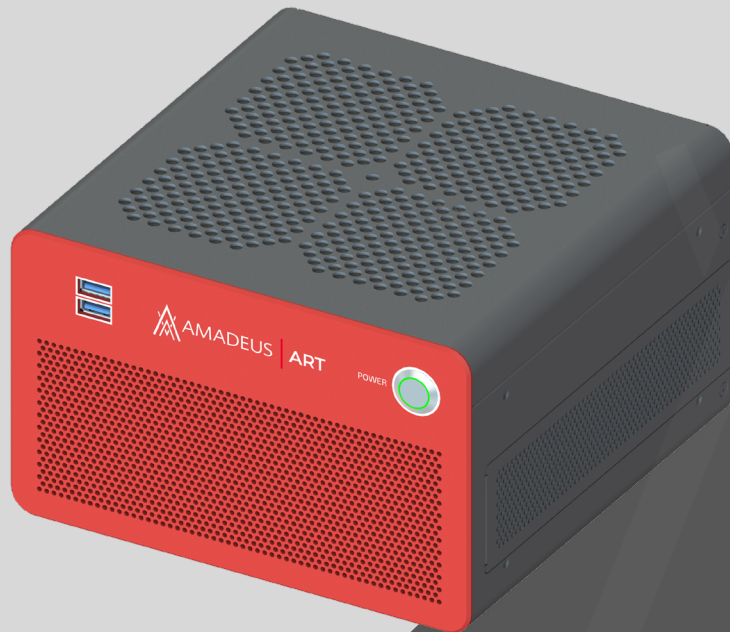




ART::BOX

PORTABLE. SCALABLE. UNSTOPPABLE.

Overview

Take immersive audio on the road with **ART::Box**, a portable audio server designed for sound designers and engineers who need adaptability and precision. Whether touring with immersive installations or setting up dynamic soundscapes in diverse locations, the ART::Box delivers professional-grade performance in a compact form.

KEY BENEFITS

- Works with existing audio systems
- Use with any loudspeaker brand
- Portable design for easy transport and quick deployment
- Scalable options to fit small to large immersive installations

Portable Immersion for On-the-Go Audio

The ART::Box is your portable solution for immersive audio installations, designed for sound designers and engineers who need flexibility on tour. Compact yet powerful, this portable audio server supports Dante PCIe with optional Dante Virtual Soundcard and provides 64 I/O with low latency. Whether you're crafting small-scale installations with **ART::Immersive Compact** or large, dynamic environments with **ART::Immersive Performance**, the ART::Box delivers adaptable sound solutions in a box, ready to go wherever creativity takes you.

SPECIFICATIONS

Product Name	ART::Box
Active Acoustics Inputs	-
Immersive Audio Inputs	up to 64
Simultaneous Active Acoustics & Immersive Audio	No
Loudspeaker Outputs	Up to 128
Active Acoustics Processing	-
Immersive Audio Processing	Performance* or Compact
Sample Rate	48 kHz (with current version), soon available in 96kHz
Server Grade Hardware	Medical Grade 24h Operation
Redundant Power	1x 90 to 264 VAC, Extern, 150 W PSU (24 VDC optional)
Warranty	2 years
Dimensions	190 x 120 x 190 mm (7.48" x 4.72" x 7.48")

*Performance is our most advanced signal processing with more features and higher precision

WHERE SOUND MEETS ART

AMADEUS::ART

A comprehensive ecosystem of software, hardware, services and content, for a range of applications from immersive audio experiences to advanced room acoustics.

SOFTWARE | HARDWARE | SERVICES | CONTENT

- Hardware based on your processing and connectivity requirements
- Add software modules for active acoustics and immersive audio
- Combine our expertise where needed from design/tuning/ongoing maintenance
- Use our growing selection of content for immersive audio applications

CONTROL NETWORK CONNECTOR

Connect here to for remote control

REMOTE/RED. NETWORK CONNECTOR

Remote management port for maintenance or redundant control



DANTE SECONDARY CONNECTOR

Connect here for Dante Secondary Network

DANTE PRIMARY CONNECTOR

Connect here for Dante Primary Network

PROCESSING ELEMENTS

Input stage

IMMERSIVE AUDIO INPUTS:

- OSC Control for position, size and algorithm
- Proprietary Plugin for all DAW for source control
- Integration for Q-Sys, Q-lab, Grapes and a number of mixing consoles

Immersive Audio Module

SOUND LOCALIZATION:

- Two optimized algorithms for each Immersive Audio Source
- *i) Amadeus Wavefield Panning:* Delivers precise delay and amplitude panning for immersive spatial audio
- *ii) Amadeus Amplitude Panning:* Delivers zero delay amplitude panning for immersive spatial audio
- *Audience-Wide Accuracy:* Ensures consistent sound source localization across all seating, eliminating reliance on a “sweet spot”

DYNAMIC MOVEMENTS:

- *Smooth Motion Control:* Delay interpolation enables fluid sound movements. Algorithms are automatically optimized for different movement speeds, getting rid of artifacts even for sensitive source types (like singers)
- *Customizable Focus:* Adjust sound width and blur by targeting individual or multiple speakers for tailored audio projection.

VIRTUAL SURROUND SOUND:

- *Immersive Layout Simulation:* Supports virtual setups including 5.1, 7.1.4 or other configurations, delivering cinematic-quality soundscapes

ENHANCED 3D BASS MANAGEMENT:

- Optimize low-frequency performance for clarity and impact, time-aligned and auto-managed depending on the source position

Output Stage

- UDP metering
- 8-band parametric equalizers, level & delay adjustment
- Vector size for active acoustics
- Relative output grouping for all parameters
- Copy/paste for all parameters
- Speaker test engine with internal oscillator

GUI

- Simplified web-based control for preset selection, meter control, and 2D venue representation

Control and Integration

- Integration for Q-Sys, Q-lab, Grapes and a number of mixing consoles and media control systems
- OSC Control for position, size and algorithm
- Proprietary Plugin for all DAW for source control