SARA II Production Software

The production software is optimised for the preparation of content before a performance, and easy transportation of data.

Key Features

- Easy to operate interface, with web-browser based multi-user access
- Use advanced channel strips including colour coded objects with text legends to depict sources, plus gain and EQ per object with independent subwoofer gain control
- Store, protect and copy productions, set for master/slave automation and use Open Sound Control for MIDI, GPIO andRS232 - your doorway to third party products
- Integrate with physical tracking and use Room Acoustics Lite software

Creating spatial surround-sound

The SARA II platform is intended to control, place and move audio objects to deliver a superior perceptual experience to the listener's ears, optimising results across the audience areas.

Each audio object is independently rendered through the available physical loudspeakers onto the designer's virtual sound locations. The listener hears the objects, not the loudspeakers.

A unique and simplified user control interface makes the production design and show delivery processes easy to learn, quick to build, but very powerful in 3D spatial sound delivery.
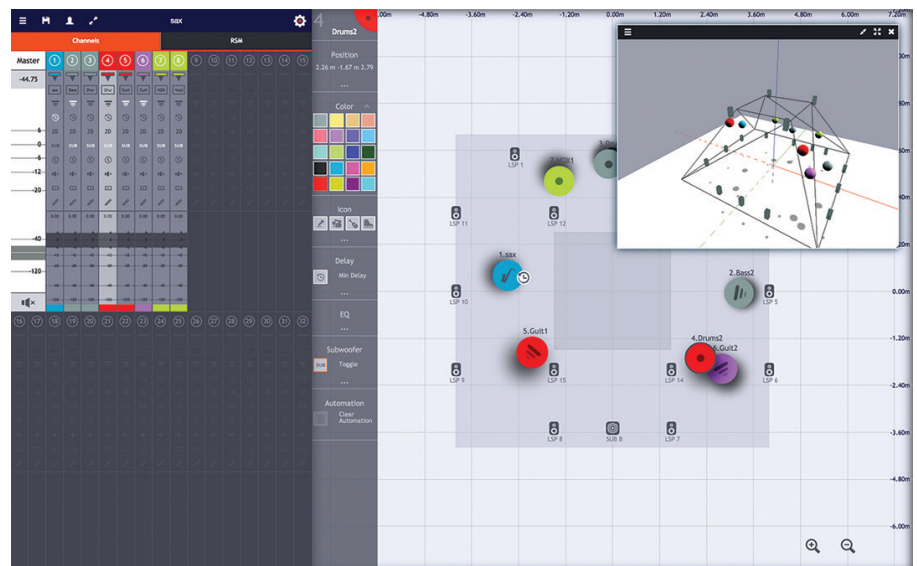
Audio object eq, gain, etc. controls at left. 2D plan view manipulates object positions as shown on 3D view. A selection of resizable room shapes are provided.

ASTRO SPATIAL AUDIO

Martin Audio Ltd
Century Point, Halifax Road, High Wycombe
Buckinghamshire HP12 3SL, England

Telephone: +44 (0) 1494 535 312
Facsimile: +44 (0) 1494 438 669
Email: info@martin-audio.com
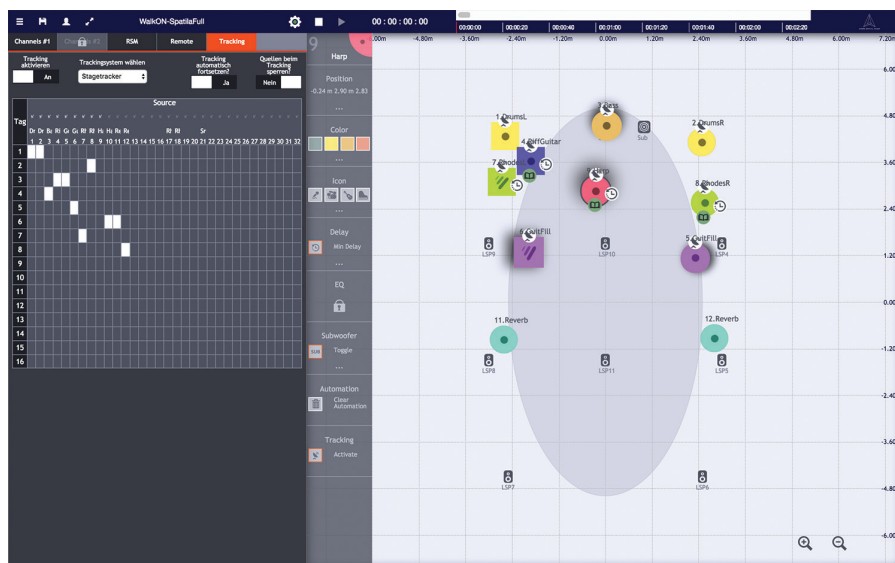www.martin-audio.com

MARTIN AUDIO
L O N D O N

SARA II Production Software

With the addition of metadata, audio sources become Audio Objects

The SARA II Premium Rendering Engine turns audio files into audio objects with added intelligence. These Audio Objects can be named, colour-coded and linked to level controllers on screen or on an external controller such as a connected DAW.

Graphical User Interface– positioning and moving Audio Objects in 3D space

A uniquely conceived graphical user interface makes it easy to take these sound sources and place or move them in real time through a 3D listening space. On screen, the audio objects resemble pucks that can be located individually or in groups with a mouse, joysticks, or more flexibly with a tablet as a controller.

Simplified room modelling

A simplified model of the room is quickly constructed and sized using typical, pre-defined room shapes. Loudspeakers are placed using x,y,z coordinates to match project requirements. The show can be auditioned anywhere from studio monitors to a stadium-sized playback installation.

Reverberation effects

The Production Application includes the RSM-FX version of our room acoustics software. It can also share loudspeakers with the RSM PRO option for a fully integrated and natural-sounding variable acoustics environment.

The same show moved to a elliptical room form with different loudspeaker layout.
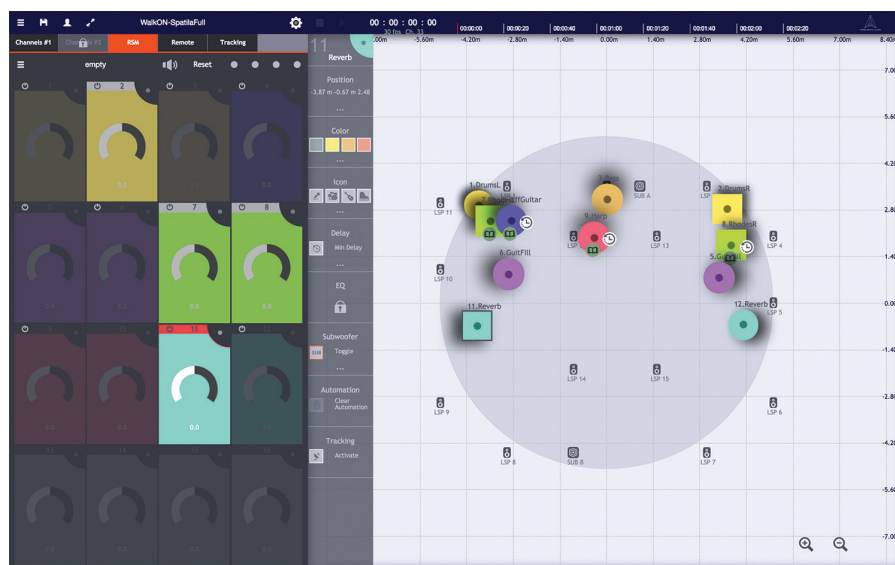
RSM-FX acoustic enhancement controls shown on left. Audio objects can be specific to or shared between spatial audio playback and RSM. The audience hears the objects, not the loudspeakers.

ASTRO SPATIAL AUDIO

Martin Audio Ltd
Century Point, Halifax Road, High Wycombe
Buckinghamshire HP12 3SL, England

Telephone: +44 (0) 1494 535 312
Facsimile: +44 (0) 1494 438 669
Email: info@martin-audio.com
www.martin-audio.com

MARTIN AUDIO
L O N D O N