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THE 360° SHIFT EXPERIMENT

No matter what format of surround sound you are working with, one of the great benefits of **QUANTUM AUDIO MECHANICS** 12 channel surround is the flexibility to rotate perspectives a full 360 degrees in your mix. To help demonstrate how this can work for you, we have prepared two experiments. We suggest you create a new session in your DAE using whatever title you want and make sure all audio files you use are saved to that session folder.

Next, go into the **QAM** library to the **INDUSTRIAL SOUNDS** folder and select the **“Street Sweeper – Elgin Whirlwind”** folder. Chose either the aif or wav folder depending on your preference, and load all 12 tracks into your session. Don't worry if your DAE doesn't allow for playback of all 12 tracks – we're only having you load them for convenience in this experiment and you will ultimately only listen to the tracks your DAE surround format supports.

After you have loaded all 12 tracks, put the tracks that you would normally use in your surround format into their desired location (i.e. Left Front, Center Front, Right Front, Left Rear, Right Rear and LFE for 5.1) and move the ones that you wouldn't normally use into another area in the session (but keep them available). Set each of the the track pannings to their normal placements.

Listen to the complete mix of the street sweeper and the perspective. Now, substitute the following tracks as indicated: (*Note: there are two versions of 7.1 below. M = Movie version; H = Home theater.*)

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DO NOT SUBSTITUTE THE LFE CHANNEL WITH ANY OTHER CHANNELS.

For 5.1:	<u>Instead of</u> Left Front Center Front Right Front Left Rear Right Rear	<u>Substitute</u> Left Rear Center Rear Right Rear Left Front Right Front
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For 6.1:	<i>as above 5.1 with the addition:</i> Center Rear	Center Front
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For 7.1 M:	<i>as above 5.1 with the addition:</i> Left Center Right Center	IMAX IMAX
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For 7.1 H:	<i>as above 5.1 with the addition:</i> Left Side Left Rear	IMAX IMAX
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You may need to adjust volume levels of the tracks as you do these mixes but in each case you should have a complete reversal of the sound perspective.

Now, let's try changing perspectives by one degree in each channel.

For 5.1	<u>Instead of</u> Left Front Center Front Right Front Right Rear Left Rear	<u>Substitute</u> Left Rear Left Front Center Front Right Front Right Rear
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For 6.1	Left Front Center Front Right Front Right Rear Center Rear Left Front	Left Side Left Front Center Front Right Front Right Side Right Rear
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For 7.1 M:	Left Front Left Center Center Front Right Center Right Front Right Rear Left Rear	Left Side Left Front Left Center Center Front Right Center Right Front Right Rear
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For 7.1 H:	Left Side	Left Rear
	Left Front	Left Side
	Center Front	Left Front
	Right Front	Center Front
	Right Side	Right Front
	Right Rear	Right Side
	Left Rear	Right Rear

If you think of your normal surround mix as being a clock face with the focus (clock hands) set at 12 o'clock (Center Front), then in this experiment the sound perspective would appear to be 2:00. From this example you can shift each track to the next channel to 4:00; then 6:00; 8:00; and 10:00. Use the track placement map to keep things orderly.

The key to successful perspective shift is to remember that the Center Front is the focus track (or the compass point if you prefer). Put the Center Front track in direction you want the perspective to be and load the left and right tracks in the corresponding order from there. (In the case of reversing 5.1 and 7.1, the Center Front would still be your focus even though there is no Center Rear channel – just pretend it's there.)

Allow yourself a lot of time to experiment with the track loading – also blending some of the tracks with the tracks next to them in the sound field can help you do even smaller perspective changes (i.e. 1:00, 2:00, 3:00, 4:00, 5:00; and on...).

Note: For 5.1 and 6.1, make use of the Left Center, Right Center, Left Side, and Right Side channels in your mixes as well to make your smaller perspective shifts.

Make sure to keep notes on everything you do when doing these experiments so you can refer to them later in other projects!

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