For Immediate Release

TiMax unleashes new advances at PLASA London 2019

PLASA London Olympia 2019 (Stand X64) sees major evolutions of Out Board’s unrivalled TiMax immersive audio and showcontrol systems - released during 2019 and currently in use on many major productions worldwide.

The mighty new HARDCore FPGA dsp engine for the TiMax Soundhub 3D spatial audio platform adds extended delay-matrix memory and ultra-smooth dynamic delay-morphing algorithms to create totally transparent real-time localisation. HARDCore hugely expands sound designers’ capability to achieve superior panoramic spatial mix reinforcement and immersive 3D soundscapes. HARDCore has also paved the way for a next-generation interactive spatial reverb resource within TiMax, destined to deliver unrivalled immersive sound design and acoustic enhancement tools.

All-new TiMax TrackerD4 Precision Stagetracking is billed as affordable, dependable and portable, addressing a current price/performance gap in the market with enhanced levels of speed and precision at a range of cost levels offering serious ROI potential across a wide range of applications. With the legendary TiMax vocal-localisation processes now controlled and monitored entirely within the TiMax SoundHub’s PanSpace GUI via OSC, the responsiveness of the new D4 also opens up the reality of highly cost-effective lighting and multimedia stagetracking control. As well as OSC, a PosiStageNet interface is being trialled, and TiMax TrackerD4 can now also control other spatial audio processors via OSC.
The versatile and elegantly simple new TiMax SoundHub OSC interface allows generic tablet controllers such as TouchOSC and Lemur to be quickly mapped to TiMax spatialisation, system management and showcontrol functions to provide fully customised touchscreen interfaces tailored to individual performance, presentation and experiential applications.

Out Board’s Dave Haydon will contribute to the PLASA London Seminar program, where on Monday September 16th at 16:45-17:45, he will pose the question: What’s Immersive? discussing the motives, expectations and realities of immersive spatial audio and showcontrol for live performance, presentation and experiences.

END

Photo Caption: TiMax SoundHub and TrackerD4 for AIDA in Szeged Hungary

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