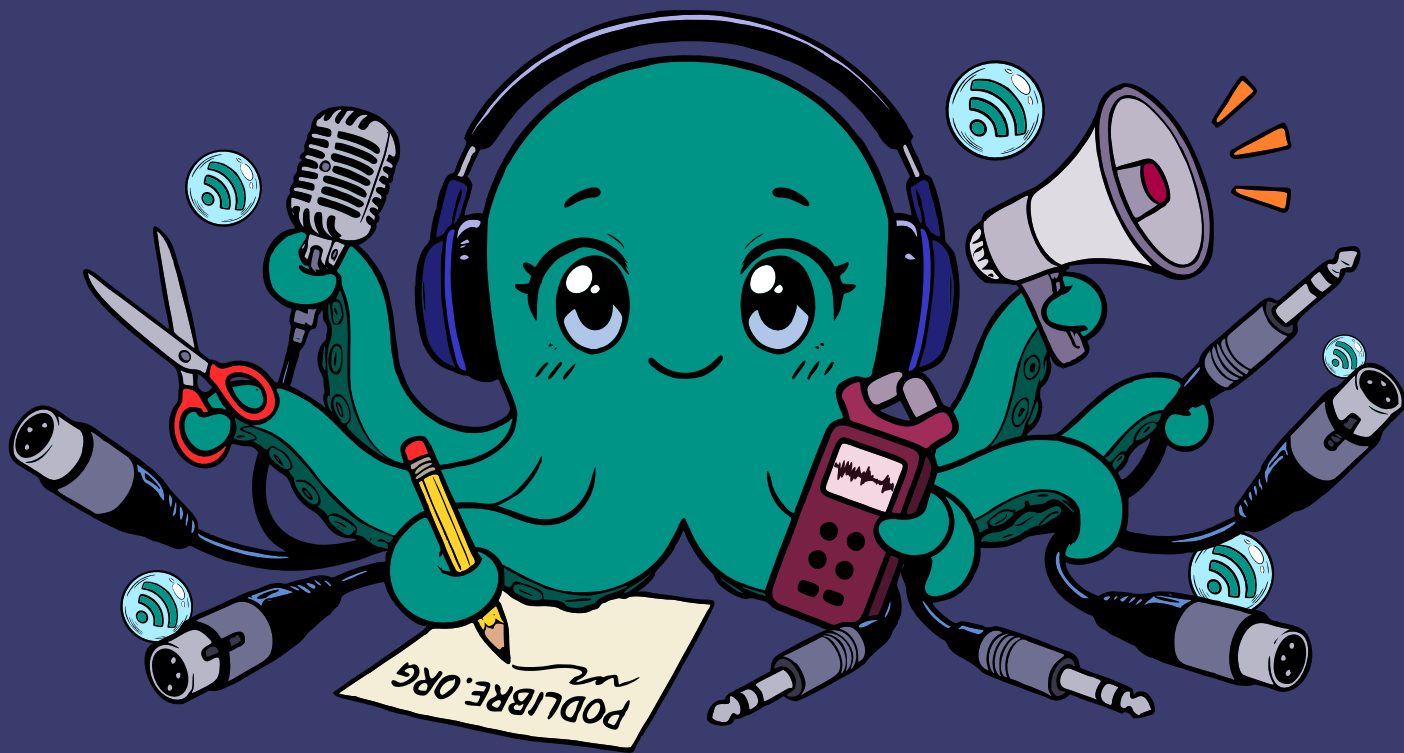


Podlibre: Podcast Audio Editing for the AI Age



I am Benjamin Bellamy.



- I ❤️ Podcasts, I ❤️ FOSS
- Business Development Manager for Truly-Open-Source-AI Solutions at **LINAGORA**
- Founder of **Ad Aures**
- Father of **Castopod**
- Photographer for **WikiPortraits**

Who are you?

- Are you a developer?
- Are you podcaster?
- What is your workflow?

Podlibre – Dictionary Entry

pod·li·bre | /pɒd.li.bɹ/ | noun, masculine

Etymology

From Spanish/French/English "pod" (podcast) + "libre" (free/open). Blend emphasizing both podcast focus and open-source philosophy.

Definition

1. *Computing, Audio* An open-source, cross-platform desktop application designed specifically for podcast editing, emphasizing local processing, privacy, and workflow customization through a plugin-based architecture.

"I switched to Podlibre because I wanted full control over my podcast workflow without sending my audio to the cloud."

2. *by extension* A philosophy of podcast production centered on sovereignty, decentralization, and open standards.

"The Podlibre approach means owning your entire production chain—from recording to RSS feed."

Once upon a time...

We couldn't find what we needed, so we built it

- Started with Castopod (2020) - couldn't find podcast hosting connected to the Fediverse
- Built it as a side project



A community we're deeply grateful for

- 800+ GitHub stars
- 1,000+ podcasts hosted
- 46,000+ episodes published
- 1.7M+ hours of content
- 30+ language translations, 50+ contributors
- ~4,000 followers on the Fediverse



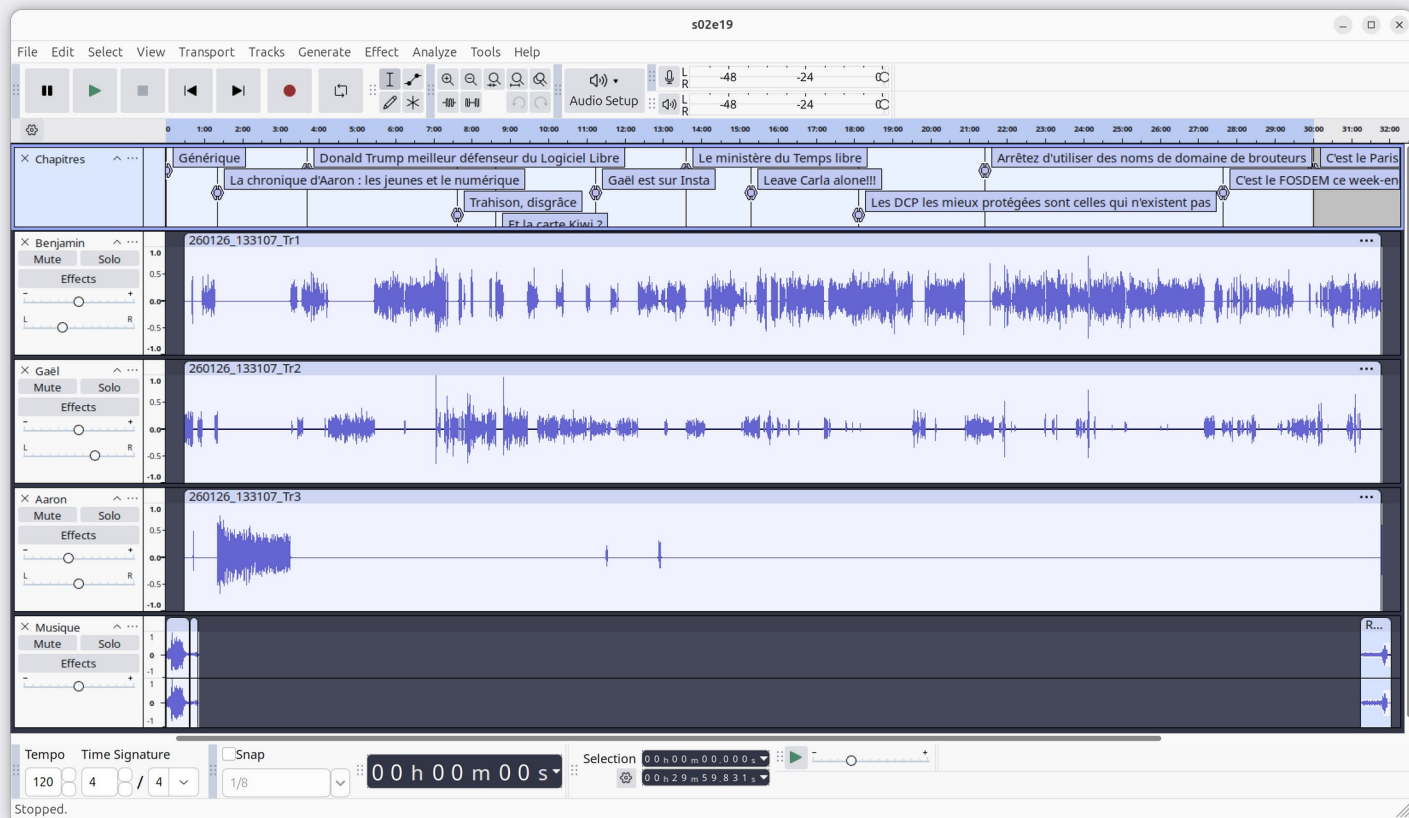
We're Podcasters Too

- Years of producing podcasts ourselves
- Developed countless Python scripts to patch workflows (mufidiwiwhi, etc.)
- Realized: We're not the only ones struggling
- Audio editing software exists... but not for podcasters

Current workflow reality

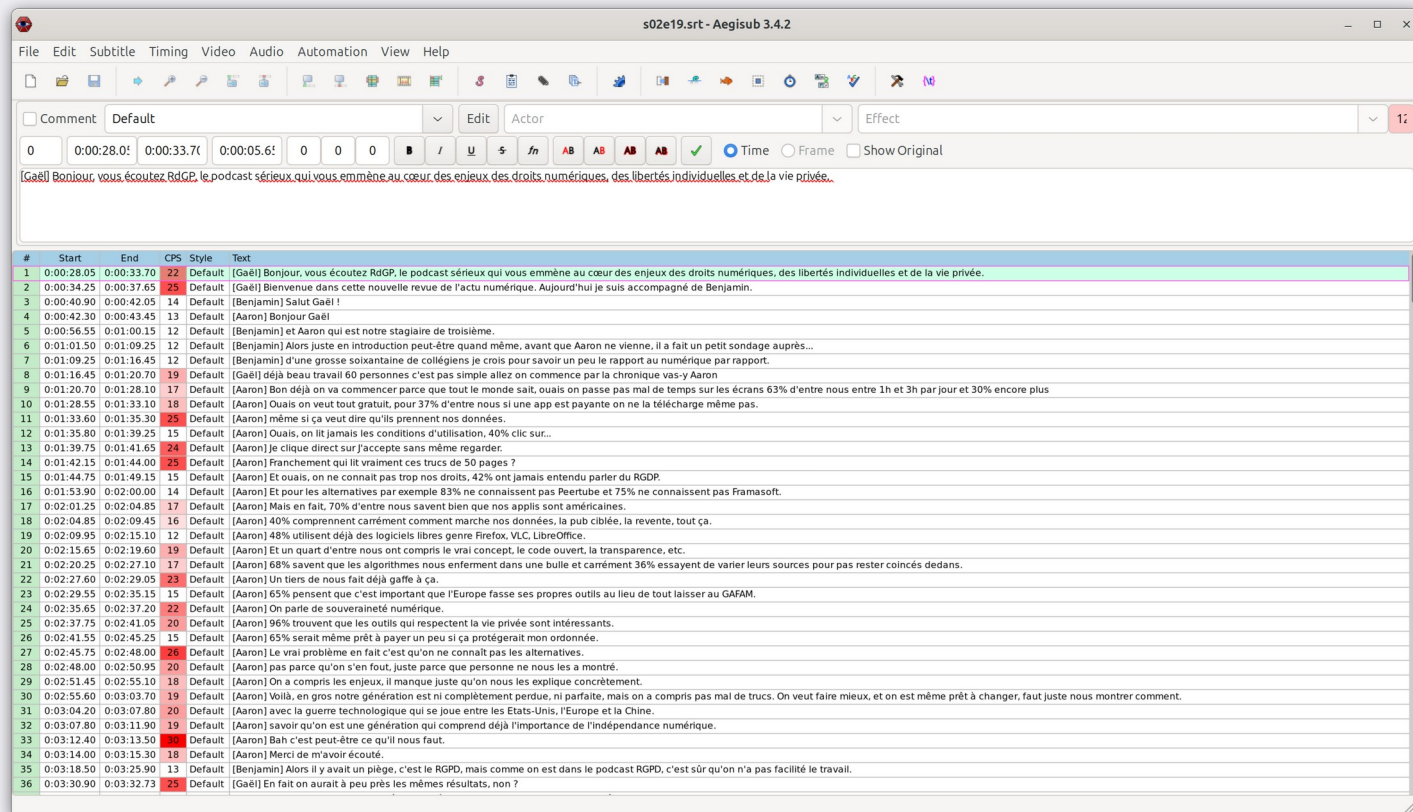
- DAWs (Audacity, Ardour, Zrythm...) designed for music production
- MIDI sequencing? We don't need that
- Complex mixing boards? Overkill for voice
- Workflow doesn't match how podcasters actually work

Audacity



February 1st, 2026
#FOSDEM #podlibre

Aegisub



Benchmark

Category	Name	Open-Source	Local/Online	Pro	Con
DAW	Audacity	✓	Local	Free, easy to use	Limited, not fully non-destructive
DAW	Ardour	✓	Local	Open source, can be free, non-destructive	Not easy to use
DAW	Reaper	✗	Local	Popular for podcasters, Ultraschall plugin	Not open source, not free
DAW	Logic	✗	Local	Powerful	Not open source, expensive, macOS only, not recommended for podcasters
DAW for Journalists	Hindenburg	✗	Local	DAW with features for podcasters	Windows/macOS only, not open source, not free
Adobe	Adobe Podcast	✗	Online	Disruptive features (e.g., sound enhancement)	Not open source, not free, studio still in beta
Podcaster Tool	Riverside	✗	Online	Record and edit	Not open source, not free
Podcaster Tool	Ultraschall	✓	Local	Made for podcasters, popular in Germany	Requires Reaper which is not open-source and not made specifically for podcasters
Transcript edition	Aegisub	✓	Local	Open source, does the job	UX is not seamless
Transcription	VOSK	✓	Local	Open-source, well supported	Really not easy to use, trained models may be hard to find
Transcription	Whisper AI	✓	Local	Open-source, accurate, many trained models available	Not easy to use
Transcription+++	Castmagic, Podium, Podsqueeze, Swell AI, Descript, Happy Scribe, Otter.ai	✗	Online	Good transcription, many features, good UX	Workflow not customizable (not open source), not free

What podcasters actually need

- Transcript-driven editing
- Noise reduction & mouth click removal
- One place for ALL metadata
- Chapter management
- Multi-platform publishing
- Static hosting support
- Customizable workflows
- Plugins for common tasks

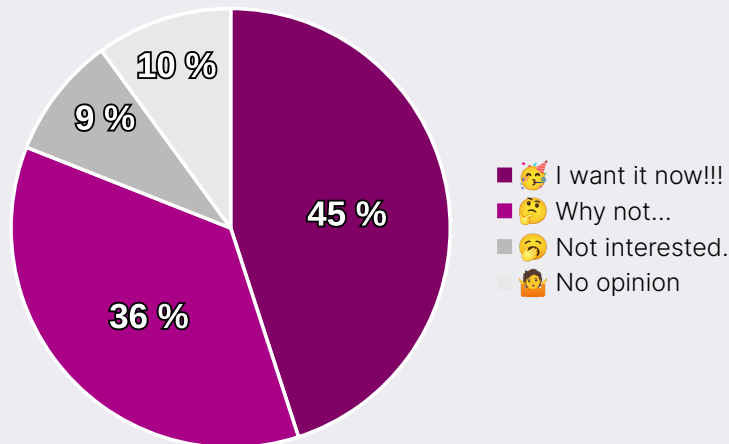
We Asked, You Answered

⚡ Poll: Please Vote and Boost! ⚡

We're considering developing an open-source desktop app (Linux, Windows, Mac) for podcast creation.

It will feature a customizable workflow where every tool is a plugin, including:

- 👁️ Noise reduction
- 🗣️ Mouth noise editing
- 🎧 Simple multi-channel audio editing
- 🎵 Music insertion
- ✍️ Automatic local transcription, manual correction
- 📖 Chapter editing
- 🏷️ Metadata editing (ID3, RSS) with LLM
- 💾 Local publishing
- 🌐 Publish to host (including Castopod support, but not only)



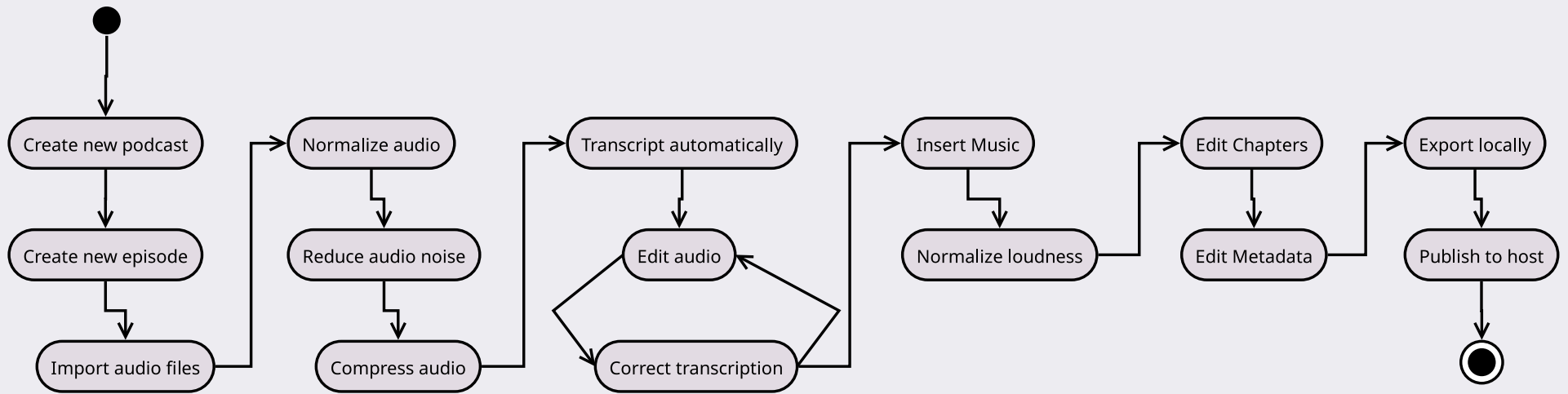
A podcast editor built *by* podcasters *for* podcasters

- Transcription *before* editing (not after)
- *One* place for all metadata (ID3, RSS, Podcasting 2.0 tags)
- Upload to *any* hosting platform
- Local, open AI - no cloud required
- Plugin-based architecture
- Cross-platform (Linux, Windows, macOS)

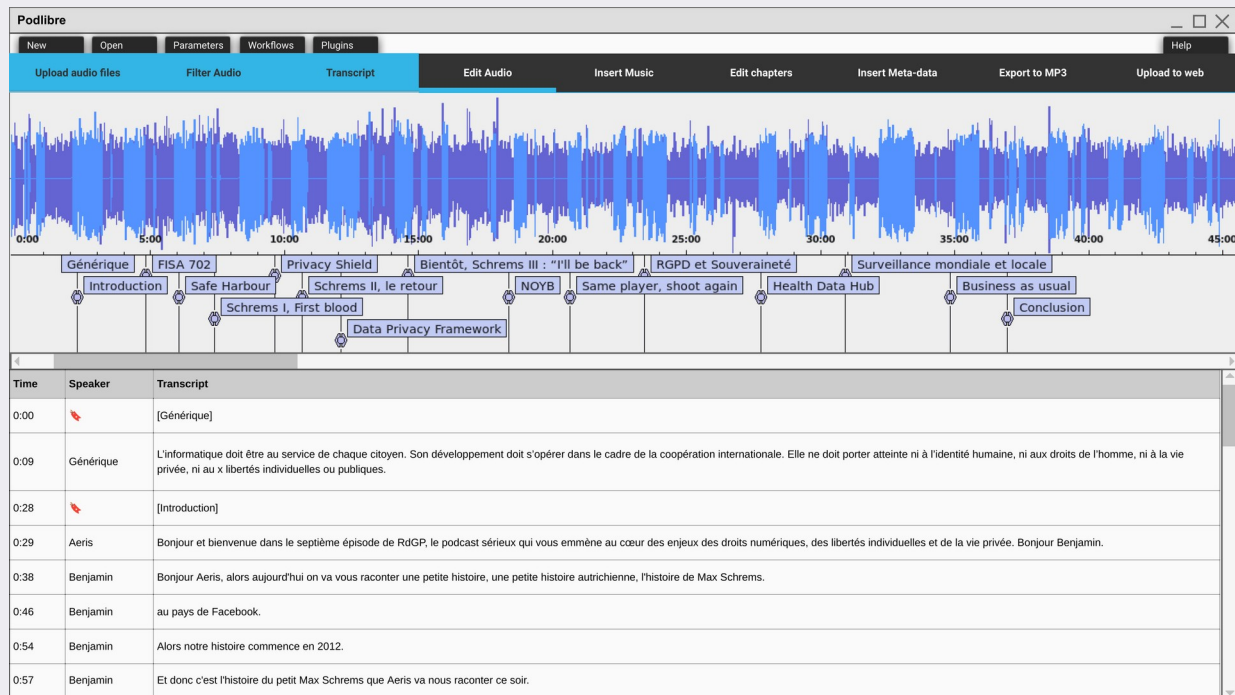
Key Principles

- Cross-Platform (Linux, macOS, Windows)
- Privacy focused
- Plugin-based architecture
- Open Source
- Offline-capable

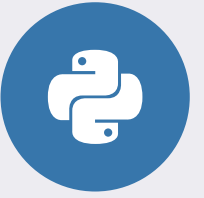
Workflow



Mockup



The Stack



- **Python** - Accessible, huge ecosystem, works everywhere
- **PyQt6** - Mature, cross-platform UI framework
- **Whisper** - Local automatic transcription (MIT license)
- **PyTorch/TorchAudio** - Audio processing with GPU acceleration
- **noisereduce & DeepFilterNet** - Open noise reduction
- **Pydub** - Simple, high-level audio manipulation
- **Plugin** architecture from day one - Extensibility baked in

Publishing & Integration

Castopod - Native API client integration
Funkwhale - Federated music/podcast server connector
Faircamp - Static site generator exporter
Local/Static hosting - File generation for self-hosting
FTP/SFTP - Upload to any server

Development & Distribution

PyInstaller / cx_Freeze - Application packaging
Woodpecker CI / Forgejo Actions - CI/CD pipeline
pytest - Testing framework
MkDocs - Documentation

Plugins

Plugin **Manager** - Load, unload, discover plugins
Plugin **API** - Standard interface for all plugins
Built-in plugins - Essential functionality
Third-party plugins - Community extensions
Hooks & events system - Integration points

Core Application

Workflow engine - Orchestrates plugin chains
Project management - Podcast and episode organization
State management - Application state
Undo/redo system - Action history
Export/render pipeline - Final audio generation
i18n/l10n - language support

UI

PyQt6 - Main UI framework (GPL3)
Waveform visualization - Audio display component
Timeline editor - Multi-track editing interface
Transcript editor - correction interface
Metadata forms - ID3, RSS, Podcasting 2.0 tags
Plugin UI components - Custom plugin interfaces

Data & Storage

TinyDB - Per-podcast database
File system - Audio and media file storage
JSON - Configuration and preferences

Audio Processing

PyTorch + TorchAudio - GPU acceleration
Pydub - High-level audio manipulation
soundfile/librosa - Audio I/O and analysis
noisereduce - Spectral gating noise reduction
DeepFilterNet - Advanced deep learning filtering
PedalBoard, pyo...

A.I.

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Platform Layer

Linux · macOS · Windows

We built the very first brick

- Work in progress (alpha stage)
- Core architecture taking shape
- Plugin system functional
- Funded development underway
(Ad Aures + NLnet Foundation support)



What this means

- Things will break
- UI will change
- Your feedback shapes everything
- Now is the best time to get involved 🤗

Technical hurdles

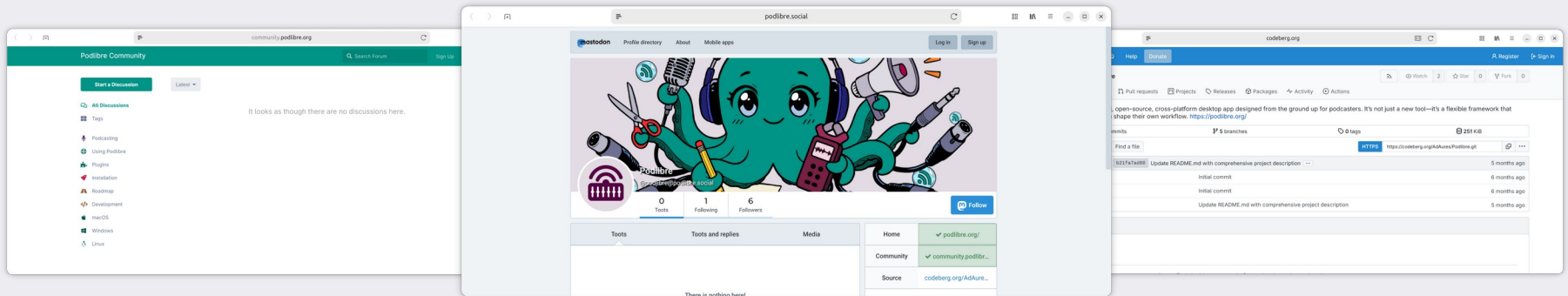
- Multi-platform compatibility (Linux, Windows, macOS)
- GPU acceleration with PyTorch on all platforms
- Managing compatibility between Python modules
- Stability is paramount - podcasters need reliable tools

Community challenges

- Engaging third-party developers to build plugins
- Growing beyond Castopod users
- Creating an ecosystem, not just a tool

Join Us Now!

- <https://podlibre.org/>
- <https://community.podlibre.org/>
- <https://codeberg.org/AdAures/Podlibre>



Thank you!

