

The logo for SIENNA SPHERE, featuring a stylized sphere icon to the left of the word "SIENNA" in a large sans-serif font, with "SPHERE" in a smaller font to its right.

# SIENNA SPHERE

User Manual

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# 1.Introduction

Thank you for purchasing Sienna Sphere. To get the most out of your new plugin suite, please take the time to read this user manual carefully, to facilitate and ensure a proper understanding of this plugin suite.

Sienna Sphere is an Acqua plugin suite, a multi-format binaural tool for immersive sound consisting of:

- Sienna Sphere, a plugin available for
  - Windows: only VST3 and AAX formats.
  - macOS: only AU, VST3 and AAX formats.
- Sienna Sphere System Wide, a FREE standalone Application, for:
  - macOS: only VST3 available format.

This suite represents the continuation of an ambitious project that began with the release of Sienna and is now evolving with this incredible new product which has taken a long time in design and development but allows the user to experience a new and more thrilling listening experience, thanks to its completely new approach to immersive audio post-production.

The immersive audio provides the listener with an entirely natural and three-dimensional sound experience. As a multi-format binaural tool, Sienna Sphere allows you the listen to "atmospheric" audio in headphones, choosing the 'Binauraliser', the room, and the headphones you desire.

All this, without sacrificing the predecessors Sienna & Sienna System Wide product features like:

- headphone correction
- high-end monitors and treated Dolby Atmos™ room emulations

For further details please consult the Chapter 5 (Appendix) of this document.

To stay constantly updated we recommend you to keep an eye on the following product page:

**<https://sienna.studio>**



## 2. About the plugin

Sienna Sphere is a multi-format binaural tool suite for immersive sound featuring:

### - Binaural processing modes

Sienna Sphere can receive different input configurations (speaker arrangement) and then turn them to binaural audio to allow the listening of a 3D files in headphones.

Sienna Sphere is the first audio monitoring tool to combine multiple listening and rendering engines in one product, by incorporating our market-leading immersive audio algorithms to provide a more accurate and better performance.

### - Headphones correction

Using Sienna Sphere with supported headphones, you will be able to hear all the dimensions of a surround mix with surprising realism. Sienna Sphere uses algorithms to improve the frequency response of the most popular circumaural and in-ear headphones to make the listening experience even more realistic, without artifacts.

### - Room emulations

Sienna Sphere allows you to choose your ideal listening environment from a collection of available sampled recording studios. If you own one or more Sienna additional volume/s, you will be able to use the rooms in Sienna Sphere as well. The Sienna room emulations are compatible with Sienna Sphere.



## 2.1. What you get

### Sienna Sphere includes:

- Sienna Sphere plug-in.
- A total of 79 sampled speakers in different configurations (2.0 – 5.1 - 5.1.2 - 5.1.4 - 7.1.2 – 7.1.4 – 7.1.6 – 9.1.4 – 9.1.6).
- 8 different emulations from the accurate models of 3 certificated Dolby ATMOS™ Studio Rooms (HOG Studios, Experimental Studio, Officina 5.1).
- Over 300 headphone emulations from the world's most famous brands that we carefully measured and profiled.
- Sienna Sphere System-Wide, standalone Application (macOS only) to give the same listening experience even in the absence of internal renderers.

Sienna Sphere & Sienna Sphere System-Wide - DAWs currently supported:

- Apple Logic Pro ©.
- Avid Pro Tools Ultimate ©.
- Steinberg Nuendo ©.

### NEW UPDATE!

1. Sienna Sphere with **5.1 Surround** Sound format (5.1 - 5.1.2 - 5.1.4) is out by popular demand! This classic standard system configuration for home theater is now available with Sienna Sphere, and you can use it without the need of the official renderer.
2. Don't forget Sienna Sphere system-wide is included for macOS and now also for **Windows** users, available outside of the DAW to give the same listening experience even in the absence of internal renderers.
3. In the systemwide we introduced the **Multi-Channel Recorder** which allows you to easily save and share your rendered atmos tracks!

\*This update is free for current Sienna sphere owners.

Details at this this link: <https://www.sienna.studio/headphones/>

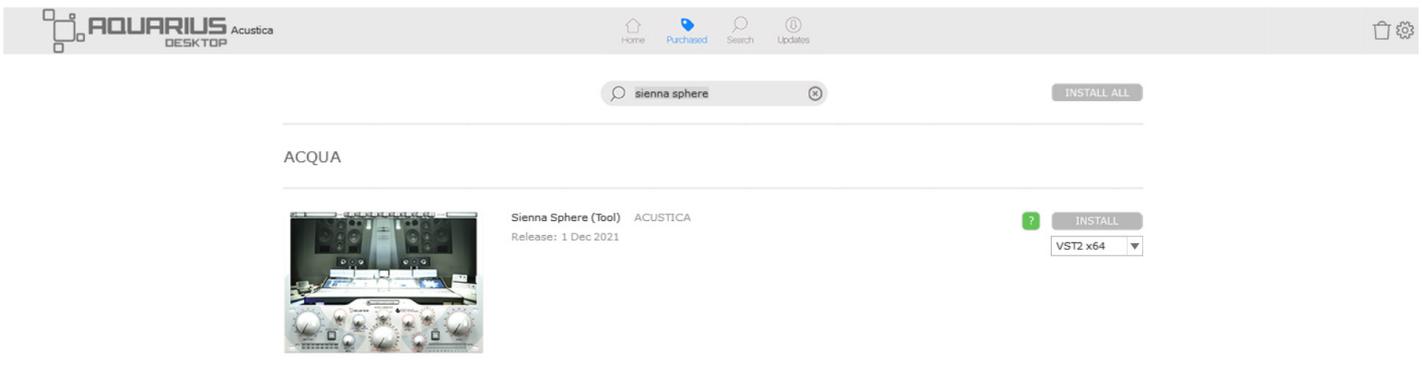


## 2.2 Product download, installation and authorization

Sienna Sphere and all Acustica Audio products, can be downloaded, installed, and authorized using the Aquarius application. The Aquarius application is a free standalone application that will manage the downloading, installation, and authorization of your product in an automatic way without user intervention.

To learn more about the Aquarius application, read the user's PDF manual included in the installer. Please, make sure the Aquarius application is always updated to the latest version available.

In the Aquarius application, Sienna Sphere comes in the form of one single item called Sienna Sphere (Tool).



### For Sienna Sphere commercial version:

- Log-in to the Aquarius application using your username email and your password.
- Type the product name on the search page, and the Aquarius application will find the Sienna Sphere (Tool).
- Click on the install button.
- Select the correct plug-in format for the installation from the drop-down menu.
- The Aquarius application will download, install, and authorize the commercial product automatically.



ACQUA

Sienna Sphere (Trial)(Tool) ACUSTICA  
Release: 1 Dec 2021

INSTALL

VST2 x64

### For Sienna Sphere trial version:

- Log-in to the Aquarius application using your username email and your password.
- Type the product name on the search page, and the Aquarius application will find the Sienna Sphere - Trial (Tool) trial.
- Click on the install button.
- Select the correct plug-in format for the installation from the drop-down menu.
- Click on the install button.
- The Aquarius application will download, install, and authorize the trial product automatically.

## 2.3

# What is the difference between Sienna Sphere & Sienna Sphere System Wide

The Sienna Sphere can only run within a DAW. It's available for both Windows (VST3, AAX formats) & macOS (VST3, AU, AAX formats) operating system.

We realized that Sienna Sphere sounds so good that we wanted to make it available outside of a DAW as well, as a standalone product. So we came up with Sienna Sphere System Wide that uses Sienna Sphere to process the sound of your computer.

**IMPORTANT:** You must install Sienna Sphere in VST3 format for Sienna Sphere System Wide to work. Currently it is only available for the MacOS operating system.

For more information on how to use the Sienna Sphere System-wide read the Sienna System-wide frequently asked questions (FAQ) online here:

**<https://www.sienna.studio/sienna-system-wide-help/>**.

## 2.4 Sienna Sphere plugin System Requirements

Modern computers are powerful enough to run many plugins at once. However, our technology requires more resources than algorithm-based software, so we recommend optimizing your system to work with high CPU loads and low audio latency.

All technical specifications of Acustica Audio products provided are intended to be estimates or approximations.

Due to numerous variables, no guarantees of compatibility or performance can be made.

The end-user is solely responsible for, prior to purchase, ensuring that the end-user's devices are compatible and meet the system requirements for Acustica Audio products.

	PC Windows		Apple macOS	
	MINIMUM	RECOMMENDED	MINIMUM	RECOMMENDED
OPERATING SYSTEM	Windows 10 1909 64 bits (1) (9)	Windows 21H1 10 64 bits (1) (9)	macOS 10.14 (1) (9)	macOS 10.15 (1) (9)
CPU	Intel i5 4th generation (2) (8)	Intel i9 10th generation (2) (8)	Intel i5 4th generation (2) (8)	Intel i9 10th generation (2) (8)
RAM	4 GB of RAM (3)	64 GB of RAM (3)	4 GB of RAM (3)	64 GB of RAM (3)
SSD	It depends on the product (4)	It depends on the product (4)	It depends on the product (4)	It depends on the product (4)
SCREEN RESOLUTION	FHD (1920x1080)	UHD (3840x2160)	FHD (1920x1080)	UHD (3840x2160)
PLUG-IN FORMAT	VST & AAX	VST & AAX	VST, AAX & AU	VST, AAX & AU
PLUG-IN ARCHITECTURE	64-bits		64-bits	
TRIAL / DEMO	30 Days (5)		30 Days (5)	
SUPPORTED DAW / NLE	Cubase 64-bits & Pro Tools 64-bits (6)		Cubase 64-bits & Pro Tools 64-bits & Logic Pro X 64-bits (6)	
AQUARIUS APPLICATION	YES & Mandatory		YES & Mandatory	
INTERNET CONNECTION	YES & Mandatory (7)		YES & Mandatory (7)	

(1) Case sensitive file systems are not supported.

(2) Intel i7/i9 X and Xeon processors need CORE 16 or superior. The CPU speed is more important than the number of CPU cores.

(3) In order to run more plug-ins instances it is always necessary to increase the amount of RAM.

(4) Each format needs three times more space than what the product is in order to download and decompress the installation files.

(5) Trial settings cannot be transferred from the trial to the commercial version.

(6) For others DAWs or NLEs, try trial before buy

(7) TCP/UDP ports 8080 and 443 should be open. Reliable and fast internet connection is recommended

(8) For Apple Silicon (ARM) computers, check compatibility before purchasing. AMD processors are not officially supported.

(9) For other operating systems, check compatibility before purchasing using the trial version.

**IMPORTANT:** Genuine Apple device with a valid serial number or valid volume ID on Windows operating systems is mandatory.

**IMPORTANT:** It is highly recommended to make a complete backup before making changes to your computer systems.

**IMPORTANT:** Acustica Audio cannot be held responsible for any loss or damage arising directly or indirectly from any error or omission in this manual.



## 3. Operation

In this chapter you will find the explanation of the Sienna Sphere product (and Sienna Sphere System Wide) and its interaction with the main DAWs that support the new listening experience/approach to surround audio post-production.

We will go into the details of the controls including the explanation of Sienna Sphere Guru's 'extra' controls in 'advanced' mode.



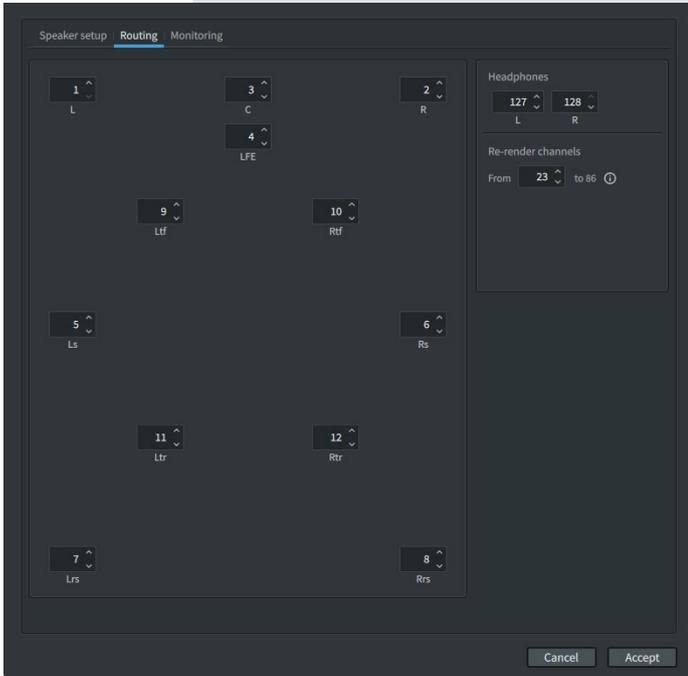
### 3.2 How to configure your DAW

Here's an explanation of how to configure and set up each DAW so that it works properly with Sienna Sphere suite: Sienna Sphere plugin and Sienna Sphere System Wide standalone Application.

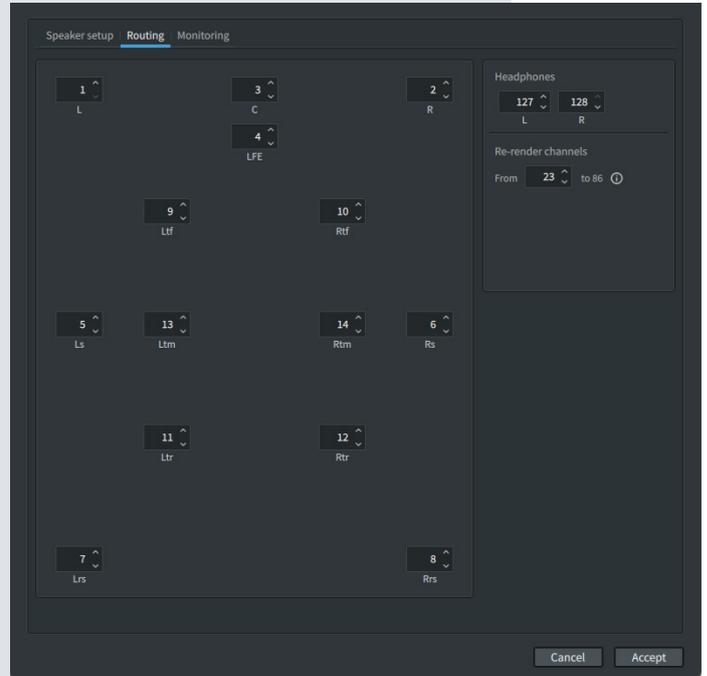
# 3.2.1

## How to connect Sienna Sphere System Wide and MRU

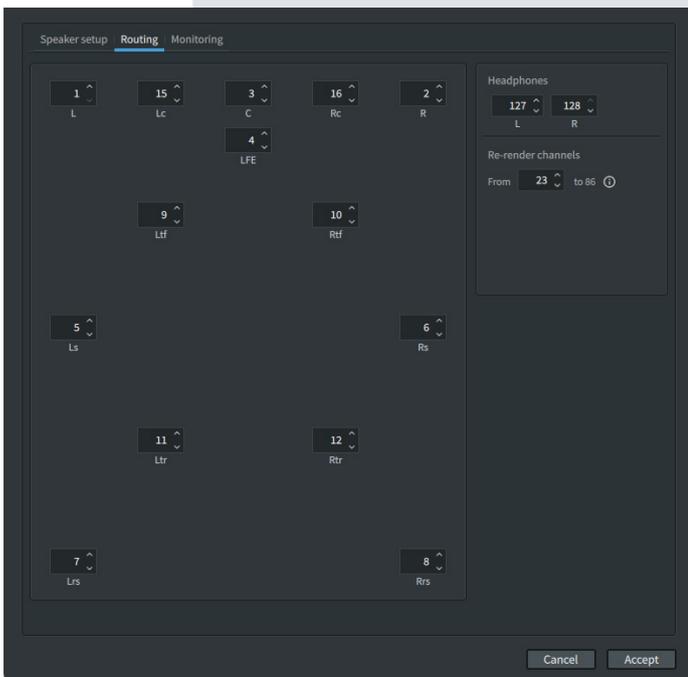
-Check the routing inside the MRU



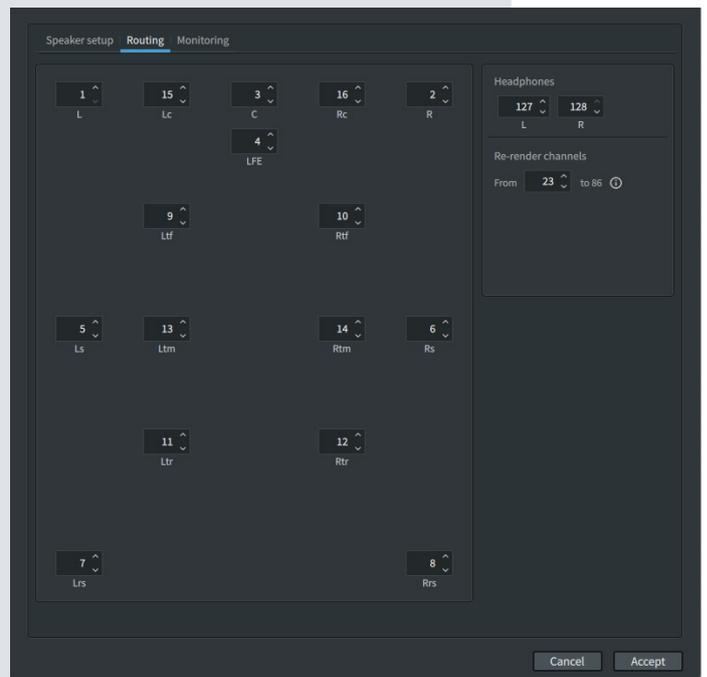
MRU 7.1.4



MRU 7.1.6



MRU 9.1.4



MRU 9.1.6



-In the Sienna Sphere System Wide application, Select Option / Audio settings path, now you can select "MRU 7.1.4, 7.1.6" and "MRU 9.1.4, 9.1.6" Convention in Channel Convention.

- Select the physical configuration in use in the audio menu. For example if you are using 7.1.4 (the most common) you need to select "MRU 7.1.4, 7.1.6".

Obviously in Sienna you have to select a preset (in the first menu) for 7.1.4.

-The channels will be perfectly mapped.

Obviously if you are using the Sienna Sphere and not the system-wide version be careful to select the correct preset, i.e. if you work with 7.1.4 you have to select presets based on 7.1.4

Tips for testing the MRU:

-Load a song and do the speaker in solo in the MRU. Check that the correct LED in the Sienna Sphere input meter is lit.

For example, in 9.1.4 the center front speakers are named LC and RC. See the control 14 (Input channels meters) at pag 32 for more details about the channel meters behaviour.



## 3.2.2 STEINBERG NUENDO ATMOS 7.1.4 SIENNA SPHERE (VST3)

Creating a Dolby Atmos™ compliant 7.1.4 session in Nuendo.

Run the Nuendo settings to create a 7.1.4 listening session that allows monitoring through real speakers.

Place the Sienna Sphere VST3 plug-in on the 7.1.4 output bus where the renderer and bed outputs are routed.

Avoid inserting any meters or plug-ins between the renderer and Sienna Sphere VST3 to avoid misalignment of the input channels on Sienna Sphere VST3.

Use one of the presets in the appropriate section of submenu 7.1.4.



## 3.2.3

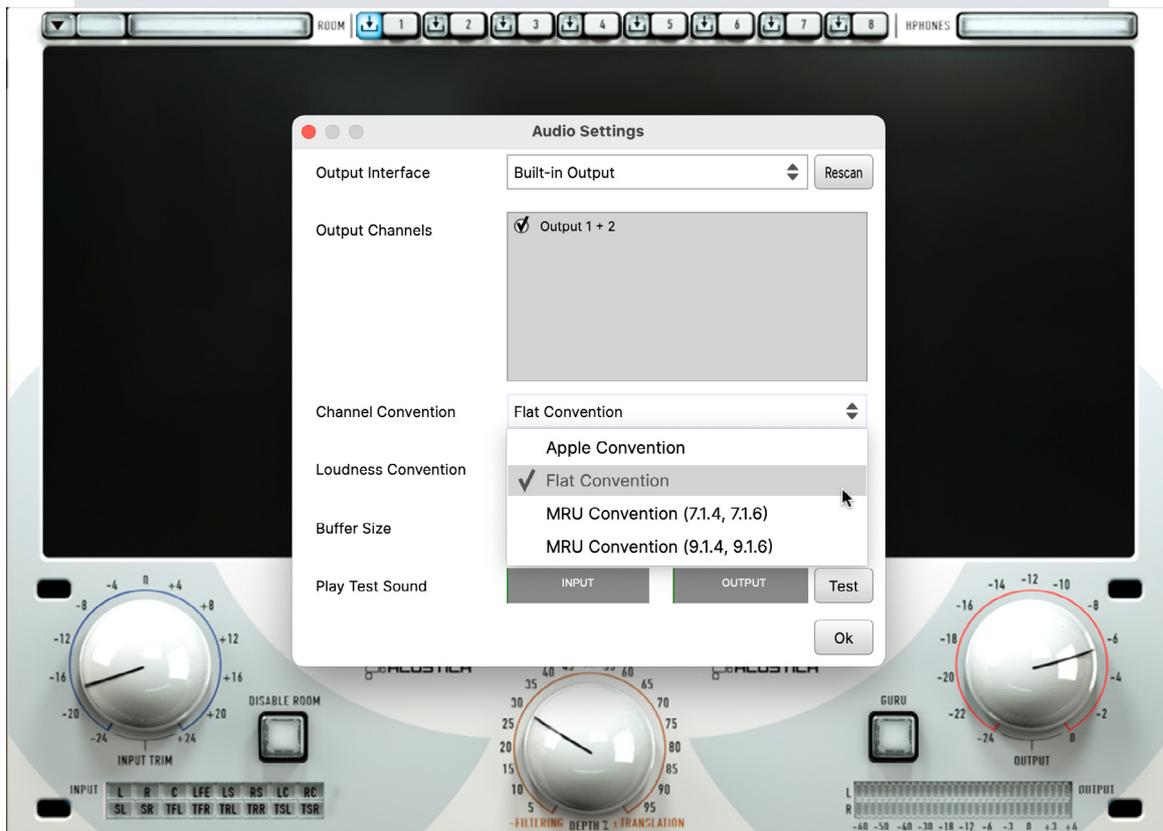
# STEINBERG NUENDO ATMOS 7.1.4 SIENNA SPHERE SYSTEM WIDE

Creating a Dolby Atmos™ compliant 7.1.4 session in Nuendo

Run the Nuendo settings to create a 7.1.4 listening session that allows monitoring through real speakers.

In your DAW, configure Sierra System Wide as the main output.

In the Sierra Sphere System Wide application, Select Option / Audio settings path and select 'Flat' Convention in Channel Convention.



Select one of the listening presets from menu 7.1.4.

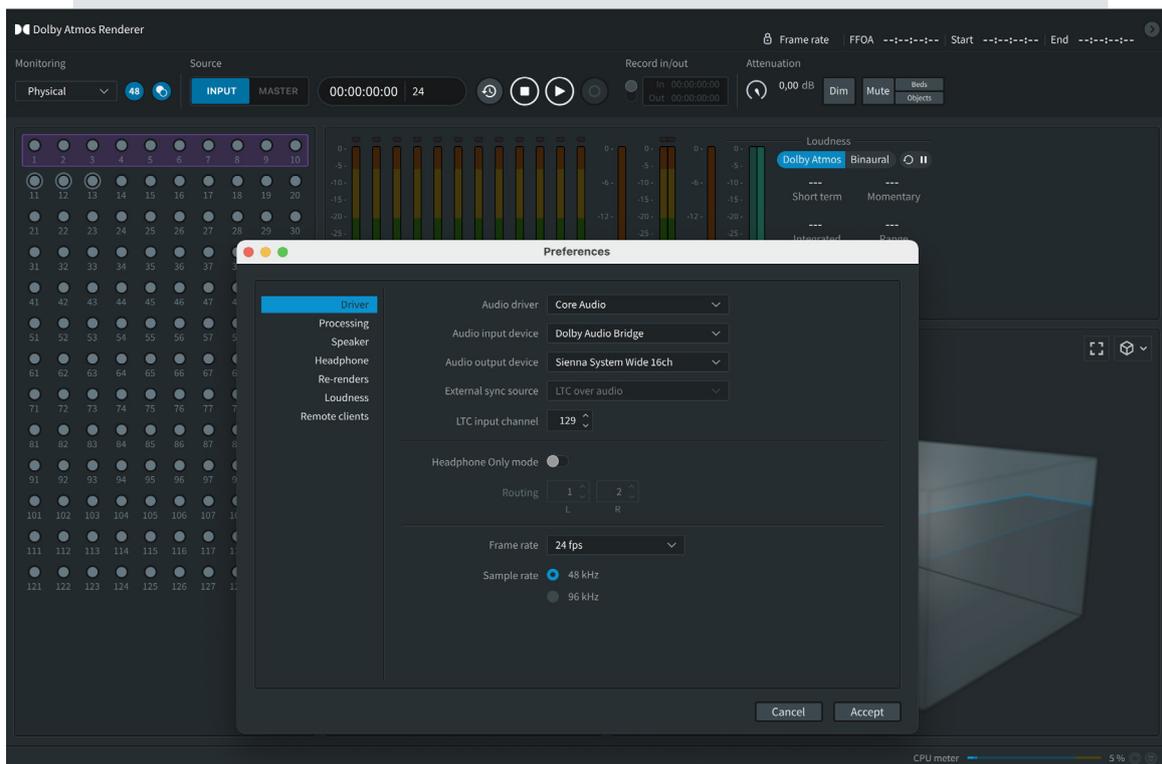


## 3.2.4

# STEINBERG NUENDO MRU 7.1.4

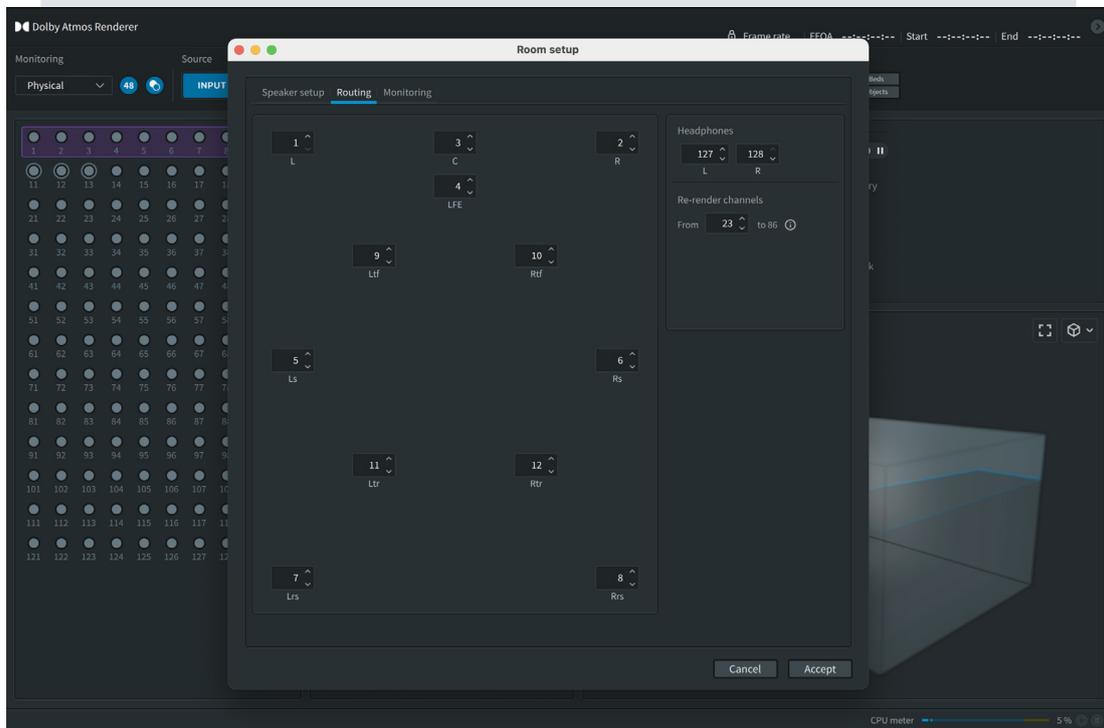
# SIENNA SPHERE SYSTEM WIDE

Open the Dolby Production Suite or Dolby Mastering suite™. In Preferences, Drivers, select “Sienna System Wide 16ch” as output device.

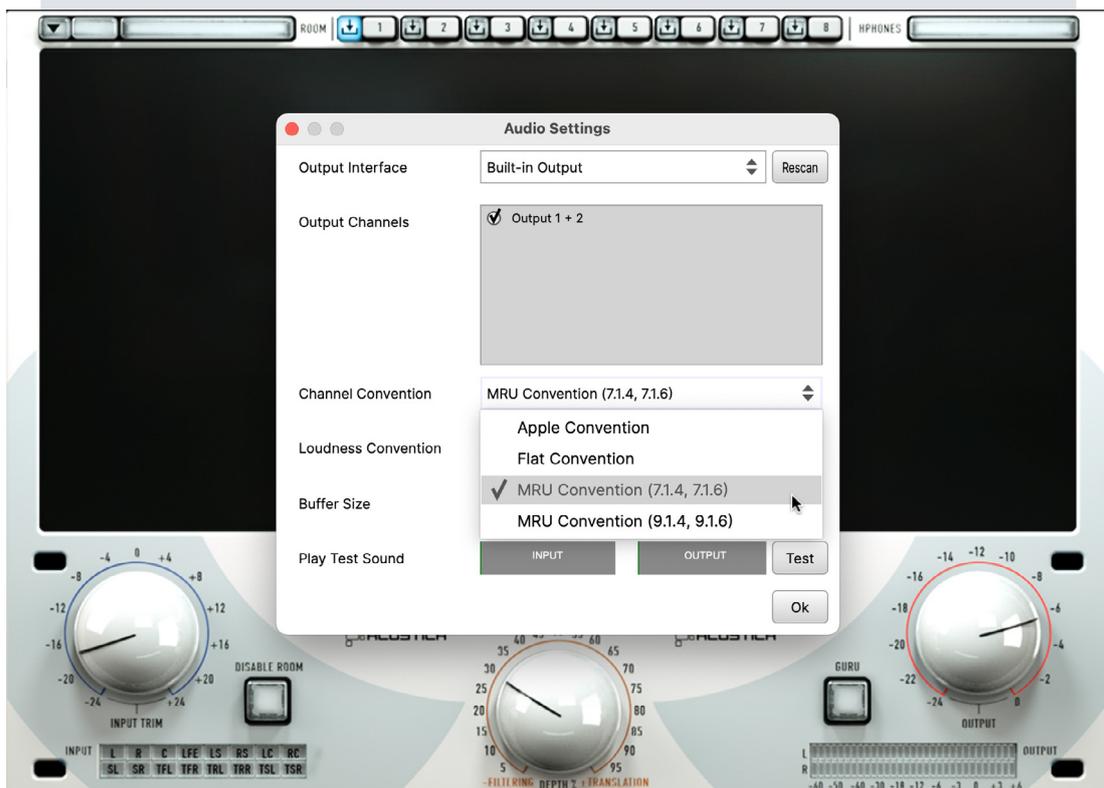


In the Dolby software select Windows / Room Setup and the configuration 7.1.4 in "Speaker Setup" and in "Monitoring Setup".

In the "Routing" window you can check the layout of the output channels that will be processed by Sienna System wide.



In the Sienna Sphere System Wide application, select the channel Convention patch: MRU.



Select one of the listening presets from menu 7.1.4

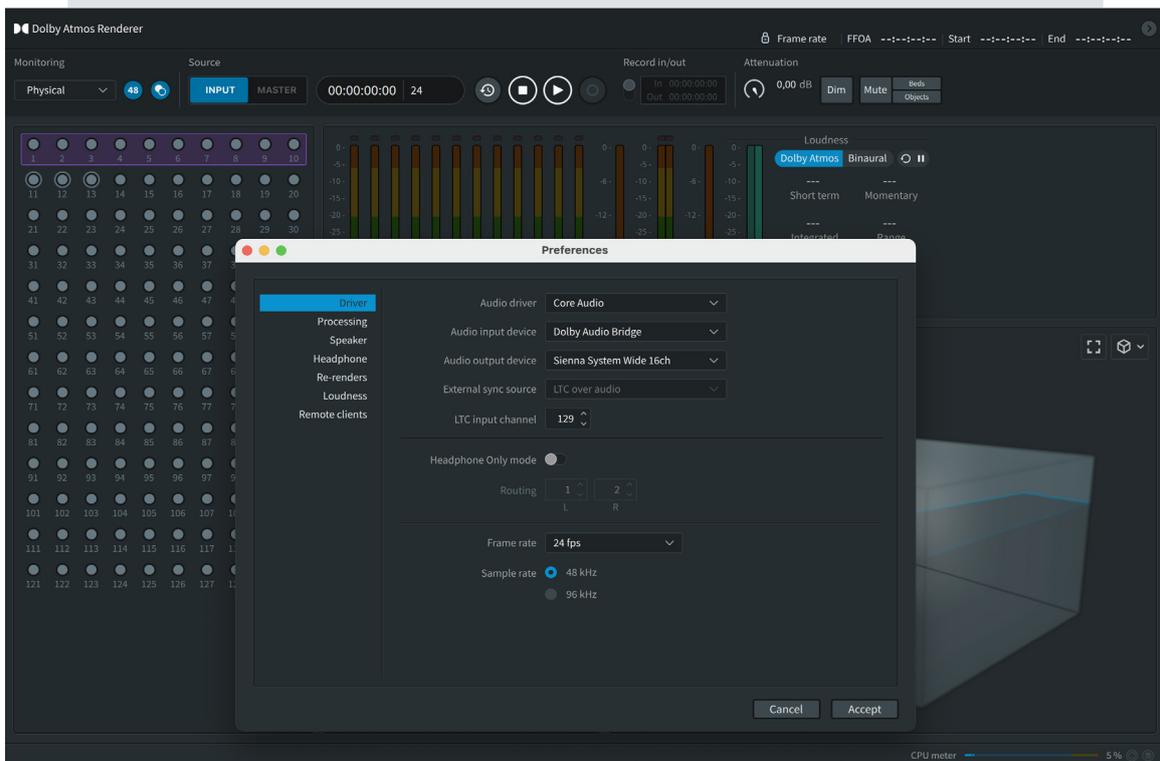


## 3.2.5

# STEINBERG NUENDO MRU 9.1.4

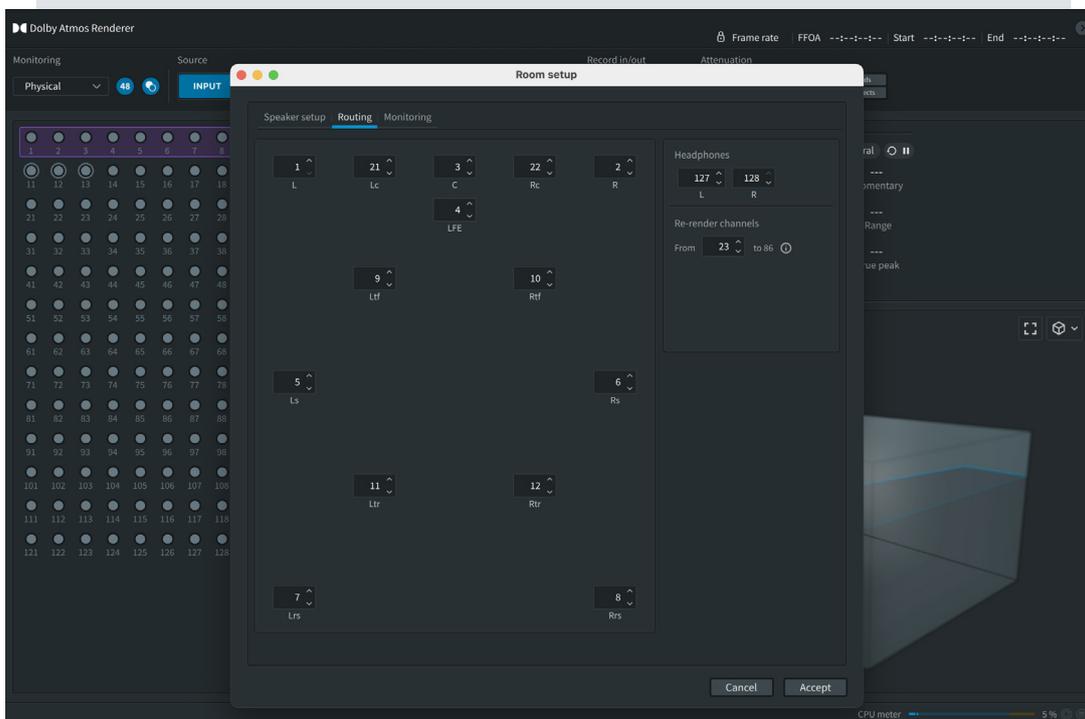
# SIENNA SPHERE SYSTEM WIDE

Open the Dolby Production Suite or Dolby Mastering suite.  
In Preferences, Drivers, select Sienna System Wide 16ch as output device.

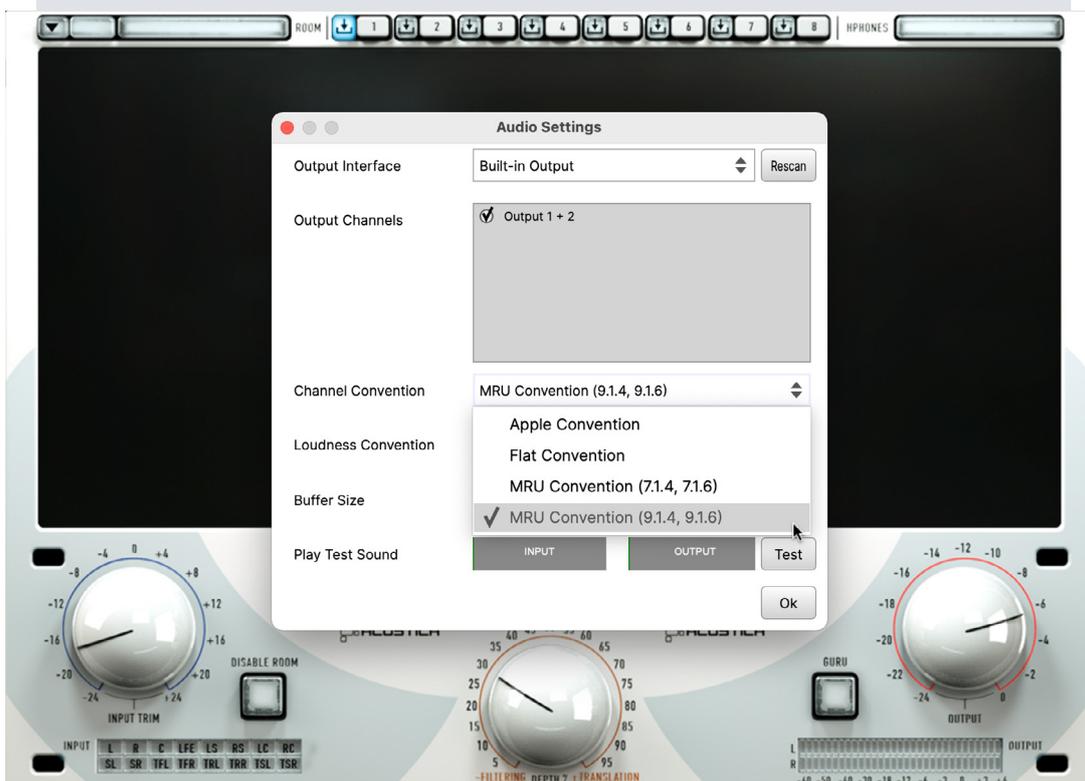


In the Dolby software select Windows / Room Setup and the configuration 9.1.4 in "Speaker Setup" and in "Monitoring Setup".

In the "Routing" window you can check the layout of the output channels that will be processed by Sienna System wide.



In the Sienna System Wide application, select the channel Convention patch according to the MRU standard.

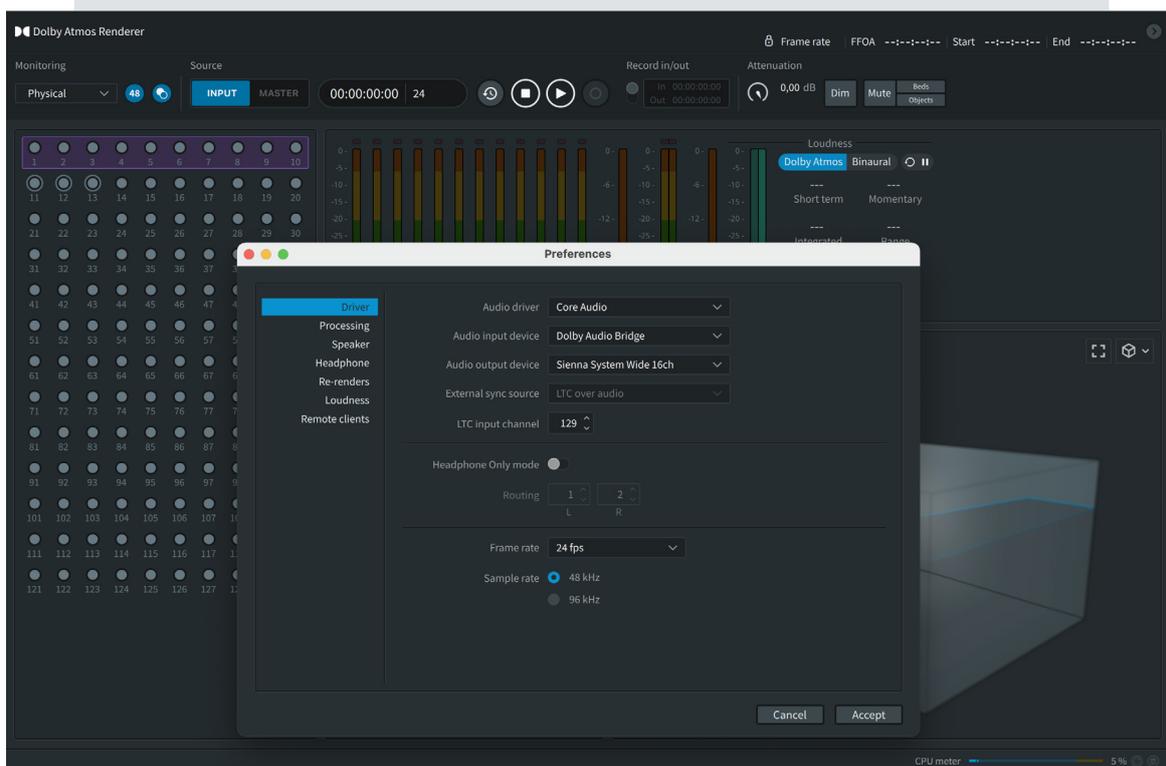


Select one of the listening presets from menu 9.1.4



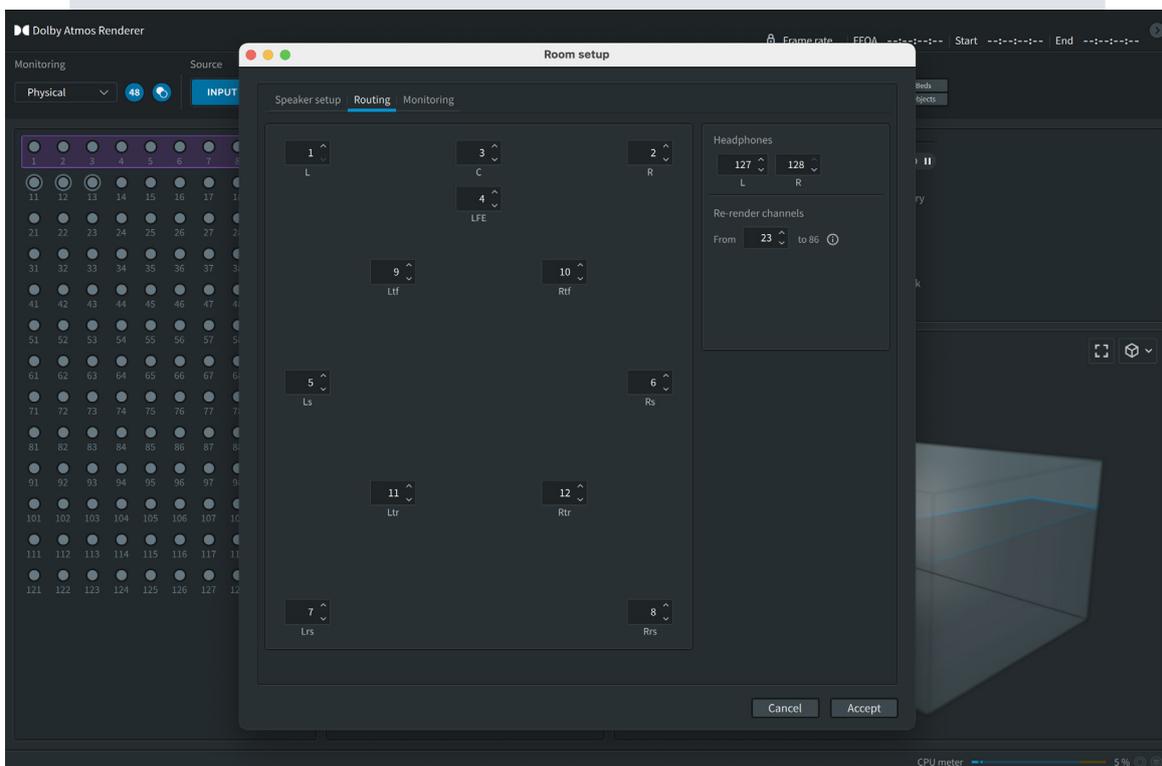
## 3.2.6 PRO TOOLS MRU 7.1.4 SIENNA SPHERE SYSTEM WIDE

Open the Dolby Production Suite or Dolby Mastering suite™. In Preferences, Drivers, select “Sienna System Wide 16ch” as output device.

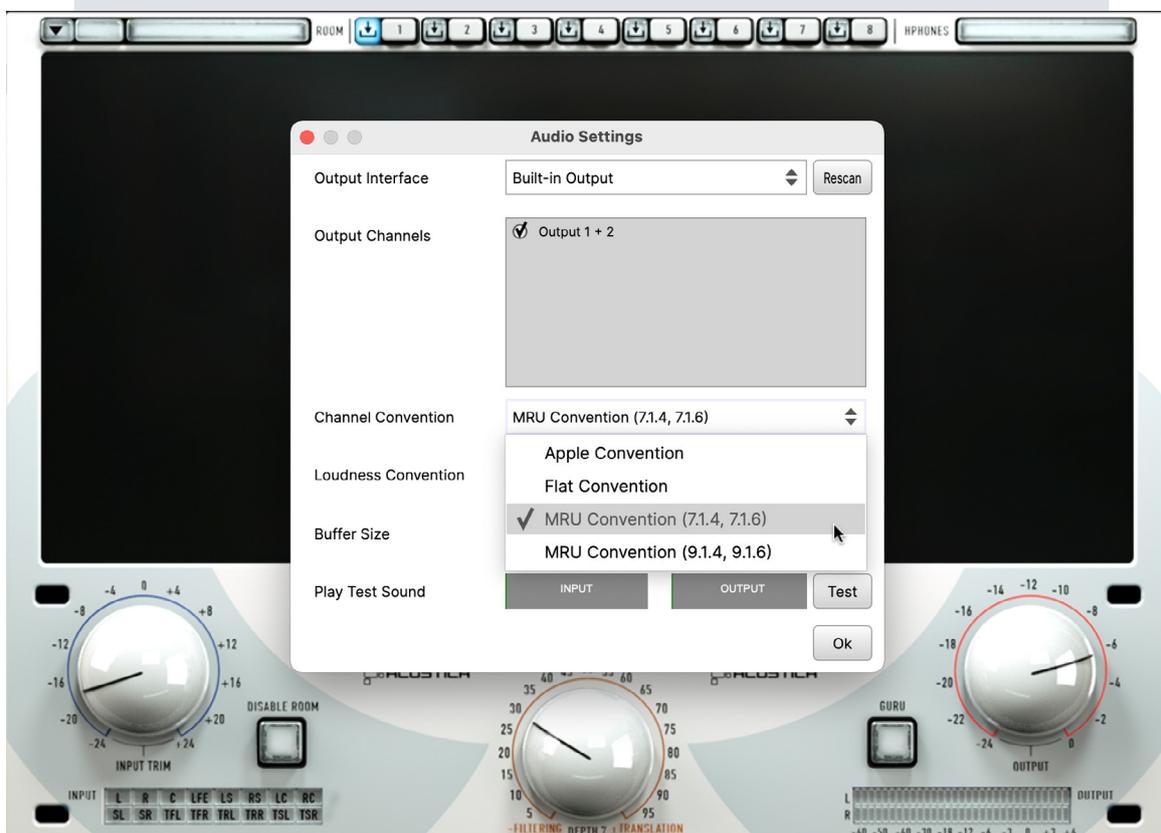


In the Dolby software select Windows / Room Setup and the configuration 7.1.4 in "Speaker Setup" and in "Monitoring Setup".

In the "Routing" window you can check the layout of the output channels that will be processed by Sienna System wide.

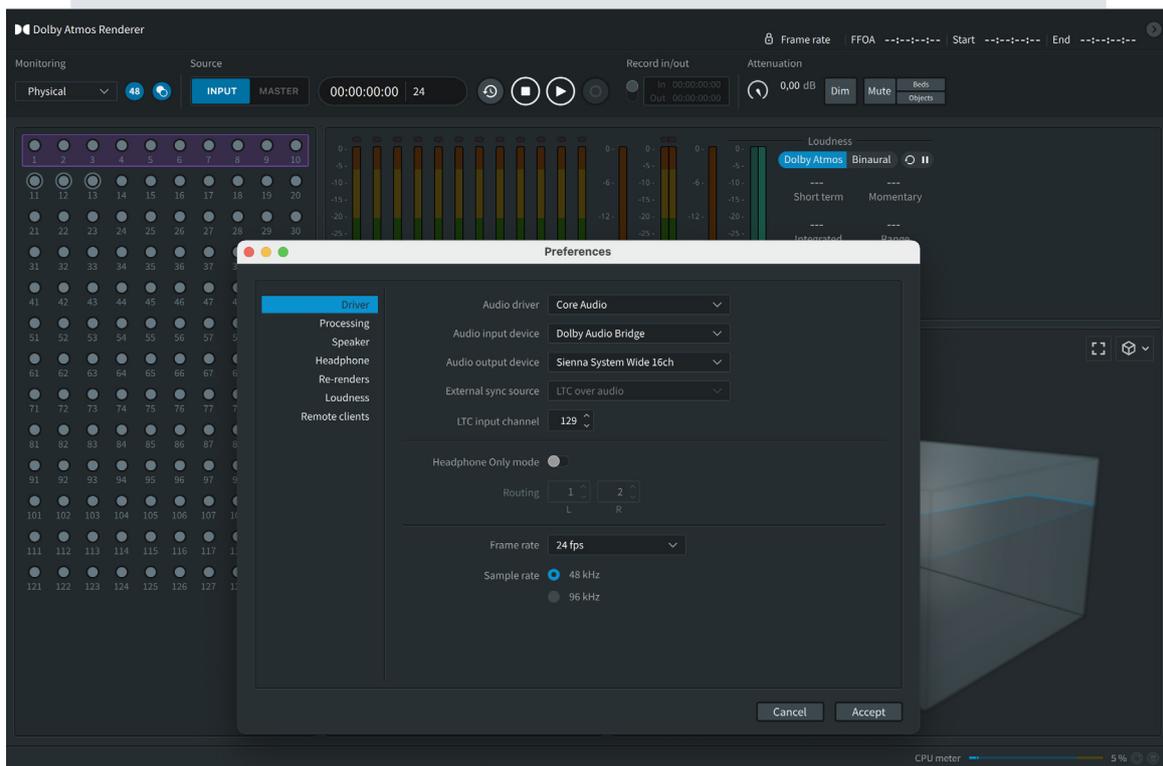


In the Sienna Sphere System Wide application, select the channel Select Option / Audio settings path  
Select 'Flat' Convention in Channel Convention patch: MRU.



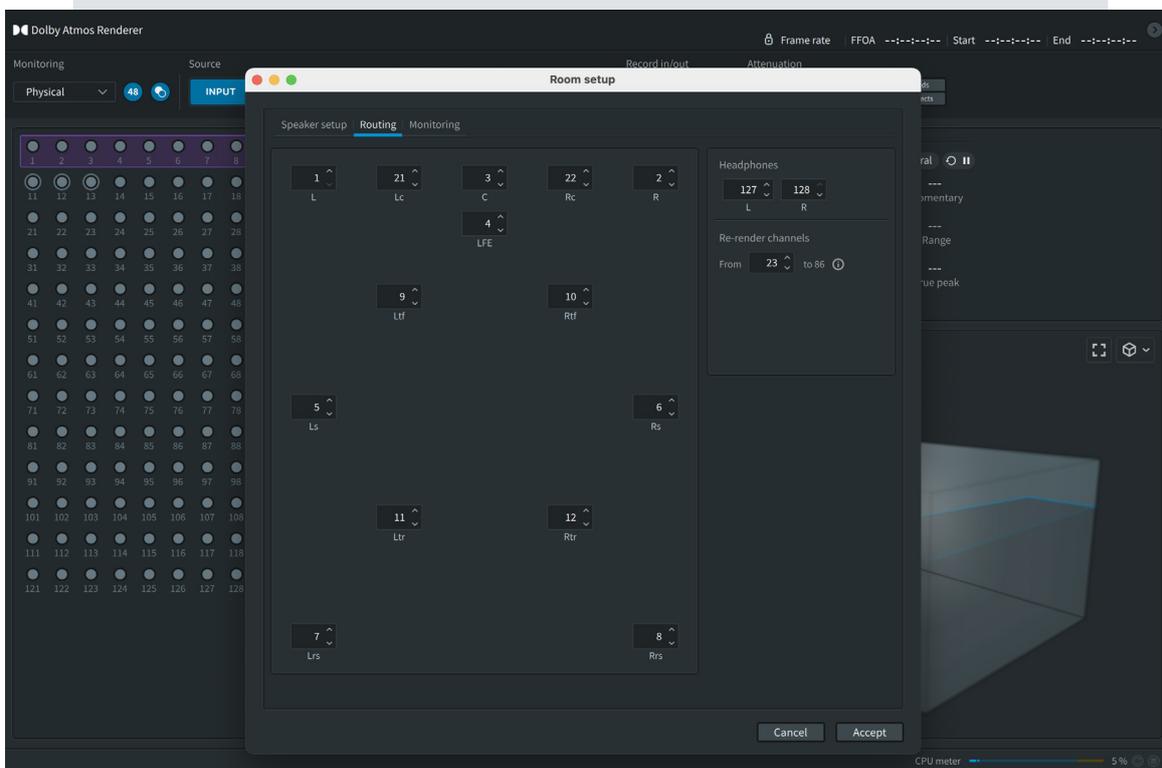
## 3.2.7 PRO TOOLS MRU 9.1.4 SIENNA SPHERE SYSTEM WIDE

Open the Dolby Production Suite™ or Dolby Mastering suite. Under Preferences, Drivers, select “Sienna System Wide 16ch” as output device.

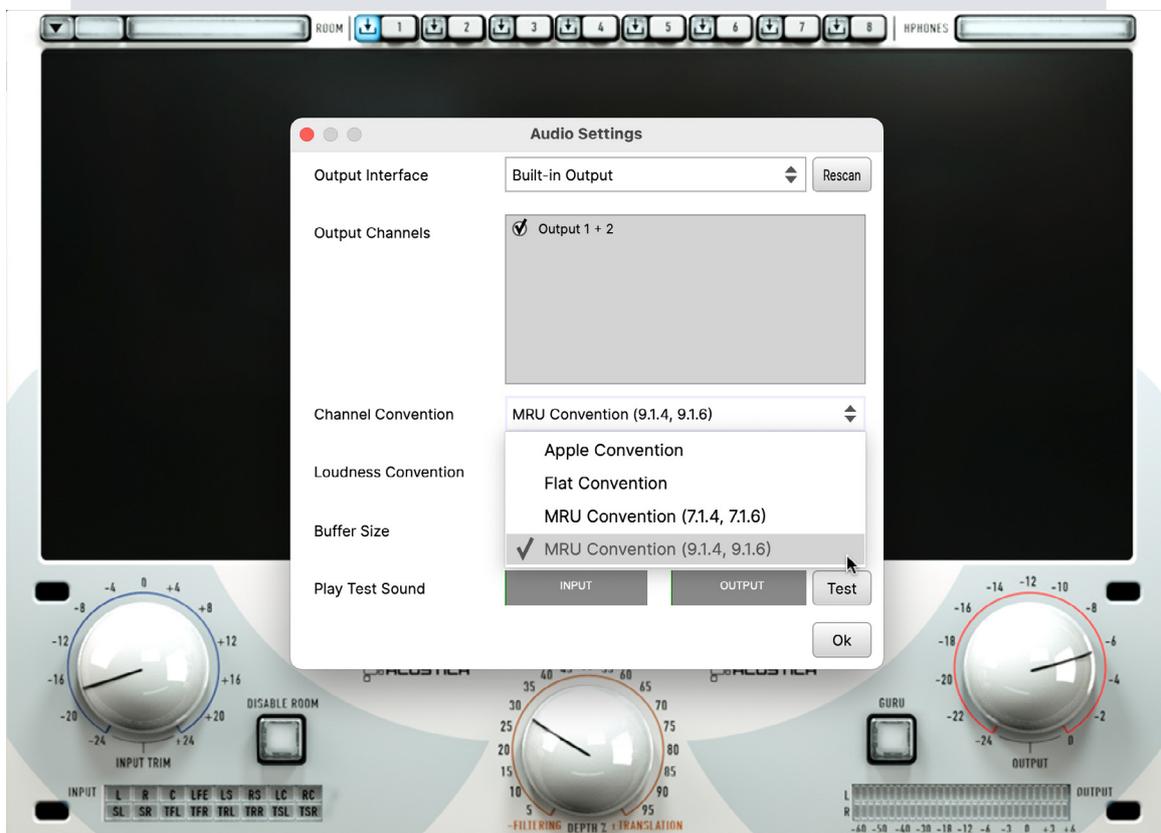


In the Dolby software select Windows / Room Setup and the configuration 9.1.4 in "Speaker Setup" and in "Monitoring Setup".

In the "Routing" window you can check the layout of the output channels that will be processed by Sienna System Wide.



In the Sienna Sphere System Wide application select the channel  
Select Option / Audio settings path  
Select 'Flat' Convention in Channel Convention patch: MRU.



### 3.3

## PRO TOOLS 7.1.2

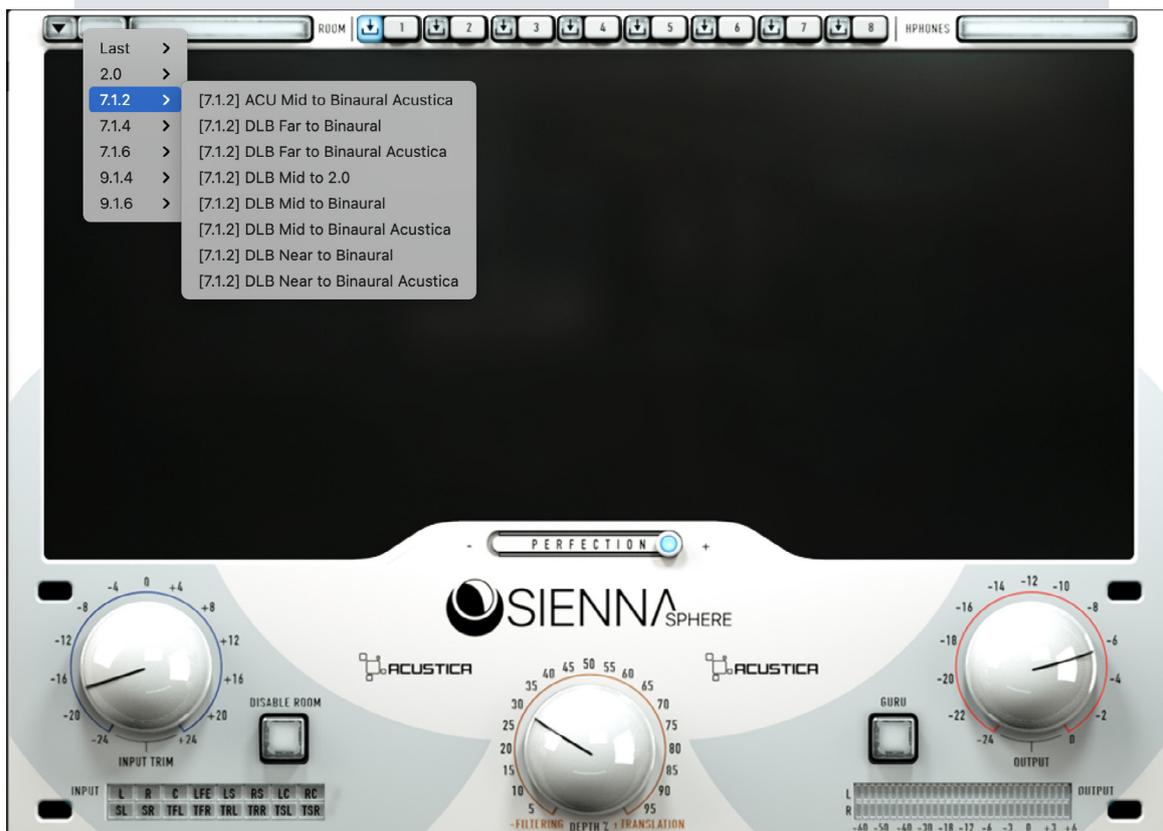
# SIENNA SPHERE AAX

Creating a multi-channel audio session with output bus 7.1.2

Placing Sienna Sphere AAX on the output bus

On Bus 7.1.2, avoid inserting any meters or plugins before Sienna Sphere AAX to avoid misalignment of the input channels on Sienna Sphere AAX.

In Sienna Sphere AAX select one of the presets for listening in 7.1.2



## 3.4 LOGIC ATMOS 7.1.4 SIENNA SPHERE AU

Use one of the DAW presets to create an Atmos™ 7.1.4 session.

Place Sierra Sphere AU on the output bus, after the Dolby Atmos™ renderer.

Avoid inserting any meters or plugins between the renderer and Sierra Sphere AU to avoid misalignment of the input channels on Sierra Sphere AU.

In Sierra Sphere AU select one of the presets for listening in 7.1.4



### Notes

\* Steinberg supports a large number of standards for multi-channel listening, the native Dolby Atmos™ renderer only supports version 7.1.4.

\* Logic supports other formats for multi-channel listening, the native Dolby Atmos™ renderer only supports version 7.1.4.

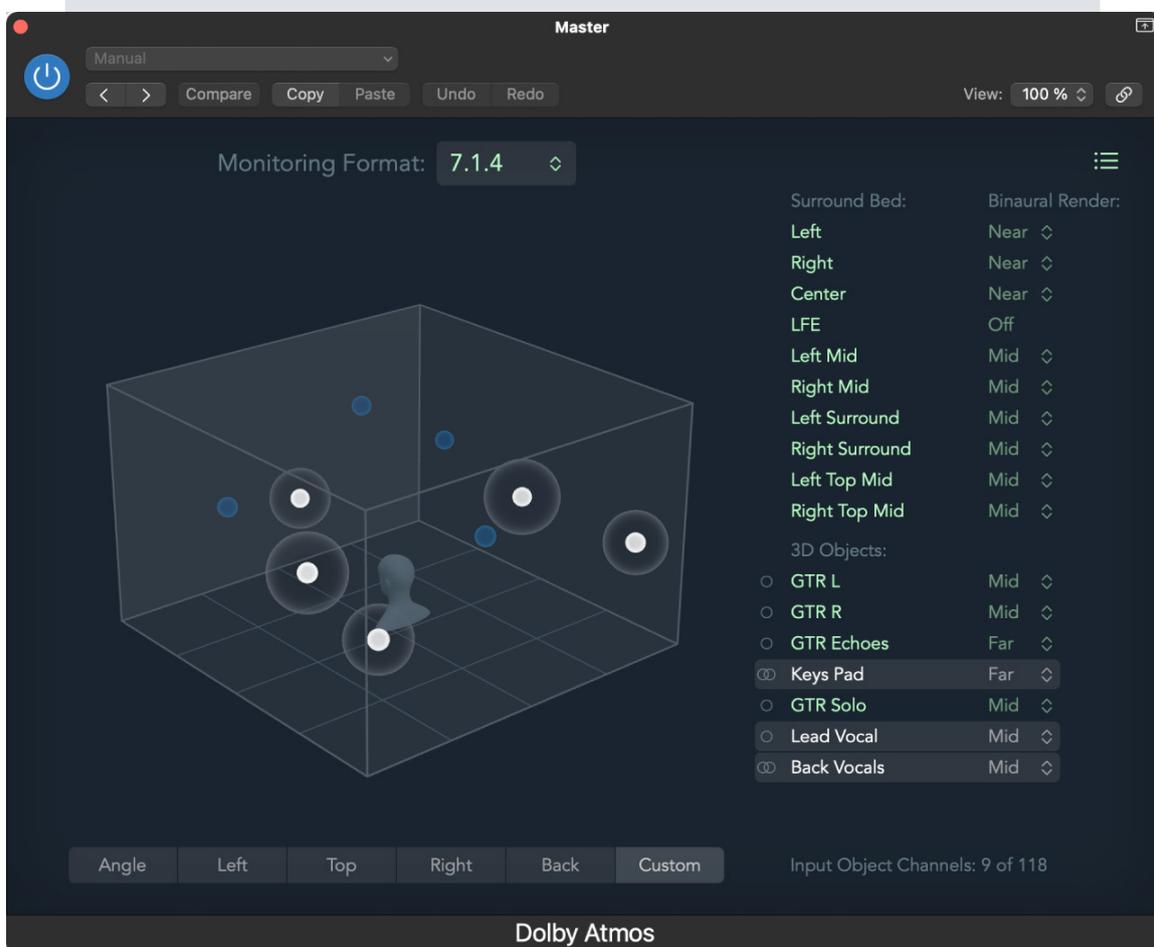
\* Pro Tools supports up to 7.1.2 configuration for multi-channel audio. The Dolby Atmos™ Production suite or Dolby Atmos™ Mastering suite is required to work in Atmos with the various multi-channel standards.



## 3.5 LOGIC ATMOS 7.1.4 SIENNA SYSTEM WIDE

Use one of DAW presets to create an Atmos TM 7.1.4 session

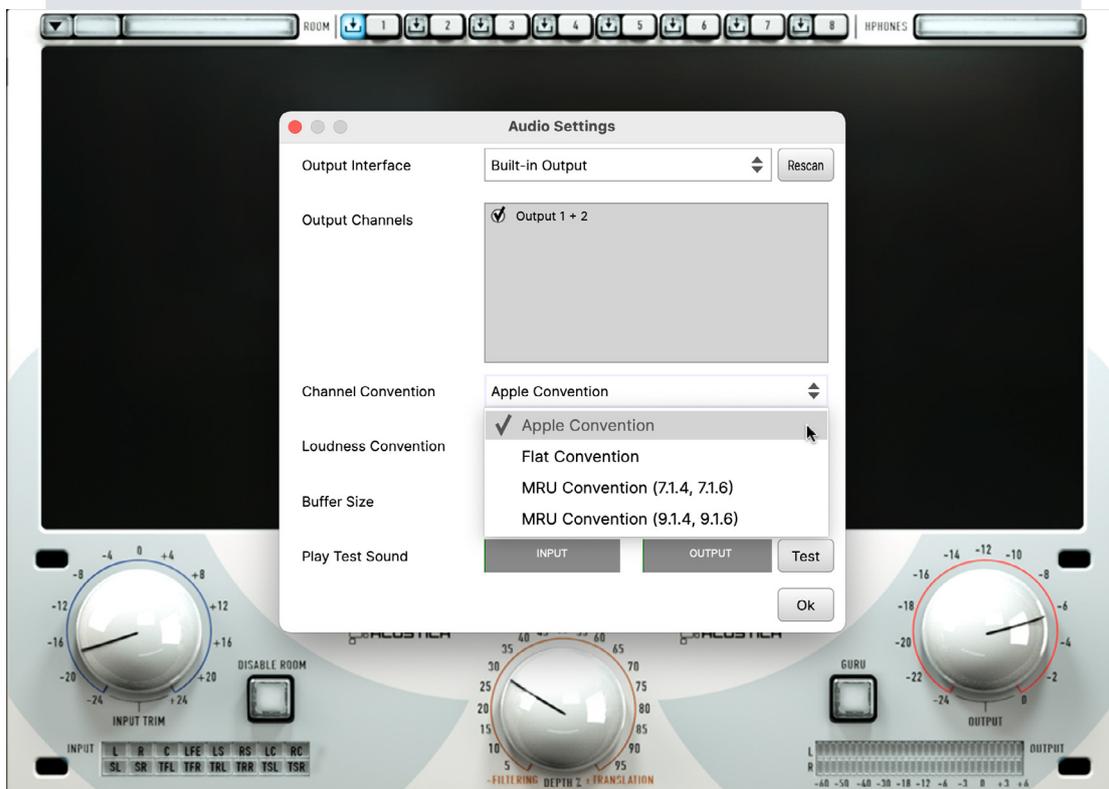
Configure the Dolby AtmoTM render for 7.1.4 listening.



Run Sienna Sphere System Wide.

In your DAW configure Sienna System Wide as the main output.

In the Sienna Sphere System Wide application, Select Option / Audio settings path and select "Apple Convention" in Channel Convention.



Select one of the listening preset from menu 7.1.4



## 3.6 About the Presets

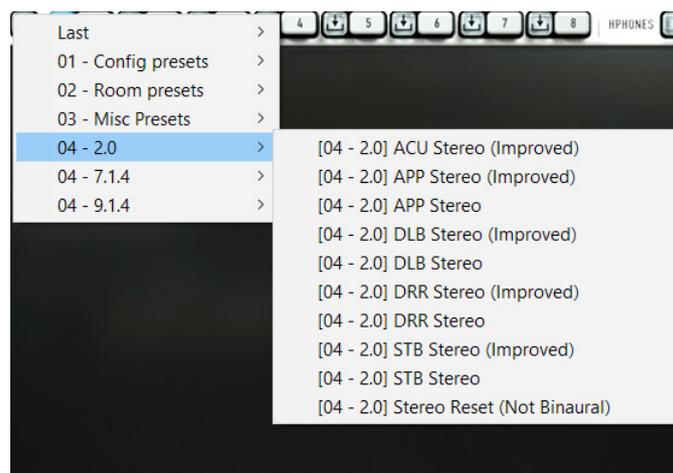
The presets included in this product have been designed by Acustica Audio to make the product easier to use and set up the correct plug-in configuration of the speaker arrangement.

**IMPORTANT: We recommend using ONLY them to start!**

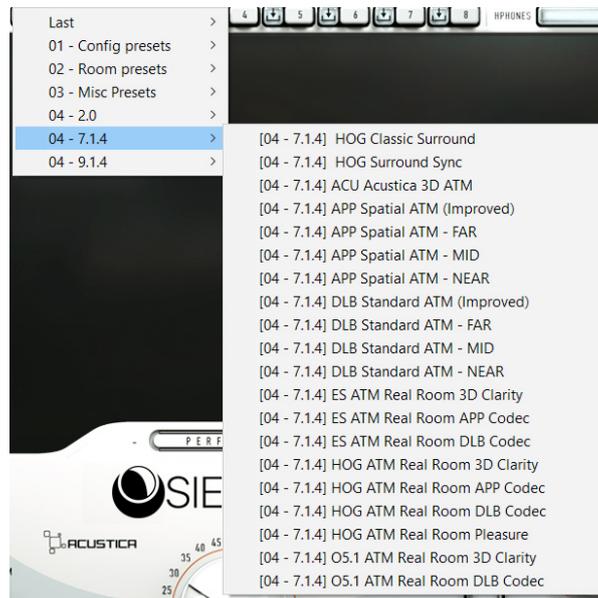
### 3.6.1 How to use the Presets

The Sienna Sphere presets are divided into 3 different macro-categories based on the type of speaker arrangement desired:

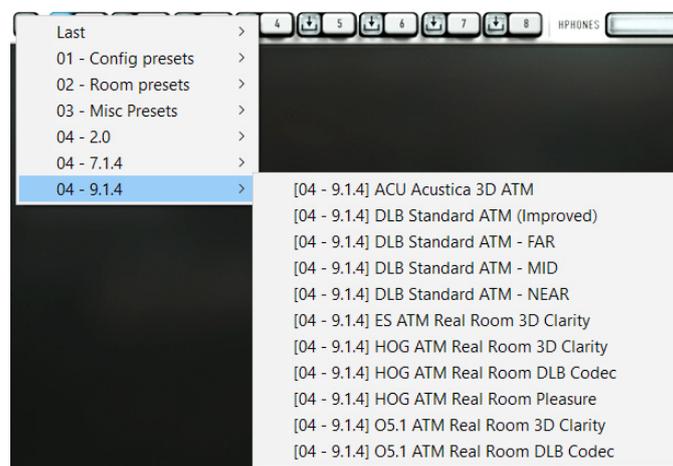
2.0 -> contains presets that load speaker arrangements in the 2.0 configuration, therefore binaural, that is they take the first two input channels and return those channels by means of binaural convolution impulse responses that give the idea of spatiality to the sound. With these presets no Room emulations are loaded but a series of settings will be applied silently, in guru mode only.



7.1.4 -> contains presets that load speakers arrangements in the 7.1.4 configuration. Unlike the 2.0 presets the 7.1.4 macro-category includes presets with and without Rooms.



9.1.4 -> contains presets that load speaker arrangements in the configuration 9.1.4 . As with 7.1.4 there are also in this category presets with and without Rooms.



NOTE: In all three Macro-categories you can select 'Improved' presets.

This is a re-synthesized version of the presets, capable of rendering smoother and more pleasing curves to the ear.

More info about Presets in the Chapter 3.5



## 3.5 Controls

Let's take a look at the controls of this plugin in GURU mode.



### 1. Presets:

Click on the arrow button and select the preset of the Sphere from the drop-down menu to Load it.

Sienna Sphere contains 3 different Presets categories:

04 – 2.0:

- [04 - 2.0] ACU Stereo (Improved)
- [04 - 2.0] APP Stereo (Improved)
- [04 - 2.0] APP Stereo
- [04 - 2.0] DLB Stereo (Improved)
- [04 - 2.0] DLB Stereo
- [04 - 2.0] DRR Stereo (Improved)
- [04 - 2.0] DRR Stereo
- [04 - 2.0] STB Stereo (Improved)
- [04 - 2.0] STB Stereo
- [04 - 2.0] Stereo Reset (Not Binaural)

04 – 7.1.4:

- [04 - 7.1.4] HOG Classic Surround
- [04 - 7.1.4] HOG Surround Sync
- [04 - 7.1.4] ACU Acustica 3D ATM
- [04 - 7.1.4] APP Spatial ATM (Improved)
- [04 - 7.1.4] APP Spatial ATM - FAR
- [04 - 7.1.4] APP Spatial ATM - MID
- [04 - 7.1.4] APP Spatial ATM - NEAR
- [04 - 7.1.4] DLB Standard ATM (Improved)
- [04 - 7.1.4] DLB Standard ATM - FAR
- [04 - 7.1.4] DLB Standard ATM - MID
- [04 - 7.1.4] DLB Standard ATM - NEAR
- [04 - 7.1.4] ES ATM Real Room 3D Clarity
- [04 - 7.1.4] ES ATM Real Room APP Codec
- [04 - 7.1.4] ES ATM Real Room DLB Codec
- [04 - 7.1.4] HOG ATM Real Room 3D Clarity
- [04 - 7.1.4] HOG ATM Real Room APP Codec
- [04 - 7.1.4] HOG ATM Real Room DLB Codec
- [04 - 7.1.4] HOG ATM Real Room Pleasure
- [04 - 7.1.4] OS.1 ATM Real Room 3D Clarity
- [04 - 7.1.4] OS.1 ATM Real Room DLB Codec

04 – 9.1.4:

- [04 - 9.1.4] ACU Acustica 3D ATM
- [04 - 9.1.4] DLB Standard ATM (Improved)
- [04 - 9.1.4] DLB Standard ATM - FAR
- [04 - 9.1.4] DLB Standard ATM - MID
- [04 - 9.1.4] DLB Standard ATM - NEAR
- [04 - 9.1.4] ES ATM Real Room 3D Clarity
- [04 - 9.1.4] HOG ATM Real Room 3D Clarity
- [04 - 9.1.4] HOG ATM Real Room DLB Codec
- [04 - 9.1.4] HOG ATM Real Room Pleasure
- [04 - 9.1.4] OS.1 ATM Real Room 3D Clarity
- [04 - 9.1.4] OS.1 ATM Real Room DLB Codec



## 2. Sound system configuration:

The selection of the different HRTF emulations for the multiple channel configurations is ordered as follows:



Surround channel layout e.g. "7.1.4".

Source of the HRTF generation e.g. "ACU" = Acusticaudio

Listener's listening distance from the speakers e.g. "Mid".

Multi-channel input conversion mode e.g. "Binaural".

\*For each HRTF it is possible to find the Acustica 'Improved' version: it is a minimum phase impulse response with a slight frequency linearization applied.

## 3. Rooms:

To choose the desired room simply click on the bar and select the model from the dropdown menu.

Sienna Sphere includes the following rooms:

Sxx-> The basic volume/package which contains HOG studio, Oficina 5.1 and Experimental Studio.

For more information about the emulations contained in Sienna Sphere, please refer to the appendix (Chapter 5).



#### **4. User Banks (save your settings):**

Sienna Rooms includes 8 different slots for you to save and reload your favorite studio and headphones configurations. First, set your controls as desired, at this point simply press the first available save icon (). To recall the settings simply press the 'numeric' button associated with the save icon you used.

IMPORTANT: If you save a configuration using the user banks, the settings will be stored as a files in your computer and will therefore not be lost. So by opening your plugin in any DAW you can recall the banks as you like.

User banks paths:

macOS: ~/Library/Application Support/Acustica

WIN: C:\Users\%username%\AppData\Roaming\Acustica

Names of the User banks files:

SIENNASPHEREPRESET1.N2X  
SIENNASPHEREPRESET2.N2X  
SIENNASPHEREPRESET3.N2X  
SIENNASPHEREPRESET4.N2X  
SIENNASPHEREPRESET5.N2X  
SIENNASPHEREPRESET6.N2X  
SIENNASPHEREPRESET7.N2X  
SIENNASPHEREPRESET8.N2X

#### **5. Phones:**

To choose the desired headphones simply click on the bar and select the model from the drop-down menu.

#### **6. Perfection:**

This controls the amount of the original speaker response as originally sampled (on the left /-) versus the linearized speaker emulation (on the right/+).

#### **7. Pan:**

This knob controls the left/right signal level and affects the stereo image.

#### **8. Acustica++:**

This lets you decide between speaker-only (+Speaker) sound or a more binaural response (+ Binaural).

#### **9. Disable Room Gain:**

This controls the output gain volume only when the room is disabled ('Disable Room' button). So it allows you to compensate and match the difference of the output volume when the room is disabled compared to the general output volume when the room is enabled. Range: -24 dB to 0 dB.



### **10. Depth++:**

This increases the Side gain at the end of the chain. The effect is a greater stereophonic effect.

### **11. Focus:**

This lets you decide 'how much room' (+ROOM) you want to hear compared to the speakers (-ROOM) without altering the volume.

16. Input L-R meters: this meter displays the Input level of the plug-in. Range: -60dB to +6dB.

**12. Input Trim:** This knob controls the speakers' amount of harmonic content in the selected room, using a one-knob internal gain structure control linking the input and output gain stages with an inverse law. This control sets the input level from -24dB to +24dB.

### **13. Output Volume:**

Well, the name says it all. It's an output gain control ranging from -24dB to +0dB.

### **14. Input channels meters:**

Displays the presence of signal on the surround input channels of the Sienna Sphere plugin and System wide. According to the selected input configuration it is possible to meter the correct layout of the channels.

LIST:

L = Left (frontal)

R = Right (frontal)

C = Center (frontal)

LFE = Low Frequency Effect

LS = Left surround (back)

RS = Right surround (back)

LC = Left of Center (frontal)

RC = Right of Center (frontal)

SL = Side Left

SR = Side Right

TFL = Top Front Left

TFR = Top Front Right

TRL = Top Rear Left

TRR = Top Rear Right

TSL = Top Side Left

TSR = Top Side Right

### **15. Disable Room:**

This allows you to disable the selected room.

### **16. Width:**

This controls the speakers' angle and distance relationship relative to the listener. All the way to the left, on -Distance, the angle between the listener and each of the speakers will be 0° from the listener's point of view.



On the other hand when turning the knob all the way to the right, on +Distance, the angle between the listener and each of the speakers will be double the angle used during sampling thus affecting distance as well.

### 17. Depth %:

This controls the amount of correction applied (customized by Acustica). It recreates inside your headphones the same feel you'd expect when listening on studio monitors.

### 18. Pan++:

This modulates between two different types of panning. All the way to the left, on +Classic, the way sound is panned will be with respect to the power of the signal as a classical pan behaves. All the way to the right, on +3D, sound is panned with respect to the propagation time of the signal. On a more technical note this control doses the effect of the ILDA (LEFT) in relation to the ITDA (RIGHT) and vice versa.

### 19. Guru:

By pressing this button it is possible to reveal the additional controls of 'Guru' mode.

### 20. Output L-R meters:

This meter displays the output level of the plug-in after binauralization. Range: -60dB to +6dB.



## **4. Contents**

### **4.1 Help-desk and technical support service**

If you need help from us, please go directly to the support section on our official website. Before opening a new help-desk case, consider checking the solutions on our knowledge base in the website support area. Normally, most of your questions have already been answered and are available online to anyone.

### **4.2 Copyrights and Credits**

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## 5. Appendix

### • S00 Studio: HOG

Thanks to its unique design and excellent acoustics, the 'Studio 1' control room of House of Glass recording studios in Viareggio, Italy, has caught the attention of artists from all over the world.

Designed by Donato Masci, this 625 square feet environment features an extensive collection of top-of-the-line analog and digital tools, offering the best of both worlds.

It is where owner Gianni Bini has been producing dance music for over 35 years. He has remixed songs for world-class artists like Jamiroquai, Simply Red, Whitney Houston, Diana Ross, Vasco Rossi, and many others.

The studio has a 7.1.4 certified Dolby Atmos™ Home Entertainment room commissioning with bass management.

This room includes the following emulations:

- SUN ATMOS (Sub) Surround; Emulations of the 7.1.4 Dolby Atmos™ Home Theater System
- SUN ATMOS (Sub) Surround Sync; The Sync version is an improved Acustica version of the 7.1.4 System based on precise re-synchronization of the speakers

Speakers:

3X 'Renowed made in Finland Loudspeakers' model Two18 Left, Right, Center

8X 'Renowed made in Finland Loudspeakers' model One18 Sides, Rears, Up

2X 'Renowed made in Finland Loudspeakers' model Base Two25 Amplifiers from the 'Renowed made in Finland manufacturer



## • S01 Studio: Officina 5.1

Located in a structure of 250 square meters at the foot of the Roman aqueduct in Rome, Officina 5.1 is an audio post-production studio that stands in the Cinema and Television market with professional skills in the field.

The studio has a 7.1.4 certified Dolby Atmos™ Home Entertainment room commissioning with bass management.

This room includes the following emulations:

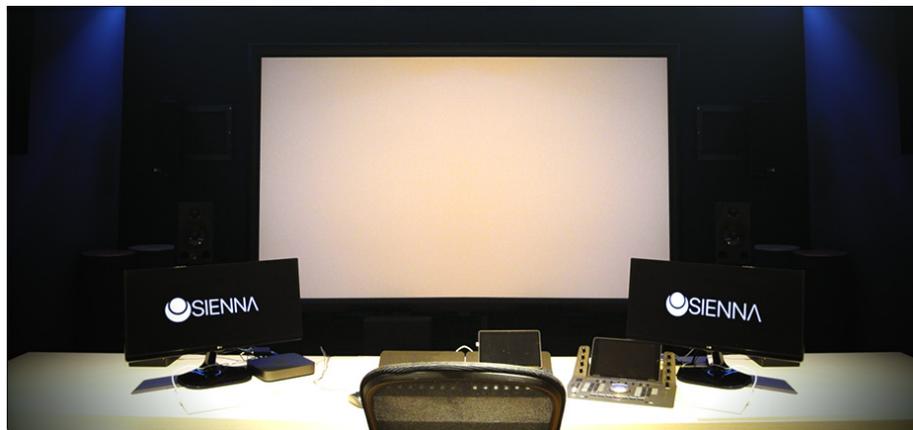
- MEROPE ATMOS (Sub) Stereo; Derived Stereo version from the 7.1.4 sampled speakers system.
- MEROPE ATMOS (Sub) Surround; Emulations of the 7.1.4 Dolby Atmos™ Home Theater System
- MEROPE ATMOS (Sub) Surround Sync; The Sync version is an improved Acustica version of the 7.1.4 System based on precise resynchronization of the speakers

Speakers:

3X Renowed USA Loudspeakers model UPM-1P Left, Right, Center

8X Renowed USA Loudspeakers model UP-4XP Sides, Rears e Up

1x Renowed USA model UMS-1P Sub



## • S02 Studio: Experimental Studio

The new studio by Riccardo Mazza, composer, multimedia artist and teacher at the 'Scuola di Alto Perfezionamento Musicale' in Saluzzo – Piedmont - Italy.

Experimental Studios was born from the need of Riccardo Mazza to have a space to create and produce any kind of musical experimentation able to combine electronic and visual music.

The studio has a 7.1.4 certified Dolby Atmos™ Home Entertainment room commissioning with bass management.

This room includes the following emulations:

- GINEAH (Sub) Stereo; Derived Stereo version from the 7.1.4 sampled speakers system.
- GINEAH (Sub) Surround; Emulations of the 7.1.4 Dolby Atmos™ Home Theater System
- GINEAH (Sub) Surround Sync; The Sync version is an improved Acustica version of the 7.1.4 System based on precise resynchronization of the speakers

Speakers:

3X 'Renowed made in Finland Loudspeakers' model 8341 Left, Right, Center

8X 'Renowed made in Finland Loudspeakers' model 8340 Sides, Rears e Up

1X 'Renowed made in Finland Loudspeakers' model 7380 Sub-woofer

