d&b audiotechnik DS110



d&b audiotechnik introduces the DS110, an upgraded Soundscape processing engine that builds on the proven capabilities of the DS100, delivering increased performance and expanded flexibility for Soundscape systems. Available as of now, the DS110 represents the next step in the evolution of the d&b Soundscape platform. The DS110 features updated processing hardware and expanded I/O capabilities. Channel capacity now includes up to 128 Dante input channels at 96kHz, alongside integrated MADI connectivity with up to 128 inputs and 64 outputs at 48 or 96kHz, supporting the growing demands of modern productions

“The DS110 is a natural evolution of our Soundscape processing,” says Robb Allan, Head of Product Management, Soundscape at d&b audiotechnik. “By increasing processing headroom and expanding connectivity, we’re not only improving performance today, but also laying the groundwork for future developments within the Soundscape ecosystem.” The DS110 maintains full compatibility with existing Soundscape software and licenses, ensuring a seamless transition for current users while providing a future-ready platform for new projects.

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d&b Soundscape is a complete ecosystem that combines advanced signal processing with d&b loudspeaker technology and software modules such as En-Scene and En-Space. It enables greater flexibility in system design, while providing precise control of sound objects and acoustic environments. From immersive theater productions around the globe, such as the recent Paddington in London’s West End, to fixed installations in leading venues including New York’s Perelman Performing Arts Center, the Hong Kong East Kowloon Cultural Centre, and Lumen Field in Seattle, it supports a wide range of performance applications.

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