

Voyage Audio Spatial Mic

Compact Solution for 3D Audio



Three-dimensional audio has become a staple of modern gaming. Producing such content, however, has often been cumbersome and expensive. Voyage Audio steps into the breach with the Spatial Mic, a compact universal tool for the easy creation of ambient content in Ambisonics format.

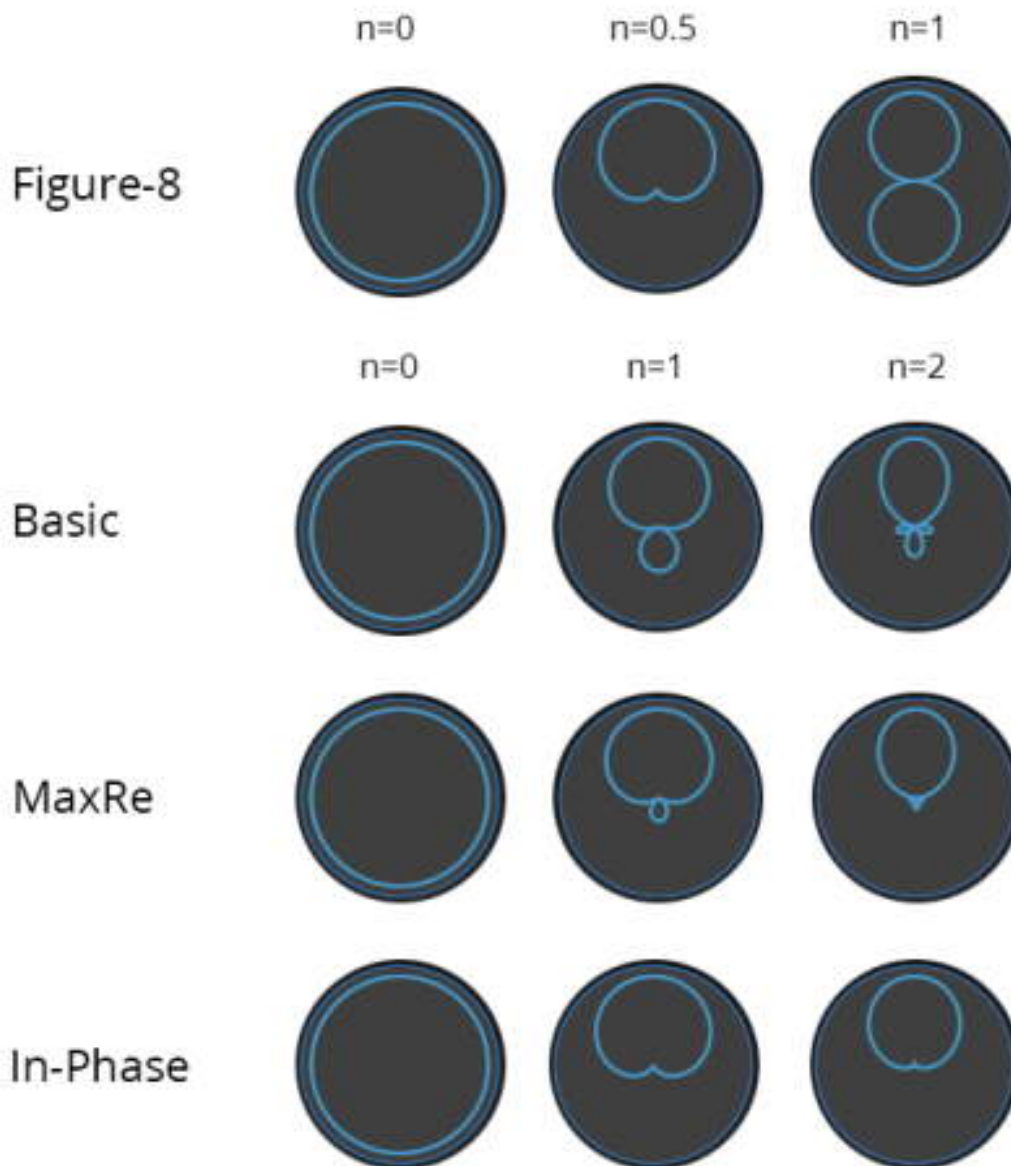
Three-dimensional audio is an important part of the atmosphere in modern games.

The Voyage Audio Spatial Mic simplifies creating appropriate audio content significantly. As a professional second order Ambisonics VR microphone it features eight accurately aligned mic capsules in a small housing, making it very easy to place in any environment. The innovative system does not end with the set of microphones, either: it encompasses everything modern audio engineers and game developers require on location. It feeds its multichannel audio to a connected DAW through USB-C or ADAT lines. The integrated amplifier feeds headphones a virtual 3D signal to allow for optimizing the microphone position for a perfect three-dimensional sound experience. Voyage Audio also provides tools for professional postproduction: the Spatial Mic Converter plug-in converts the eight individual channels into either stereo, first order Ambisonics or second order Ambisonics. It also enables detailed retouching of directional information.

The eight small-diaphragm electret condenser microphone capsules inside the Spatial Mic by Voyage Audio meet all the requirements for professional studio microphones. In order to enable a clear 3D audio image, every single capsule is individually calibrated. The microphone's body also contains high-quality, digitally controlled analogue preamps, top-shelf A/D converters and a powerful 16-core DSP, allowing the microphone to be directly connected to the recording computer. The digital resolution underlines the microphone's professional approach: up to 96 kHz at 24 bits can be transferred via USB-C. Both USB-C and ADAT can be used simultaneously.

Spatial Mic Converter Virtual Mic Patterns

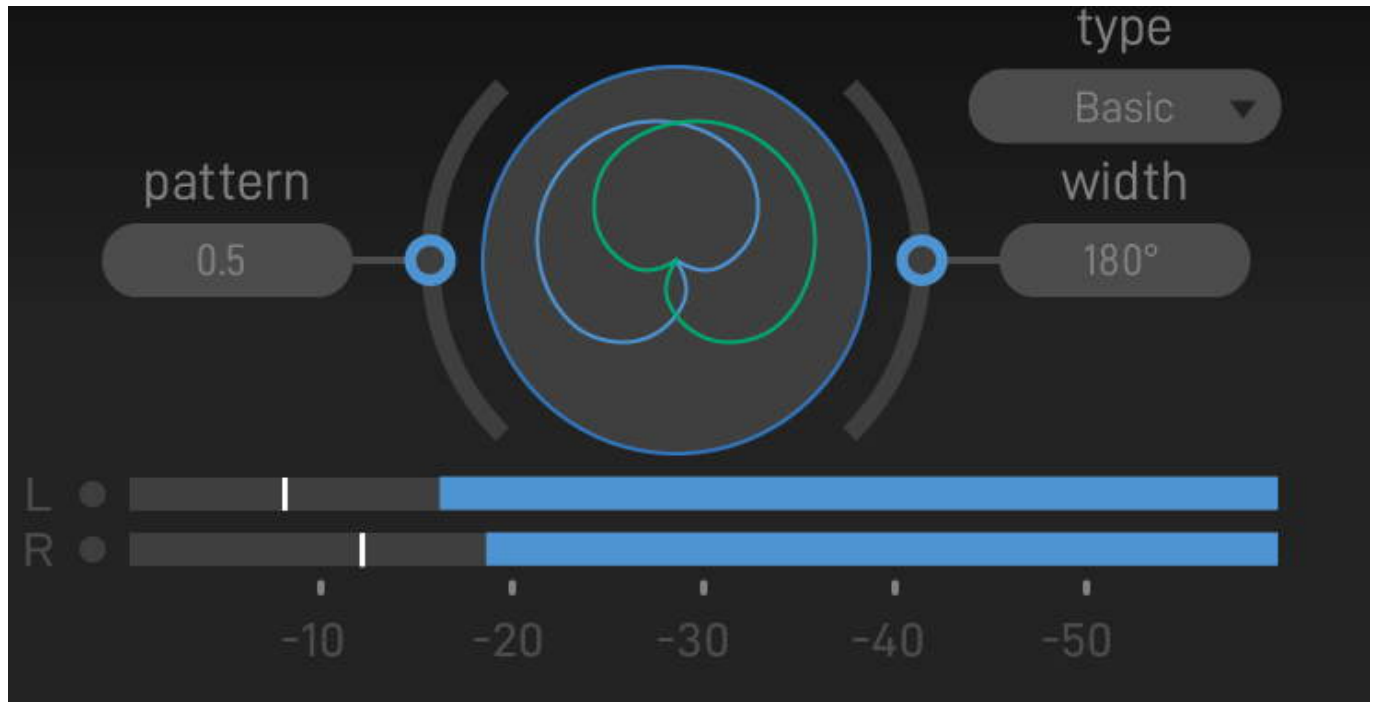
Note: Pattern n is continuously variable



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The Voyage Audio Spatial Mic is easy to position due to its included ball joint. It is also compatible with Rycote InVision shock mounts. The included wind screen gets the microphone ready for outdoor recordings. Level, monitor volume and direct monitoring are intuitively controlled with the prominent front knob, the LED ring visually representing the gain. When the microphone is set up in a hard-to-reach position, all its features can also be adjusted remotely via software. Remote Control even allows adjusting the direction of the mic from a computer. Power can be supplied via USB-C or micro USB, so standard power banks can be employed for this

purpose.



The Spatial Mic Converter plug-in makes creating virtual sound journeys for game design a cinch. The microphone's direction can be freely defined and even automated in postproduction, unleashing the creative potential of game designers. The plug-in can output the signals as first or second order Ambisonics as well as stereo. The Spatial Mic is not even restricted to offline content, either – its integrated headphone output provides a binaural live monitoring with Google Resonance HRTFs, qualifying it for direct transmissions via YouTube, Facebook and other social platforms.

www.voyage.audio
www.megaudio.de