

## Absolute 3D - the listening experience for audio professionals

### Sonic Wave I - 3D sound processor



### Absolute 3D Sound

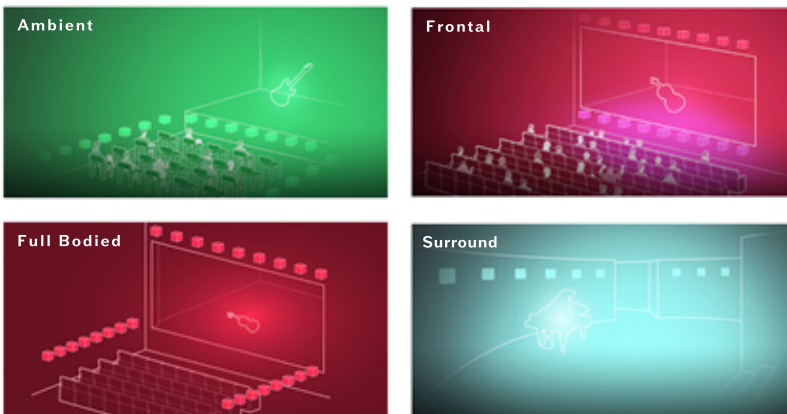
Experience the extraordinary breakthrough of the patented Absolute 3D sound technologies that solves the challenges in attaining optimal, yet flexible acoustics for different applications.

Absolute 3D sound allows everyone in the audience to receive the same perfect natural sound impression throughout their listening experience, no matter where they are positioned.

### Simple, flexible audio tool for professionals.

Unique experiences with virtual room acoustics and natural spatial renderings.

- Provides simple multi-room/layer capabilities
- Seamless adaptability maintaining the venue's aesthetic with reduced amount of loudspeakers
- Employs easy to use interfaces
- Allows unlimited pre-sets with flexible control
- Integrates wave field synthesis in a complete, cost effective turnkey system



### 3D Sound Field Processing

Creating the perfect sound for all listeners. The Sonic Wave I 3D sound processor enlarges the listening zone of conventional surround sound and enables perfect audio imaging for all listeners.

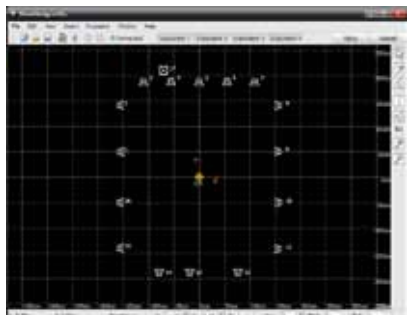
With the foundation of sound field control, wave field synthesis creates even further possibilities by allowing the user to place the sounds wherever they want without delay.

# SONIC WAVE I

## Get the Absolute 3D listening experience.

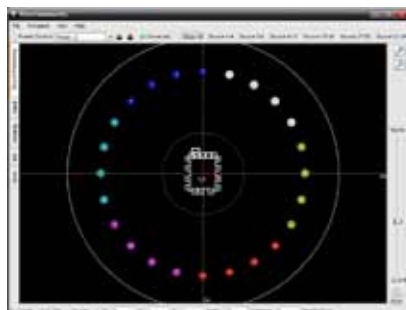


### WaveDesigner



Define the size of your room and program the position of your speakers (up to 32 or 64) within minutes, with the easy-to-use graphical user interface. The processor then calculates the delay, gain and directivity adjustments for the integrated sound system.

### WavePerformer



Program presets for your stereo or surround content with up to 24 channels. During operations in your venue, simply select the preprogrammed preset on the processor and start the show. You are also enabled to interactively move around the sound sources to deliver an amazing listening experience.

### References



**Live Events/Shows:** Entertainment set at a new standard in an outdoor setting. Paris Jazz Festival, France



**Theater:** Multi-purpose theater finds simplicity and gains event diversity. Institut du Monde Arabe, France



**Club:** Event venue with full 3D audio and visual experience. Aura, Switzerland



**Concert:** Music group, Get Well Soon, 12 instrument ensemble electrify the audience through Absolute 3D. Rote Fabrik, Switzerland



**University:** 500-seat concert and theater hall now with harmonic sounds. Musikhochschule Detmold, Germany



**Museum:** Beckett exhibition of modern art comes alive through 3D sound. Centre Pompidou, France

## Technical Specifications Sonic Wave I

Description	Wave field synthesis rendering unit for processing of up to 24 input and up to 64 output channels.	
Audio Input	Digital MADI (coaxial or optical) or ADAT	24
	Internal playback engine (HD option)	24
	UltraLight ADAT only	8
Audio Output	Digital MADI (coaxial or optical) or ADAT	32/64
	UltraLight ADAT only	16
Audio Processing	Sample rate and bit depth	48 kHz
		24 Bit
Storage	60 GB	SSD
Connectivity	Ethernet / LAN (RJ45)	Yes
Latency	Processing-Time: End-to-End	< 7ms
Power Supply	Power (max)	480W
Required AC Mains	230 Volts / 50Hz with PFC	5.0A
	115 Volts / 60Hz with PFC	8.0A
AC Mains Connector	Integrated EMI Filter	IEC
Dimensions	19" Rack Case (Units)	4 U
Safety standard	CE, FCC	



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