

# New: **STUDER** VistaMix

VistaMix – Faster than Human Mixing!

**Un-scripted multi-microphone live events such as talk-shows, game-shows and discussion boards suffer from both microphone spill and back-ground noise. With each active microphone added to the mix, the overall sound quality deteriorates. The result is decreased intelligibility and unpleasant comb filter effects (phase distortion).**

Without Studer® VistaMix automatic mixing, an operator needs to manually adjust all the faders all the time, leaving the microphones of talking participants open, while closing the microphones of silent participants in order to reduce spill and background noise. Due to the reaction time of a human operator this often results in audible fade-ins of people who start talking rather unexpectedly. Also changes in fader positions can quickly lead to disturbing changes of the total ambience/noise level in the mix.

## VistaMix Offers the Solution –

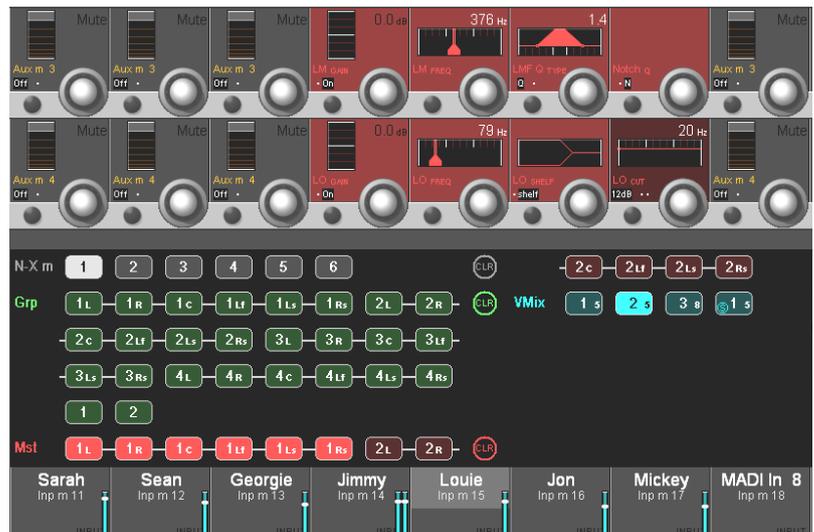
by mimicking the action of a human operator: Increasing gain for ‘talking’ mics and reducing gain for all others, but very quickly, and keeping the amount of total gain constant, a clean live mix can be created. VistaMix also offers the ideal solution for news operations when multiple mics are installed in the studio but the desk operator is not sure which ones will be used. VistaMix switches on only those mics that are in use. VistaMix source channels may also be N–X (mix minus) owners.

This significant new feature is available to all existing Vista systems with SCoreLive DSP engines. By simply upgrading to software version 4.9 and adding the special VistaMix channels to the DSP configuration, VistaMix is ready to go.

No additional hardware is required to the Vista surface. The new controls are fully implemented within the standard Viconics screens and controls. Naturally there is some additional load on the DSP engine, so if the existing configuration already uses all the DSP resources, a further DSP card may be required to provide the VistaMix system.

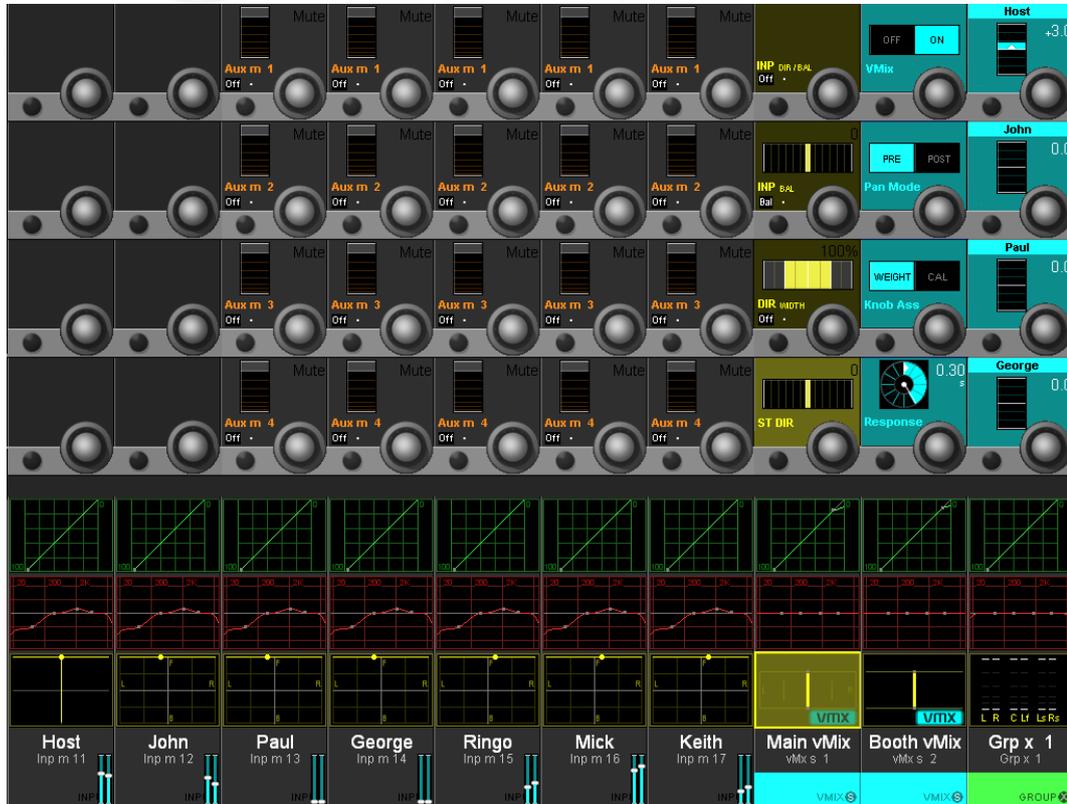
Normally a single VistaMix master channel is added to the DSP configuration. This may be configured as mono or stereo and with 8, 12, 16 or 20 input channels. For games shows and news operation, 8 input channels will likely be sufficient. Some large talent shows with many contestants each singing live a line from a song may require up to 20 channels. Games shows and talk shows tend to keep the dialogue in the centre of the stereo or surround balance. For this reason a mono VistaMix master may be used. However if panning of the source channels is required, a stereo VistaMix master can be used.

If a VistaMix master is configured, pressing the bus assign key on a mono channel (VistaMix sources must be mono) will show, in addition to the normal group and master busses (green and red), the VistaMix busses labeled ‘VMix’ (turquoise).



The configuration in the example above has four VistaMix masters configured, and Louie’s microphone is routed to the VistaMix2 master. The small number indicates that

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When touching the lower Viconics area marked 'VMIX', the Viconics view of VistaMix parameters will open up. This allows the user to change the secondary Vista Mix parameters.

Each source channel has a 'WEIGHT/CAL' control providing two possibilities: Firstly, CAL allows the desk operator to add level to the main presenter (Host) in such a way that he can 'talk over' the guests or contestants. Secondly it allows the desk operator to give more gain in the mix

five inputs are free on VistaMix2. An input channel may only be routed to one VistaMix master. When all inputs on a VistaMix master are used the turquoise-coloured button turns grey, indicating no further free inputs.

The source or sources assigned to VistaMix masters will now have one or two turquoise fader icons displaying the gain of the channels in the VistaMix (two fader icons are shown if the VistaMix master is stereo).

The VistaMix master channel is then loaded onto the desk with the normal strip assign page in the Vista GUI (fader no. 8 in the example shown above). It is displayed in turquoise, and the word 'vmx' is shown below the pan icon to indicate that VistaMix is active on this channel. This master channel may have normal EQ, dynamics and surround panning configured.

to any contributors who have weak voices or who are too far from their microphones. The weight control may also be used during a show to adjust the relative balance dynamically. This is set with the 'Knob Ass' control. The 'Response' time control knob sets the speed of operation of the VistaMix algorithm in a way similar to the attack time control of a dynamics unit.

Finally, if the VistaMix master is stereo, then there is a control marked 'Pan Mode' which sets the source channel pans to pre or post VistaMix. The way this is used depends on the source material and the amount of panning required.

Normally only one VistaMix master is used at a time. If required, several instances of VistaMix masters may be configured in a title.