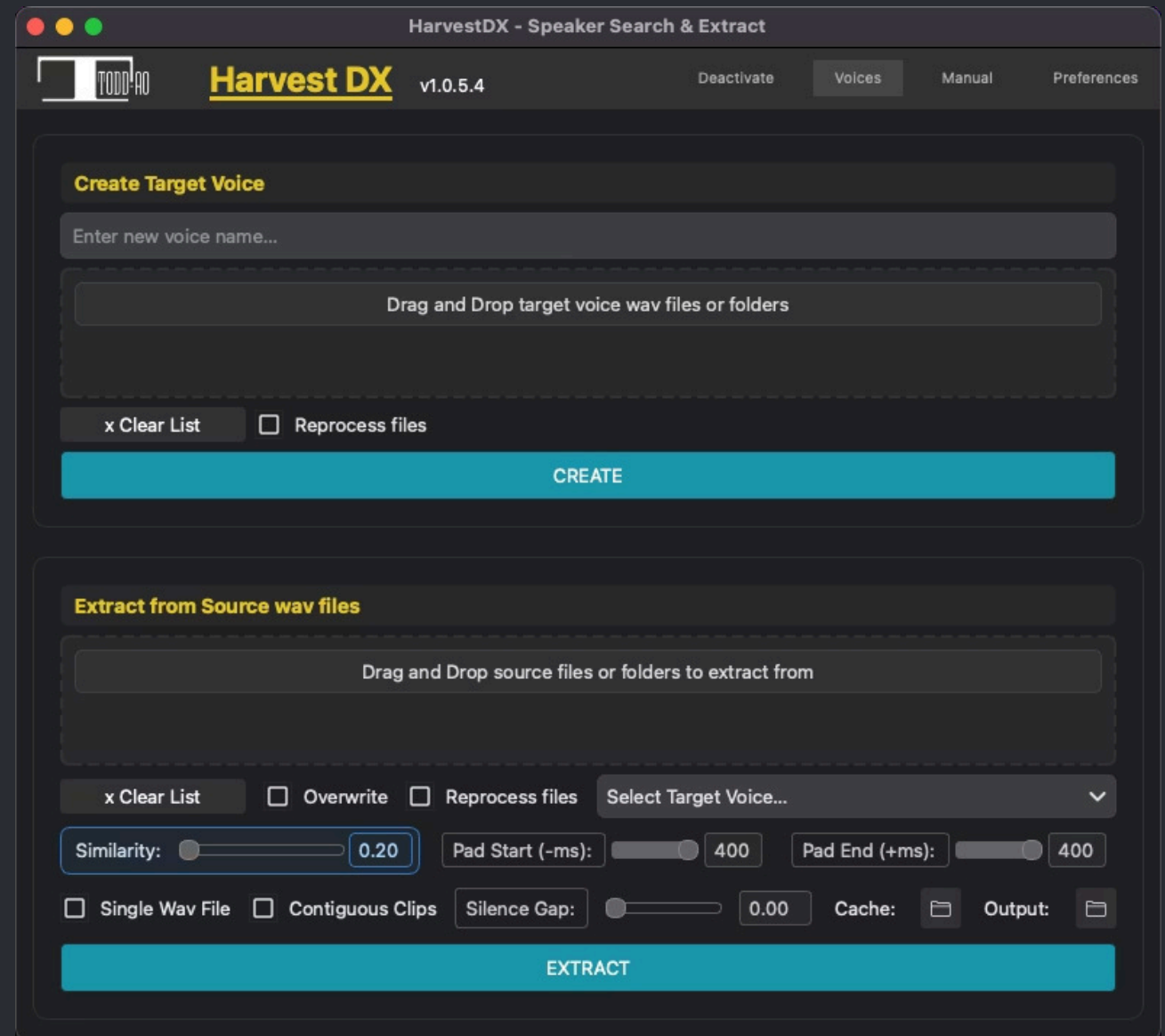


Harvest DX 1.0x Manual

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Introduction

Harvest DX is an advanced **dataset creation app** that uses AI to identify and extract specific voices from audio recordings. The application combines professional-grade audio processing with intelligent voice recognition to create high-quality datasets and extract specific speakers from complex audio environments, including sound rolls, mix stems, and ADR recordings.

Harvest DX is particularly suited for dialogue search, audio post workflows, and voice cloning applications within professional editorial environments.

Privacy & Security

*Harvest DX operates entirely **offline** and processes all data **locally** on the user's machine.*

No audio files, voice models, or metadata are uploaded to external servers at any stage.

This makes Harvest DX fully compliant with strict confidentiality agreements and studio security protocols.

Key Features

Target Voice Creation | Build voice profiles from clean reference audio

Voice Extraction | Detect and extract segments of specific voices from recordings

Original Quality Preservation | Maintain source audio quality in the extracted segments

Smart File Naming | Automatically generate descriptive filenames based on transcription content

Intelligent Cache Management | User-configurable cache system with size monitoring

System Requirements

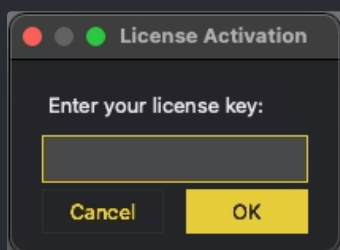
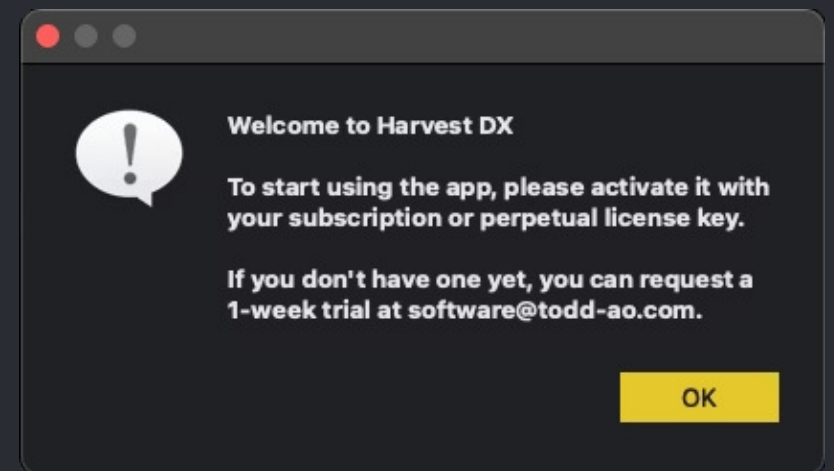
To ensure optimal performance, Harvest DX requires the following:

- **Operating System:** macOS 13.0 (Ventura) or later
- **Processor:** Apple Silicon M1 or later
- **RAM:** 8 GB or more
- **Disk Space:** 1 GB of free space (for cache). SSD for performance
****Cache can be moved to external storage if needed*
- **Audio Format:** .wav files, PCM.

Activation & Deactivation

☐ Activation

Harvest DX requires activation before any core functionality can be used. On first launch, an **Activation Required** prompt will appear.



Attempting to use these functions will display an **Enter License** prompt. Activation can also be triggered by clicking **Activate** in the top menu.

Once activated, full access to all features will be enabled.

☐ Deactivation

To release the license for use on another system:

- Click **Deactivate** from the top menu.
- Confirm when prompted.

After deactivation, the application will be disabled. The license key becomes available for use on a different machine.

☐ Free Trial

Harvest DX offers a 7-day free trial that allows to explore all features without any restrictions. Please request one at software@todd-ao.com.

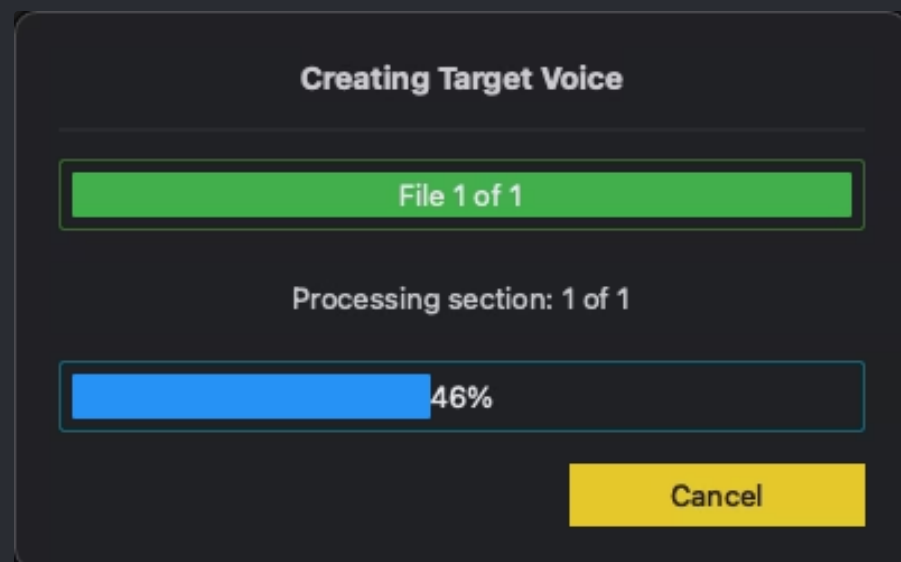
Target Section

☐ Create a Target Voice

In the **Target Voice** section:

- Enter a name for the new voice model.
- Drag and drop .wav files containing your target voice.
- Click **Create** to generate the target voice profile.

Once the process begins, the **Creating Target Voice** will appear



Please wait until the process completes. The time required will depend on the number and size of the audio files provided. Larger datasets may take several minutes to process. Avoid closing the application or interrupting the process during this stage.

⚠ Tip: A clean 30-second sample of the target voice is sufficient

** Optionally, enable **Reprocess files** if you want to re-analyze previously processed audio.

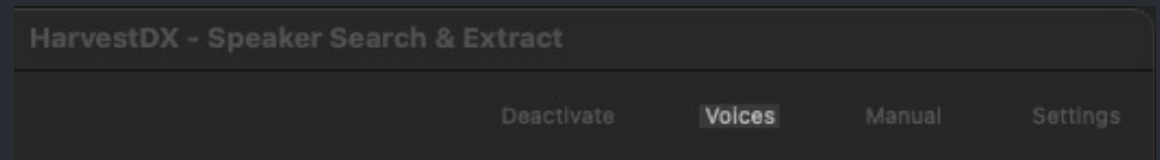
⚠ Important:

The audio used to create the target voice should contain **only the target speaker**. Files with background noise, overlapping dialogue, or other speakers may result in inaccurate extraction.

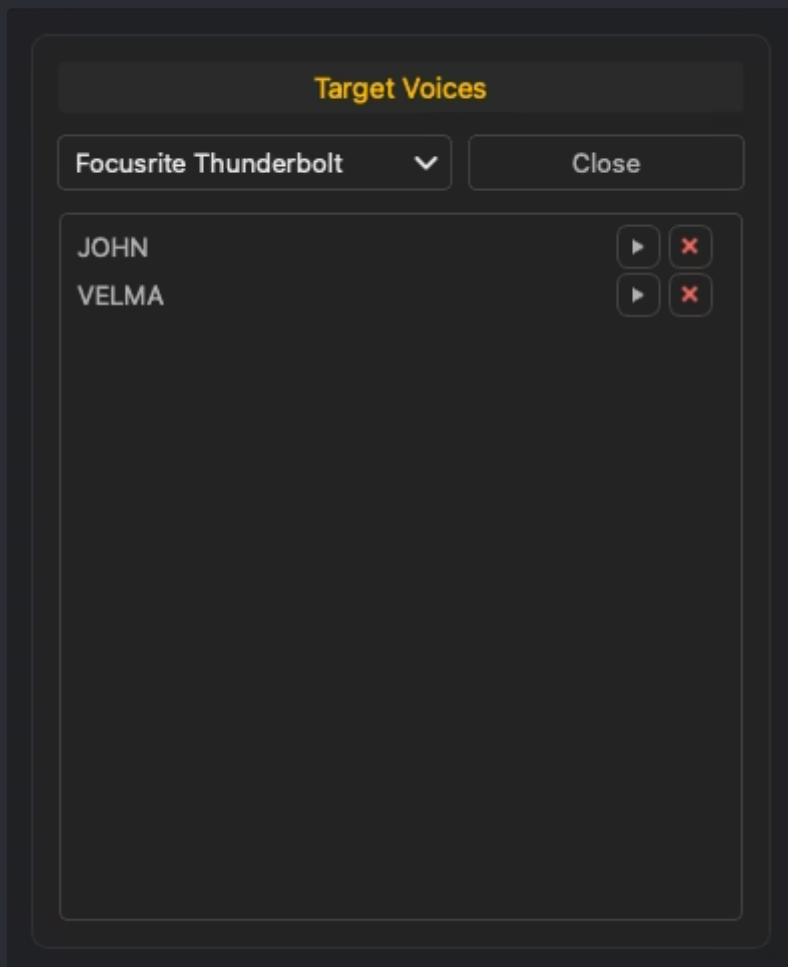
Even a short recording —such as a clean 30-second sample— is sufficient, as long as it exclusively features the target voice.

Manage Target Voices

Target voice data is stored locally and can be managed by clicking the **Voices** button in the top menu.




The **Target Voices** window will pop up, displaying all available voice models



- ⌘ Plays back a short audio sample of the selected voice model.
- ⌘ Permanently removes the selected voice model from the system.

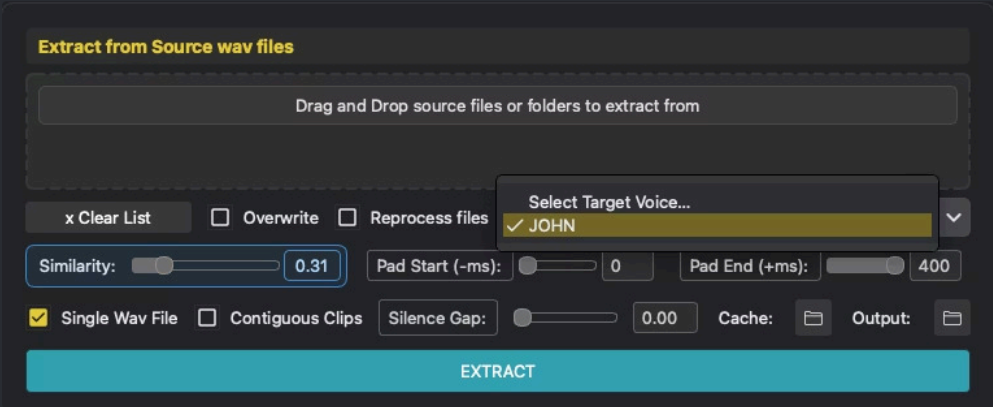
Clicking on the voice name allows to rename it.

|  Deleted voice models cannot be recovered.

Extract Section

Extract a target voice from Source Files

- Select a **target voice** from the dropdown menu.
- Drag and drop one or more source `.wav` files or folders.
- Choose an output directory by clicking the **Browse** button.
- Adjust settings (*see below*), then click **Extract**.

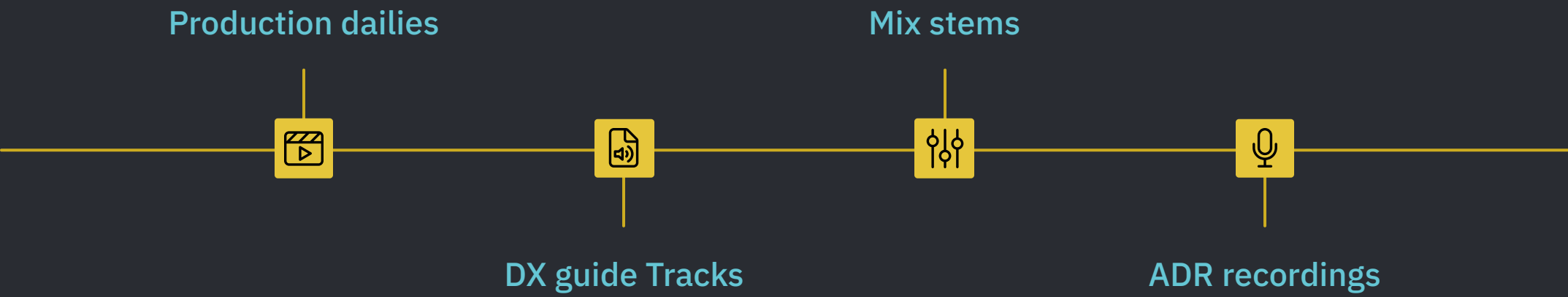



About Source Files

Source files should **contain multiple speakers**. Harvest DX is designed to isolate and extract matching sections of the selected target voice within mixed dialogue content.

*Rather than reprocessing audio, Harvest DX simply **locates** each matching segment in the original recordings and **exports** them as a combined compilation. The output file is therefore a straightforward collection of the target voice snippets, preserving the exact audio quality and context from the source material.*

Typical source materials can include any of the following:



 Harvest DX works with Mono and Polywav files.

Extract Settings

These settings control how Harvest DX extracts and outputs audio matching the target voice:

x Clear List

☐ Overwrite

☐ Reprocess files

Select Target Voice...

▼

Similarity: 0.20

Pad Start (-ms): 400

Pad End (+ms): 400

☐ Single Wav File

☐ Contiguous Clips

Silence Gap: 0.00

Cache:

Output:

- **Similarity** sets the threshold for how closely a voice must match the target voice to be extracted. This is the single most influential control on the quality and quantity of extract results. It defines how closely audio must match the target voice to be considered a valid extraction. Range: **0.20** (loose match) to **0.80** (strict match).

 - Lower values** (e.g., 0.20–0.39) are more inclusive and tend to capture a wider range of the target speaker’s vocal variations—such as different tones, emotions, or delivery styles. However, they may also include segments from **other speakers**, requiring a closer review of the output.
 - Higher values** (e.g., 0.40–0.80) enforce stricter matching, helping ensure that **only the target speaker** is extracted. This improves accuracy but may result in fewer segments, potentially missing some natural voice variation from the intended speaker.

*Choose a value based on the trade-off between **coverage** and **speaker purity** in the extracted output.*
- **Silence Gap** only applies when the Single Wav File option is enabled—it adds padding before and after each matching segment in the combined output.
- **Single Wav File** makes all matching voice segments to be combined into a single output file. When disabled, the app will output multiple files (one for each detected matching segment).
- **Contiguous Clips** merges overlapping or near-adjacent matching segments (about 0.5 s gap) into a single continuous clip, producing fewer, longer outputs. Turn it off to keep each pause as a separate clip.
- **Reprocess Files** will **reanalyze all source audio from scratch**, ignoring any cached data. This option should only be used when a full reprocessing is explicitly needed (e.g., after changing a source file).

By default, Harvest DX **caches** the audio features of each source file the first time it is processed. This means that adjusting settings like **Similarity** or running multiple extractions later will be **fast**—typically just a few seconds—without reprocessing the audio.

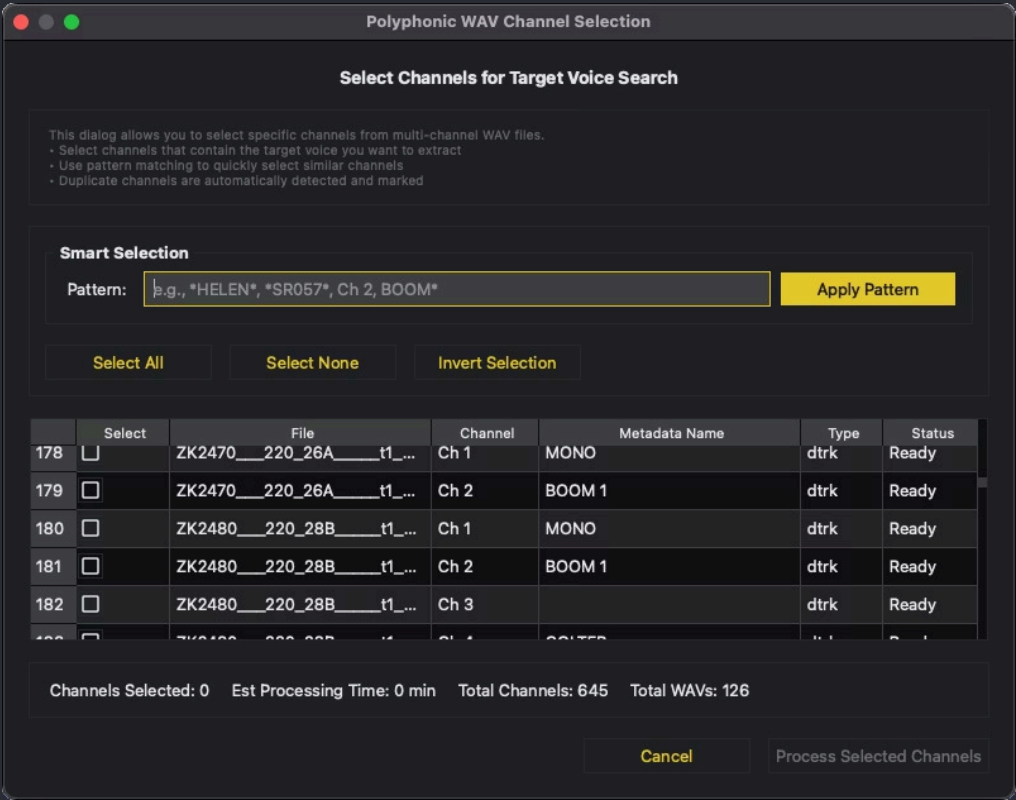
Changing the **Similarity** threshold or even switching target voices **does not require** to enable "Reprocess Files"

⚠

Enabling **Reprocess Files** will delete the cache and perform a full reanalysis, which may take significantly longer depending on the size of the dataset—potentially **hours** for large sound rolls or stems.
- Made with GAMMA

Polyphonic WAV Channel Selection

When working with multi-channel (polyphonic) .wav files, the *Polyphonic WAV Channel Selection* dialog enables precise control over which channels are analyzed.



- Initial Scan & Caching**
On first use, Vearch performs a full scan of all multi-channel files—identifying and caching metadata like channel names and statuses. Subsequent openings of the same files load **almost instantly** using the cached data.
- Smart Pattern-Based Selection**
Use the **Pattern** field to quickly match and auto-select channels by name (e.g., **BOOM**, **Ch 2**, ***MIC***). Apply and let the interface handle bulk selection, then refine manually.
- Sortable & Reorderable Columns**
Columns in the channel list (e.g. File, Channel, Metadata, Type, Status) are **clickable** for sorting, enabling quick organization by name, status, or type. You can also **drag column headers** to rearrange them—placing your most important information where it’s easiest to see.
- Precise Processing**
Only selected channels will be processed. Use the **Select All**, **Select None**, or **Invert Selection** buttons to refine your choices, then click **Process Selected Channels** to move forward.

Preferences

The **Preferences** window is organized into four tabs providing full control over the application’s configuration and performance.

- About
- Directories
- Cache Management,
- Filename Templates

☐

About

Use the About tab to view your license status and activate or deactivate the license

☐

Directories


Choose where Harvest DX reads and writes data


Cache Directory


Shows the current cache location and total size (e.g., ~1 GB). Use **Browse** to relocate the cache folder.

Output Directory

Specify where extracted files are saved using Browse.

 Pro Tip: The **Cache** and **Output** folder icons in the main window open their respective directories in Finder; holding the **Option** key while clicking opens a dialog to choose a different folder.

Cache: 

Output: 

☒ **Organize output by voice model folders**

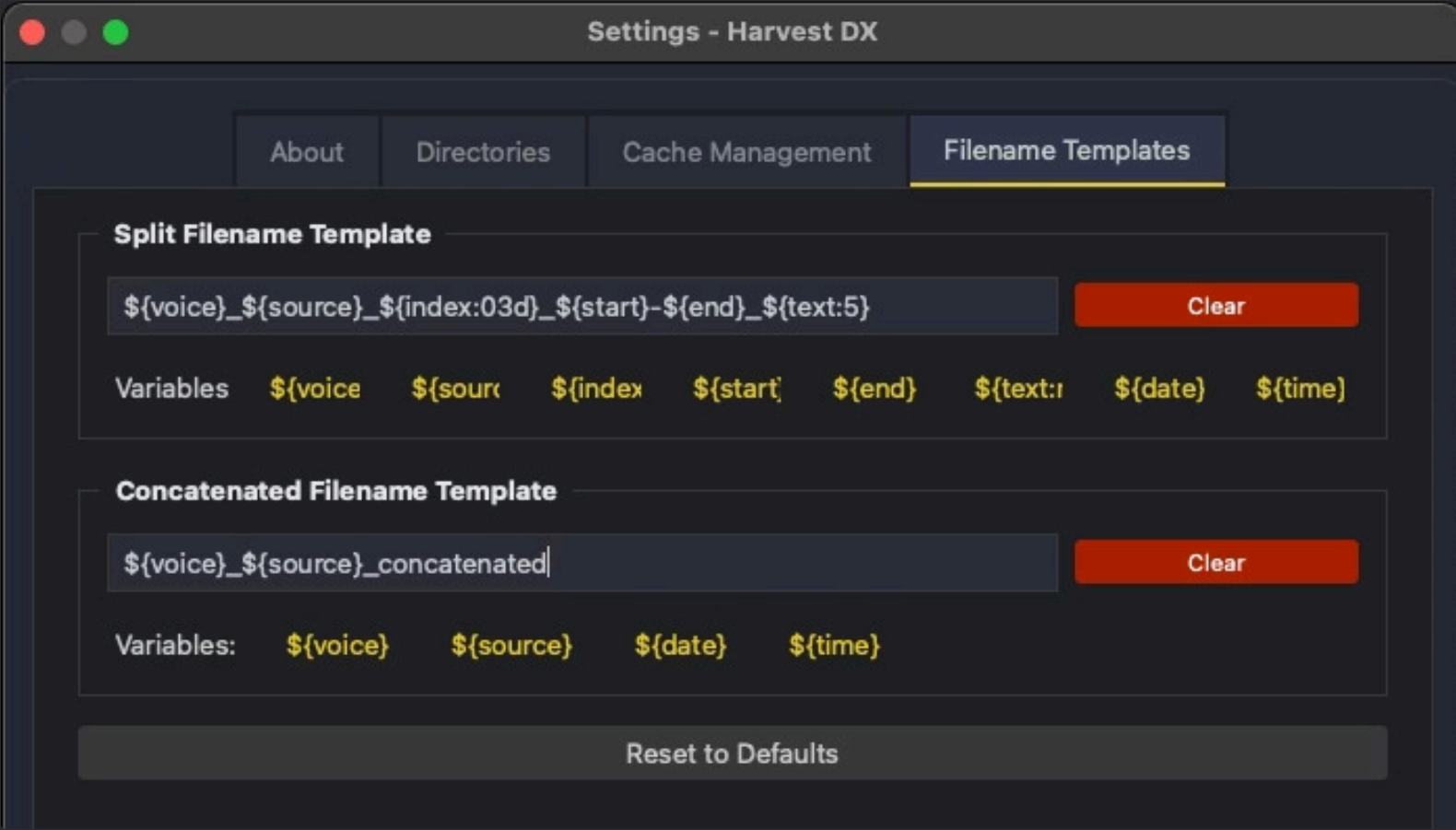
Enable to create a subfolder labeled with the target voice name on each extraction

☐ **Cache Management**

The **Cache Management** section allows selective clearing of non-critical cache items—such as processed audio, search results, and temporary files—while protecting essential assets like AI models and voice identities, with tools to refresh usage stats or clear all safe-to-remove data, and safeguards in place to prevent risky actions on low disk space.

☐ **Filename Templates**

Customize output filenames using editable variable-based templates for individual segments and concatenated files, using tags like `${voice}`, `${channel}`, or `${text}`, which can be inserted by simply clicking on them.



Frequently Asked Questions (FAQ)

Q: What types of files does Harvest DX support?

A: Harvest DX currently supports `.wav` files in 16-bit or 24-bit PCM format. Other formats are not supported at this time.

Q: Can I use Harvest DX with files that contain multiple speakers?

A: Yes, in fact Harvest DX is designed to extract a target voice from recordings with multiple speakers, such as dailies, ADR sessions, or mix stems.

Q: Do I need to train the voice model every time I use it?

A: No. Once a target voice is created, it is saved locally and can be reused in future sessions.

Q: Will Harvest DX work with long audio files?

A: Yes. Harvest DX can process long files such as full reels or entire scenes.

Q: What does the “Reprocess Files” checkbox do?

A: When enabled, Harvest DX will ignore previous processing history and analyze the files from scratch. Useful if the source audio has changed.

Q: Can I rename or delete voice models?

A: Yes. In the **Target Voices** window, click on a voice model's name to rename it. Use the **X** button to remove it.

Q: Does Harvest DX require an internet connection?

A: Internet is only required for the license activation. Harvest DX runs entirely offline after activation.

Q: How do I transfer my license to another computer?

A: Deactivate the license from the current machine using the **Deactivate** option in the menu, then activate it on the new machine with your license key.

Credits

Todd-AO Harvest DX

Voice Search & VA Dataset Creation Tool

Developed by:

Todd-AO

Original Concept:

Rob Nokes

Lead Development:

Rob Nokes

Luciano Del Zoppo

Design & Testing:

Luciano Del Zoppo

Special Thanks:

- The editorial and ADR teams who provided real-world testing feedback
- Voice actors and production mixers for the test data

User Manual:

Written and designed by Luciano Del Zoppo

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Made with **GAMMA**

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Please indicate that you understand and accept these terms by clicking the "Accept" option. If you do not accept these terms, the installation will terminate.

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