VSL and GPU Audio announce Collaboration

GPU Audio and Vienna Symphonic Library announce a brand new collaboration, unveiling the Vienna MIR Pro 3D mixing and reverberation platform powered for the first time by GPU Audio technology. This landmark collaboration sees one of the most established sample library and audio plug-in developer join forces with the company making waves in the audio technology field; processing high fidelity, ultra low latency audio using graphics cards.

A first glimpse into the power of GPU Audio and Vienna MIR Pro 3D will be demonstrated at GPU Audio's Innovation Lounge at the 2023 NAMM Show. It is located on the Pro Audio Showroom floor in the ACC North Level 1, #15000. The NAMM show runs from April 13–15 at the Anaheim Convention Center, California.

Vienna MIR Pro 3D offers a unique and immersive approach to space as a musical instrument, while ensuring pristine sound quality. It offers direct access to virtual representations of some of the world's most exciting acoustic spaces with up to four listener/mic positions and virtually unlimited source positions. The collaboration with GPU Audio marks a shift in modern plug-in development, outsourcing huge swathes of in-demand CPU processes directly to the infinitely more adaptable and streamlined graphics card – opening up system resources tenfold, giving musicians less headaches and more creative freedom.

GPU Audio's co-founder and CBO Jonathan Rowden explains: "As a composer myself, the name VSL has always met my ears with a certain reverence – from film and game composers that wanted to bring the absolute peak of quality to their final deliveries. Further enabling the VSL platform to elevate users' musical creativity and results, via acceleration on GPUs, is a natural fit for the technology and a personally fulfilling one for me."

Herb Tucmandl, Vienna Symphonic Library's founder and CEO, adds: "We're thrilled to be partnering with GPU Audio to provide our users with significantly accelerated convolution performance. Vienna MIR Pro 3D calculates thousands of convolutions in real-time, which can be quite taxing on the CPU. Offloading this task to the Graphics Processing Unit will make a huge difference for anyone who's working on large orchestral or other projects."

Vienna MIR Pro 3D reframes and redesigns how composers, producers, sound designers, and live FOH engineers interact with their audio platforms. It replaces countless parameters, faders, knobs and engineering know-how with an entirely new graphical concept which allows users to interact more like a conductor than an engineer, to intuitively achieve greater clarity, immersion and authenticity in a mix. MIR's core engine relies heavily on convolution; a mathematical process that often pushes the CPU to the limit, with a huge number of sound sources (such as orchestras), multiple output channels (for the likes of 3D audio) and long reverb tails resulting in hundreds, or even thousands of convolutions. For example: An

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orchestra made up of 80 stereo sources, mixed in 7.0.4 for Dolby Atmos, will create a maximum of 1,760 positional impulse responses and consequently the same number of convolutions (80 x 2 x 11). Utilizing GPU Audio's patented technology in addition to the CPU will be a step towards a new dimension of processing power.

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