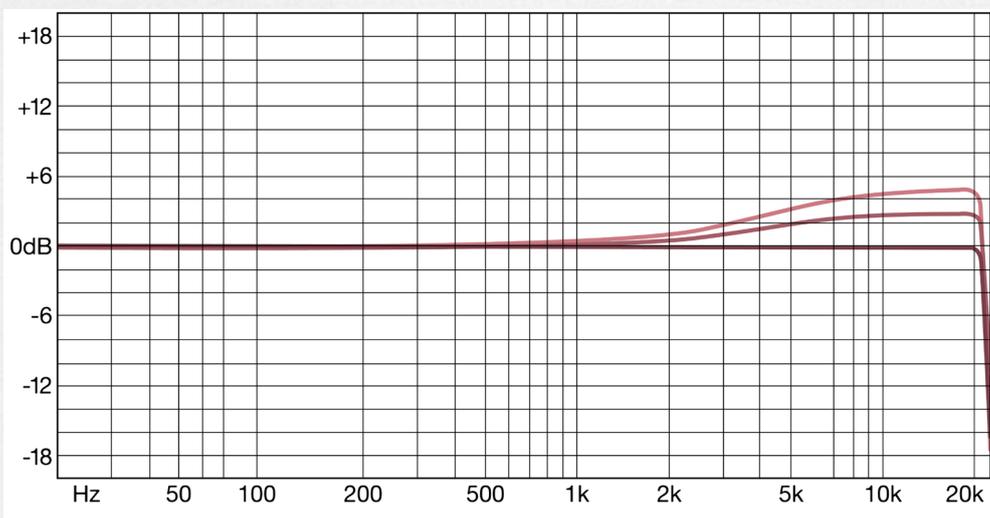
**LO shelf - position 2**



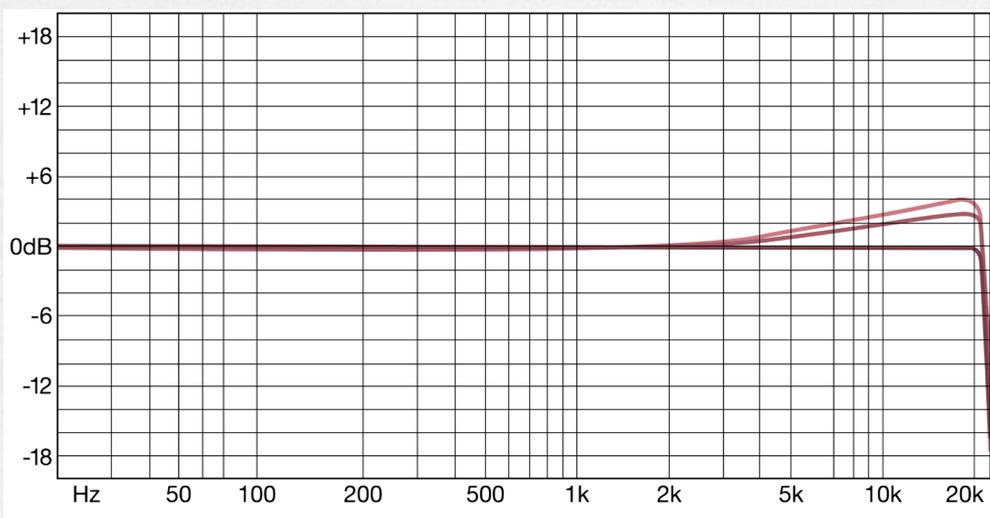
**LO shelf - position 3**



**HI shelf - position 1**



**HI shelf - position 2**



**HI shelf - position 3**

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1,285 feet under.



Switzerland's Gotthard base tunnel is the deepest railway tunnel. 7,548 feet



# COMPRESSOR SECTION

## THRESHOLD KNOB:

Sets the threshold for the compressor, from 0dB down to a minimum of -20dB.

## MAKE UP KNOB:

Controls the gain compensation output stage, from 0 dB to 20 dB; it is designed to boost the compressed signal in order to match its level with the uncompressed signal.

## COMPRESSOR MODE:

A selector switch for choosing between 4 different compressor modes + OFF (first position) to bypass this section.

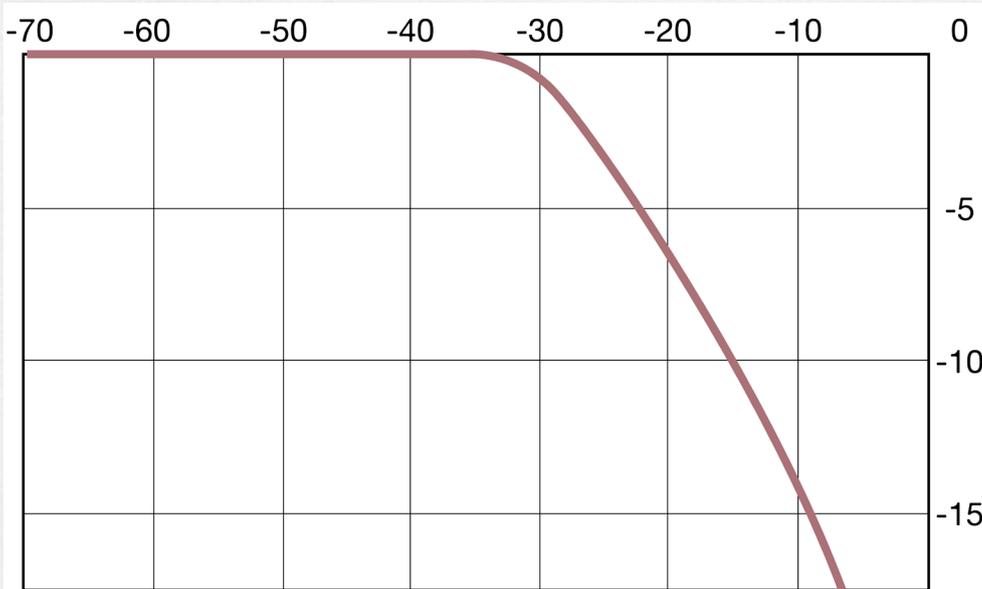
NOTE:

With this third version of Lift, a fourth 'Insane' Compressor mode has been added. Details: Attack medium-fast, Release Fast, Ratio 2:1.

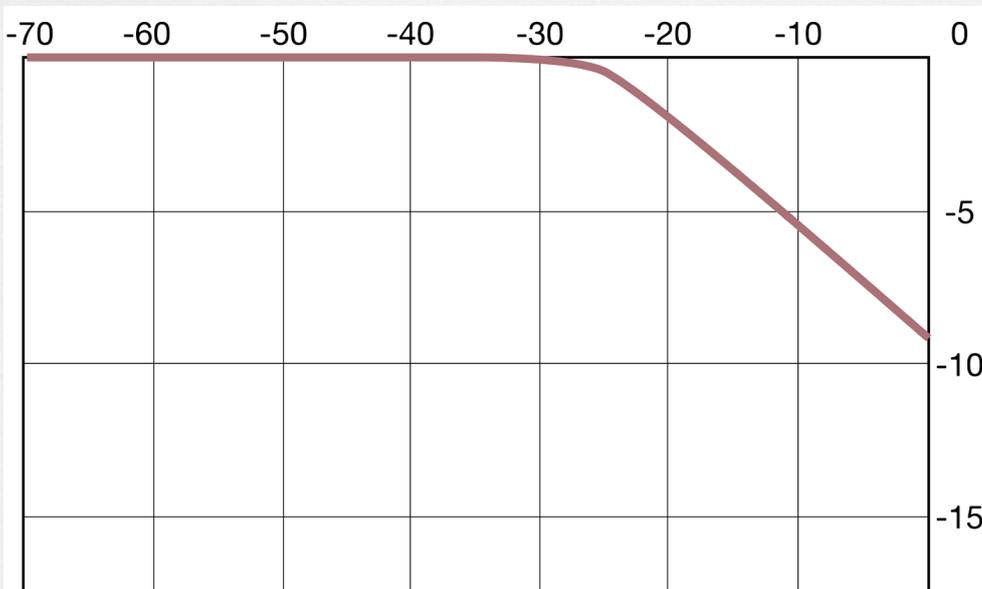
## GR METER:

Measures the gain reduction level applied by the compressor. It indicates '0dB' when no gain reduction is applied or in the absence of any input signal. Whenever the signal exceeds the threshold level, the amount of gain reduction (in dB) is displayed.

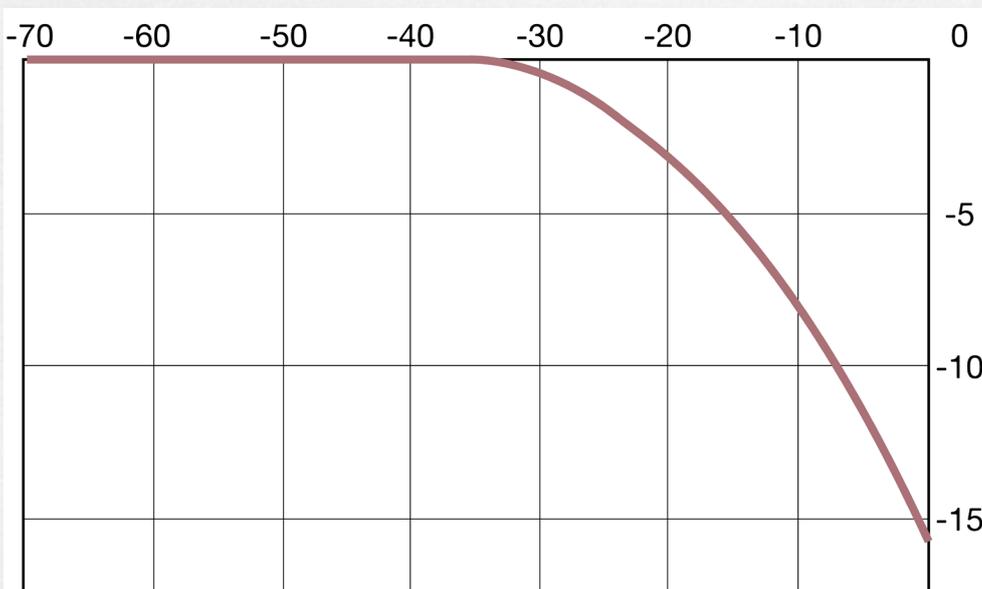




**Ratio curve**  
Slider mode 1



**Ratio curve**  
Slider mode 2



**Ratio curve**  
Slider mode 3



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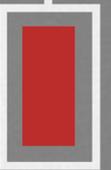
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The deepest gold mine in Mponeng South Africa is 13,000 feet deep



## CLIPPER SECTION

### OVER LED:

This LED signals internal clipping due to too high an input signal level.

### CLIPPER SWITCH:

Engages the clipper stage of LIFT. It allows you to increase the overall output level by hard-limiting the transients above 0dB.

Since this stage closely emulates the smooth saturation of high quality analog circuits, it is able to perform its limiting action while preserving the perceived shape of the transients in quite an impressive fashion.

Please note: because of a specific design choice, the clipper stage doesn't operate in oversampling mode; because of this, extreme limiting might cause perceivable aliasing, in particular if operated at 44.1K or 48K sample rates.

### CLIPPER KNOB:

Controls the level of the signal entering the clipper stage; ranging from 0 to 100%.

-In LIFT MIX (mixing version) this range corresponds to -24/+24 dB.

-In LIFT MASTER (mastering version) this amount corresponds to -5/+25 dB

### CLIPPER LED:

This helps minimize digital overs.

### CLIPPER MODE SWITCH:

It selects one of the 4 available clipper modes in both plug-ins (MIX and MASTER).

NOTE:

With this third version of Lift, a fourth Clipper mode has been added.

Details: this clipper is more aggressive than the first one.

In addition, we have added the "MID" button next to the clipper activation button, which ensures that only the MID information of the signal is clipped.



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Z-44 Chayvo well is the deepest oil well, about 40,603 feet under.



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## DOWNLOAD AND AUTHORIZATION

Diamond Lift3 and all Acustica Audio products, can be downloaded, installed, and authorized using the Aquarius desktop application, our dedicated free app for macOS and Windows. When you purchase a product on the Acustica store, the registration is automatic. For more information, please visit our website.

Please note: make sure Aquarius is constantly updated to the latest version. If you experience any issues during the authorization of your products, uninstall the plugin(s) and then re-install them using the latest version of Aquarius.

## SYSTEM REQUIREMENTS

Modern computers are powerful enough to run many plugins at once. However, our technology requires more resources than algorithm-based software. Please, consider optimizing your system to work with high CPU loads and low audio latency.

All technical specifications of Acustica Audio products provided are intended to be estimates or approximations.  
Due to numerous variables, no guarantees of compatibility or performance can be made.  
The end-user is solely responsible for, prior to purchase, ensuring that the end-user's devices are compatible and meet the system requirements for Acustica Audio products.

	PC Windows		Apple macOS	
	MINIMUM	RECOMMENDED	MINIMUM	RECOMMENDED
<b>OPERATING SYSTEM</b>	Windows 10 64 bits	Windows 10 64 bits	macOS 10.9 <sup>(1)</sup>	macOS 10.14 <sup>(1)</sup>
<b>CPU</b>	Intel i5 Broadwell 3.1 GHz <sup>(2)</sup>	Intel i9 Coffee Lake 3.5 GHz <sup>(2)</sup>	Intel i5 Broadwell 3.1 GHz <sup>(2)</sup>	Intel i9 Coffee Lake 3.5 GHz <sup>(2)</sup>
<b>RAM</b>	4 GB of RAM <sup>(3)</sup>	64 GB of RAM <sup>(3)</sup>	4 GB of RAM <sup>(3)</sup>	64 GB of RAM <sup>(3)</sup>
<b>SSD</b>	3000 MB <sup>(4)</sup>	3000 MB <sup>(4)</sup>	3000 MB <sup>(4)</sup>	3000 MB <sup>(4)</sup>
<b>SCREEN RESOLUTION</b>	FHD (1920x1080)	UHD (3840x2160)	FHD (1920x1080)	UHD (3840x2160)
<b>PLUG-IN FORMAT</b>	VST & AAX	VST & AAX	VST, AAX & AU	VST, AAX & AU
<b>PLUG-IN ARCHITECTURE</b>	64-bits		64-bits	
<b>TRIAL / DEMO</b>	30 Days <sup>(5)</sup>		30 Days <sup>(5)</sup>	
<b>SUPPORTED DAW / NLE</b>	Cubase 64-bits & Pro Tools 64-bits <sup>(6)</sup>		Cubase 64-bits & Pro Tools 64-bits & Logic Pro X 64-bits <sup>(6)</sup>	
<b>AQUARIUS APPLICATION</b>	YES & Mandatory		YES & Mandatory	
<b>INTERNET CONNECTION</b>	YES & Mandatory <sup>(7)</sup>		YES & Mandatory <sup>(7)</sup>	

(1) Case sensitive file systems are not supported.

(2) AMD and ARM processors are not officially supported. Intel i7/i9 X and Xeon processors must use CORE 16. The CPU speed is more important than the number of CPU cores.

(3) In order to run more plug-ins instances it is always necessary to increase the amount of RAM.

(4) Each format needs three times more space than what the product is in order to download and decompress the installation files.

(5) Trial settings cannot be transferred from the trial to the commercial version.

(6) For others DAWs or NLEs, try trial before buy

(7) TCP/UDP ports 8080 and 443 should be open. Reliable and fast internet connection is recommended

**IMPORTANT: It is highly recommended to make a complete backup before making changes to your computer systems.**  
**IMPORTANT: Acustica Audio cannot be held responsible for any loss or damage arising directly or indirectly from any error or omission in this manual.**

## WHAT IS A “ZL” PLUG-IN

Acustica plugins come in two versions: ZL (zero latency) and a regular version. While the ZL version does not introduce any latency to your system, the standard version does. This buffer varies in size for each plugin and helps reduce the CPU and system load of your computer significantly.

We recommend that you use a ZL instance when tracking. Basically, both plugin instances are identical, but the current Acqua engine can work either with or without an audio buffer. The idea behind a ZL instance is to give you the option to run an Acqua Effect with minimal latency, which is helpful for tracking or direct monitoring.

NOTE: Please keep in mind that for each plug-in in the Diamond Lift3 suite we recommend that you calibrate your input levels to: -18dBFS = 0dBu. We suggest that you do not overload the input. This way you will avoid any unwanted distortion or unpredictable behavior due to excessive input levels.

## TECHNICAL SUPPORT

Technical support is exclusively provided via our dedicated ‘Freshdesk’ platform. Please visit our website to learn more.

## TROUBLESHOOTING AND BUG REPORT

We are constantly improving our products and adding new features. On-going issues, bugs, and rare crashes can still be possible. If you are experiencing problems with your product, please head over to our website and visit the dedicated knowledge base section. Many answers have already been answered, and ready-to-use solutions can be found there.

## COPYRIGHTS AND CREDITS

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The Earth's core lies at 20,866,141 feet deep.



# ENGINE

It would still take another 60,000 feet to reach the end of the crust...  
...and another 21 million feet to reach the center of the earth.

This is the perfect metaphor for what ACUSTICA & Studio DMI have done with the LIFT plugin. You will be able to just scratch the surface of this ambitious and challenging project... there is still a hidden world in the depths, a number of complex sound processing actions empowered by our groundbreaking technology.

Thanks to the innovative CORE 17 engine, LIFT3 will allow you to achieve amazing results with just a few quick and simple touches.



2021

