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Original Poster
MrHorror93700

10/1/19

How to disable/bypass YouTube content loudness ???

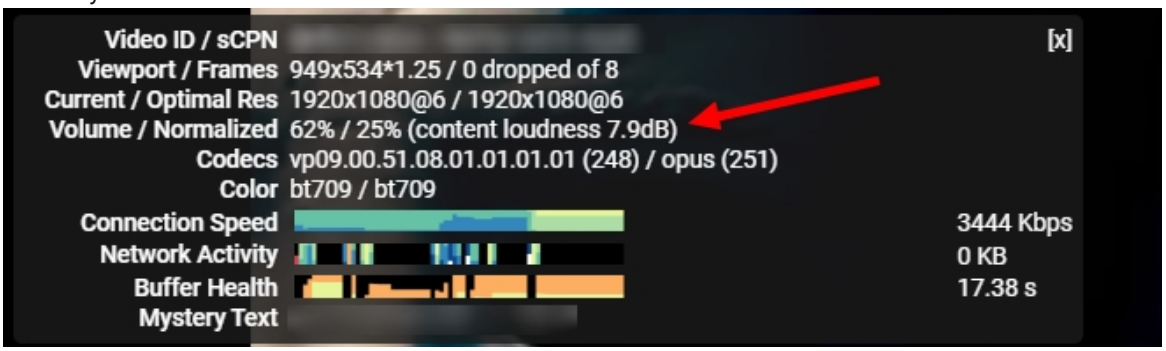
15 Replies

Hello,

I want to know how to disable the youtube content loudness normalization

That thing destroy my music quality...

Thanks you



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Last edited 1/7/20

All Replies (15)

User 13293263220960666573

11/21/19

Same as you. I master my tracks in a professional analog mastering studio. Youtube decreased the loudness but all the details are gone..

Grin Beatz 11/26/19

If you are making music in FL Studio or other DAWs make sure you remove any kind of limiter and the mix and master all stuff to your likings

Mazy Run 12/25/19

Yeah this audio normalization is really making music uploads sound bad, it rips the guts out of music. It undoes all the hours we put into mastering the sound levels.

I think it makes it pointless to upload music now (especially mixes), the quality degradation is too noticeable..

When it comes to publishing videos I don't mind working around the loss of quality with the visuals (due to the high compression), but when it comes to sound, having the audio levels/ranges altered after (or during) processing is a bit much.

When you listen to old uploads from previous years they sound perfect (they play at 100%, unaffected by normalization), it's probably no longer possible to achieve that kind of crisp dynamic range in uploaded audio mixes.

Last edited 1/4/20

Mazy Run 1/6/20

Normalization must be the reason the audio quality in uploaded music files aren't quite provoking the same emotional responses as listening to the original master..

I read somewhere that normalization is not applied during processing so that should mean the original uploaded file underneath is ok (hopefully not overly compressed). If this is the case will there be any way in the future to switch off normalization as a local or global setting?

Last edited 1/8/20

crisp 1/21/20

i need answers please

if i upload my music file with TunesToTubes or Audioship i get 100% / 100% and its noticeably louder, if i render a video with sony vegas and then upload i get like 100% / 23% which is a lot quieter

crisp 1/21/20

TunesToTube
March 8, 2019 ·

A few users have been in touch over the last couple of months about the new audio codec that tunestotube started using at the start of January.

An unexpected side-effect of this change was it affected the way YouTube normalized the audio volume.

In response to this, tunestotube has switched back to the old method of encoding for all users - this means the audio is back to how it used to be.

There will be a few minutes downtime at 05:00 UTC

it seems it has something to do with the audio codec used, i can't find any other info

C **Cerlancism** 2/15/20

use the music.youtube.com version, it does not have this

L **Leah G** 3/3/20

Unfortunately, there's no way to disable this feature. YouTube claim they do this so you don't need to keep adjusting your volume. Unfortunately, it has the opposite effect since you need to turn it up to watch YouTube, then back down again to listen to anything else. The problem is the way they implement the loudness normalisation. It seems as though YouTube normalises audio based on ***peak loudness*** rather than ***perceived loudness***.

YouTube doesn't seem to understand the difference between ***level*** and ***loudness***, and - much like many British TV channels - they don't have any idea what ***perceived loudness*** is. If you look at the "stats for nerds" on any video, the "content loudness" will be displayed in decibel full scale (dBFS - though YouTube shortens it to dB). To add even more confusion, a song that has been mastered so its highest peak *level* is 0 dBFS will be shown as something stupid like +7 dBFS if it's *peak loudness* is too high. (The sound would clip like heck and be totally distorted if that was its actual level) How they get that measurement I really don't know... It looks like it's probably the amount of gain required to bring the audio back to its original level, based on the highest peak ***level*** (not ***loudness***).

When referring to digital audio:

- ***Level*** is an accurate measure of voltage (pressure).
- ***Loudness*** is the average distance from the "centre" of the wave (-∞ dBFS) to the peak. *Level* affects *loudness*.
- Decibel full scale (dBFS) is a unit of measurement for digital audio ***level***. 0 dBFS is the most pressure a digital system can handle before clipping occurs. -∞ dBFS is no signal (silence).
- Decibel true peak (dBTP) is a unit of measurement for *true peak* using the same scale as dBFS.
- LUFS and LUKS are units of measurement for ***loudness***.
- LU is a unit of measurement for *loudness range*.

The way YouTube implements *loudness normalisation* is closer to *peak normalisation*, only it's based on *peak loudness* rather than *peak-sample level*. In regular *loudness normalisation*, the ***long-term (perceived) loudness*** of the audio is measured and the overall *level* of the track is adjusted until the ***target loudness*** (-14 LUFS in this case) is reached. At least this should be the case, but for some reason YouTube seems to normalise audio based on the highest ***short-***

term (peak) loudness instead, therefore reducing the actual ***perceived loudness***.

I'm not going to go into too much detail about short-term loudness, long-term loudness, etc. as that will just add too much confusion, but the long and short of it is: *(pun intended)*

- Long-term loudness = average ***loudness*** of the whole track. This is the most accurate representation of ***perceived loudness***.
- Short-term loudness = ***loudness*** over the past 3 seconds. Often higher than long-term loudness. This represents the ***peak loudness***.
- Monetary loudness = similar to short-term loudness, only over 400 milliseconds.
- Loudness Range = the distribution of short-term loudness over the whole track.
- Peak-sample level = the ***level*** of each sample in a digital waveform.
- True peak level = the actual perceived ***level*** *between* samples. True peak is often higher than peak-sample level.

(Peak-sample and true peak represent *level*, not *loudness*, though a higher *true peak* will usually result in a higher *perceived loudness*.)

The only way around this is for content creators to master their audio to -14 LUFS *long-term loudness* with minimal *loudness range*. The problem is that most video editors won't do this, and most music producers will prefer a louder *long-term loudness* like -6 LUFS with a greater *loudness range* to achieve a much higher ***perceived loudness*** with more dynamic range. This is especially true for most forms of electronic music where the songs are meant to be played loud e.g. at a party or during a DJ's set.

TL;DR YouTube are useless. You have to choose between making music at -14 LUFS with very little *loudness range*, or make your music normally and suffer YouTube's terrible normalisation.

Last edited 3/3/20

N NeonTRC250 3/8/20

This is awefully annoying

5 more

V vonn flikk 5/11/20

i love the new LUFS standard on all the streaming platforms, its sounds great an equal. The loudness war is over! Now produsers realy needs to learn mixing and mastring skills, and not "cheat" whit the limiter! lol...love it,love it and love it!!

Last edited 5/11/20

This question is locked and replying has been disabled.