

DVC

Hardware

Digital Volume Controller do distribution of sound to 8 speakers, several units may be linked for more outputs, up to 128 outputs total.

Technical specification 2 inputs, balanced XLR

8 outputs, balanced XLR

XLR in/out via 25 pin D-sub. Option of D-sub to, jack or phone

Link option, 16 DVC units can be linked for a total of 128 outs

Trigger in/out, for synchronizing in standalone mode

RS232 and Midi connections

Display / Thumbwheel configuration control

Freq. Response: 20Hz - 20kHz +/- 0.01dBu

Crosstalk: >-105dBu

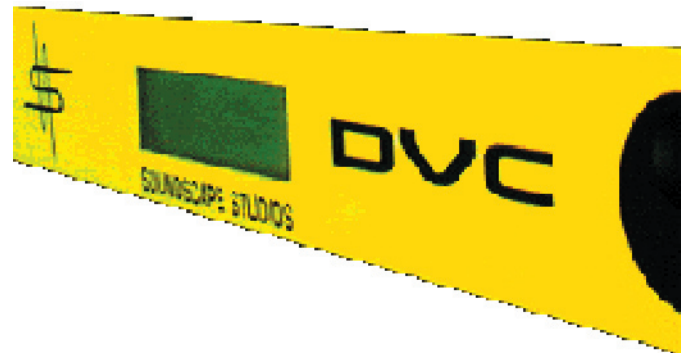
Clicknoise=0

THD+N: <0.0019%

SNR: >97dB

Input impedance: >10k Ohm

Max input level: 12 dBu



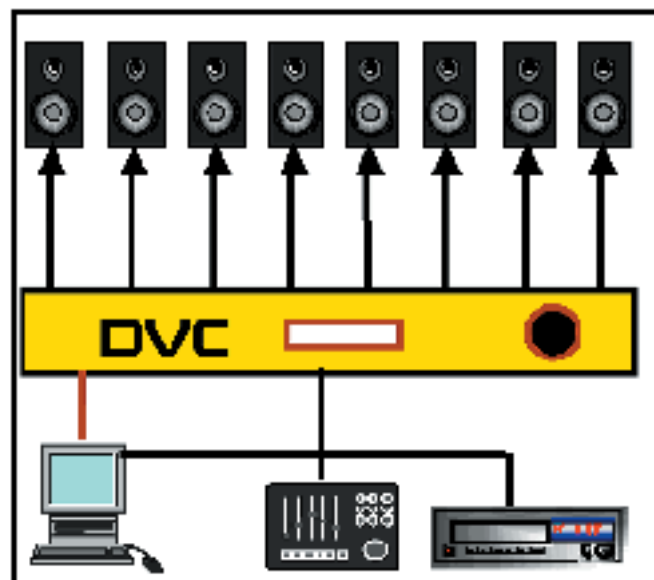
Examples of use Example 1

Configuration with various sound sources:

-Stereo sound from computer, cd-player or mixer. Other sources may of course also be used.

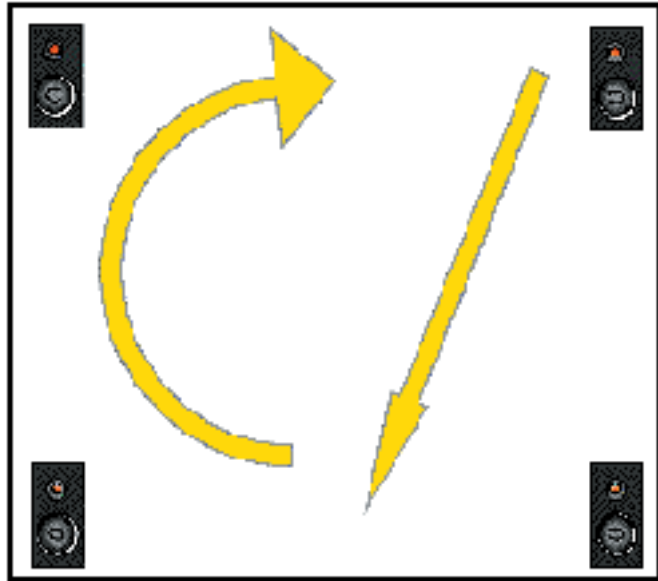
-Midi control signal from computer to DVC, controls volume for each in and out channel independently, and as a result, controls the sounds' projected location in the room.

-Midi control signal can also be stored and played back via a simple "Standard Midi File" player.



Example 2

From the Medieval-exhibition at “Suhm house”, museum of science, Trondheim: The installation is in a medieval city situation, and projects the sound-image of footsteps moving in a straight line, while a horse moves in an arc.



DVC-Editor for Macintosh

-DVC Editor (Mac) is a user-friendly tool for designing sound movements in acoustic space. -Free-hand drawing of sound movements can be done with joystick/mouse.

-For more precise programming, you can use the functions for line/arc, with start and end points representing absolute room coordinates.

-Sound movement sequences can be exported as Standard Midi Files, for convenient and cost-effective playback at location.

-This implements that it's not required having a full-featured computer mounted in the performance/exhibition space.

Features -Graphic mixer console, for visual monitoring and adjustment. -Graphic representation of the acoustic space on screen, with

positioning of speakers, and optionally optimal listening position

-Virtual acoustic room might be designed to be larger than the physical room, providing for “approach from a distance” kind of effects

-Free-hand drawing of sound movements using mouse/joystick

-Precision programming of sound movements, using line/arc functions with SMPTE start and end times. User friendly point-and -click programming

-Precision programming events stored in easily editable table

-All sound movements records to internal sequencer, playback optionally utilizing effects as “parallel stereo” or “mirroring”

-CD-player playback control

-Export to Standard Midi File

Minimum system requirements:

603e processor (PowerPC)

20 MB Ram

System 7.1

Midi interface

NEW PRODUCT Next generation of Digital Volume Controller is under development, and is expected to be in production under second half of 2000.

This unit will have severely extended functionality for 3-dimensional sound positioning and movement. Technically, it will be equipped with digital filters and delay lines that will provide for a natural acoustic impression of the sound's location in 3D space.

The unit will have 8 inputs and 8 outputs, and will have a "full resolution" matrix. This gives full flexibility in independent control of volume, filter, delay and reverb for each in and out channel.

All input channels may be mixed independently to each output.

The units will be linkable two together, for a full resolution matrix of 16x16.

If more processing power is required for e.g. filtering, several units may be placed in series, assigning all processing power of one unit to filtering, letting the next unit do volume control and delay.

The filter- and delay functionality of the unit may easily be utilized for other, more general sound processing duties, e.g. dynamic noise reduction, reverb, phaser/flanger effects, and user-defined processing algorithms.

The dynamic noise reduction functions will make the unit well suited for security monitoring, in e.g. prisons, hospitals, and industrial applications. It' will be designed to filter out noise components indicating "normal conditions", letting though only sounds indicating abnormal activity. This will put less strain on the security monitoring staff, resulting in more effective and secure operation of the facility.