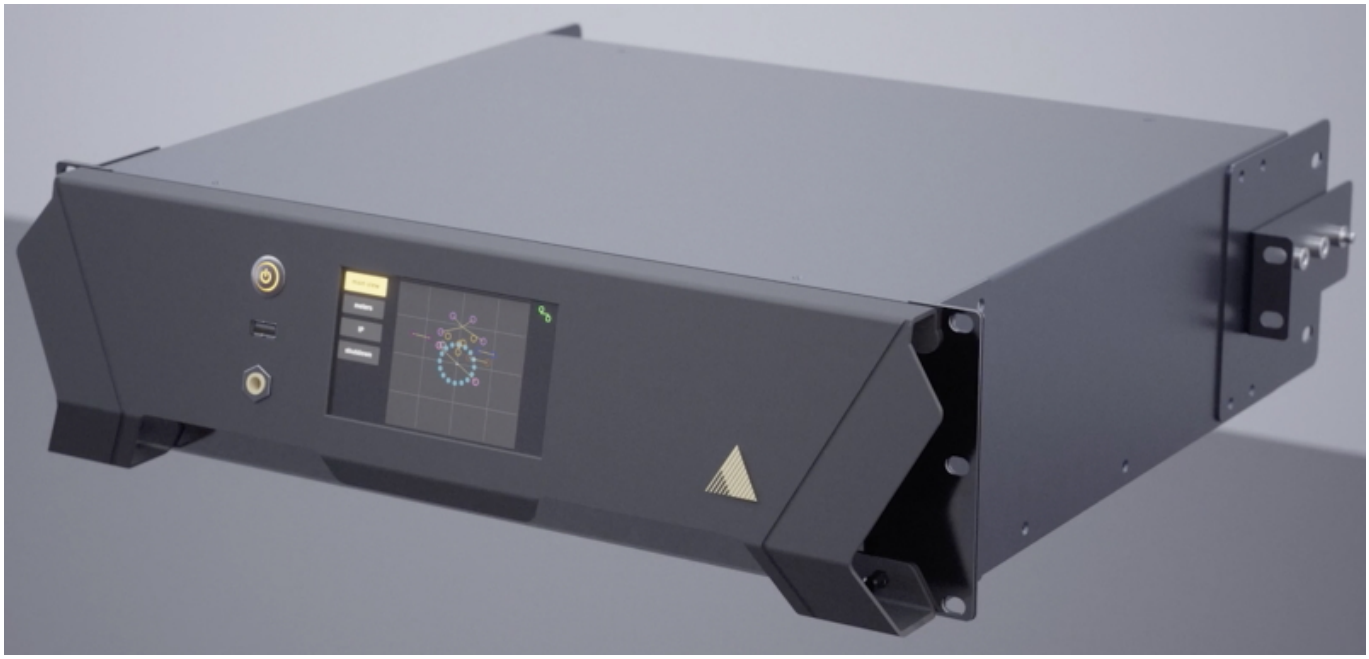
Adamson Fletcher Machine



Adamson Systems Engineering announces that they are diving into the realm of ‘immersive’ audio with the introduction of The Adamson Fletcher Machine, an audio rendering processor that offers incredibly simple operation with highly efficient spatialization tools.

An entirely new development in object-based mixing, the Adamson Fletcher Machine utilizes amplitude and time localization, so objects are clearly perceived at their intended position, offering the listener a more direct connection with the music. The rendered signals that are sent to the loudspeakers are calculated from the objects point of view, ensuring the best spatial coherence for most listening positions.

The Stage Unit is a 3U 19” rack-mount, capable of controlling either 64 or 128 inputs and outputs with the compact Traveller Model being able to handle either 32 or 64 inputs, paired with 32 outputs. Each of these are available with hardware configurations operating in AVB/MADI or Dante audio at 48 or 96 kHz. All configurations keep latency at an amazingly low 1.33 ms.

The easy-to-use user interface is based on the digital mixing desk approach and includes a complete set of mixing tools including EQ and compression for each object, up to 4 auxiliary sends and up to 8 VCAs, loudspeaker positioning in 3 dimensions, as well as a unique, high-quality integrated reverb with a vast amount of control.

The Adamson Fletcher Machine can receive OSC and MIDI messages so it can also be controlled using external devices. As well, it can be easily interfaced with

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tracking systems to accurately track object movements.

The remote operation software is available for either Mac or Windows operating systems.

www.adamson-fletcher-machine.com
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