## **Audiotonix New Heights**



Following on from the announced development of a shared cloud-based processing engine in July last year, the Audiotonix 'New Heights' Cloud DSP mixing engine has been utilised in a series of proof of concept (PoC) projects with Calrec and Solid State Logic clients in the field. Focused primarily on delivering live streaming sporting events, the most recent with ESPN achieved a USA first for live to air cloud broadcasting.

The co-developed cloud-based processing engine will provide the backbone for future REMI/remote solutions for both leading broadcast manufacturers. Each brand will further develop their own commercial solutions with signature DSP sound and control based on their unique production workflows and feature sets already utilised by their customers.

"Having the ability to leverage technologies and experience between two leading broadcast companies under the Audiotonix umbrella gives both companies a significant advantage as we look to deliver cloud-based solutions in the coming year" comments Tom Knowles, Solid State Logic Product Director. "Also working as one team on these projects has provided an additional confidence to all involved, and ensuring we are successful."

"It's a unique situation in the industry with two of the most used broadcast console brands co-developing a dedicated audio cloud solution" agrees Henry Goodman, Calrec Product Director, "whilst also allowing each brand to build front-end solutions Donnerstag, 13. April 2023 20:04

that will fold into their existing customers workflows and production infrastructure."

At NAB 2023 both Calrec and Solid State Logic teams will be on-hand to discuss client requirements for remote and cloud production workflows. The brands will also be supporting public cloud provider partner AWS with their show floor virtual live remote production presentations.

Calrec and Solid State Logic teams will be based at booth #C6107. AWS will be presenting their cloud production presentation at booth #W1701.

www.audiotonix.com