Astro Spatial Audio system

Creating immersive audio experiences for live and entertainment industry

Each sound producing object is a composition of distinct features such as it’s sound characteristics, the acoustic environment and the static or dynamic position within the environment.

With Astro Spatial Audio we offer a compact system for the directional (re)production of sounds and acoustic environments – without being limited to preferred seats. The system can not only be used in clubs and for events and live shows, but also museums, theme parks and many more.

Technology: Object Based Audio

The Astro Spatial Audio system uses a unique object based audio technology for the generation of spatial audio experiences. Loudspeaker arrays are distributed across the entire room and the sound field of a given sound source is simulated and reproduced in order to provide a sound that is perceived as realistic and natural as possible. Each object is rendered in our proprietary SARA engine which provides each loudspeaker an individual signal. These signals are then superimposed to produce and experience the sound field of a real or virtual sound source.

The ASTRO spatial audio system is a compact sound and production system that provides a true to live reproduction and perception of audio scenes and acoustic environments, regardless of where the listeners sits.
SpatialSound Quality for All Purposes

One of the many benefits of our object based approach is the opportunity that productions can easily be scaled up or down to different rooms or loudspeaker configurations, without any disturbing audible artifacts such as phasing or comb filtering.

The system convinces with an intuitive user interface, an extended sweet spot and several features for real-time movement and positioning of sound objects. The free use of sound objects allows to be applied for individual sound design in live and playback reproductions as well as for producing dramatic shows. The system also offers an exclusive object based interactive acoustic room simulation tool. This way, the spatial sound created can be adapted to the given requirements of an event, e.g. speech reproduction or concert acoustics.

Interactive Design for Innovative Sound Adventures

The Astro Spatial Audio system is the perfect tool to create new experiences for live and entertainment industry. Using the system, a sound designer or user can add sound effects from any direction to his show interactively. For a massively entertaining experience, also light and video systems can be coupled with the sound system. They are operated in real-time using dedicated control platform.

Some of the highlights of the Astro Spatial Audio system:

- Movements and spatial experiences in full 3D space
- Integrates with any commercially available DAW such as Protools or Nuendo, optionally also OSC controlled VST plug-in available
- MIDI control over OSC
- Dynamic object based reverberation module
- HTML5 based GUI, optimized for use with OSX, PC or Android devices
- Integration with the Polaris evolution console from Salzbrenner
- Audio over IP by means of Audinate Dante™ and AES67
- Option for multiple rooms independent in one renderer: e.g. stage + audience, or control room and audience

For more information or a personal demonstration, please feel free to contact us at info@astraaudio.eu

Astro Spatial Audio uses SpatialSound Wave technology developed by Fraunhofer IDMT