Yamaha Sound xR



Integrated Systems Europe (ISE) 2025 sees three Yamaha Group companies aiming to bring immersive audio experiences to everyone. With an expanded range of equipment, Sound xR is a realistic vision of making immersive sound scalable to all situations - from the biggest live venue to personal headphones - interconnecting the real and virtual worlds. The Sound xR concept is based on Yamaha, NEXO and Steinberg technologies, which are all at the cutting edge of today’s immersive market.

Being launched at ISE 2025 is AFC Image for the Yamaha DME7 processor. In combination with Yamaha’s comprehensive range of loudspeakers, it provides an elegant solution for smaller immersive systems. Yamaha Active Field Control (AFC) solutions deliver rich immersive experiences to audiences in the real world. Meanwhile, the company’s ProVisionaire software suite enhances the DME workflow by providing a comprehensive set of accessible tools for system design, operation, control and license management. Also being highlighted at ISE is Yamaha’s Sound xR Core technology, which delivers precise, high quality sound localisation in virtual spaces, for applications like headphones-based gaming.

Yamaha’s sister company NEXO is launching the DME10, a 256x256, Dante-equipped immersive audio processor featuring up to 128 inputs and 64 outputs of AFC Image object-based mixing, with new, sophisticated 3D reverberation. The DME10 works with NEXO’s powered TD Controllers, point source and line array

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loudspeaker systems to create up to the largest immersive systems.

NEXO’s NS-1 system configuration and simulation software also now includes AFC Design Assistant for defining the quantity, density and placement of speakers, before predicting their performance and audience coverage. The speaker configuration can then be exported directly to AFC Image Controller, for object-based mixing of sources in three-dimensional space. This is supported by Yamaha’s range of renowned, industry-standard digital mixing consoles.

Steinberg Nuendo is the most advanced audio post-production solution on the market and the first choice of film, TV, game audio and immersive sound industry professionals worldwide. It is a vital tool in creating the soundtrack to many high-profile movies, television productions, games, installations and more. Third-party integration is also supported via the Open Sound Control (OSC) protocol, enhancing versatility and adaptability across different platforms and setups. “The unique combination of Yamaha group technologies delivers a seamless workflow, from content creation right through to consumption. These new products help to deliver immersive audio scalability which cannot be matched by any other manufacturer,” says Tobias Weich, Director ProAudio Europe at Yamaha Music Europe.

ISE 2025 is taking place at the at Fira de Barcelona, Spain, from February 4-7. Free live demonstrations are taking place throughout the show in audio demo room F4, Hall 8.0. Each one is limited to 70 people, so registration is essential. Please follow this link for times and how to register.

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