

18:05:12 From Katie Gray : Hello!
18:05:31 From Stephen DeVore : Hi!
18:05:34 From JD Wong : Hello from Kuala Lumpur and AES Malaysia
Section
18:06:04 From Sound Suresh : Hello to Everyone for INDIA suresh
18:06:32 From Bob Neale : Greetings! Thankyou!!!!
18:07:11 From Mike Matesky : Hi to Everyone!!
18:08:03 From Don Hartley, CTS : Hello from Las Vegas!
18:12:02 From Thomas Hannon : Greg, I'm interested in attending the
Saturday meeting. thannon6912@sbcglobal.net
18:12:19 From Gary Louie PNW Secretary To Greg Dixon(privately) :
Gary Louie-Member
18:12:37 From Rene Jaeger : Hi Greg,
18:15:11 From Jayney Wallick : Hey there, hi there, ho there!
18:15:46 From Rolando Zabala II : I would love to attend Dan
Mortensen Saturday meeting too, but I don't see the option to send Dan
Mortensen a private message through Zoom.
18:17:05 From Gary Louie PNW Secretary : I see Dan in my list of
direct message people?
18:17:49 From Rolando Zabala II : Thanks I see Dan on the pop up list
now. Zoom must took it's time to put his name in. Thank you.
18:21:49 From Dan Mortensen : I believe I've replied privately to
everyone who asked about the TTT meetings. Let me know if you didn't get
a URL from me. Thanks!
18:23:44 From Dan Mortensen : Again it's 3:30pm PDT, and doors open
half an hour beforehand. The point of it is to go into DETAIL about
whatever the presenter wants to talk about, so the meetings do tend to go
on. We also like to hear what everyone has been up to in the last week.
Hope to meet you there. Thanks!
18:37:38 From Joseph L Anderson : capsule pattern?
18:37:57 From Katie Gray : What's the diameter of the disk the mics
are inserted in?
18:38:59 From Jim Rondinelli : HI Katie. They're special mics - not
as simple as they appear. The disk is about 8-10" across. I'm sure
we'll be speaking more about the mics in another session.
18:39:24 From Katie Gray : Thanks, Jim. Looks like there's more then
meets the eye
18:39:25 From Jim Rondinelli : Capsule Pattern is proprietary and
unparalleled in market.
18:40:01 From Joseph L Anderson : Presumable a paper (or patent) will
be appearing on the topic...?
18:40:18 From Rod Evenson : They look like Neumann KM184's
18:41:00 From James Johnston : Not stock mikes.
18:42:39 From Tom Stiles : Immersion mic only, or a mix? that we're
hearing...
18:43:45 From Joe Carter : David Royer would be proud to see his mic
used in front of the trumpet.
18:44:33 From Jess Berg : That was beautiful, I look forward to
hearing more of that session! Thanks for sharing :)
18:44:36 From John Hutson : What happens if there is a location
conflict between the Immersion mic and the close mic, i.e. the close mic
is located not where the immersion mic places the musician?
18:44:37 From James Johnston : Mic plies spot mikes via mix3
18:44:41 From Don Hartley, CTS : Well done!!

18:45:01 From Tom Stiles : Great thanks
18:45:14 From Jim Rondinelli : This is a blend of the Immersion Mics and the spot mics.
18:45:37 From James Johnston : Time alignment is not on web, but is done.
18:50:14 From Katie Gray : Can you change the acceleration of the sound source between positions?
18:52:17 From Katie Gray : Can you do this in the z-plane as well?
18:52:21 From Rod Evenson : Is the Front at the top of the screen? I notice that the sounds seem to be panning around the back.
18:52:59 From Bob Smith : Is there a reason we are concentrating on behind the head spatial information rather than in front?
18:54:04 From James Johnston : Not really bob
18:54:39 From Jim Rondinelli : To answer @Joseph Anderson, we are taking input from our beta users on motion tracking .
18:54:44 From Mike Matesky : Direct/Indirect makes sense to me.
18:57:20 From Dan Mortensen : What makes a reverb space a NY space rather than an LA space?
18:57:26 From Katie Gray : Will you be able to design your own room?
18:58:24 From Jason McDonald : Can you import a PT session (or any DAW)? Or does it require a manual upload of each wav? Generally, I'm curious how to incorporate this into a typical mixing workflow.
19:02:21 From Wayne Edwards : can tracks be stereo? multi-channel?
19:03:06 From Christian Heilman : Atmos Output?
19:03:12 From Steve Ball : Paul and JJ: related to the 'reprocess encoded signals' talking point, can you comment on how re-encoding for YouTube (and other services) impact (or not) the immersion experience? Doesn't re-encoding significantly f-up phase and proprietary immersion details that the cloud HW delivered back into the local mix cubed source file?
19:03:22 From Jason McDonald : Thanks!
19:04:50 From James Johnston : Steve processing output once is ok.
19:05:29 From Dan Mortensen : Jim, that was a cute answer to the question about NY vs LA spaces, but there are well-known acoustic spaces in each place (and others); are these based on existing spaces?
19:06:30 From Steve Turnidge : And you can render 9624...
19:07:09 From James Johnston : More complicated in ways that are a bit long for tonight.
19:07:31 From Jim Rondinelli : Dan, These are models of spaces which were very familiar to us. We did not license naming rights for those rooms, but those of us who spent time there know them when we hear them.
19:07:50 From Dan Mortensen : Thanks, that makes sense.
19:10:32 From Bob Smith : can the "wake up" appear out in front of the head?
19:12:28 From Greg Dixon : Is there a limit to the number of sound objects or files that can be individually spatialized and mixed?
19:12:44 From James Johnston : "Yes"
19:13:05 From James Johnston : Yes to joseph
19:14:15 From Christian Heilman : Volume automation?
19:14:29 From Joseph L Anderson : Thanks!! I'm presuming you're simulating ERs in the first instance, which can cause coloration issues with "just two" L/R sources.
19:15:07 From James Johnston : Joseph. Different. Can't describe in chat

19:15:46 From Steve Ball : How should we think about mastering after creating a mix cubed mix? Esp, setting levels and flow between independent mixes.

19:16:18 From James Johnston : Much like always Steve b

19:16:42 From Steve Ball : TY JJ

19:16:51 From Christian Heilman : mastering within? How does that work?

19:18:18 From Paul Colvin : what cloud system are you using? Azure, AWS?

19:20:40 From Paul Colvin : Is there a minimum recommended connection speed one has to have to use this system? i.e. 50/50, 35/15, but not 25/8, etc.

19:21:30 From James Johnston : No, but you may have to wait on a slow connection.

19:23:11 From Jason McDonald : That's a very interesting and exciting perspective, Steve!

19:24:51 From Jim Rondinelli : To clarify further, no minimum connection speed required. Don't blame us if you're on a slow connection!

19:27:37 From Bob Smith : loudness "enhancement" ... just say no.

19:28:42 From Stephen DeVore : Who is the artist and singer, and song?

19:29:23 From Dave Quick : Is there any height component?

19:30:00 From Jim Rondinelli : Stephen Devore, that's the great Mike Wastman

19:30:54 From Jim Rondinelli : Dave Quick, we do work in three dimensions. Stay tuned for future releases!

19:32:03 From Steve Ball : Paul / Jim: are there guidelines for commercial releases mixed in mix cubed?

19:34:25 From Rod Evenson : I wasn't certain my question went to the right place, so I'll repeat it. In my simpler recordings with a pair of microphones. I am generally using Williams Curves for which the stereo sound field is based on an equilateral triangle for the speaker setup and the listener. When putting on headphones, the sound field becomes wider. Do you have any thing that can translate between these two listening configurations?

19:35:27 From James Johnston : Rod. You can set width

19:41:04 From Greg Dixon : jj, that question came from looking at models of bird flocking mechanisms that experimental composers have used for sound spatialization with sound granulations, etc.

19:42:50 From Joseph L Anderson : Any plan for width control of mono sources?

19:47:06 From Mac Perkins : How fine is the spacial resolution?

19:47:56 From Thomas Hannon : Thomas Hannon thannon6912@sbcglobal.net

19:48:36 From Rolando Zabala II : Who do we send our email and contact information for signing up for mixed cube service?

19:49:04 From Steve Ball : I'd love to invite some Mix Cubed mixers back to a future meeting for a masterclass in what they've learned, best practices, etc.

19:49:40 From Jim Rondinelli : Steve, we'd love that! We'll bring in some of the key artist endorsers!

19:50:02 From Jason McDonald : Thank you all!

19:50:14 From JD Wong - AES Malaysia : Thank you AES PNW

19:50:33 From JD Wong - AES Malaysia : Thanks JJ and Paul

19:50:36 From Gary Louie PNW Secretary : BTW, we're a Section, not a Chapter
19:50:44 From Stephen DeVore : Thank you!! It was fun!
19:50:58 From Jayney Wallick : Thanks AES, JJ, Paul, et al!
19:51:31 From Bob Smith : I have an early morning zoom session for corporate. Thank-you for the great presentation.
19:51:41 From Greg Dixon : Thank you for being here Bobs
19:51:55 From Rolando Zabala II : Thanks you for the presentation.
19:52:14 From Sound Suresh : Thanks you for doing this
19:53:56 From Joseph L Anderson : <https://www.ambisonictoolkit.net/>
20:01:09 From Gary Louie PNW Secretary : AES elections worldwide for voting members: <https://www.aes.org/blog/2021/5/aes-2021-election-balloting-to-begin-may21>
20:03:09 From Steve Ball : Micah: congrats on leaving Texas!
20:03:28 From Jayney Wallick : What Steve said!
20:04:09 From Greg Dixon : I love Texas wish I were closer :)
20:04:27 From Steve Ball : SteveT = Awesome MC!
20:11:33 From JD Wong - AES Malaysia : Stephen Devore - that looks like the beaches in Malaysia
20:12:05 From Joseph L Anderson : (Happens to all of us...)
20:12:12 From Angie Dane : Stephen what's up!
20:14:00 From Stephen DeVore : :-D
20:14:44 From Steve Ball : I need to go immerse in the 4D that is my family... TY everyone for this excellent preview!
20:14:54 From Jim Rondinelli : Thanks everyone! Good night!!!
20:16:12 From Stephen DeVore : JD: I'd love to be there!
20:16:27 From Stephen DeVore : Angie! (When did we meet?) I am on FB.
20:16:42 From JD Wong - AES Malaysia : When the borders are opened and international flights resume. Everyone is more than welcome!