

Violet Audio Spatia 2D



Violet Audio introduces Spatia 2D, a new object-based spatial audio application for the dMix 128 digital mixing system. Bringing intuitive placement, movement and automation of audio objects to multi-speaker environments, the update reinforces Violet Audio's ongoing commitment to delivering an expanding platform that continues to provide dMix 128 customers with valuable new features and functions.

Developed for professional live sound, theater, themed entertainment, broadcast, corporate events, permanent installations and studio applications, Spatia 2D makes immersive production accessible to a broader range of engineers and production companies. Its integration with the dMix 128 provides a practical path into object-based mixing without requiring investment in a dedicated proprietary hardware ecosystem.

At the heart of Spatia 2D is a virtual stage where engineers position individual audio sources as objects within a two-dimensional sound field. As an object moves, Spatia calculates its contribution to each loudspeaker output in real time, using the selected speaker layout and panning law. Equal-power, Distance law, Angle-weight and Linear options give engineers flexibility to shape how sound is distributed throughout the system.

Support for up to 24 freely positioned loudspeaker outputs allows users to configure layouts around the needs of a venue or production. Objects can be positioned, grouped and automated, with control over position, depth and width. Engineers can

create custom movement paths, automate trajectories using an integrated timeline, and synchronize performances through MIDI, Timecode and OSC.

“Spatia 2D represents another major step in our vision of making advanced production technology accessible to more engineers and production companies,” said Daniel Olesh, founder of Violet Audio. “Immersive audio should not be reserved only for the largest productions. By combining Spatia 2D with the dMix 128, we're providing a practical, affordable platform that allows users to explore object-based mixing without investing in proprietary hardware ecosystems.”

Designed for both creative flexibility and repeatable operation, Spatia 2D saves snapshots of the complete layout as Scenes and captures movement over time as Automation paths. Scene and cue recall support consistent results from show to show, while the complete show is saved in a .spatia file. Real-time operation can be driven directly from the dMix 128 console or over OSC.

Working with the dMix 128's powerful DSP architecture, low-latency audio engine, scalable I/O and browser-based control environment, Spatia 2D extends the console into a comprehensive immersive production platform. AES67 and SMPTE ST 2110 networking capabilities support integration into modern live sound and broadcast infrastructures.

Spatia 2D builds on recent dMix 128 platform additions, including SMPTE ST 2110-30 networking, AMWA NMOS device discovery and stream management, AES67 interoperability and browser-based remote control. Together, these developments reflect Violet Audio's continued investment in the platform, expanding the capabilities available to dMix 128 customers as production requirements evolve.

The Violet Audio dMix 128 is available now through select professional audio retailers throughout the U.S. for \$5,995.00. Spatia 2D object-based application software is available immediately with a U.S. perpetual license price of \$599.00.

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