

**Dimension 3 Mixing Console**

The Dimension Three is the first audio mixing console for television that is IP network capable. This large-format audio console provides the best of all possible worlds, combining capabilities such as I/O layering and profiling of channels into any configuration on the surface with unlimited access of sources at any time, from anywhere and in just about any format from the network.

Unlike traditional broadcast consoles with all sources wired to the board, the new Dimension Three puts mixing, I/O and processing where a modern network puts them: in a separate network unit unrestricted by tight spaces and limited access. With all I/O managed through a separate rack unit, the Dimension Three has no limitations with fixed connection points on the console chassis itself. Any channel can connect to any audio source, using any preferred audio format at any time, whether it's HD/SDI, AES, MADI, AoIP, Analog or TDM. The result is the first large-format audio console that is so truly universal, it can fit into almost any TV production environment, anywhere — whether it's a Wheatstone TDM routed studio, a MADI-equipped stadium, a remote truck or even the newest space in studio networking based on IP connectivity.

Based on Wheatstone's powerful Gibraltar mixing engine capable of 1,024 channels of simultaneous digital signal processing, the Dimension Three can handle the most challenging productions for fixed or remote installations. It offers specialty features such as automatically crossfading between inputs as the switcher or automation system cuts or dissolves between video sources and optimizing levels of group microphones during a dialogue. In addition to Audio-Follow-Video (AFV) switching, the Dimension Three includes audio processing on every input channel and on all major output busses — all with resource sharing through the network and virtually no routing restrictions. Unrestricted routing means being able to have all faders available to dial up what-



ever mix you need; the days of having to block out channels based on input type are a thing of the past, as is having to repurpose inputs because of physical chassis limitations.

Dimension Three provides an impressive 16 dedicated mix-minus busses and 16 stereo AUX sends plus a bus-minus (N-1) output for every input channel (up to 128 input channels on 64 physical faders), in addition to two stereo and two 5.1 surround master busses. It offers up-mixing

and down-mixing between stereo and 5.1 sources, plus a full complement of stereo and 5.1 surround panning with EQ and dynamics processing available for each input, each subgroup and each program bus. For overall control, this control surface uses motorized faders, each of which can be mono, stereo, or full 5.1. Each fader also has a "spill" function, which allows its individual channels to spill out onto separate faders (two for stereo or six for 5.1 sources). ■