

AES Germany Remote Production Workshop



CERBERUS Media Solutions and the Hamburg-based engineering firm PINGUIN - whose office also serves as the headquarter for AES Germany e.V.- invite all AES, VDT, and DEGA members, as well as other interested parties from Hamburg and the surrounding area, to this special workshop and subsequent get-together: The Workshop "How Remote Production Really Works Today" will demonstrate just how easily a remote production setup can be configured and implemented - without requiring a degree in computer science.

Bringing in an outside broadcast (OB) truck with a full crew is complex and expensive. Consequently, more and more productions are taking a different approach: only the essential hardware is brought to the set, a small on-site team suffices, and the mixing often takes place elsewhere entirely. A sound engineer no longer necessarily needs to be physically present at the event location. The reason is simple: costs decrease, flexibility increases, and productions can be configured to meet the specific needs of the project at hand. What began in many places out of necessity during the pandemic has since become an established workflow - with processes that have proven their worth in practice.

The on-site setup demonstrates possible configurations based on various scenarios. The setup includes multiple networked Calrec mixing consoles, signal feeds via the Streamer++ virtual sound card, PG-AMM for monitoring levels and loudness, and selected AoIP measurement tools and IP codecs for actual signal transmission. This allows to experience the complete signal path of a remote production firsthand. The workshop also shows concrete use cases from sports and broadcast productions that illustrate the workflow in detail. The target audience is audio professionals in the sports and broadcast sectors - whether working at the mixing console or

planning remote setups.

Upon request, Ralph Kessler offers a look at his new audio software: the Penguin Audiometer (newly released Version V5). Attendees can also listen to examples from the new Roomenizer “Swiss Premium Acoustic Library” via 3D near-field monitoring—integrated into current Dolby Atmos productions.

Afterward, there is time for networking and conversation, accompanied by catering and cold drinks to wrap up the event. Space is limited. Early Registration is recommended: <https://www.eventbrite.de/e/1999011870316?aff=oddtcreator>

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