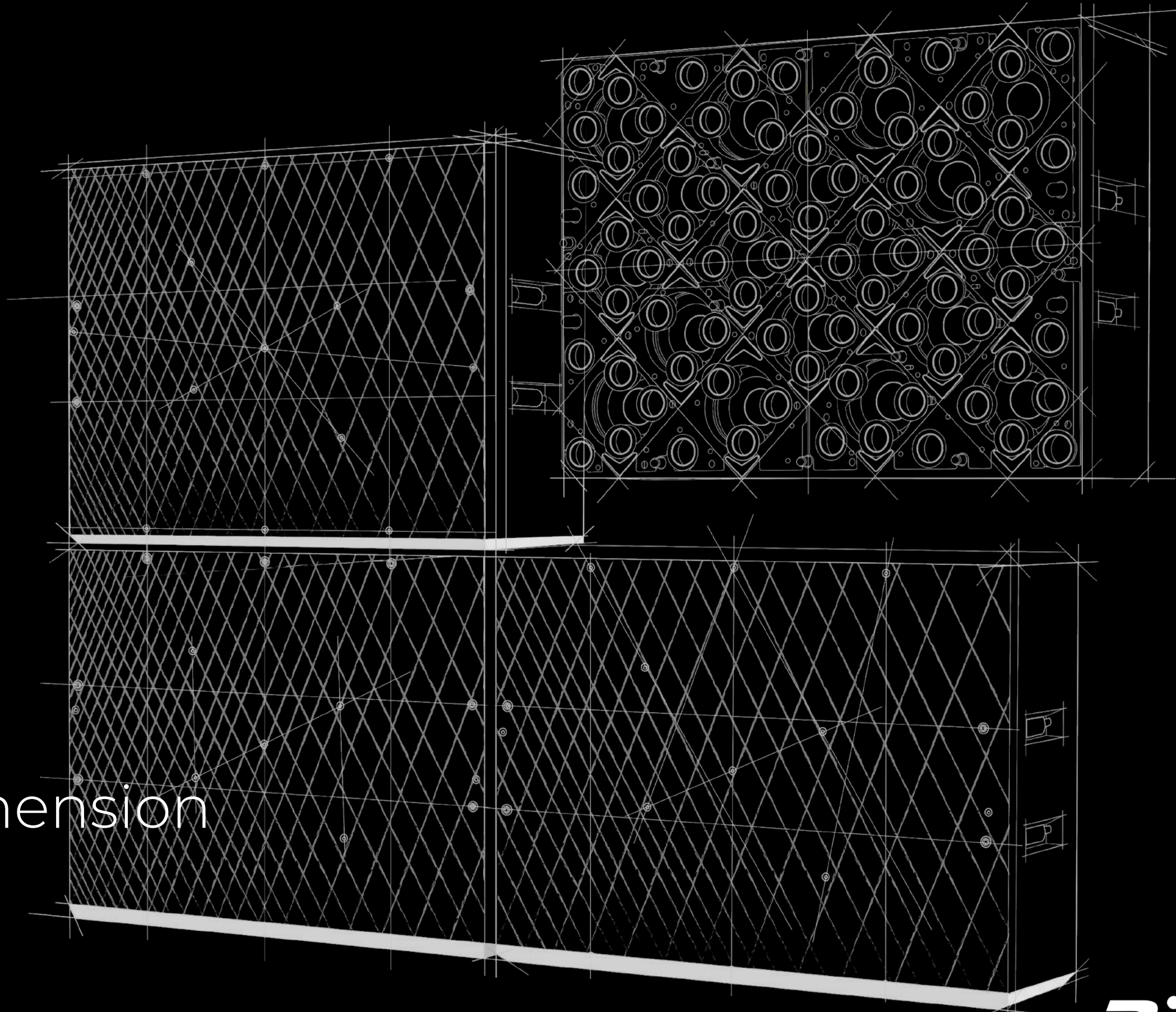




# Breaking barriers in sound

Next generation Matrix Array loudspeakers



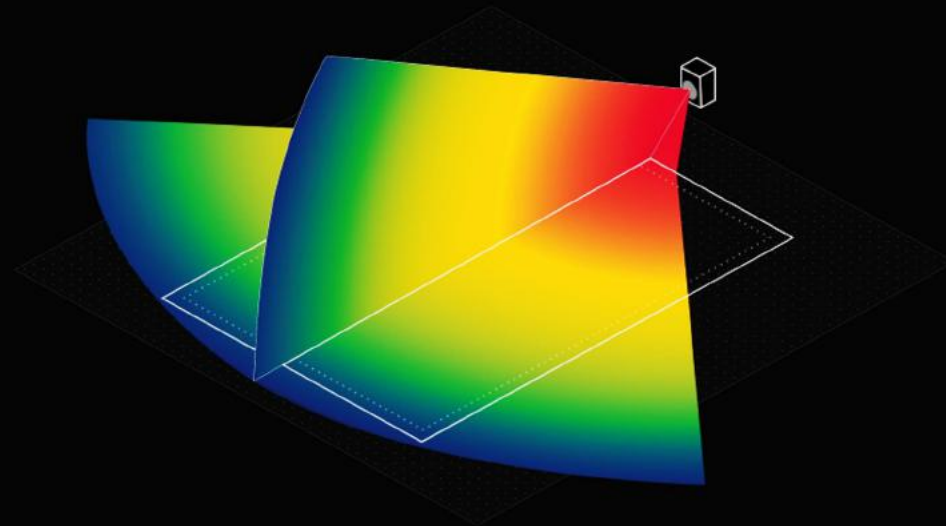
## Matrix Arrays

Audio in another dimension



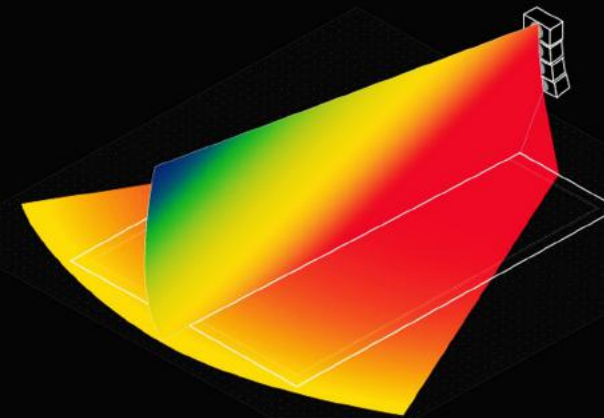
# The Matrix Array

An evolution in loudspeaker technology



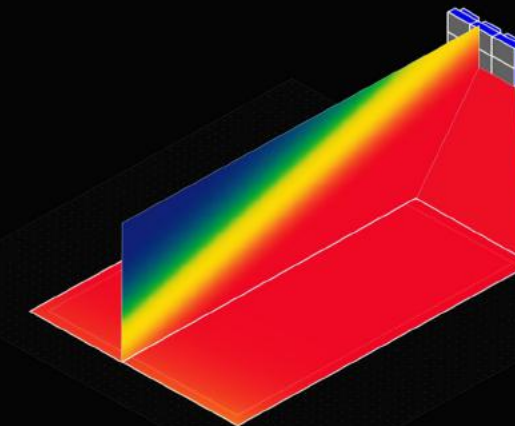
## Point Source

Uncontrolled sound propagation



## Line Array

Sound control in the vertical plane



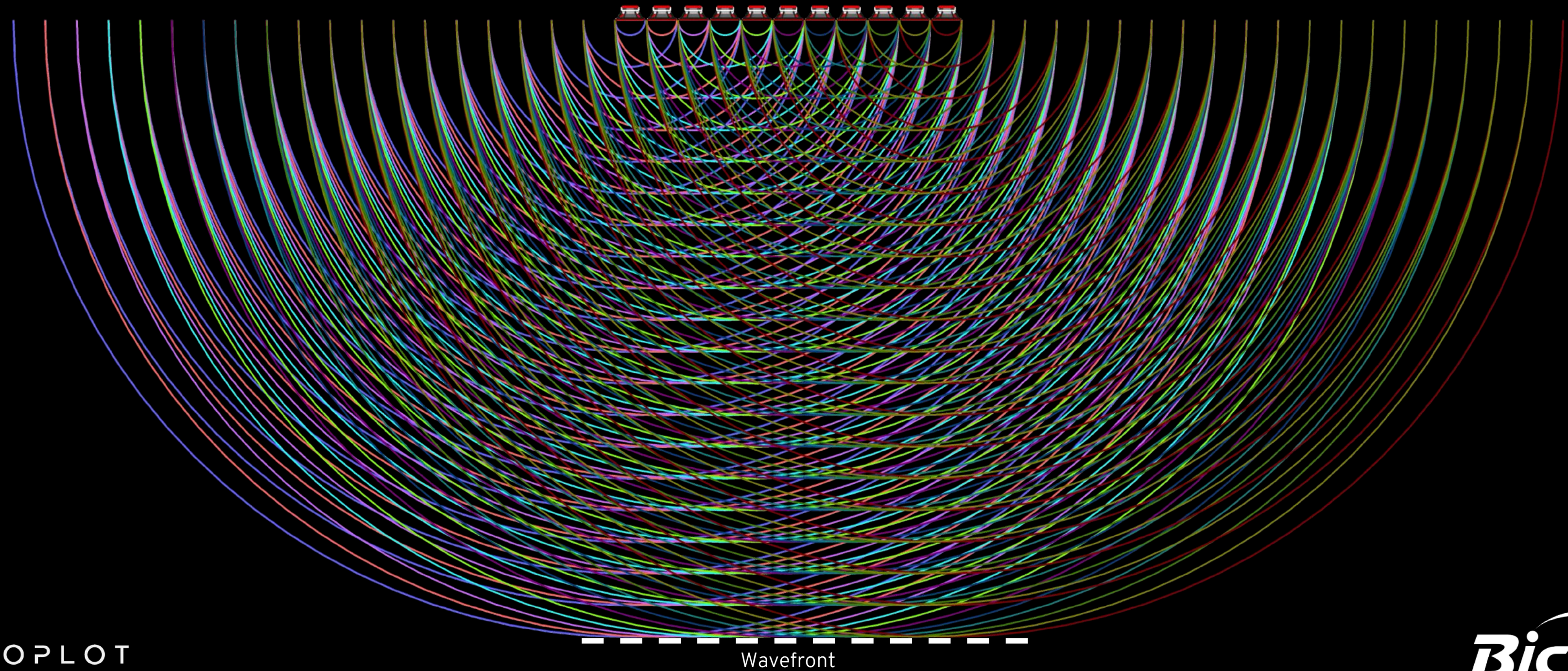
## Matrix Array

Advanced sound control in 3D



# Approach to Matrix Arrays

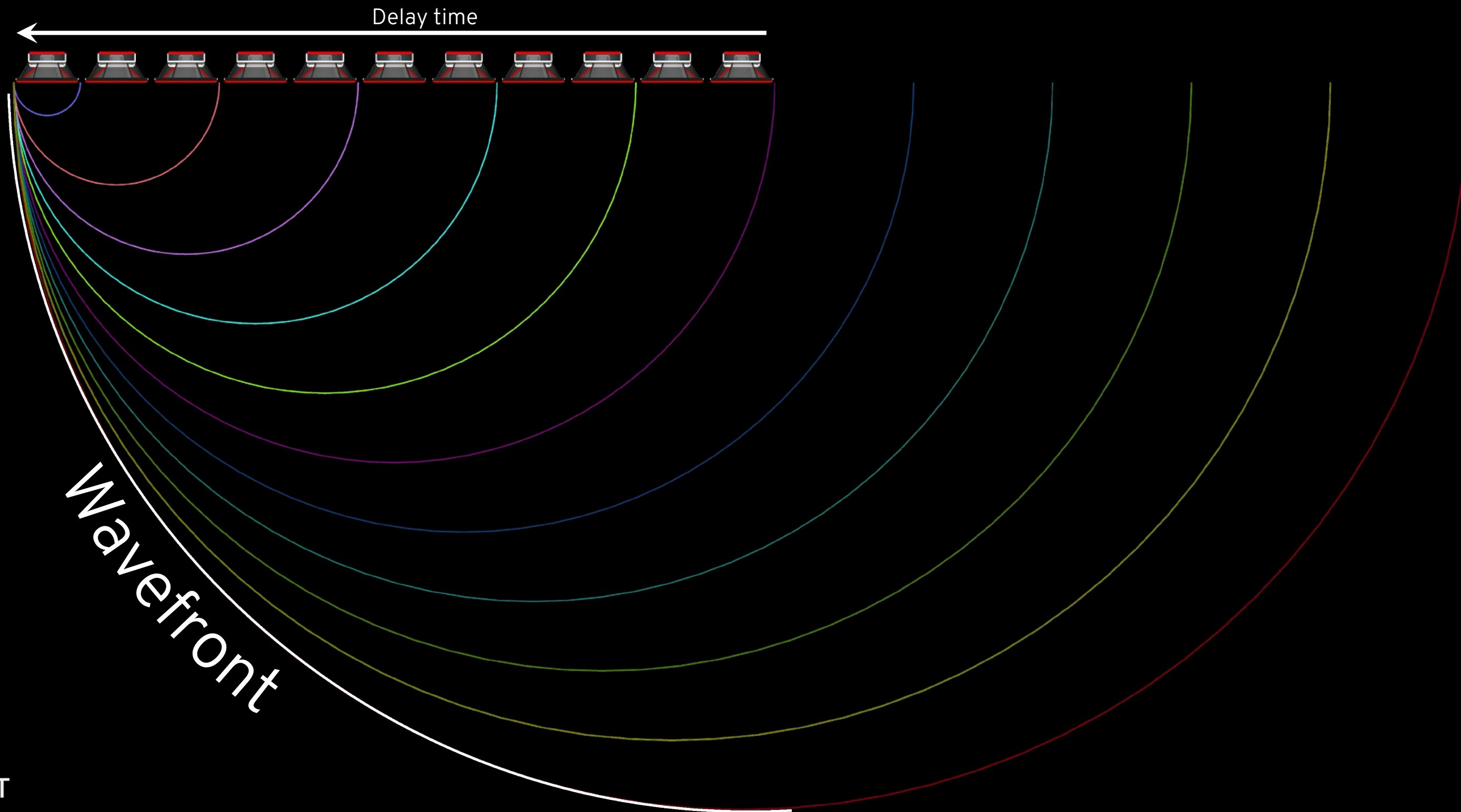
## Huygens principle in practice





# Approach to Matrix Arrays

## Huygens principle in practice

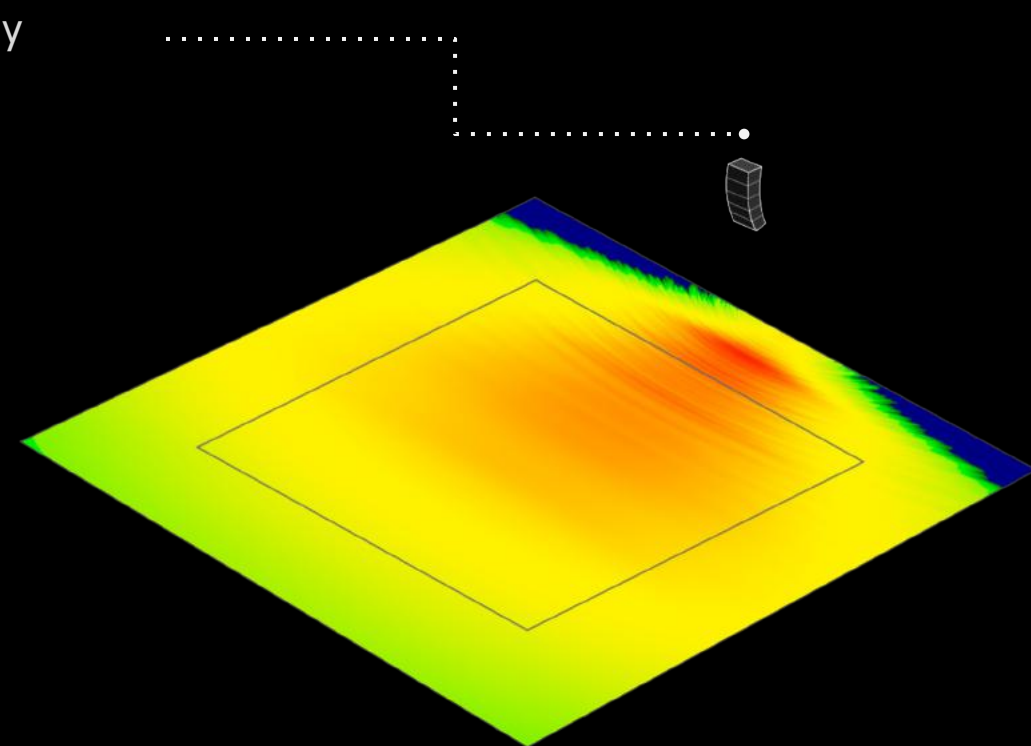




# A new level of control

## Line Array

Line Array

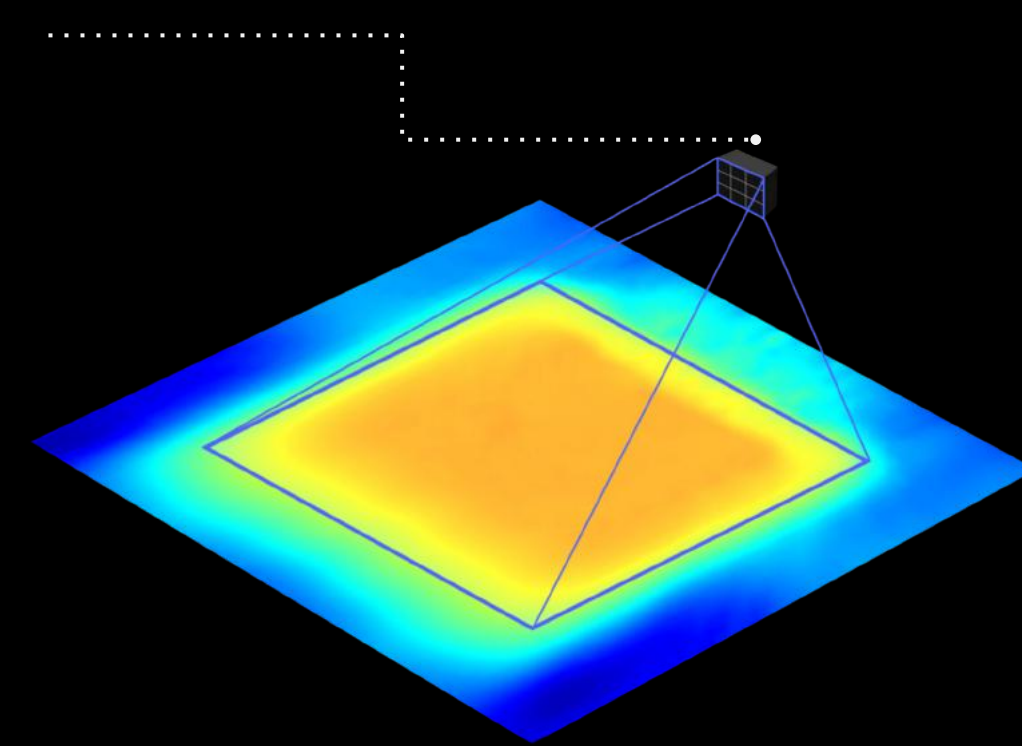


- Control in the vertical Axis but fixed dispersion in the horizontal
- SPL reduces by 3dB/doubling of distance for a line source.
- Coverage heavily dependent on physical location of the array

HOLOPLOT

## Matrix Array

HOLOPLOT  
Matrix Array



- Precise control of the sound in both the horizontal and vertical axis
- Consistent level over distance
- Coverage area can be determined through software



# Matrix Array technology

A new era of sound

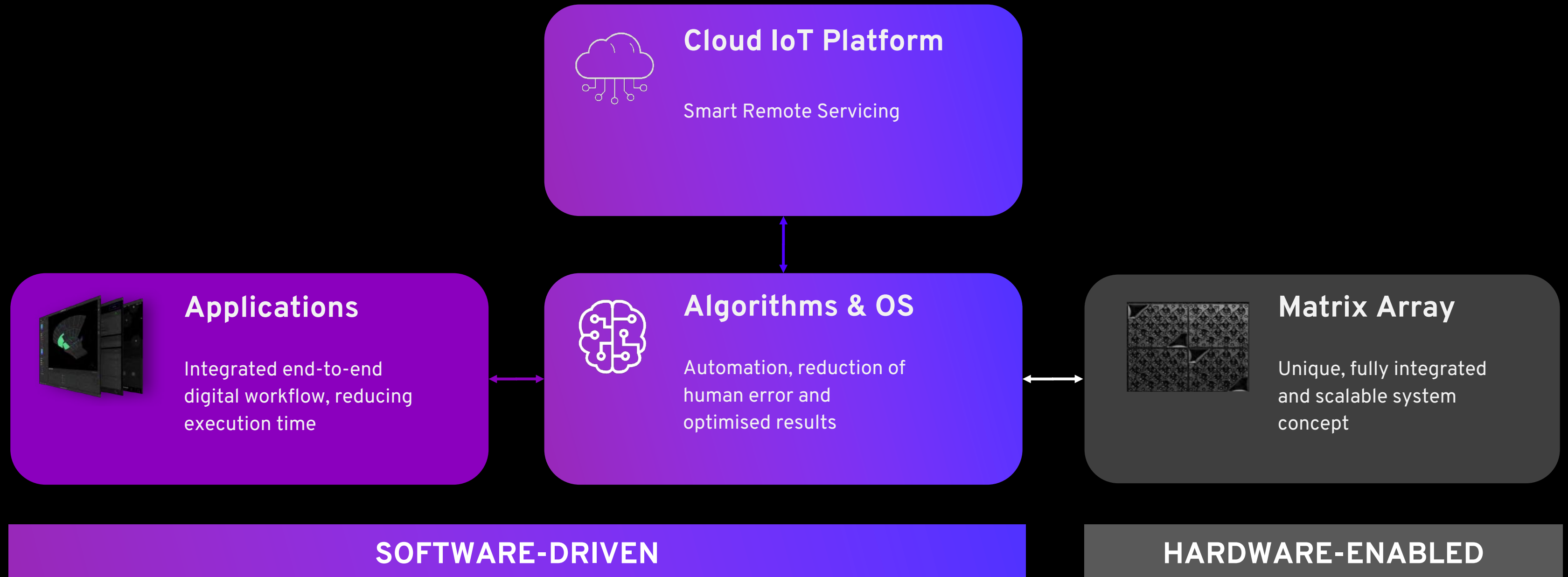
HOLOPLOT

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# Science-based Software-driven, hardware-enabled







# Matrix Array technology pillars

HOLOPLOT

## Matrix Array

Parametric  
Beams

3D Audio-  
Beamforming

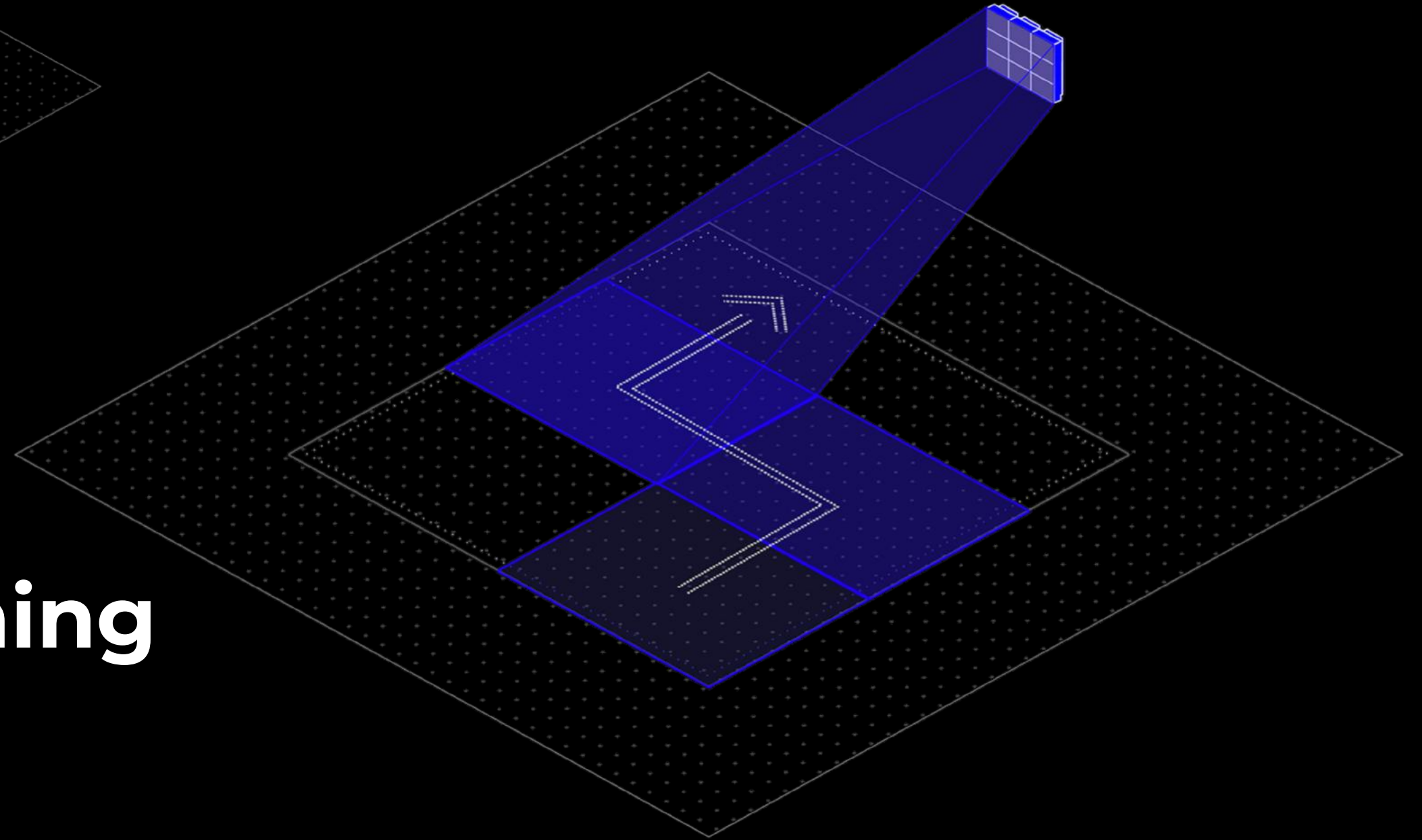
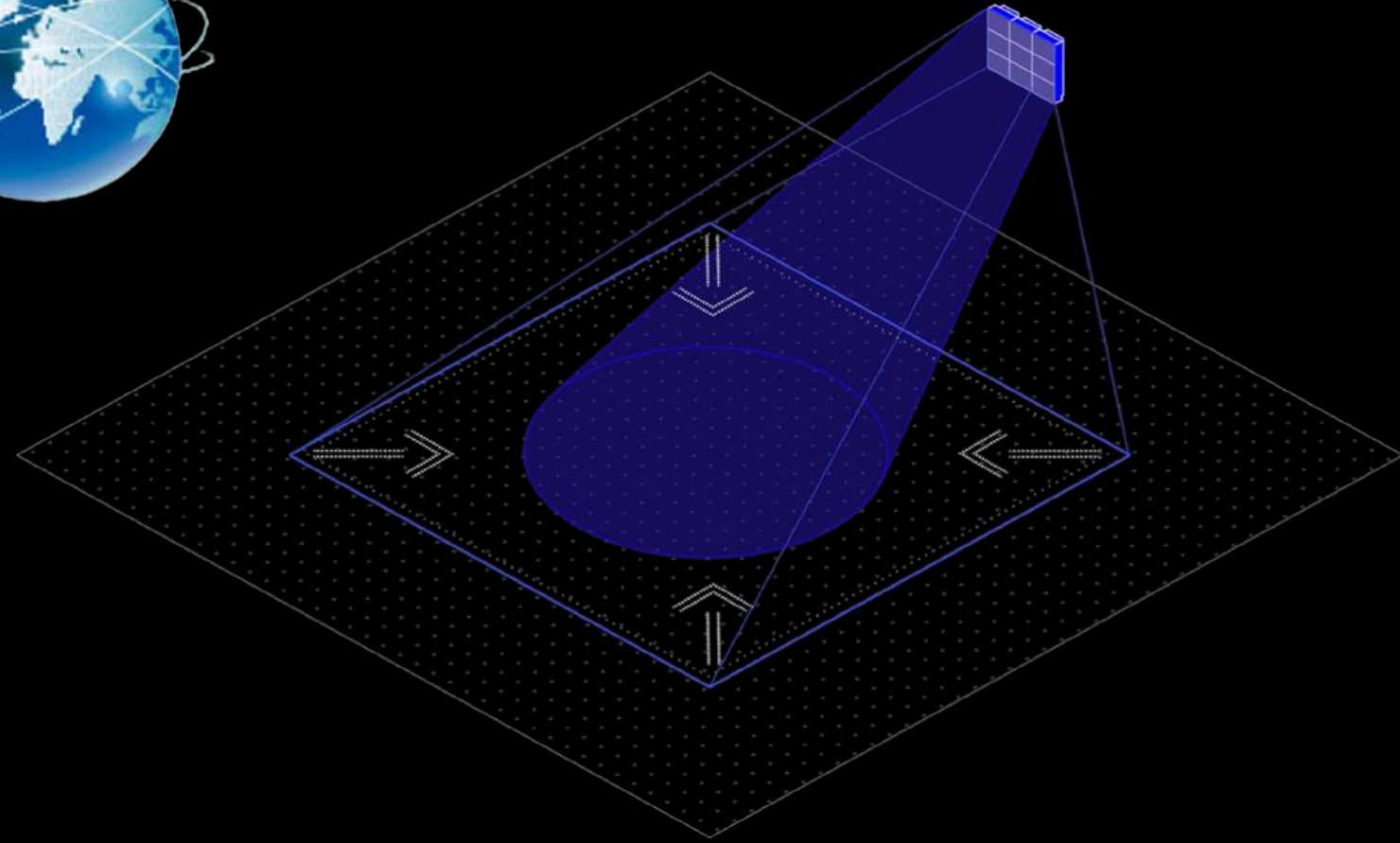
Wave Field  
Synthesis

Virtual  
Sources

Optimized  
Coverage  
Beams

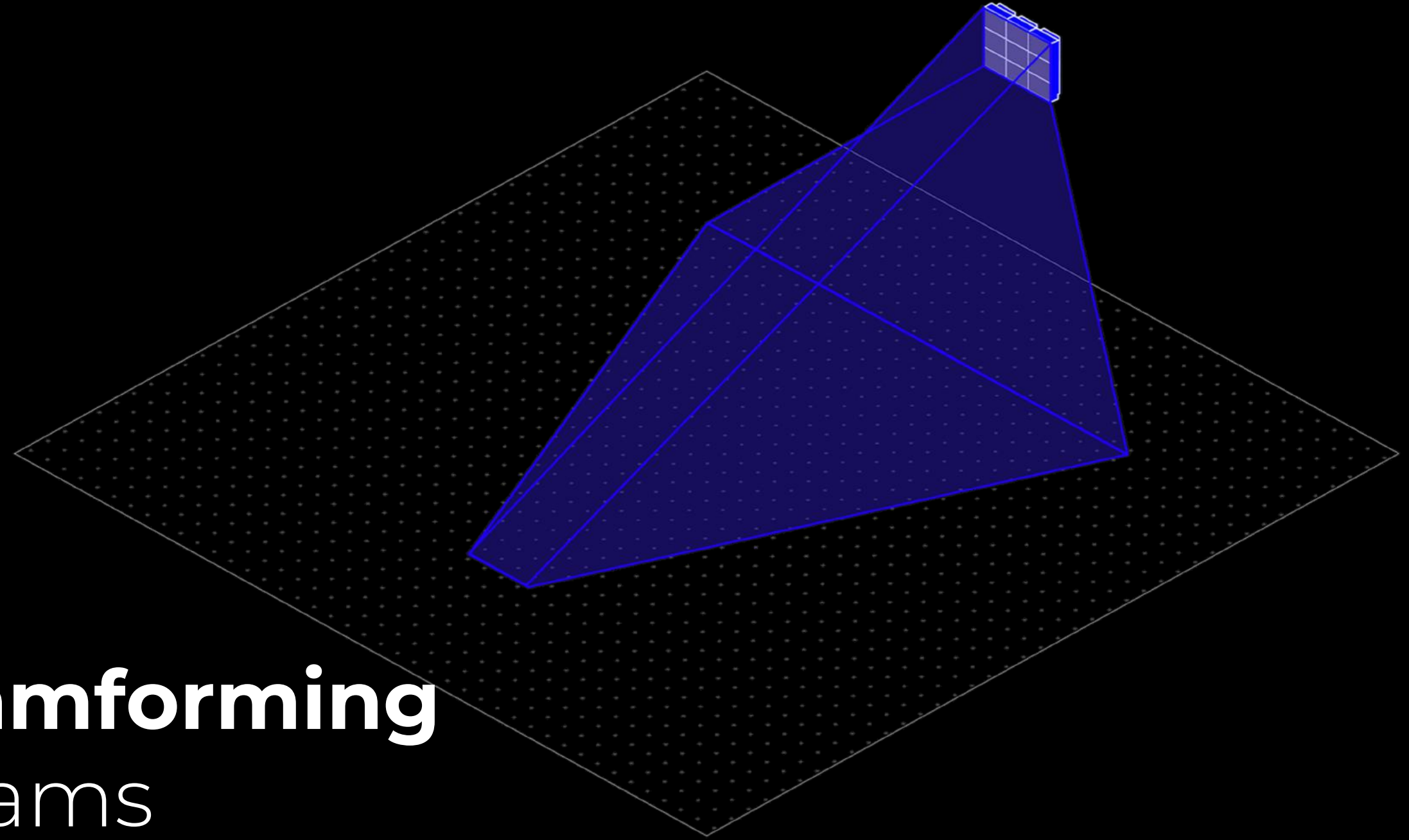
HOLOPLOT





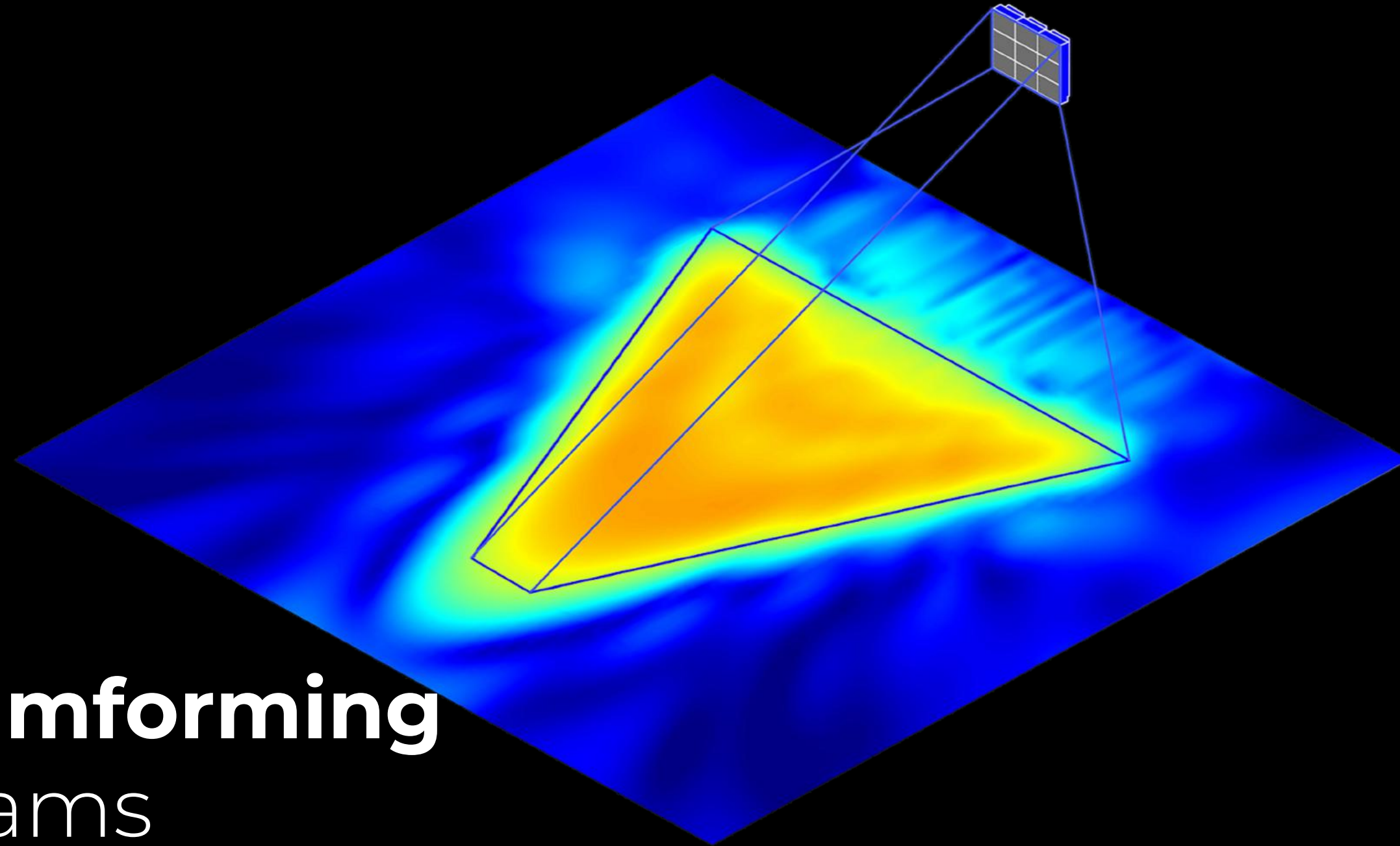
# 3D Audio-Beamforming

## Parametric Beams



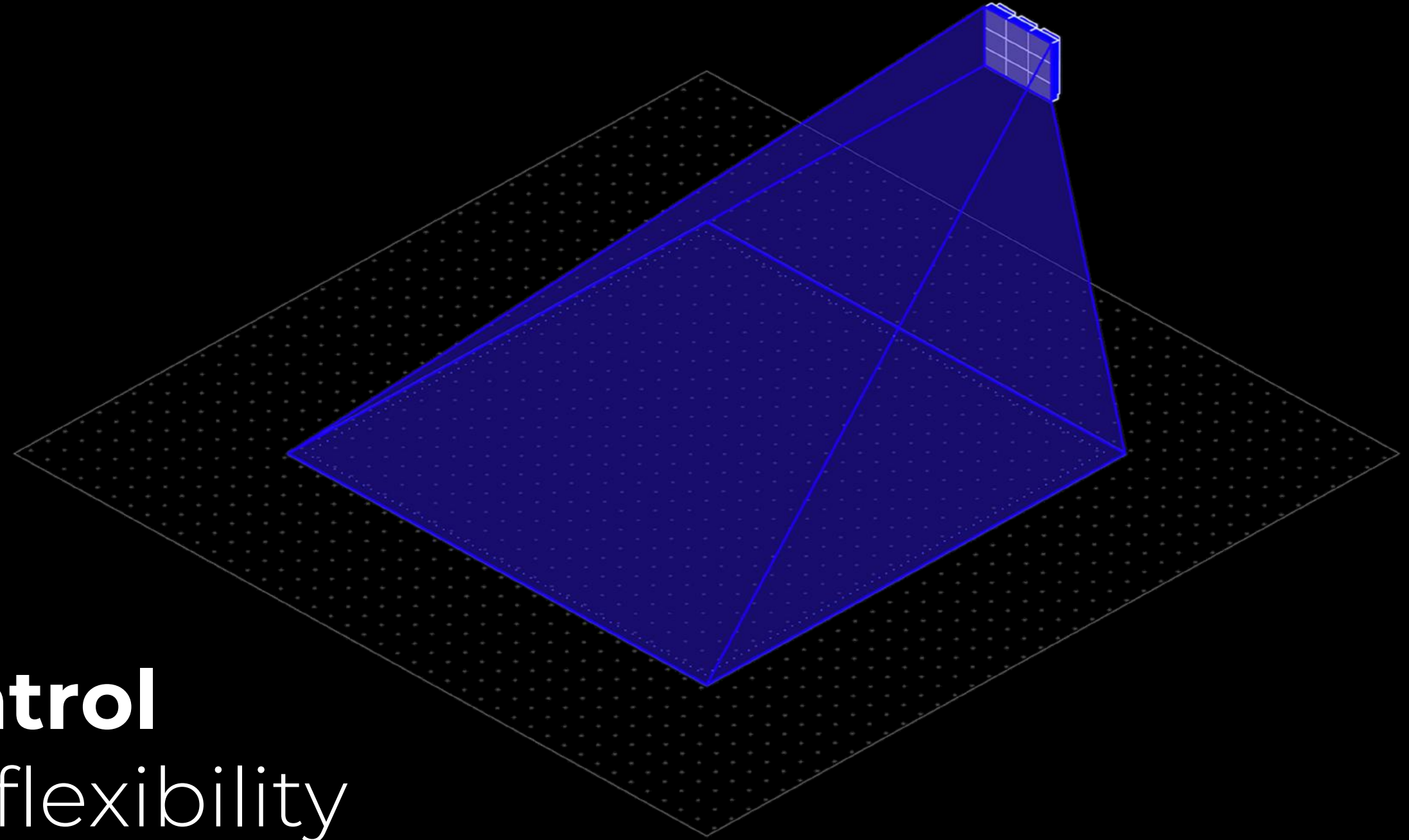
# 3D Audio-Beamforming

## Optimised Beams



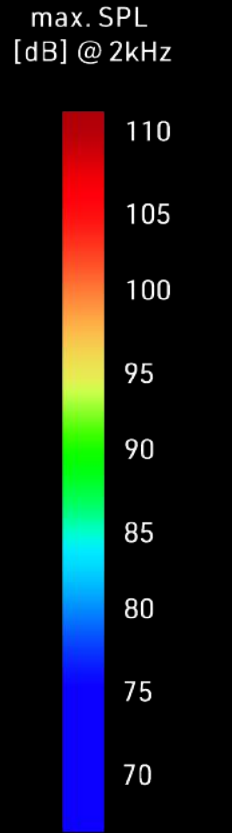
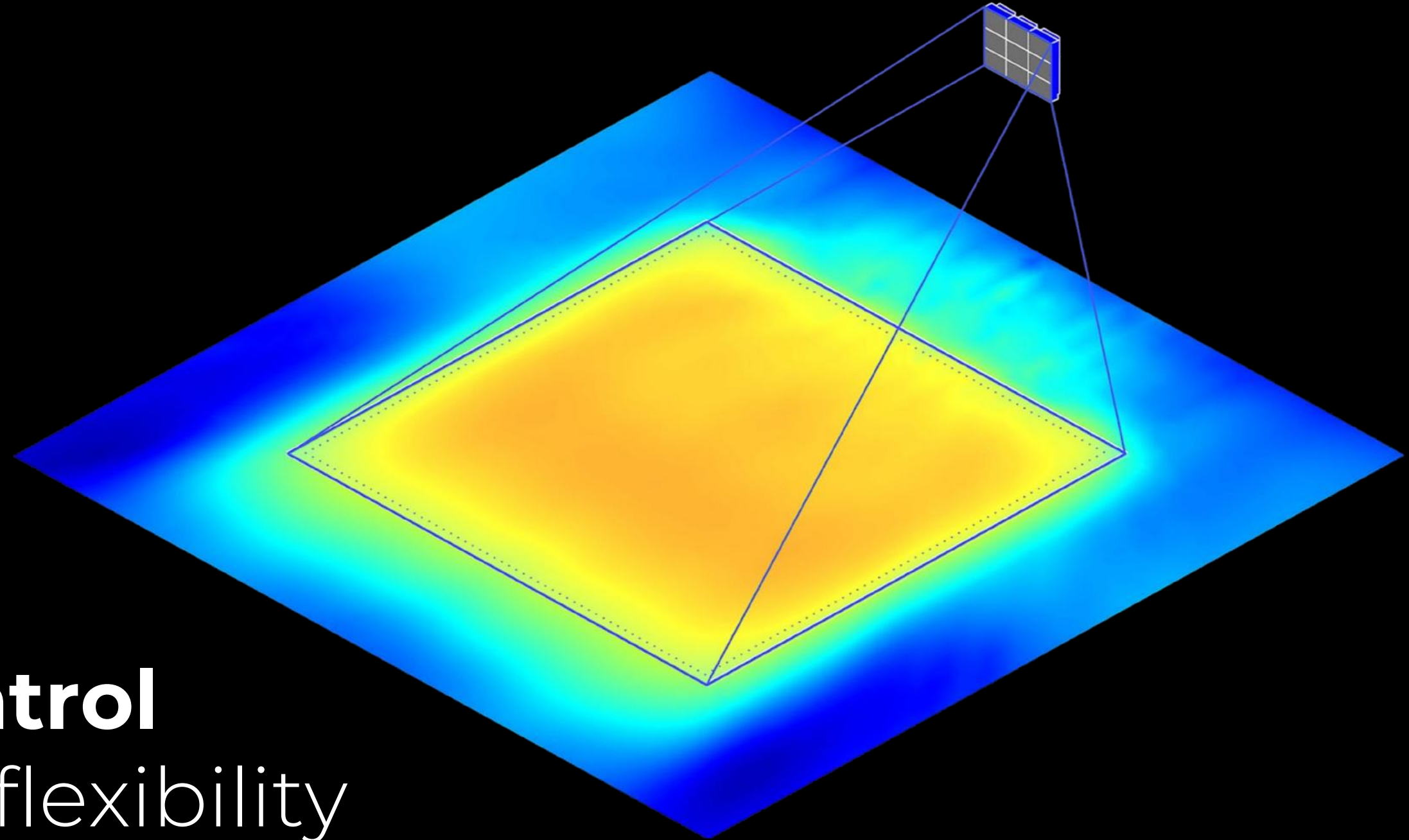
# 3D Audio-Beamforming

## Optimised Beams

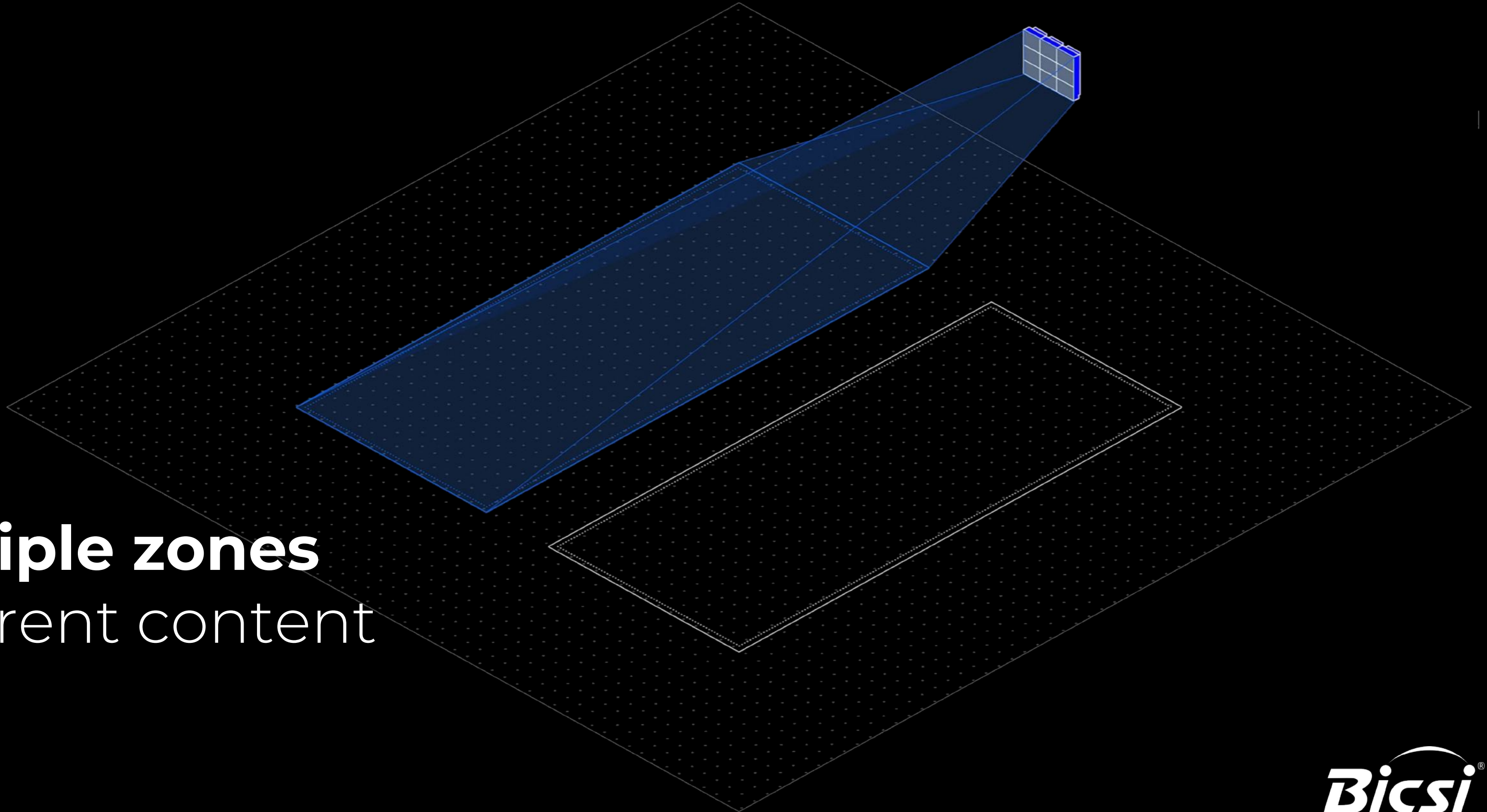


# Coverage control

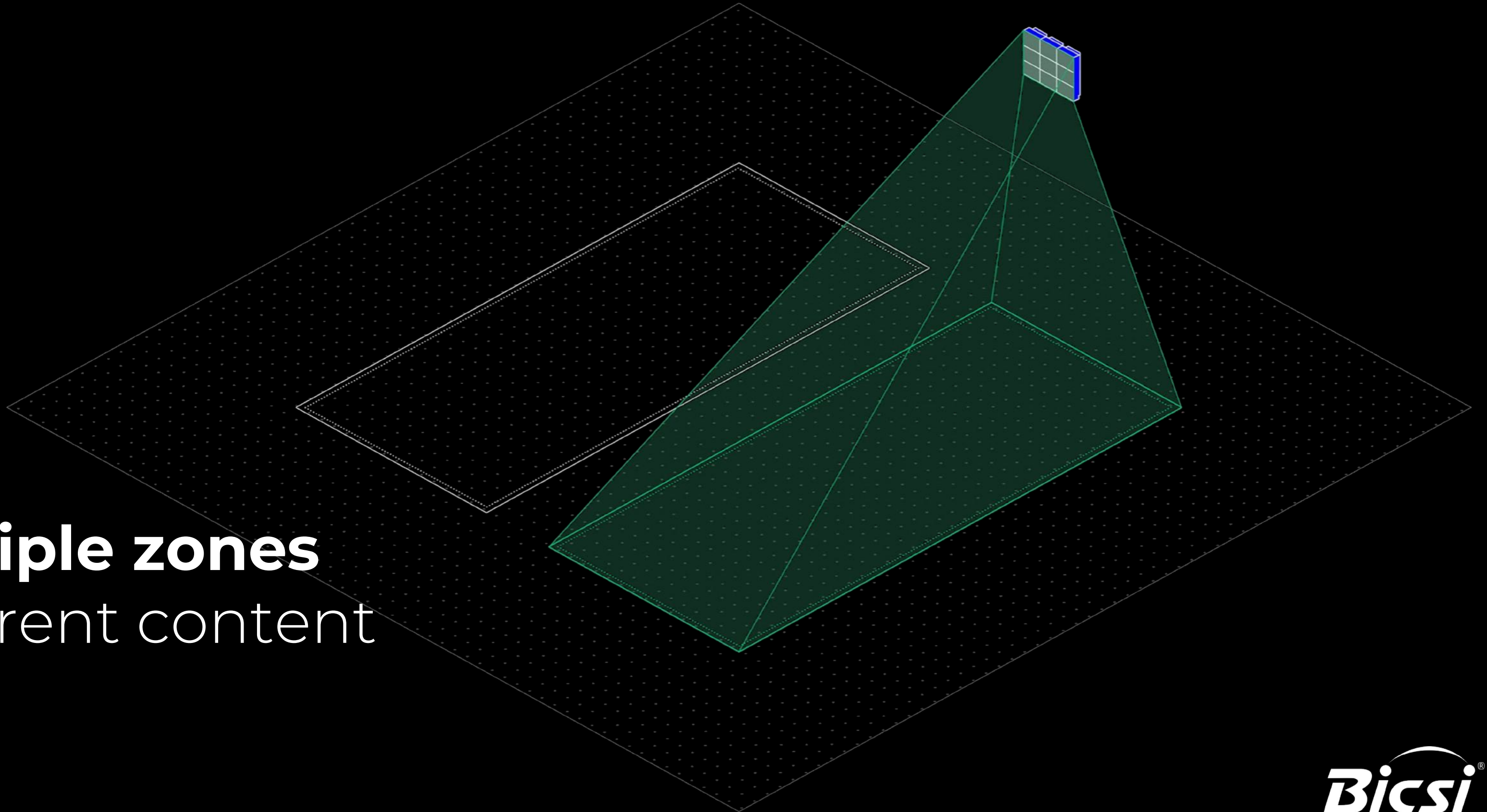
Precision and flexibility



**Coverage control**  
Precision and flexibility

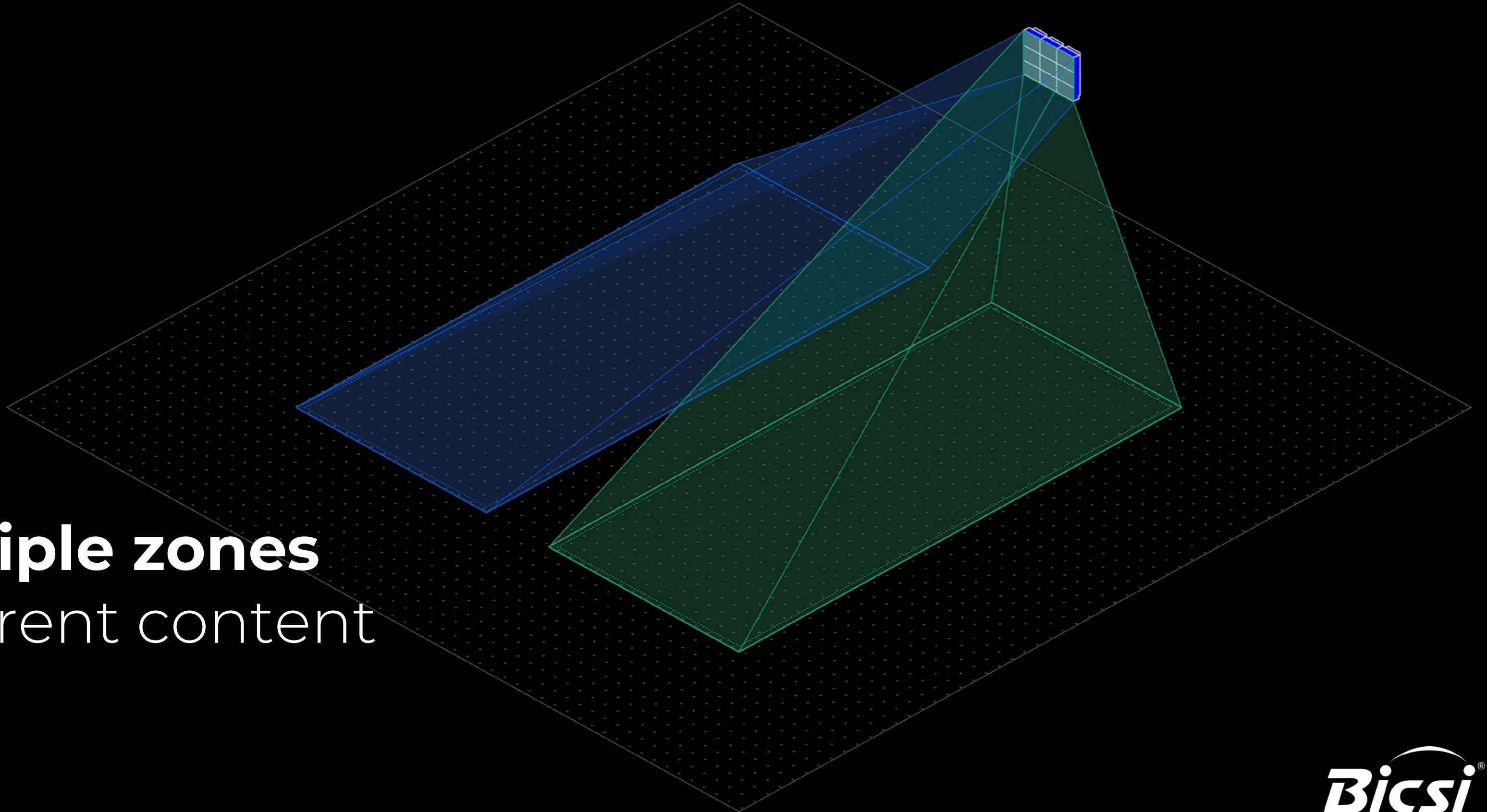


**Multiple zones**  
Different content



**Multiple zones**  
Different content

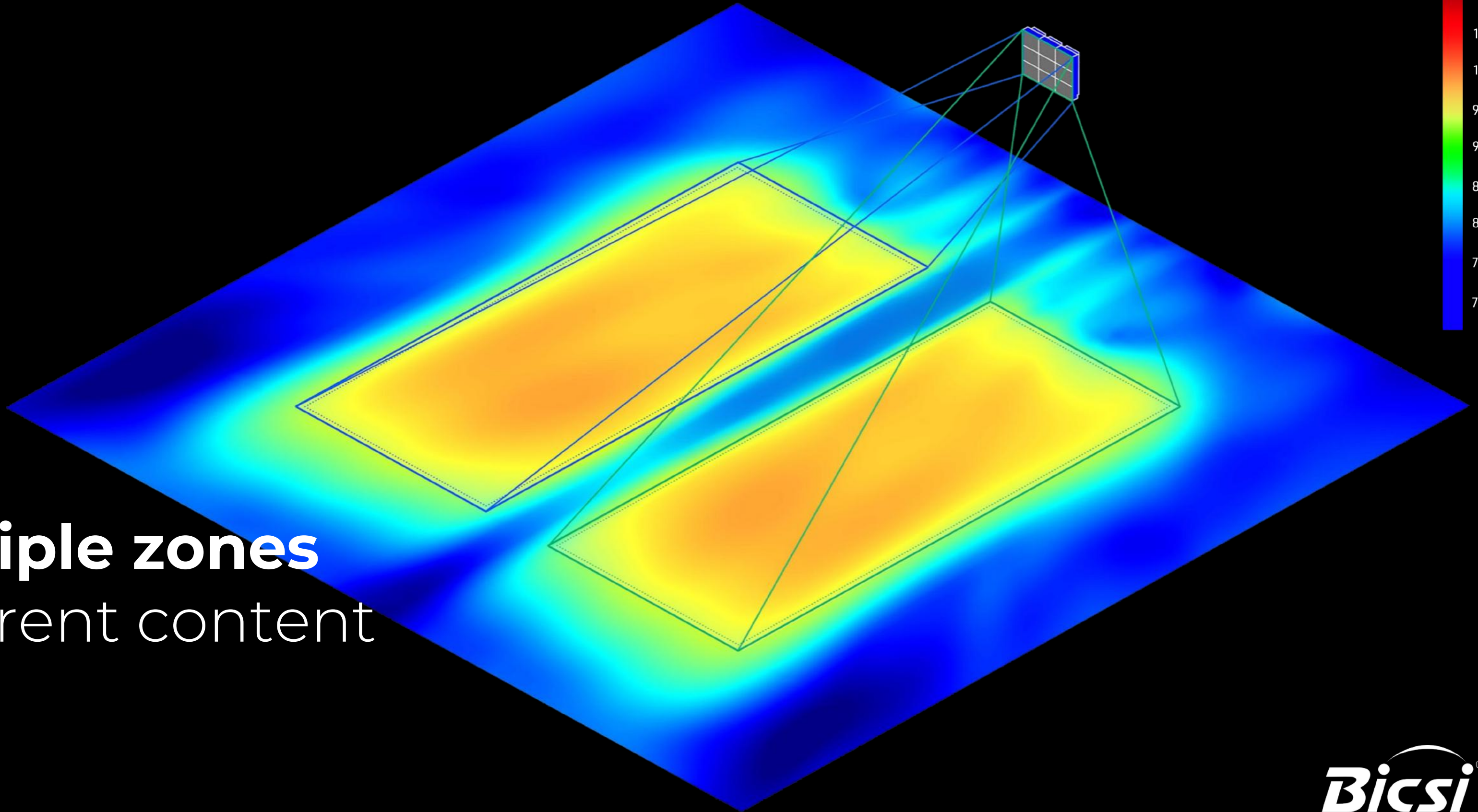
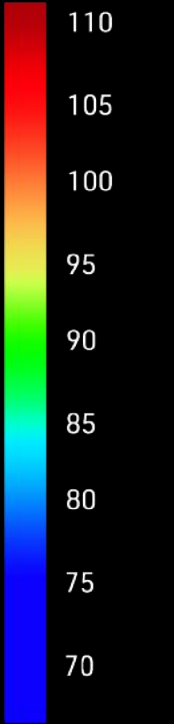




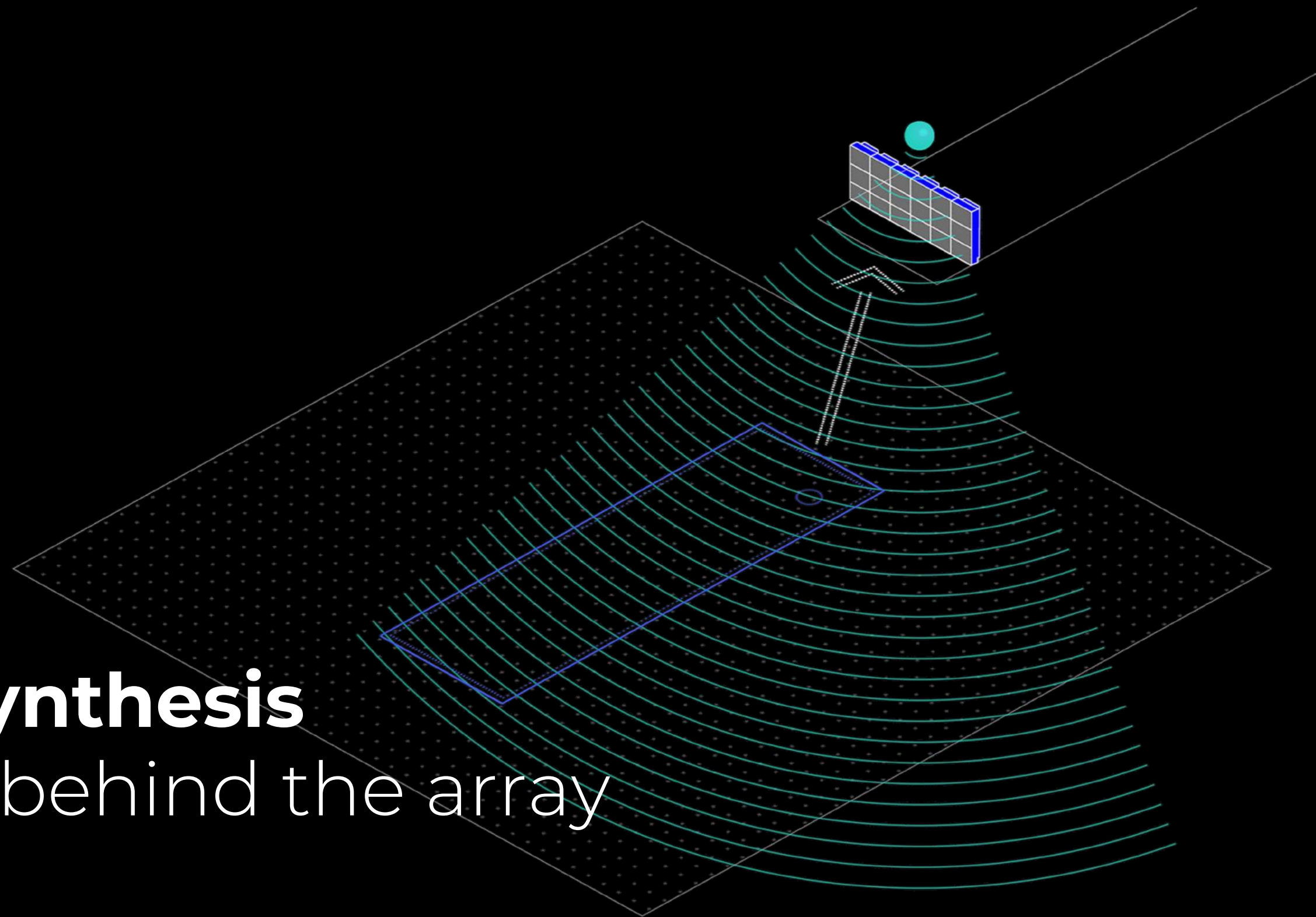
**Multiple zones**  
Different content



max. SPL  
[dB] @ 2kHz

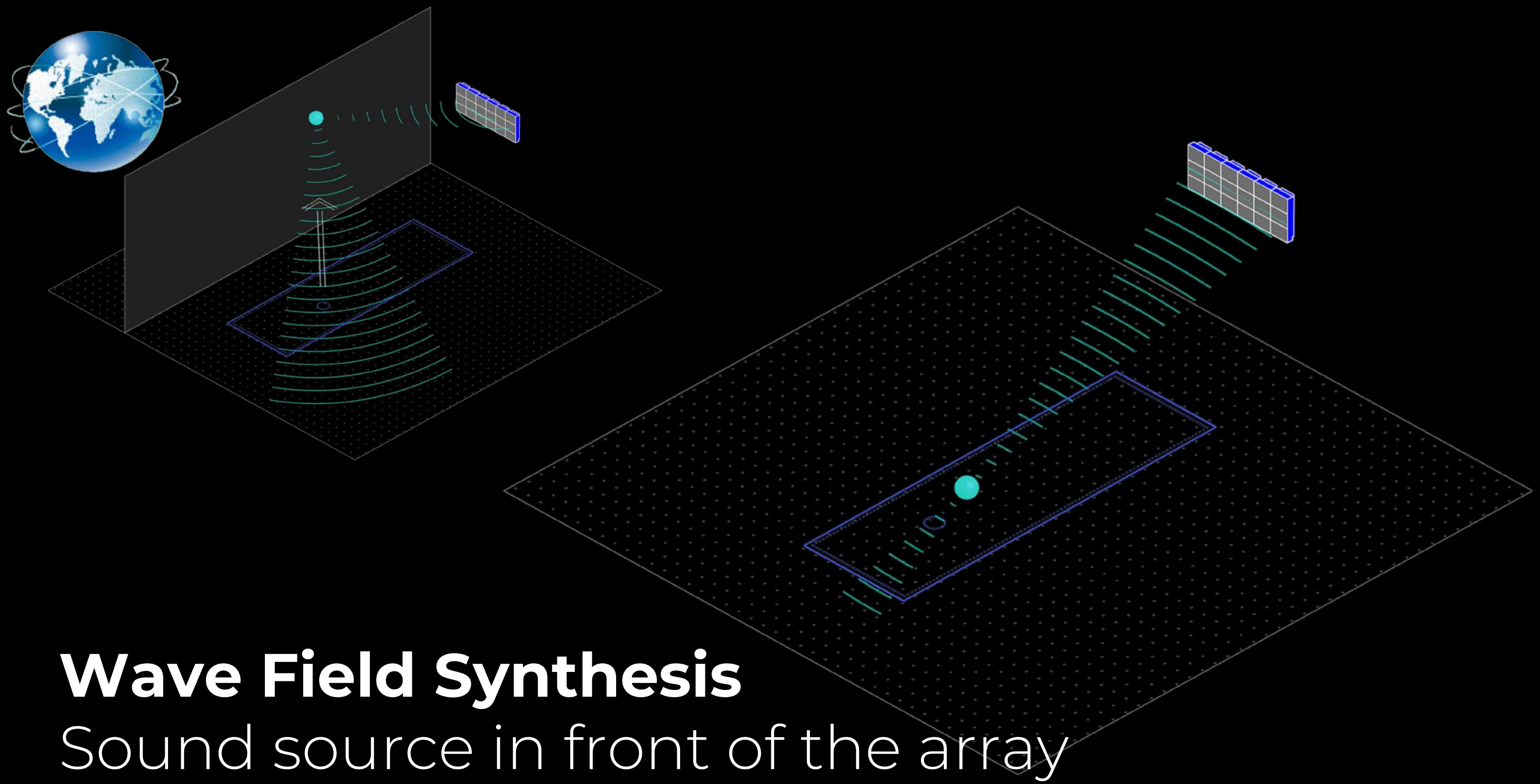


**Multiple zones**  
Different content



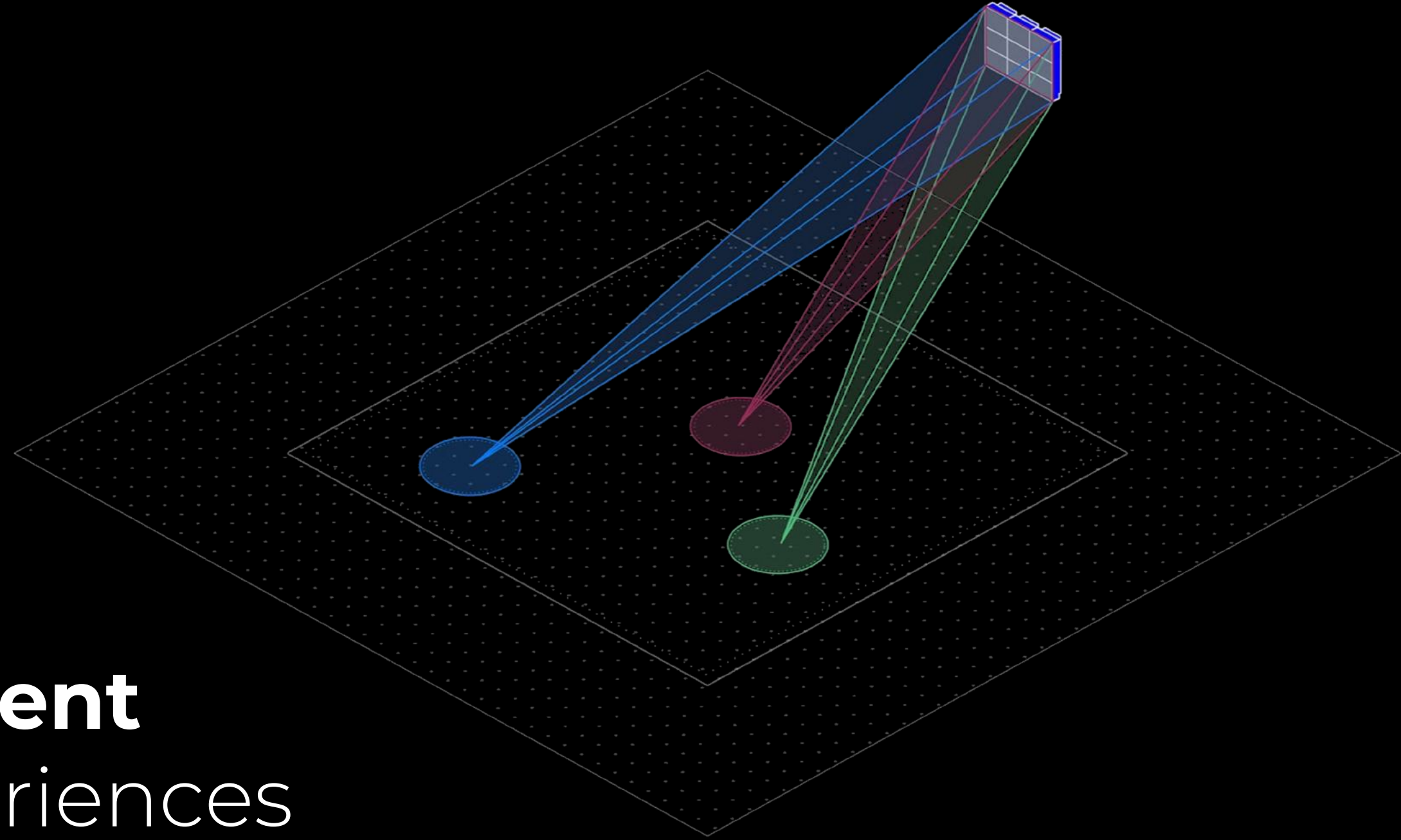
# Wave Field Synthesis

Sound source behind the array

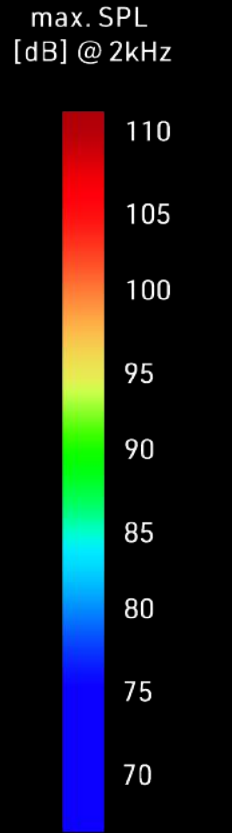
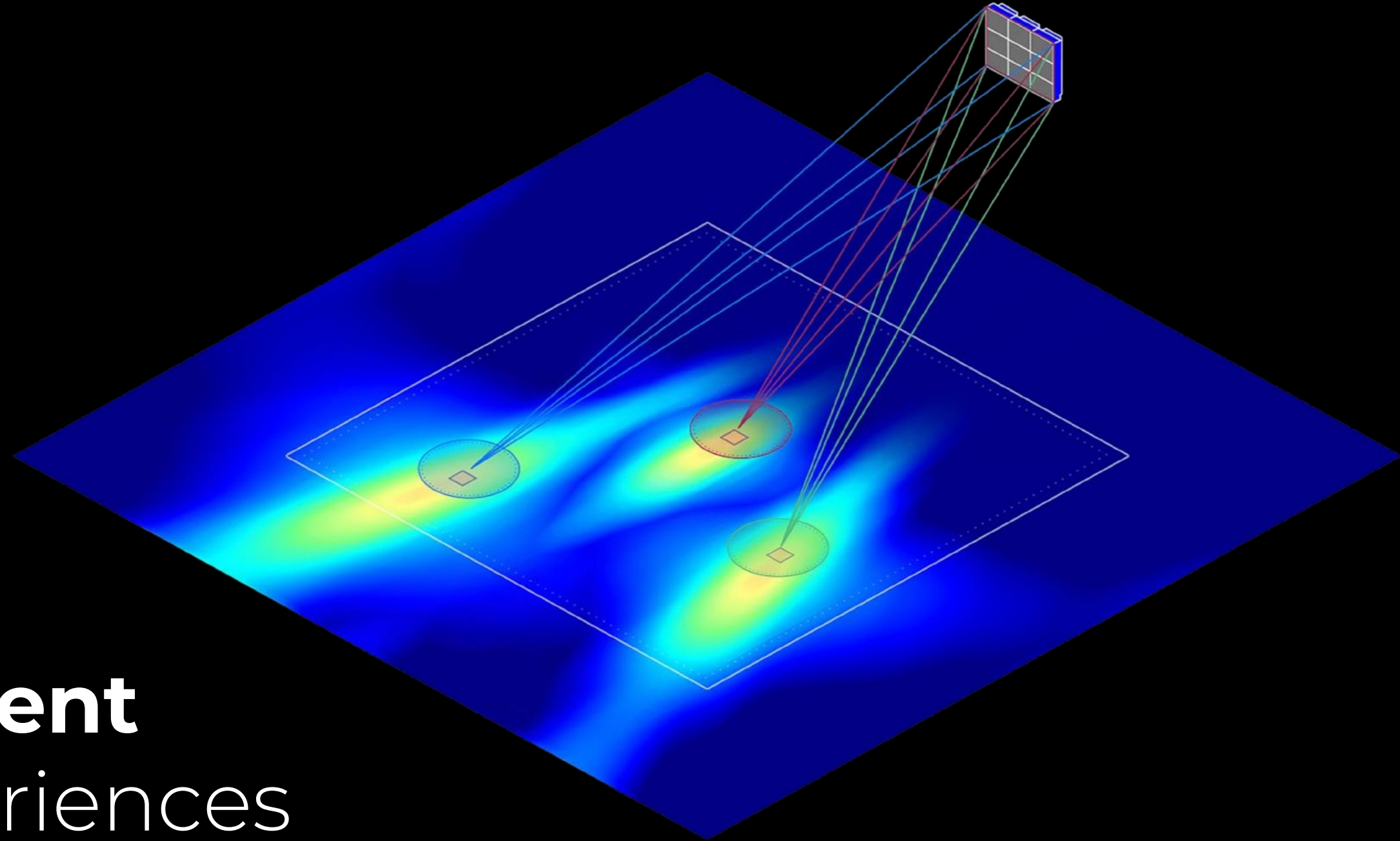


# Wave Field Synthesis

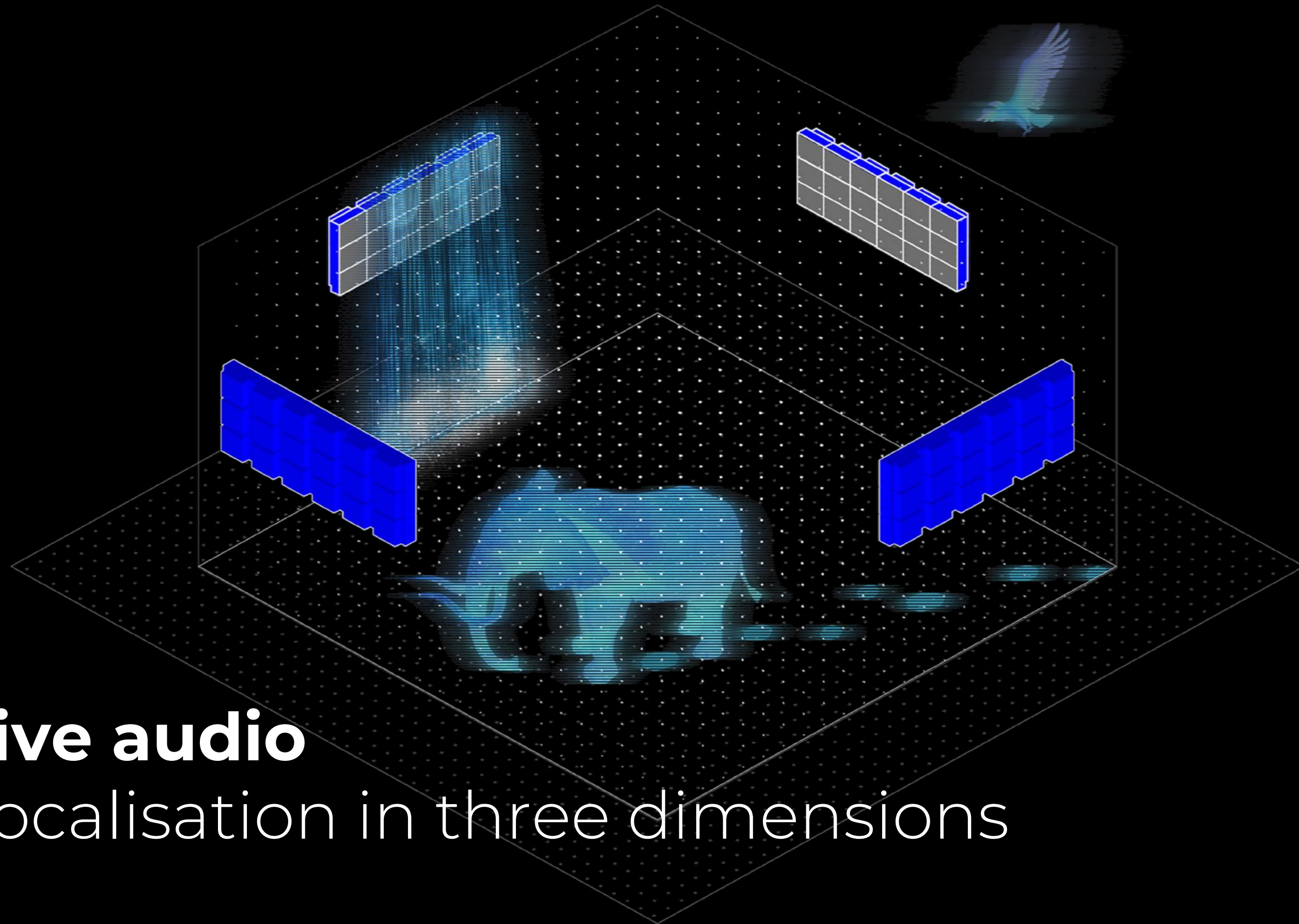
Sound source in front of the array



**Focused content**  
Targeted experiences

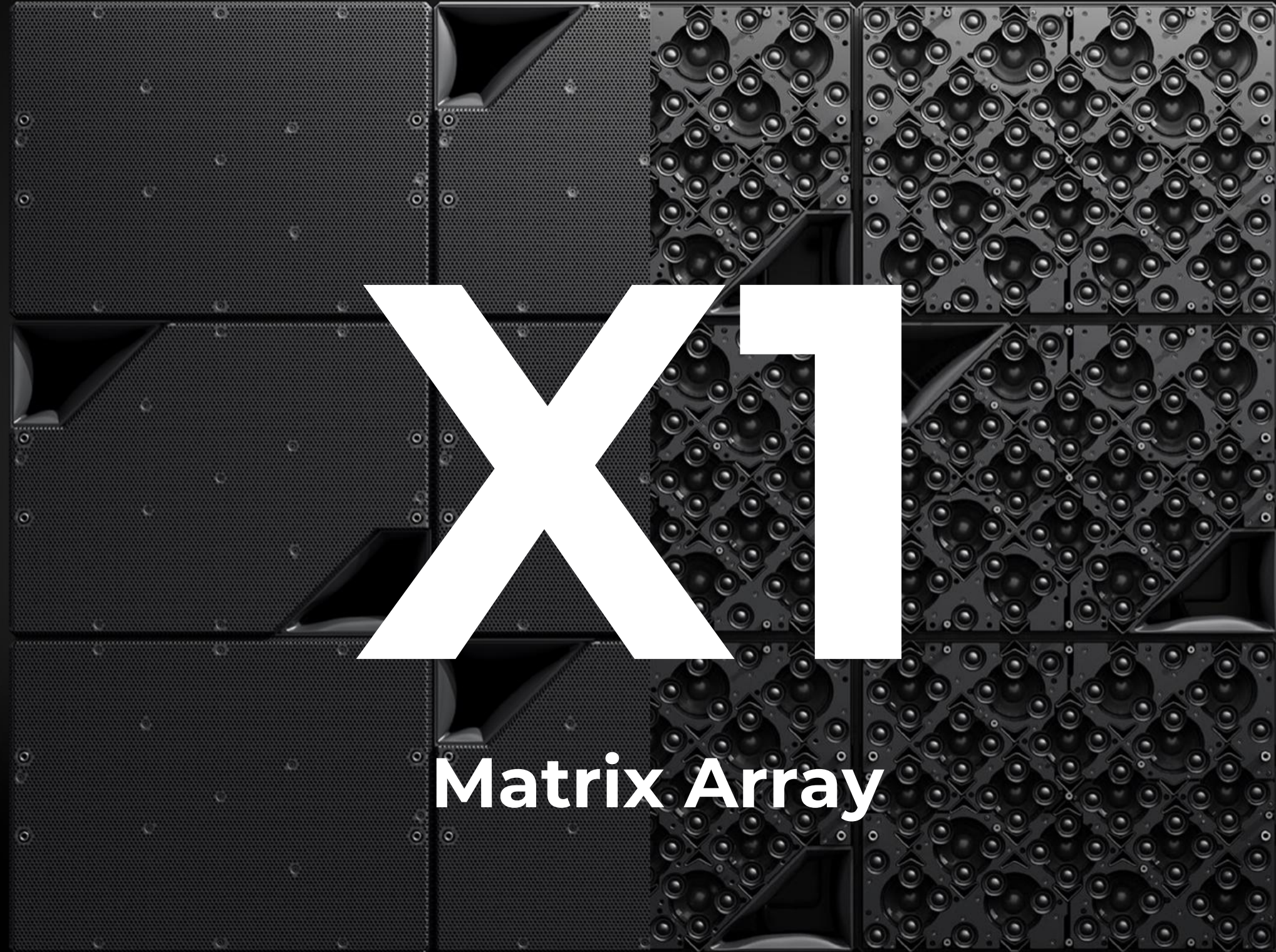


**Focused content**  
Targeted experiences



## Immersive audio

Lifelike localisation in three dimensions



HOLOPLOT

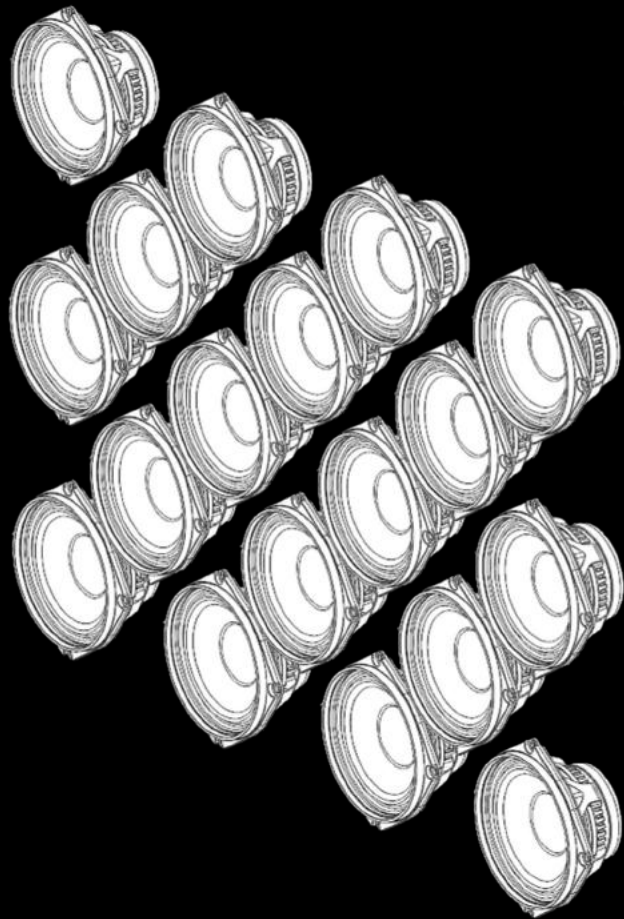
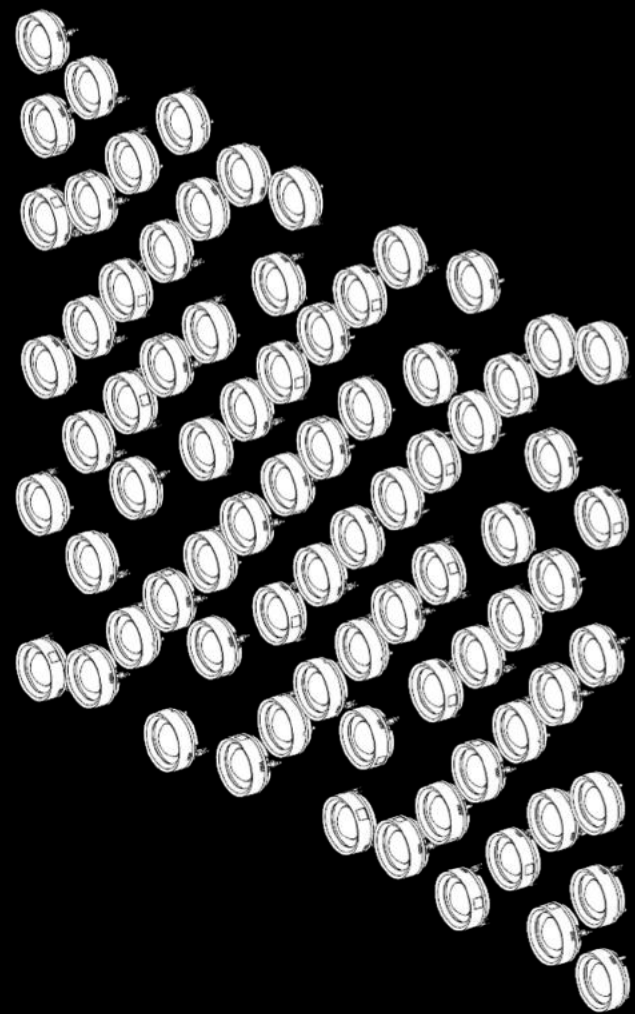
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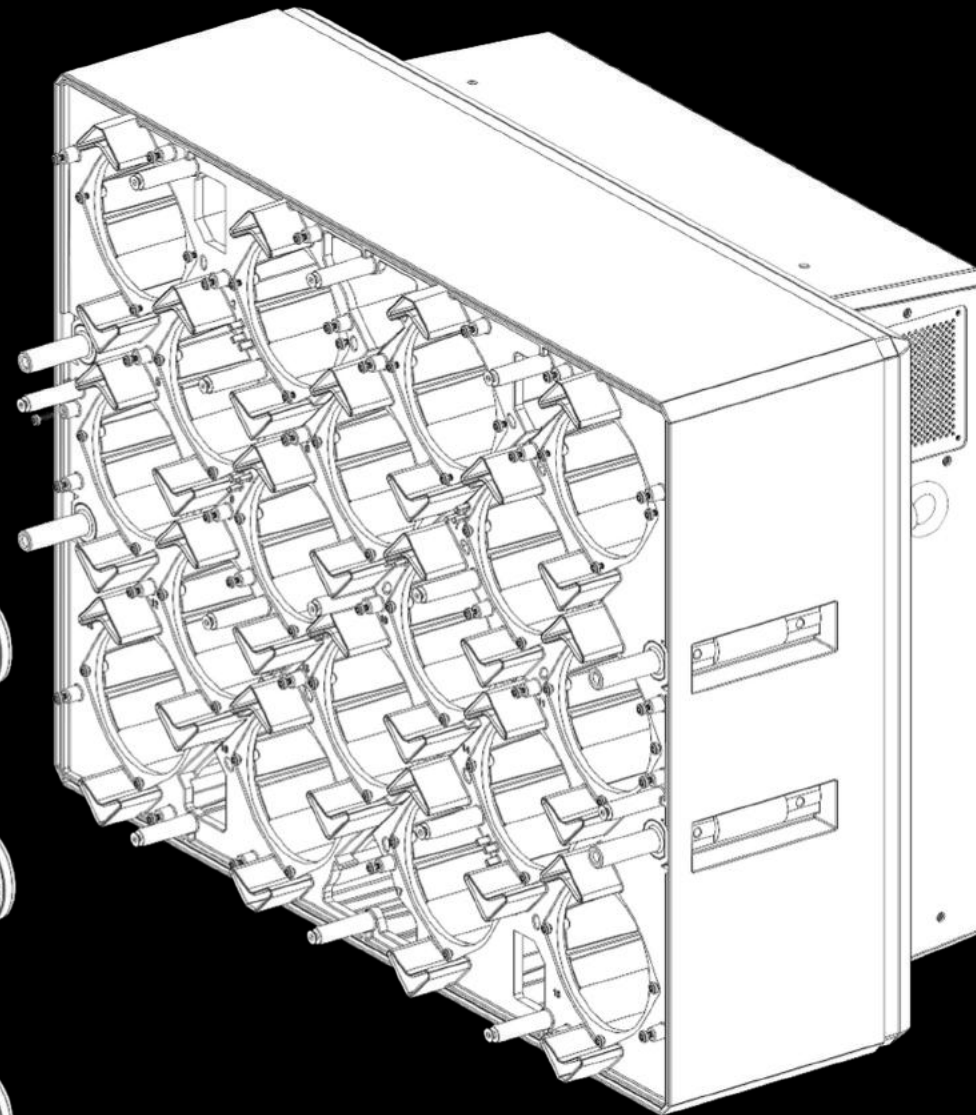


# X1 Modul 96

## Two-layer Matrix Array



**78**  
1.3-inch high-frequency soft-dome drivers coupled with individual wave guides

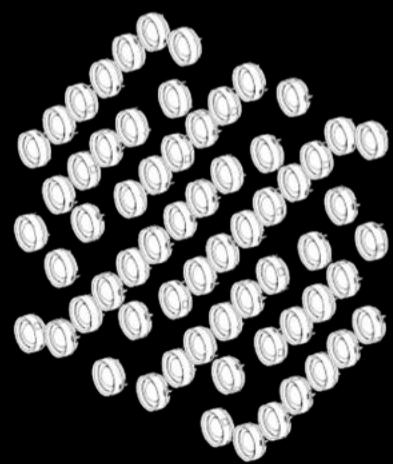


**18**  
5-inch low-frequency cone drivers in individual dual-ported chambers



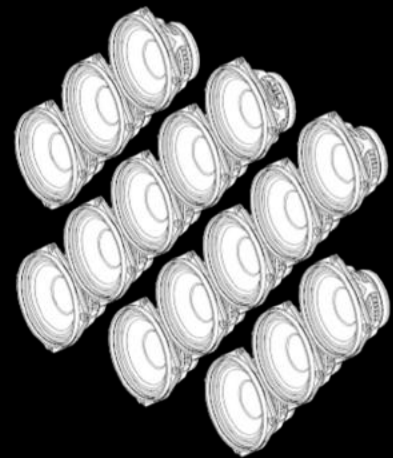
# X1 Modul 80-S

## Three-layer Matrix Array



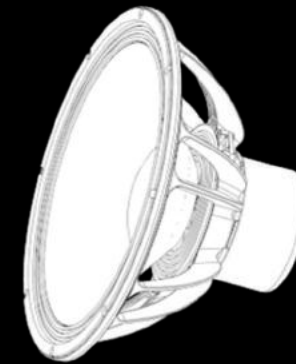
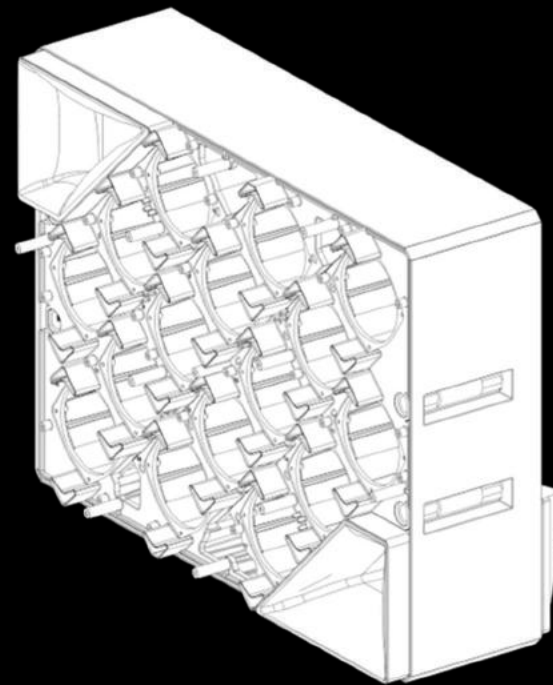
**64**

1.3-inch high-frequency soft-dome drivers coupled with individual wave guides



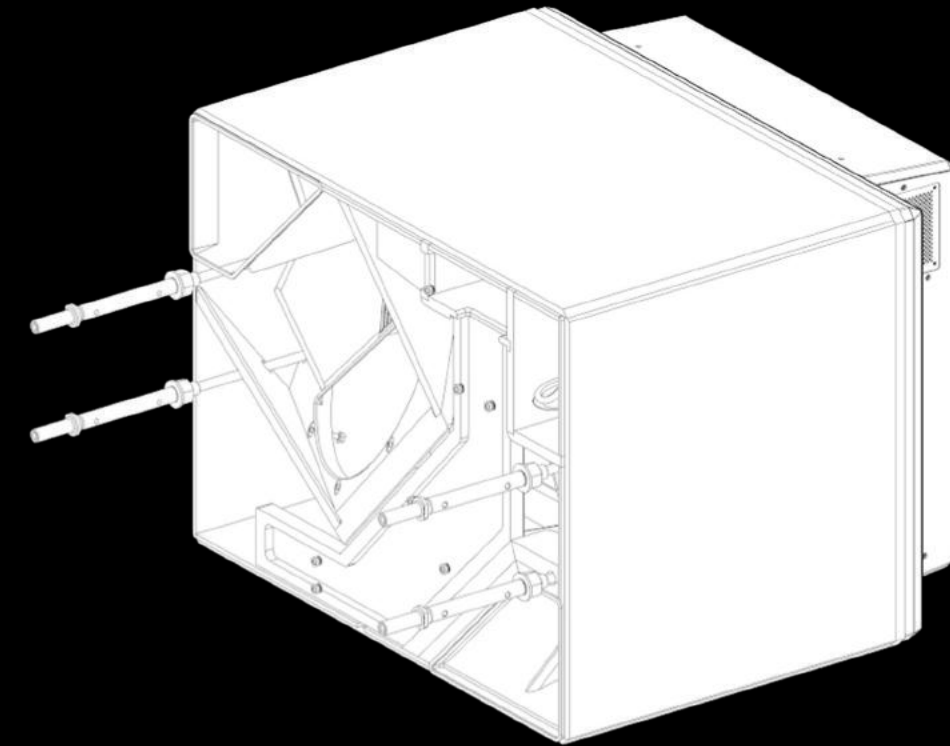
**16**

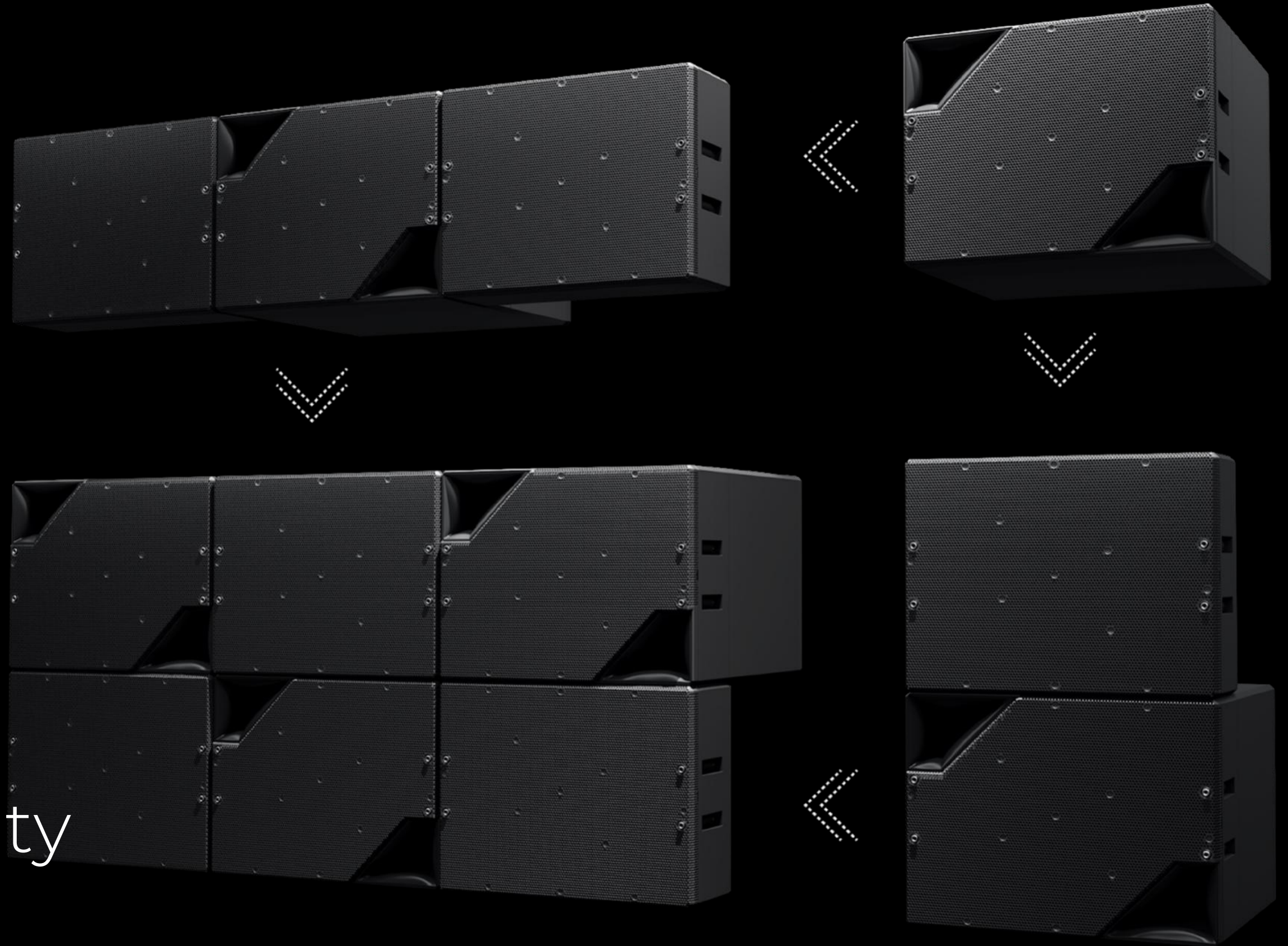
5-inch low-frequency cone driver in individual dual-ported chambers



**1**

18-inch sensor-controlled subwoofer with two high energy, high density neodymium-iron-boron magnets in a bandpass enclosure with air-flow optimised ports

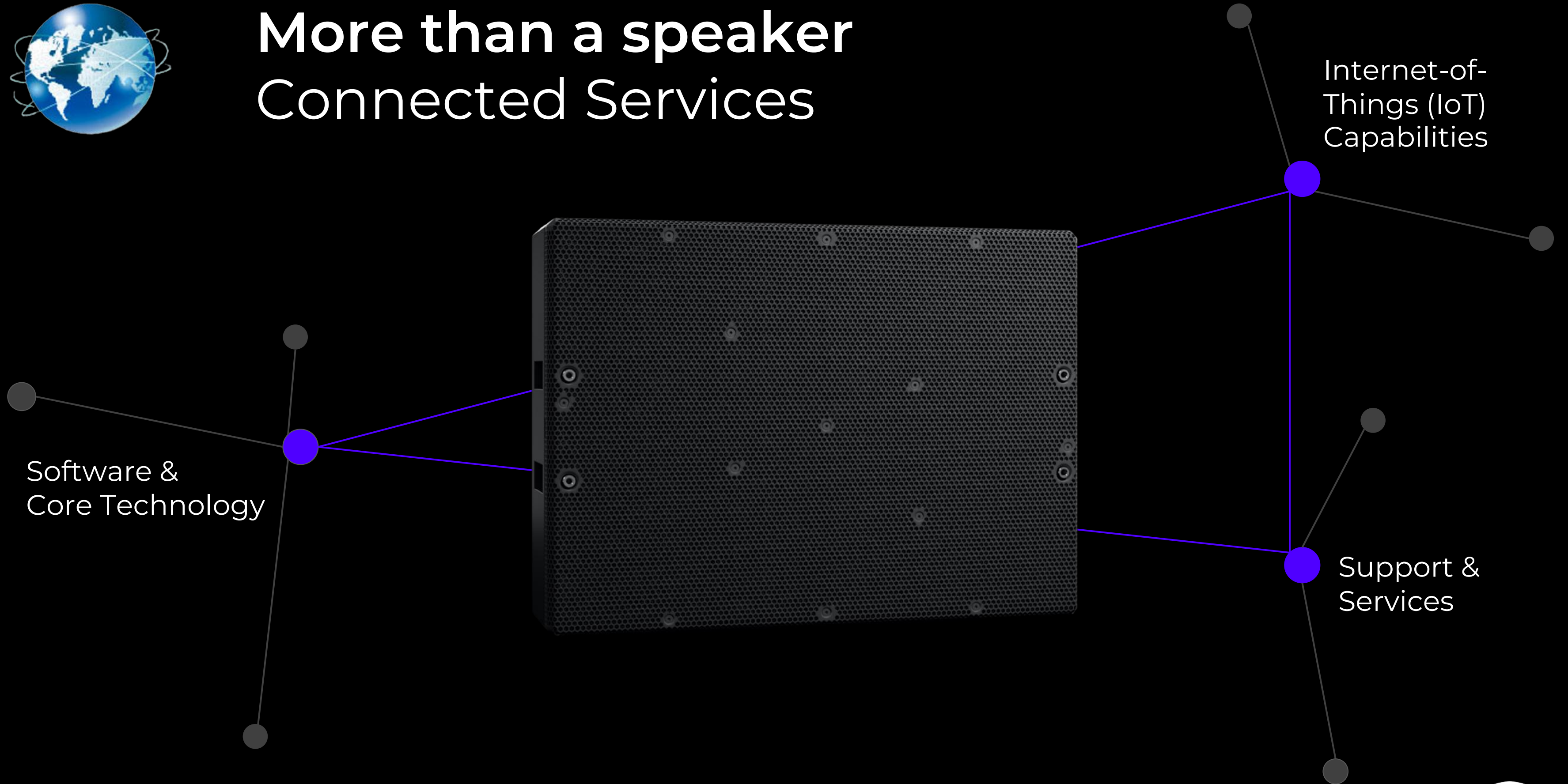




**Scalability**  
through modularity



# More than a speaker Connected Services



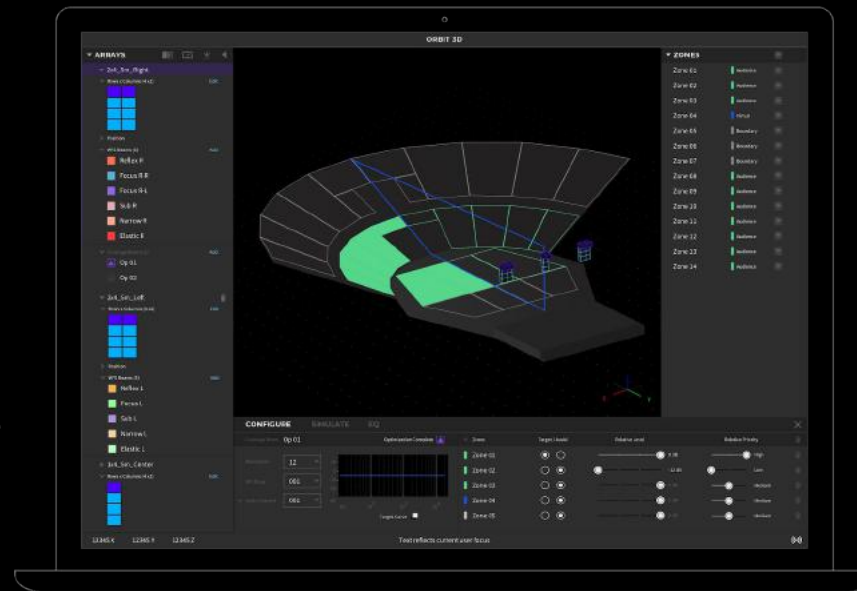


# Software & Core Technology

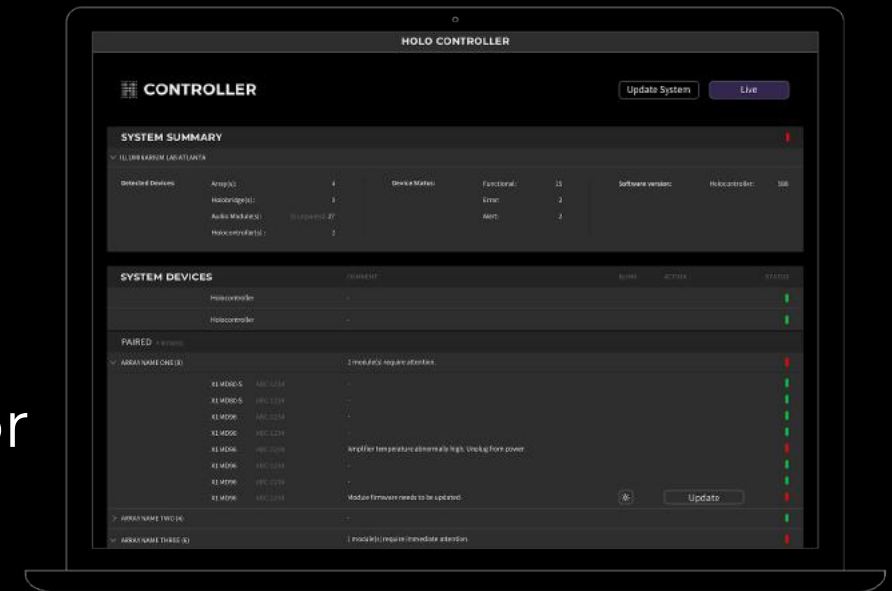
## Evolving performance, updates and upgrades

Applications

**Planning Tool**  
Design & configure



**Control Interface**  
Operate & monitor



Core Technology

**HOLOPLOT OS**  
Linux-based, distributed  
Audio Operating System

HOLOPLOT  
**OS**

**HOLOPLOT Algorithms**  
3D Audio-Beamforming &  
Wave Field Synthesis

HOLOPLOT  
**DSP**

HOLOPLOT





# Internet of things

## Smart features, service and monitoring



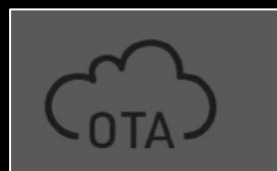
### Full system introspection

Health and performance monitoring of system and components based on a multitude of in-device sensors



### Remote monitoring & access

Smart off-site system analysis and issue resolution, and remote system management (e.g. pre-set switching)



### Over-the-air updates

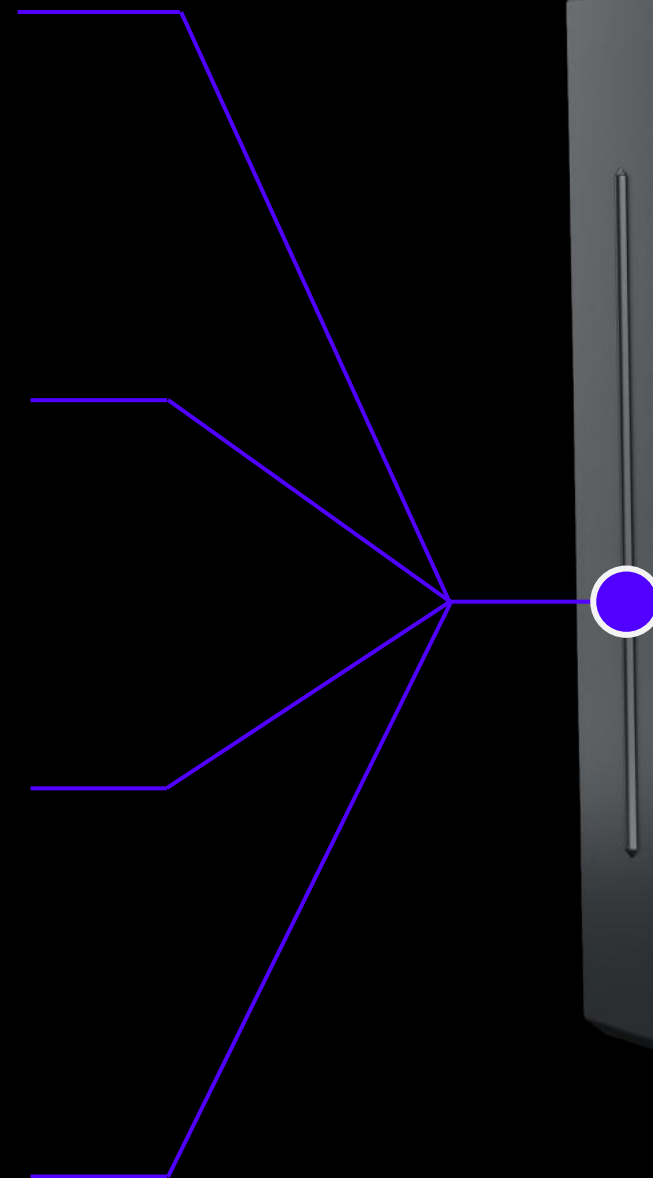
Improvements, security updates and new features - making your system better over time

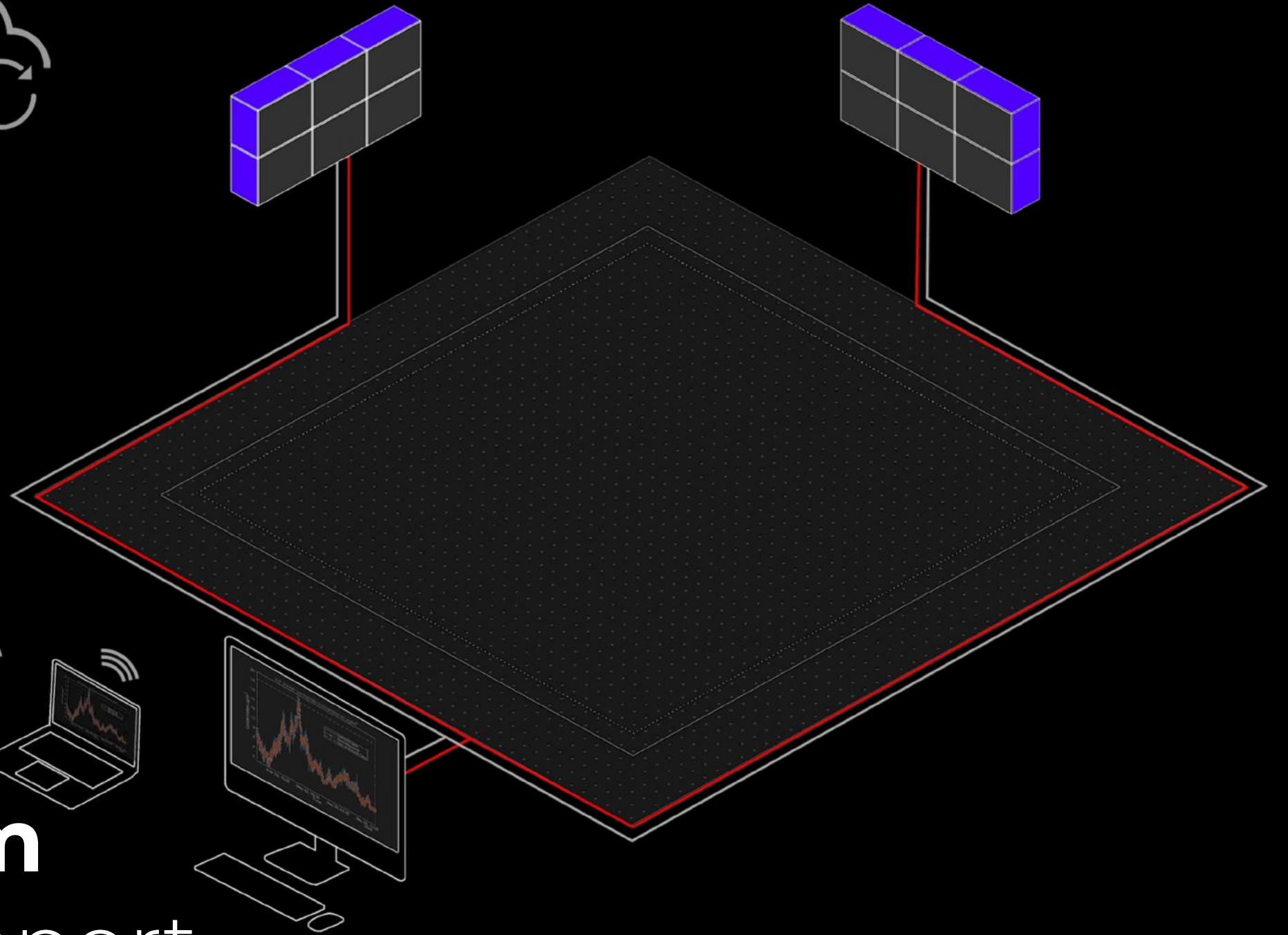


### In sync with HOLOPLOT Cloud

All system monitoring and configuration data is backed up for the lifetime of the installation

HOLOPLOT





# A Connected IoT system

Updates and remote support



# Network and signal chain Overview

— Audio over IP (AES67 / RAVENNA)

— Control over IP

## Beam settings

Preconfigured into pre-sets by HOLOPLOT design tools, including all beam settings, tuning settings and screen compensation

## Input sources

Multiple options including live acts, audio playout and gaming

**Note:** system is fully redundant (control and audio), automatic stream failover

### Show control

Integrates HOLOPLOT API for pre-set switching, adjustment of environmental conditions, watchdogs, monitoring

### HOLOPLOT Controllers

Gateway for control and monitoring, apply presets / settings

### Mixing Console Cores

IP network DSP for AES67 / RAVENNA

**Note:** HOLOPLOT Control (UI) is used for metering, detailed health monitoring, system event logging, and routing audio streams

### Audio delivery

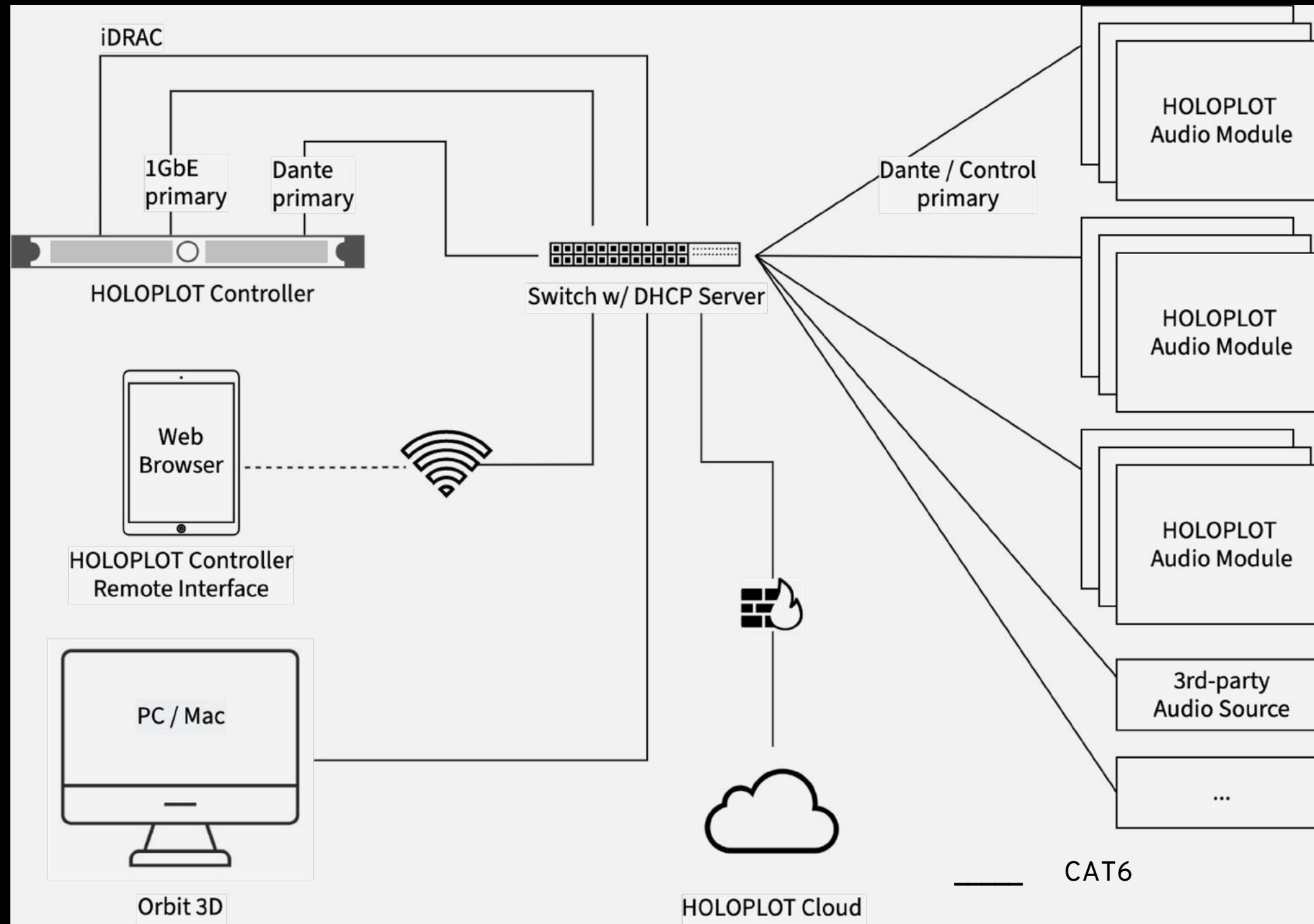
### HOLOPLOT Audio Modules





# Minimum system setup

## System design

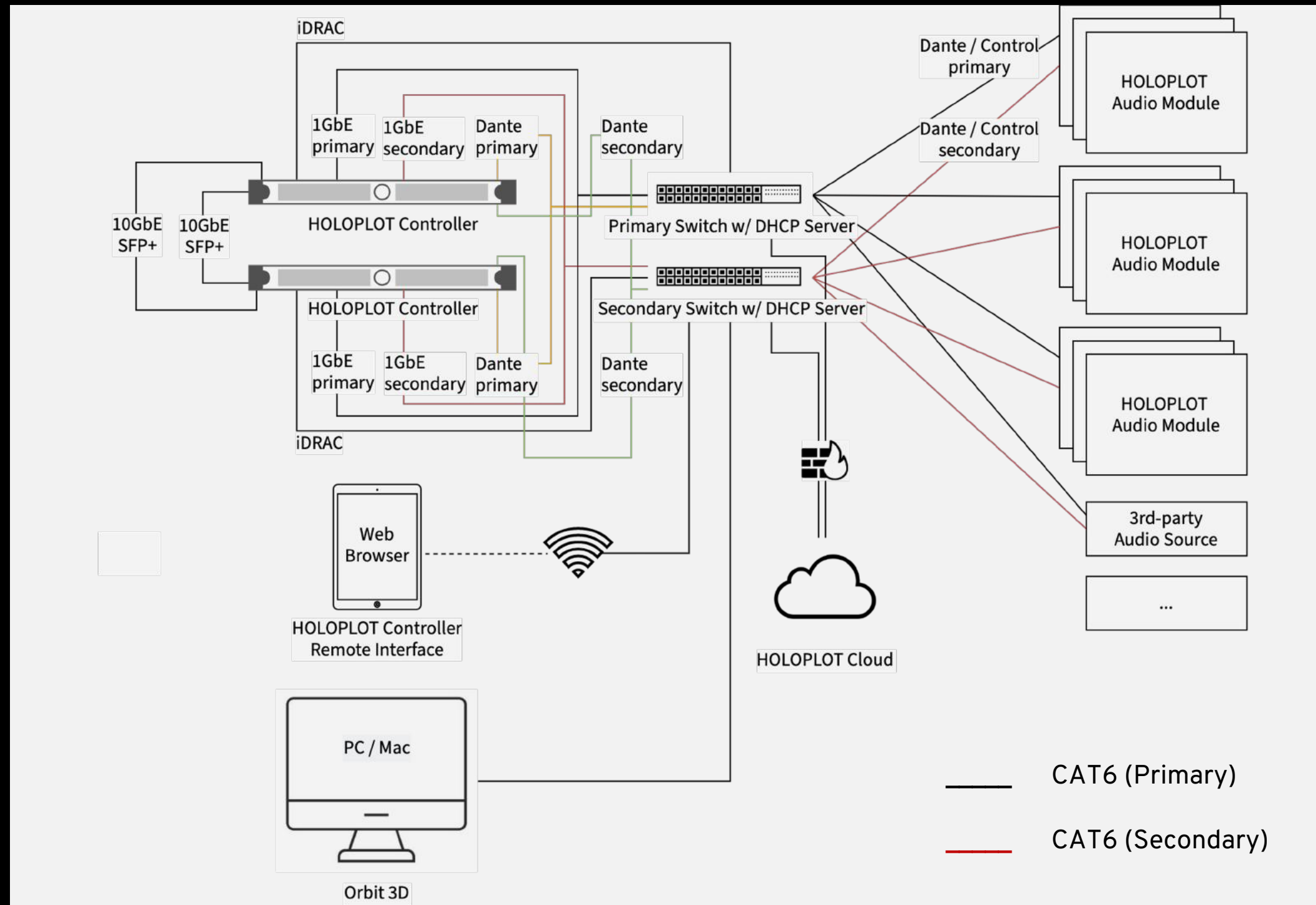


### System Setup

HOLOPLOT Controller and single switch



# Network redundancy System design



## System Setup

Network with two redundant HOLOPLOT Controllers and two redundant switches



# Audio over IP

## Ravenna

### What is RAVENNA?

RAVENNA is an **open solution** for real-time distribution of audio and other media content in IP-based network environments. Utilizing standardized network protocols and technologies,

RAVENNA can operate in existing network infrastructures and is fully AES67 and SMPTE ST 2110-compliant. This makes RAVENNA one of the most future proof solutions on the market right now.

### Benefits of RAVENNA

RAVENNA offers the best performance characteristics of any Audio-over-IP transport solution on the market today:

- Always multicast
- very low latency
- full end-to-end redundancy
- routable across VLANs

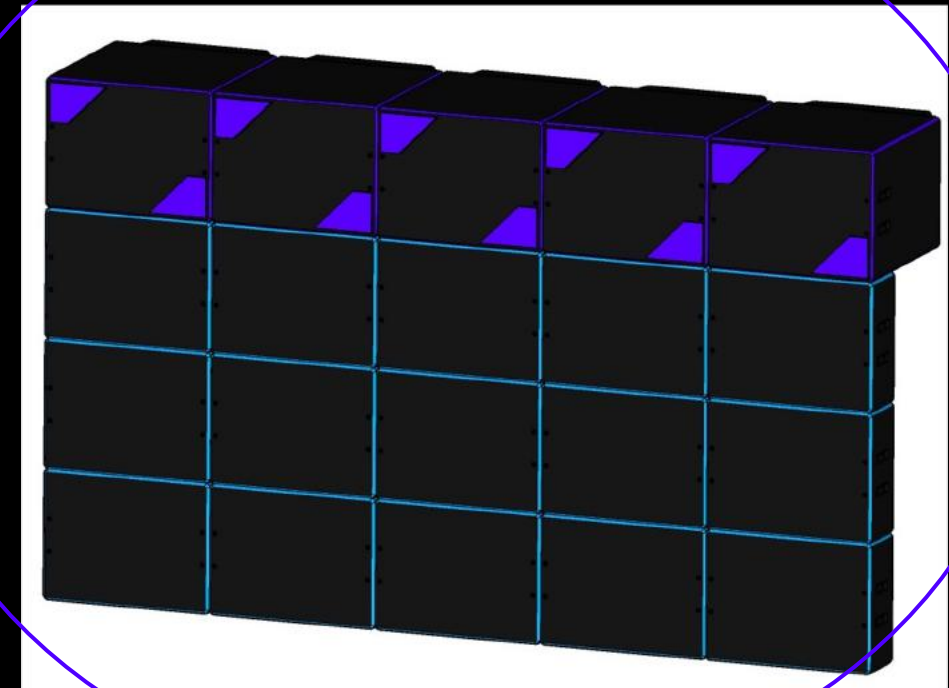
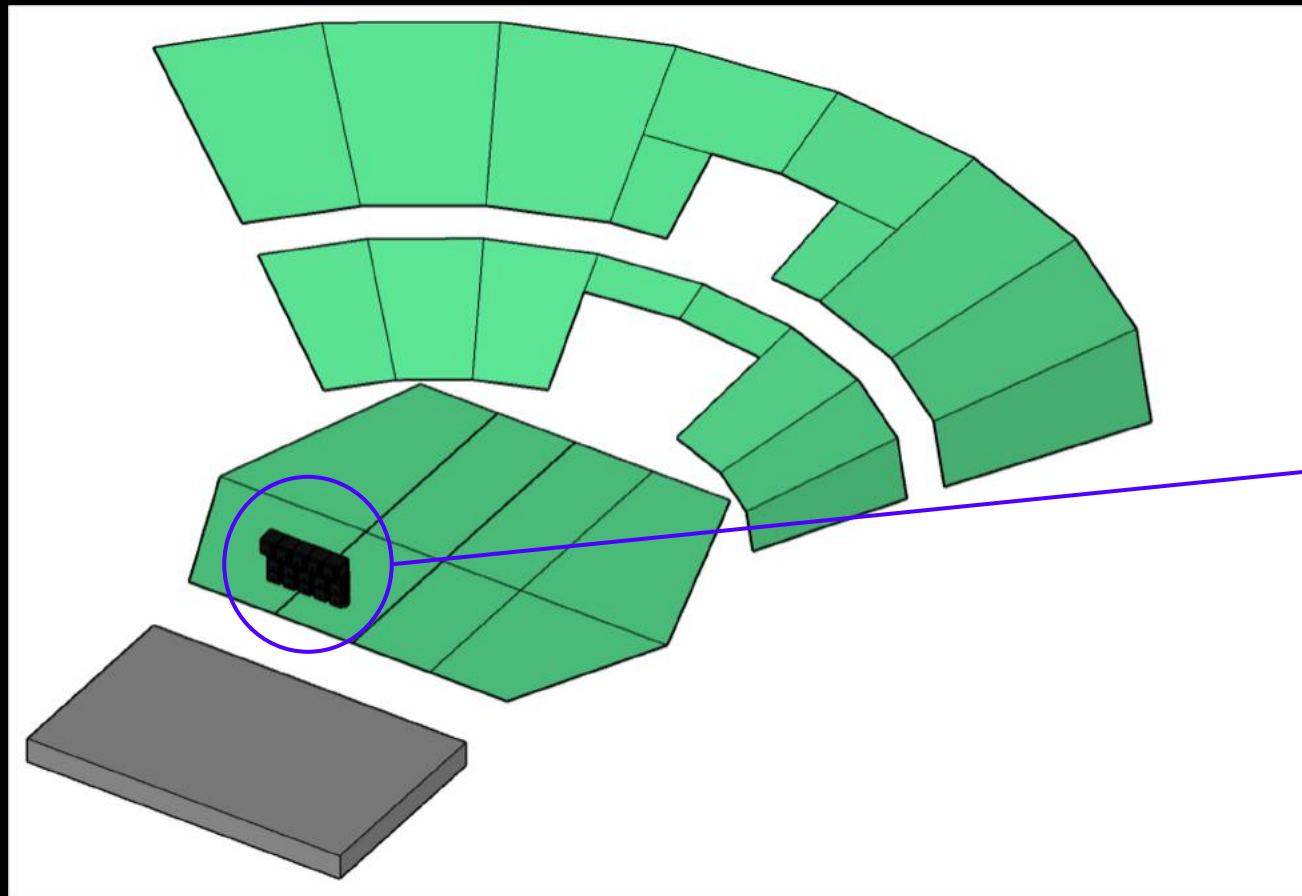
While other AoIP protocols are closed, RAVENNA is completely open. This means that anybody can access the description of the protocol.

Ravenna audio streams to the HOLOPLOT system are generally configured to meet AES67 specification, i.e. 8-channel, 48 kHz, 24 bit.





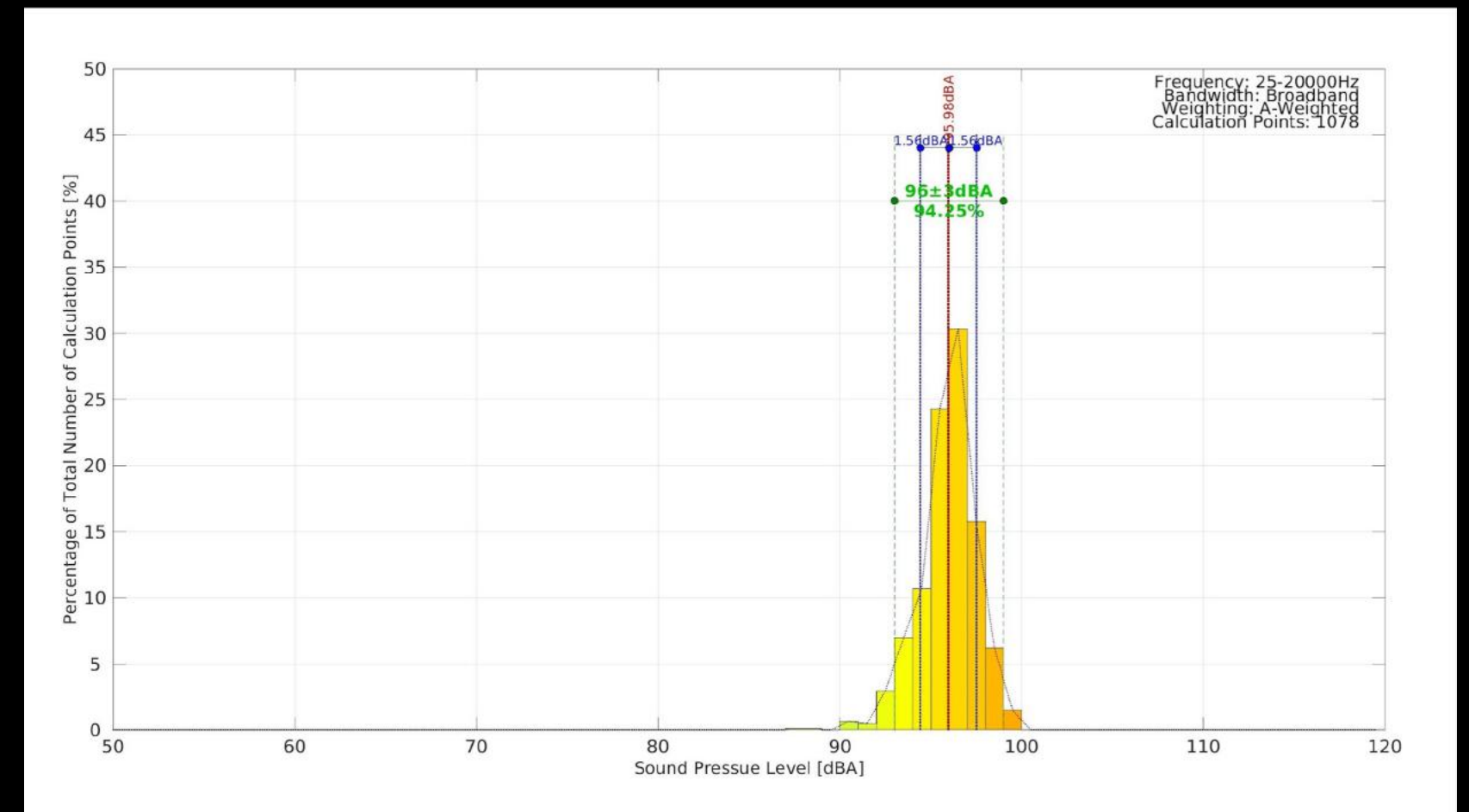
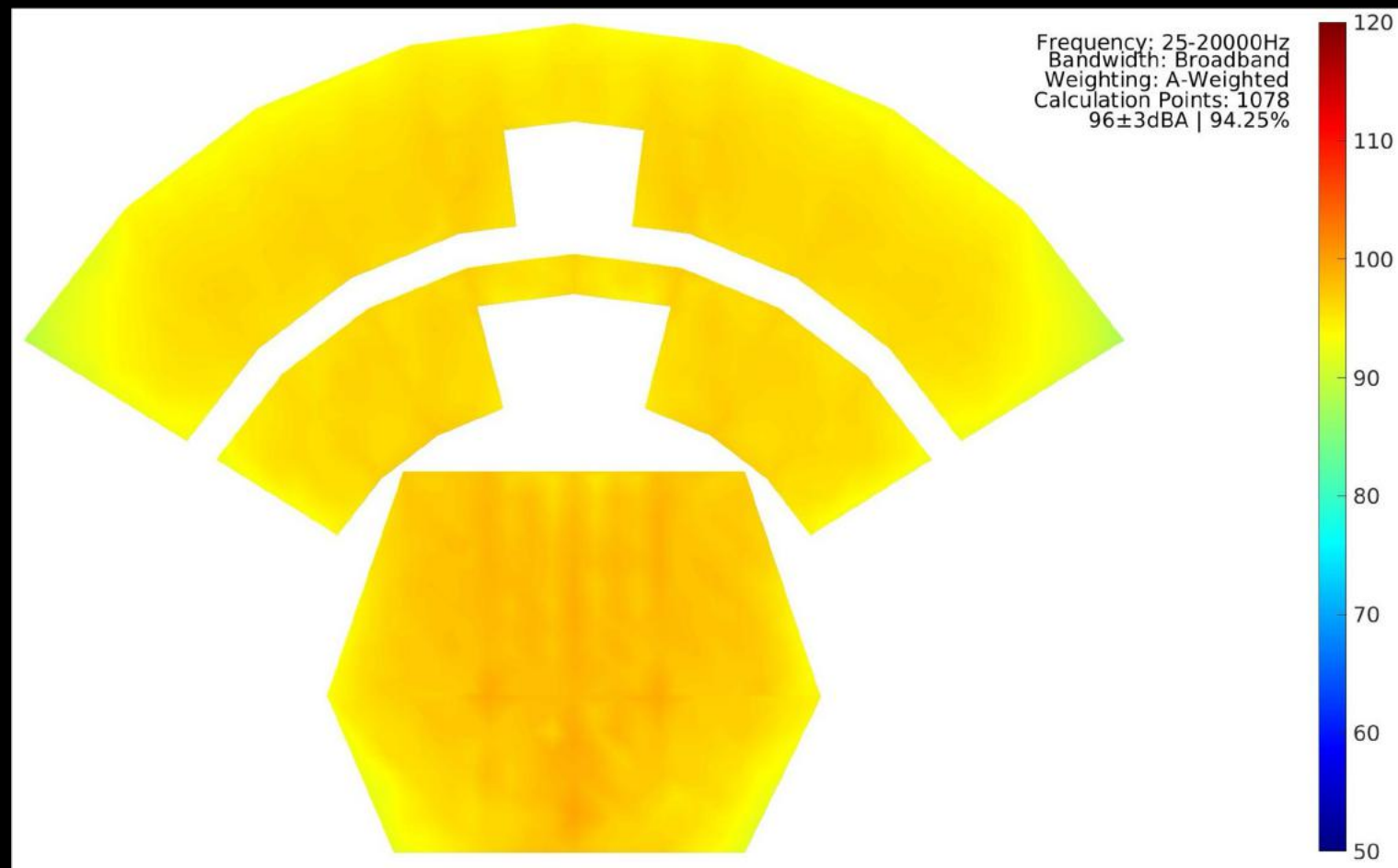
# Use case: centralized





# Direct SPL

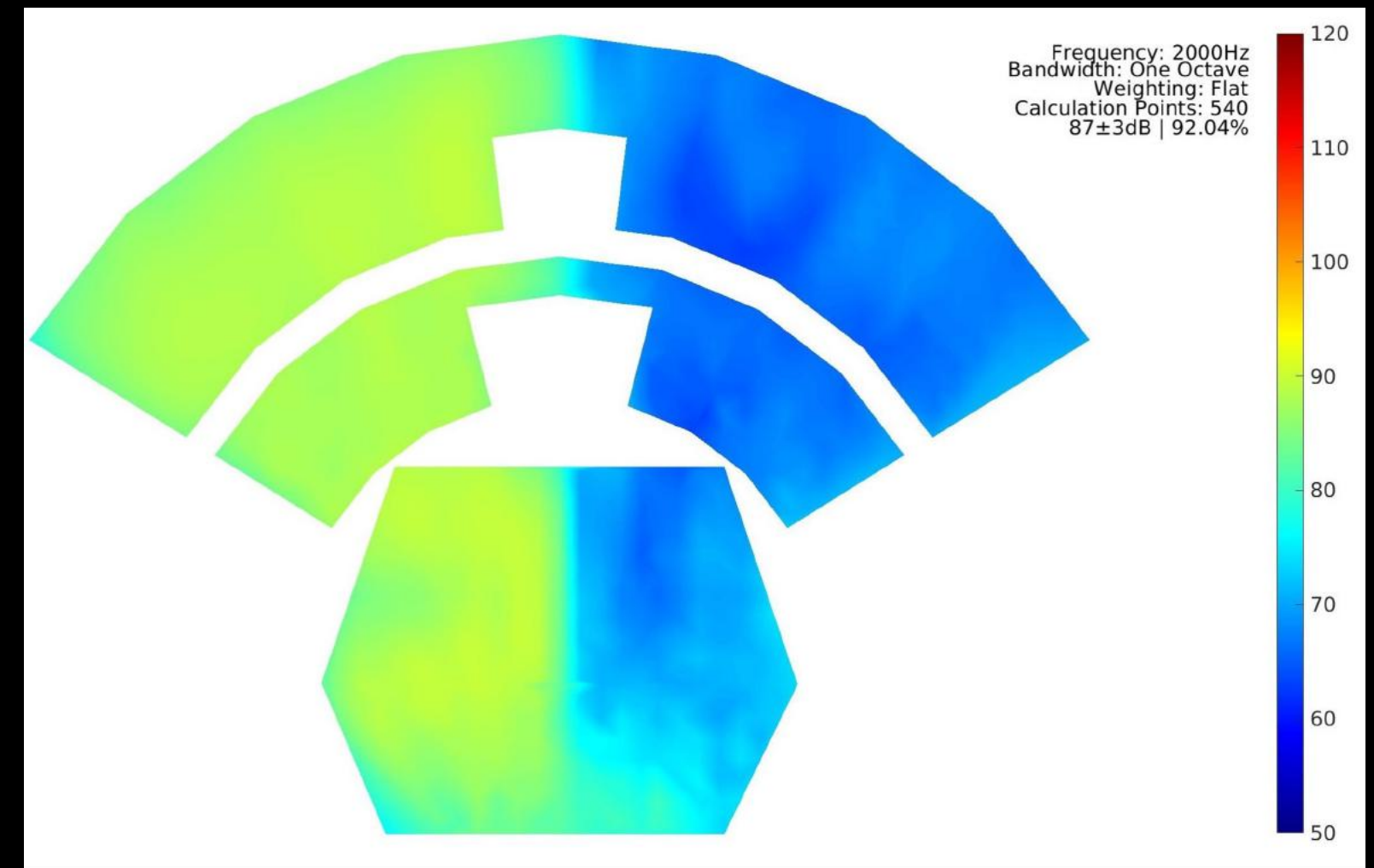
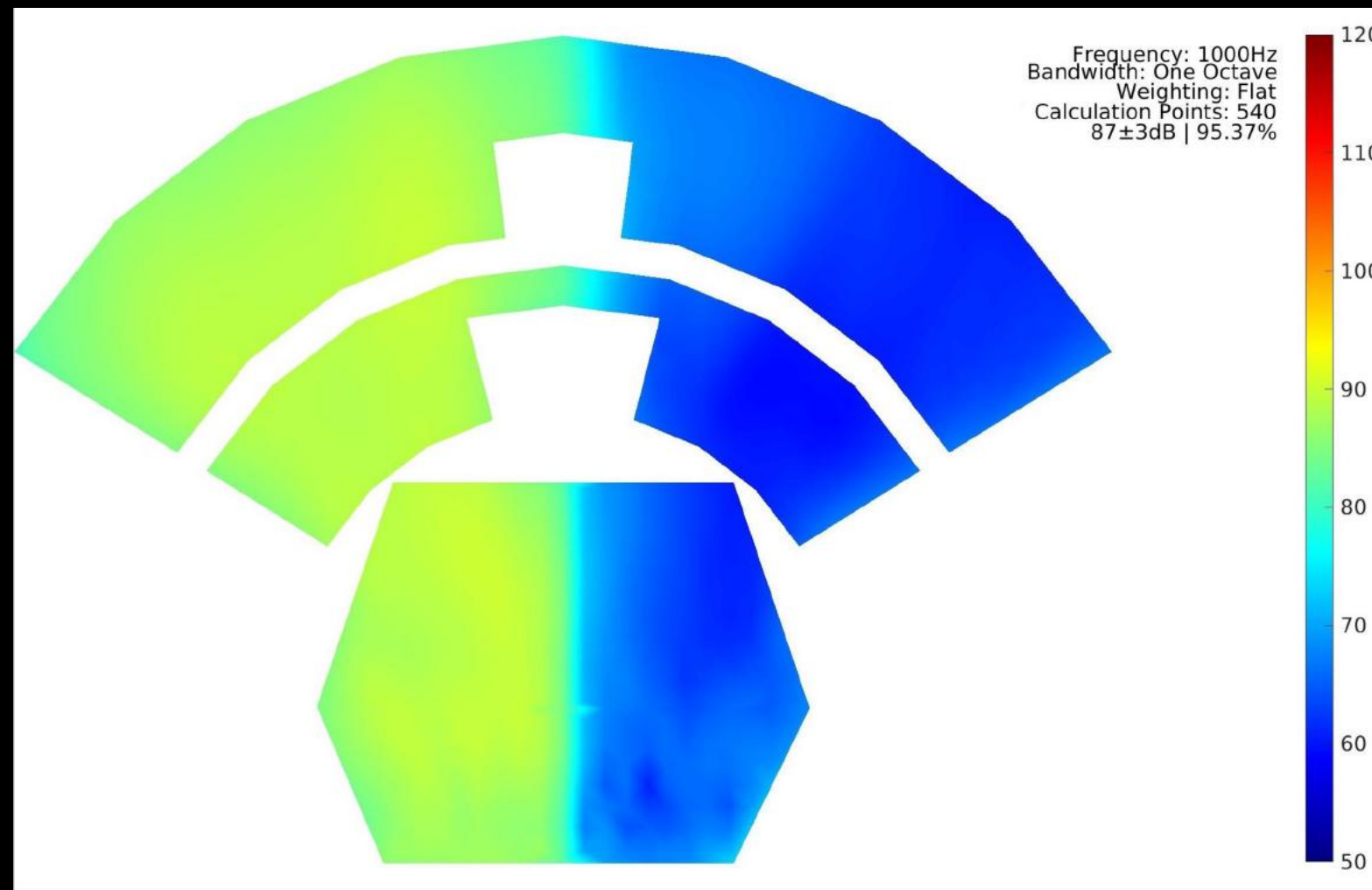
## Homogeneous broadband coverage





# Audio content zoning

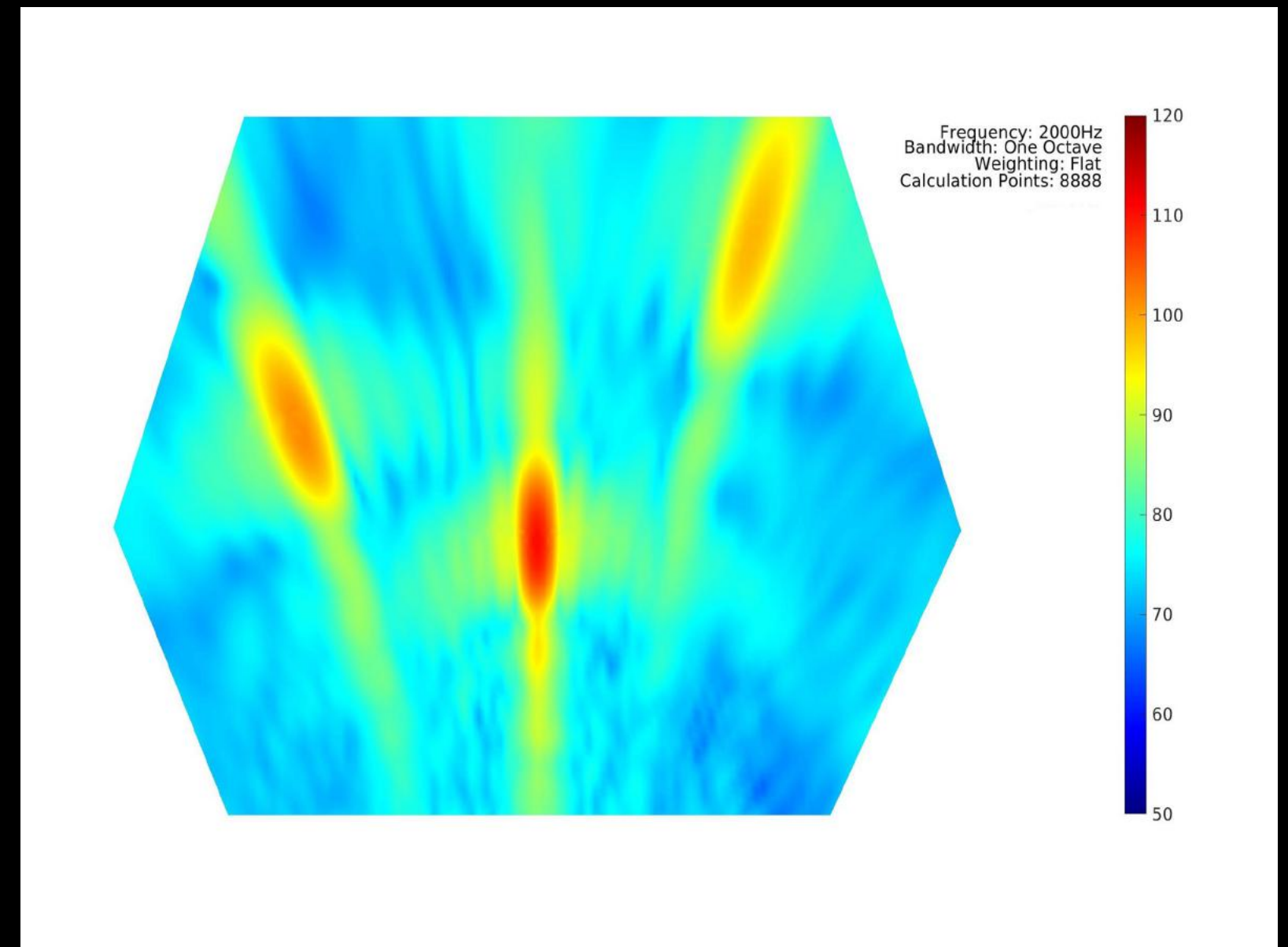
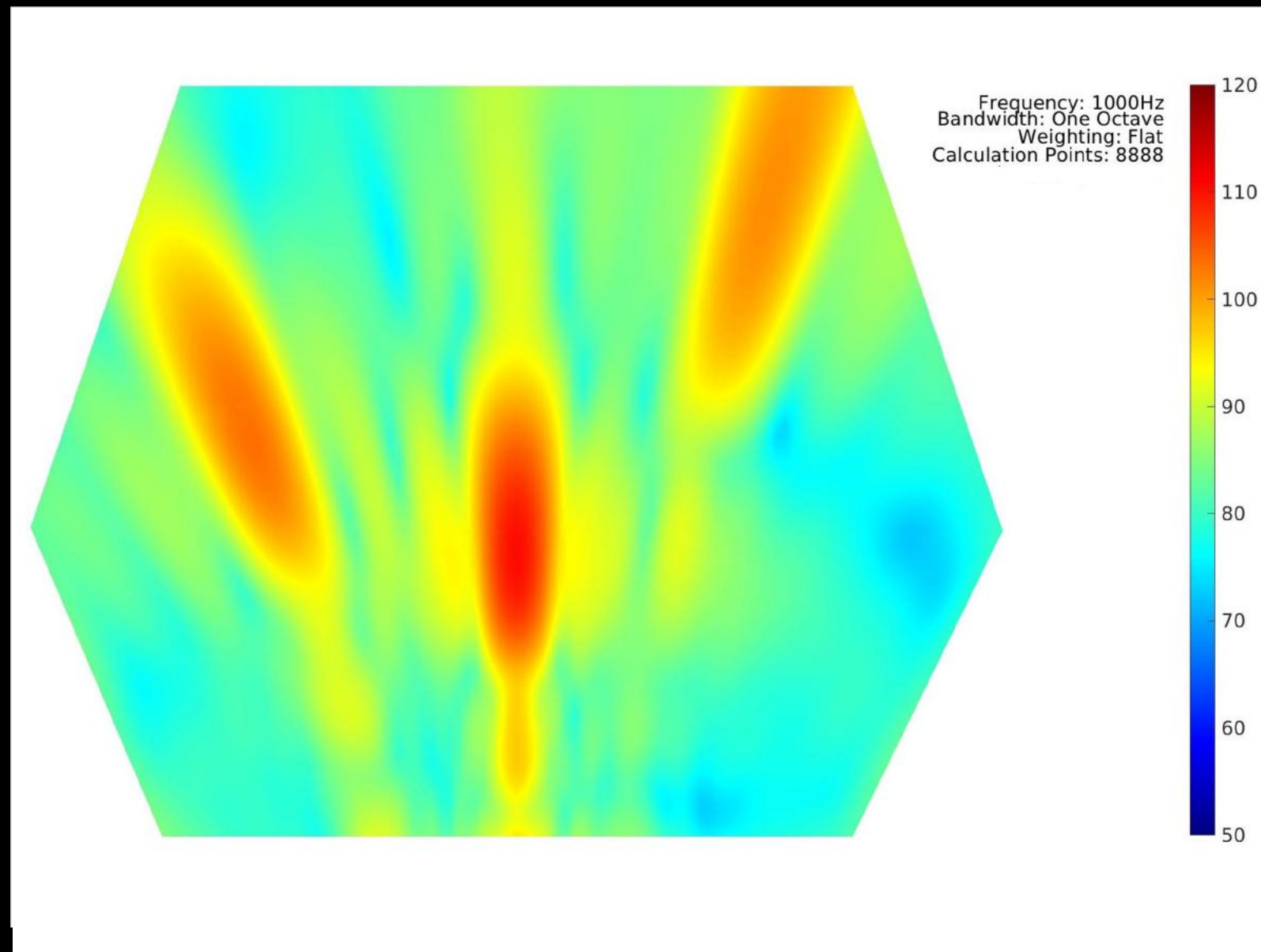
## Horizontal separation at 1 and 2 kHz





# Audio content focussing

Three focus points at 1 and 2 kHz





# Matrix Array technology

## Real-world cases

HOLOPLOT

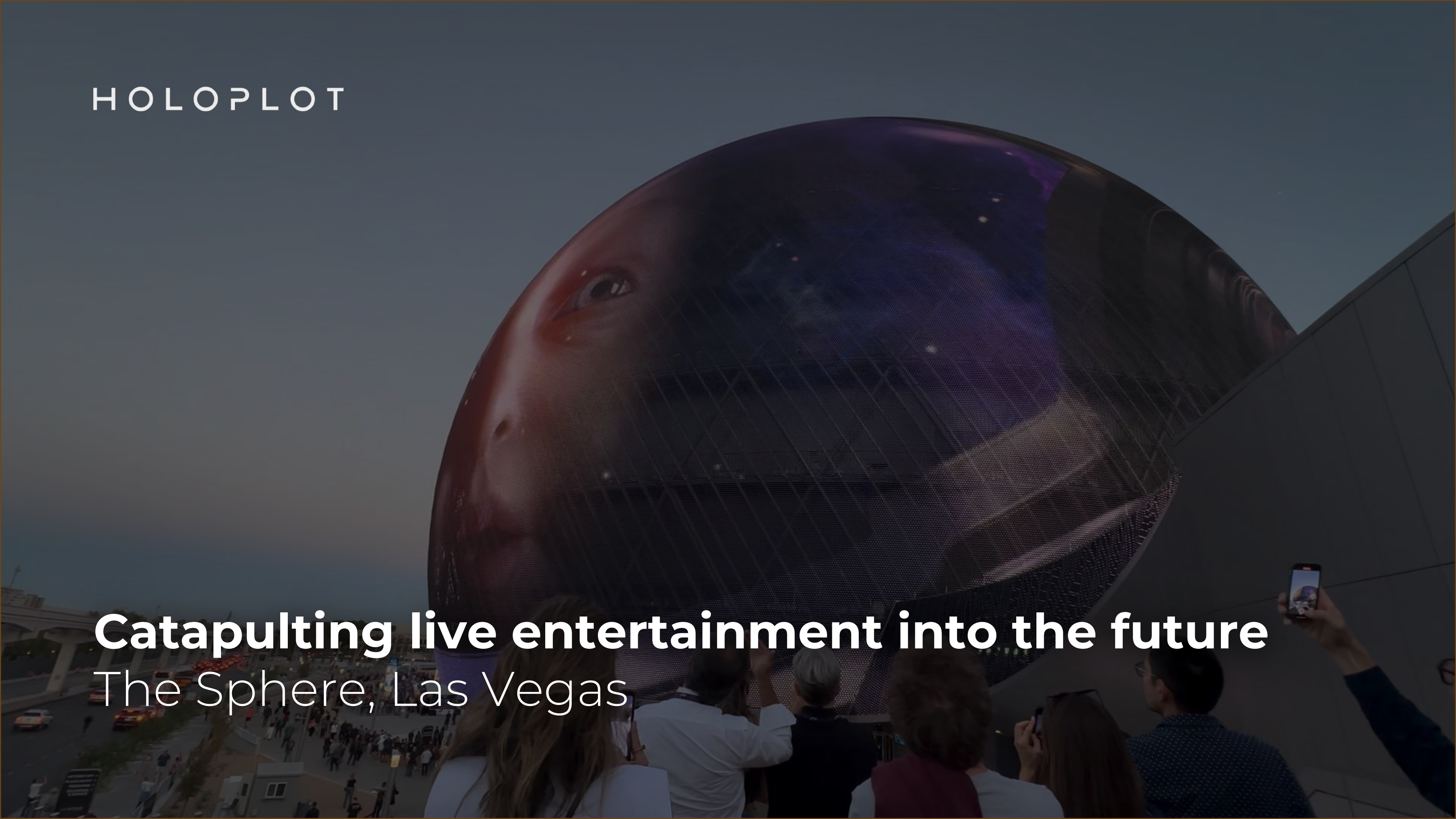
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HOLOPLOT

**Catapulting live entertainment into the future**  
The Sphere, Las Vegas





# The Sphere

## At a glance

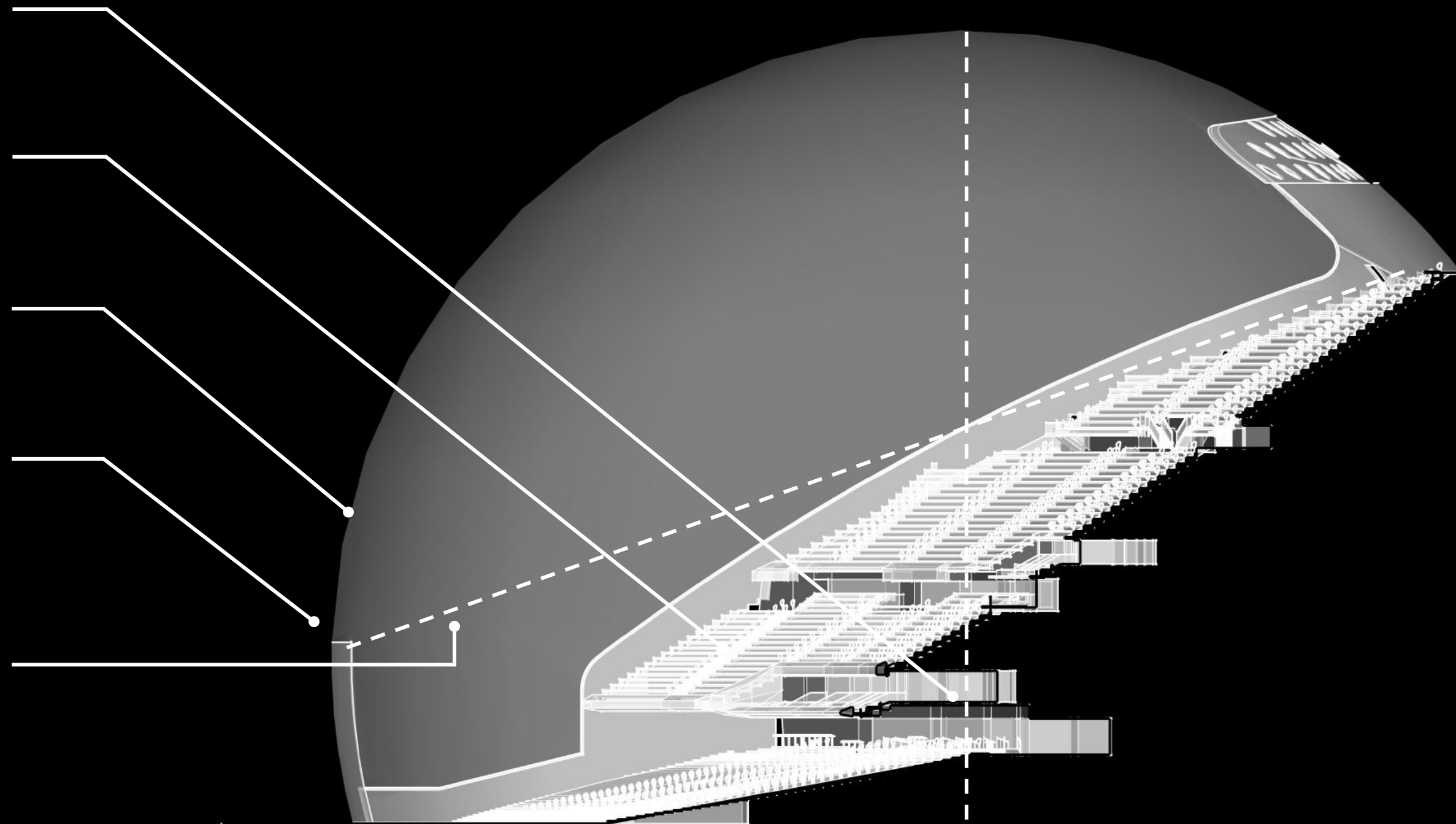
75 m height

18,600 seats

18K, 160.000 sq foot  
LED Screen

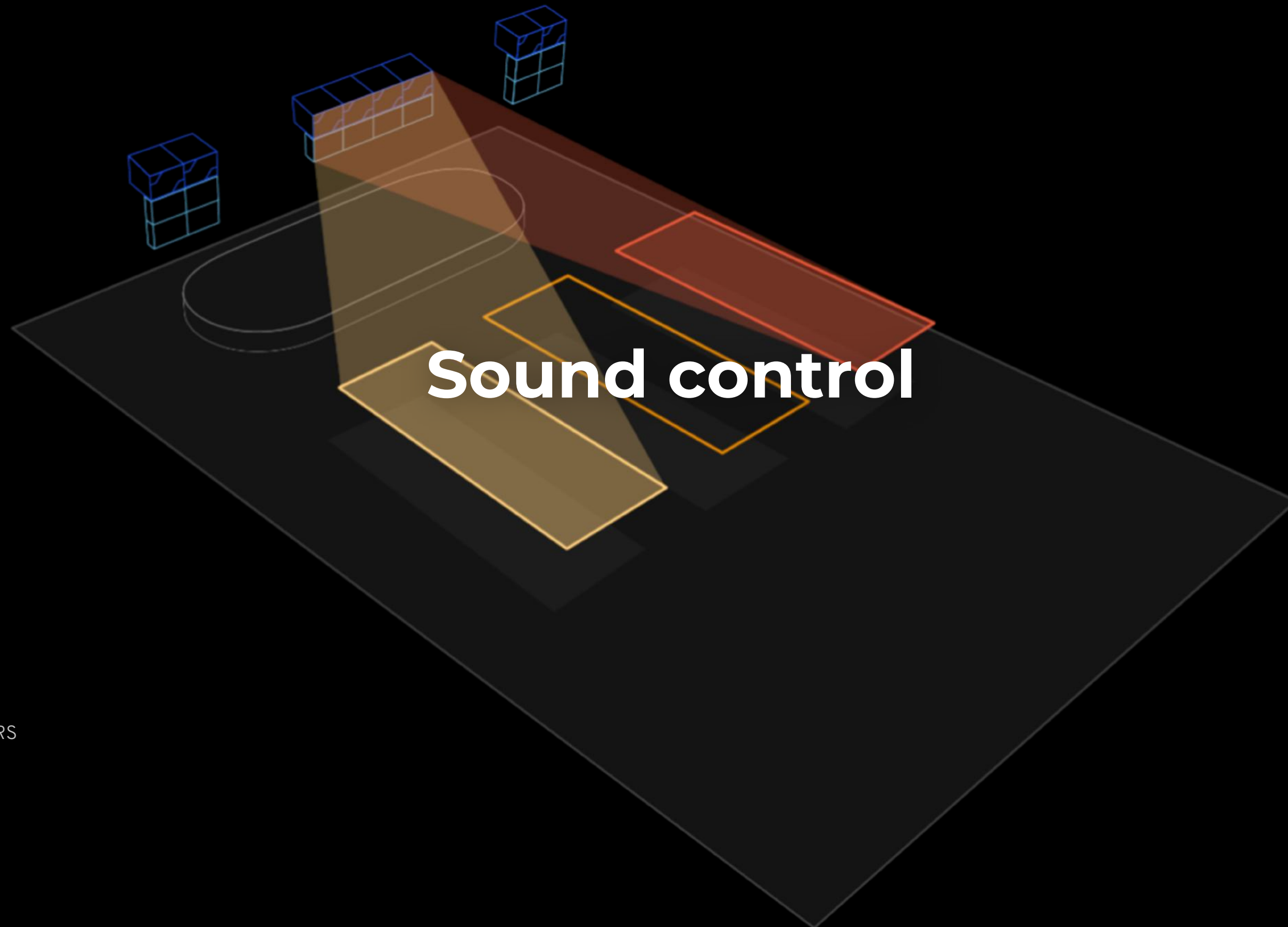
About 1'600 X1 modules  
distributed across the  
venue & behind the LED

Up to 110 m distance  
In Vegas, with  
extremely low humidity



HOLOPLOT

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# Sound control

## **SOUND CONTROL**

OPTIMISED COVERAGE  
CONCEALED LOUDSPEAKERS  
SYSTEM FLEXIBILITY  
UNIQUE IMMERSIVE TOOLS

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# Optimised coverage

- SOUND CONTROL
- OPTIMISED COVERAGE**
- CONCEALED LOUDSPEAKERS
- SYSTEM FLEXIBILITY
- UNIQUE IMMERSIVE TOOLS

HOLOPLOT



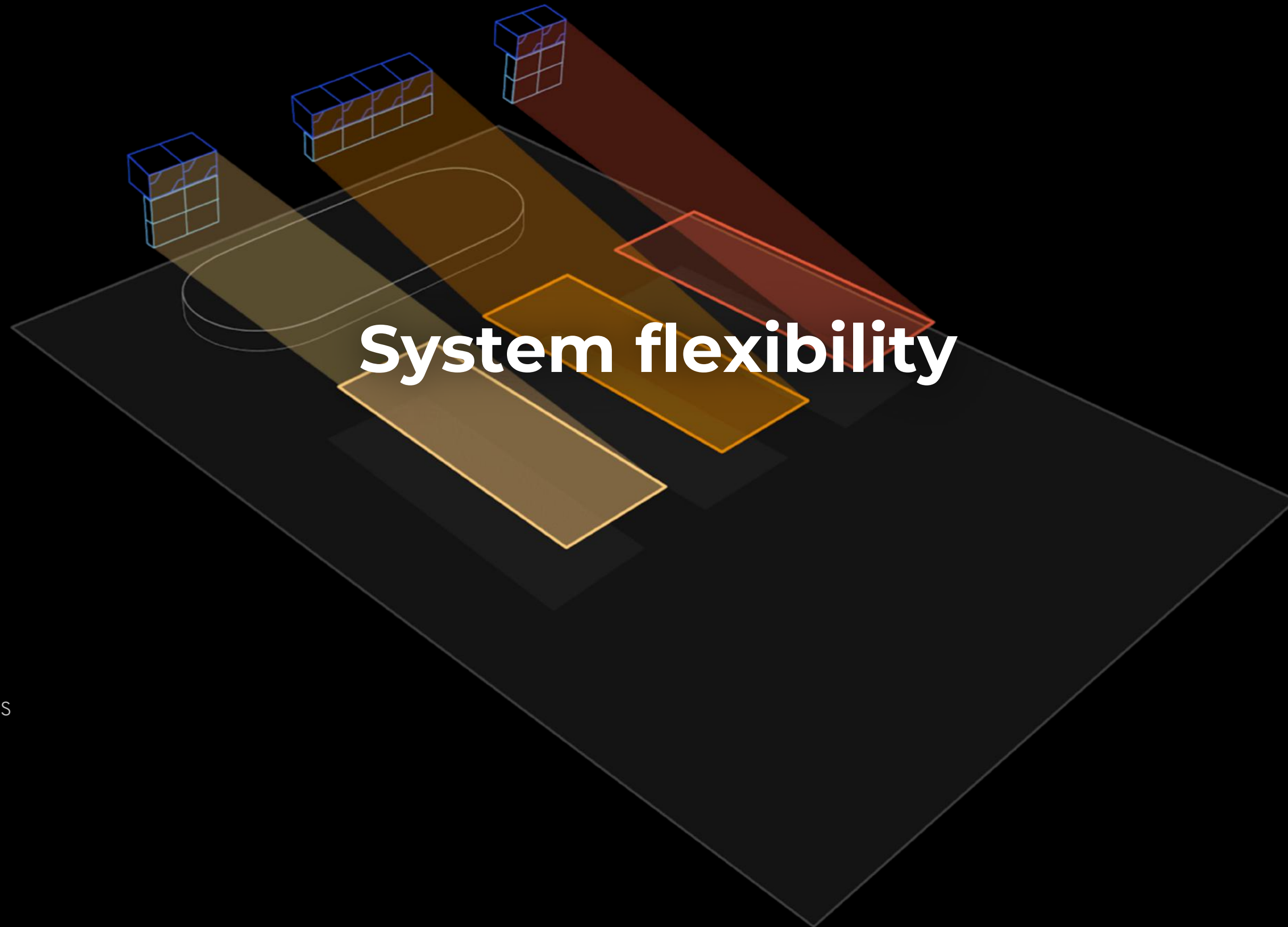


# Concealed loudspeakers

SOUND CONTROL  
OPTIMISED COVERAGE  
**CONCEALED LOUDSPEAKERS**  
SYSTEM FLEXIBILITY  
UNIQUE IMMERSIVE TOOLS

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# System flexibility

SOUND CONTROL  
OPTIMISED COVERAGE  
CONCEALED LOUDSPEAKERS  
**SYSTEM FLEXIBILITY**  
UNIQUE IMMERSIVE TOOLS

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SOUND CONTROL  
OPTIMISED COVERAGE  
CONCEALED LOUDSPEAKERS  
SYSTEM FLEXIBILITY  
**UNIQUE IMMERSIVE TOOLS**

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HOLOPLOT

**A worship solution in One of Africa's largest mosques**  
Cairo, Egypt



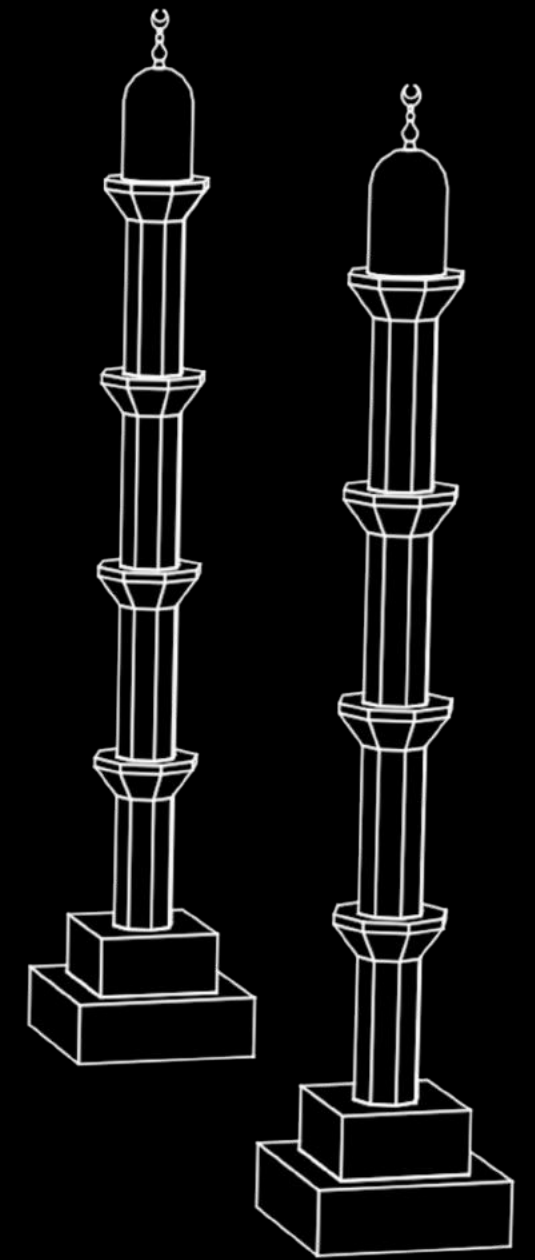
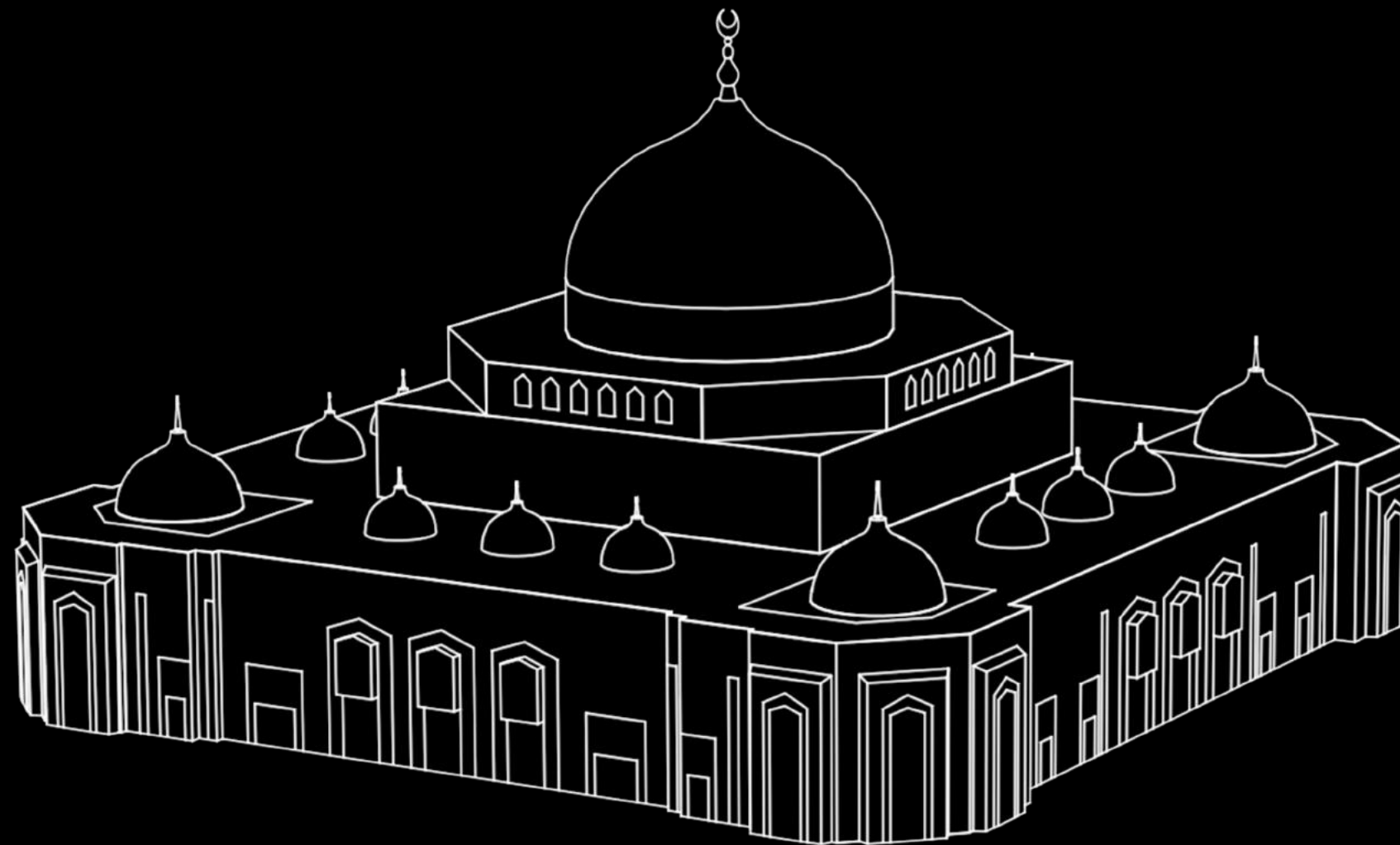




# Venue size

## A 10'000m<sup>2</sup> Mosque

- Most surfaces exposed to sound made from highly reverberant marble
- 60m high dome
- Interior worship space broken up by a number of pillars, also made from marble





# Masjid Misr

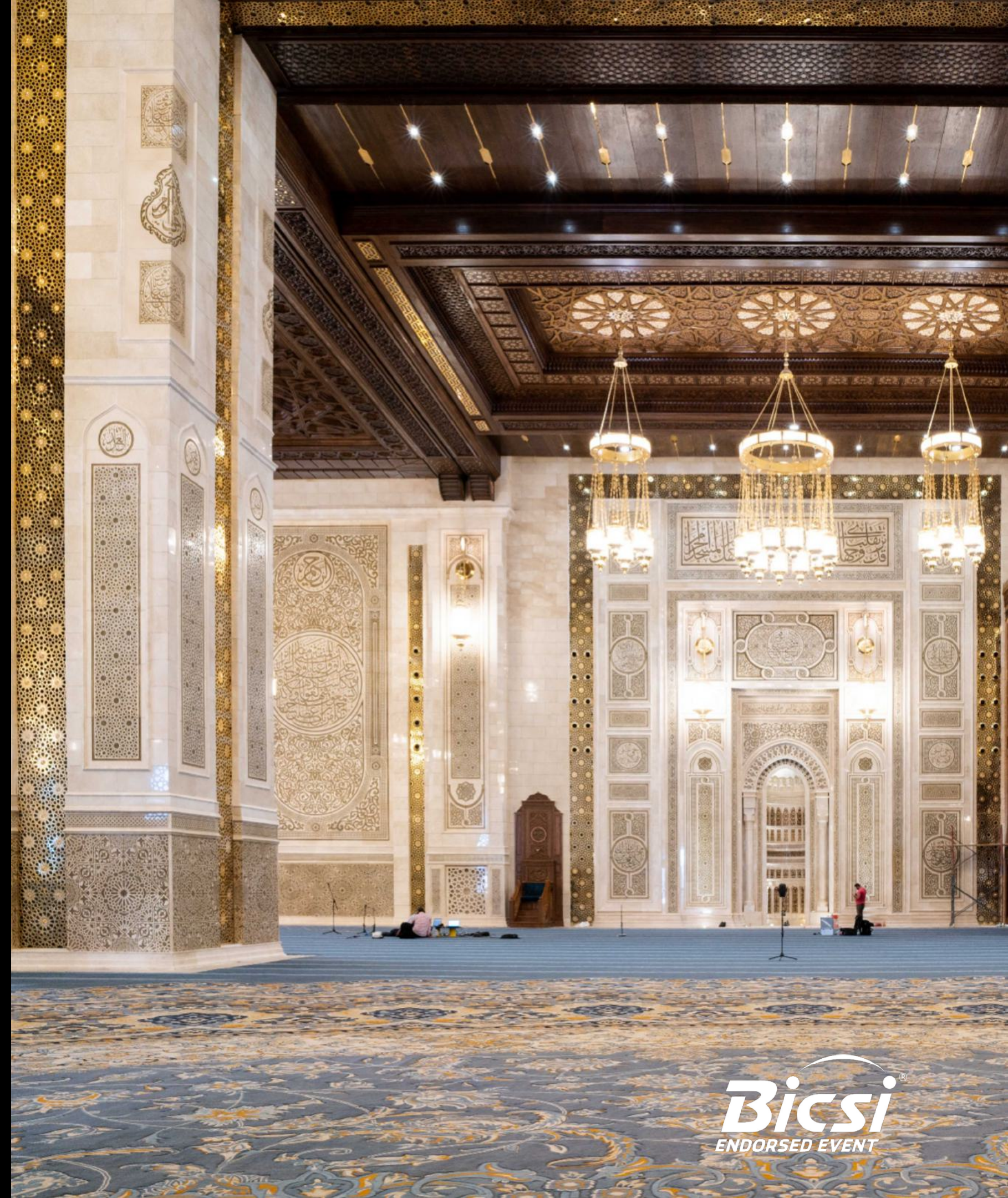
## Introduction

### The brief

- Highest possible audio intelligibility
- Protect the architectural integrity of the building

### The solution

- Completely hidden Matrix Array sound system, mounted at extreme heights
- Reduced hardware installation points, thanks to Matrix Arrays' control capabilities





# Masjid Misr Results

**50%**

reduction in acoustic  
treatment

**70%**

reduction in  
hardware  
installation points

**0.6**

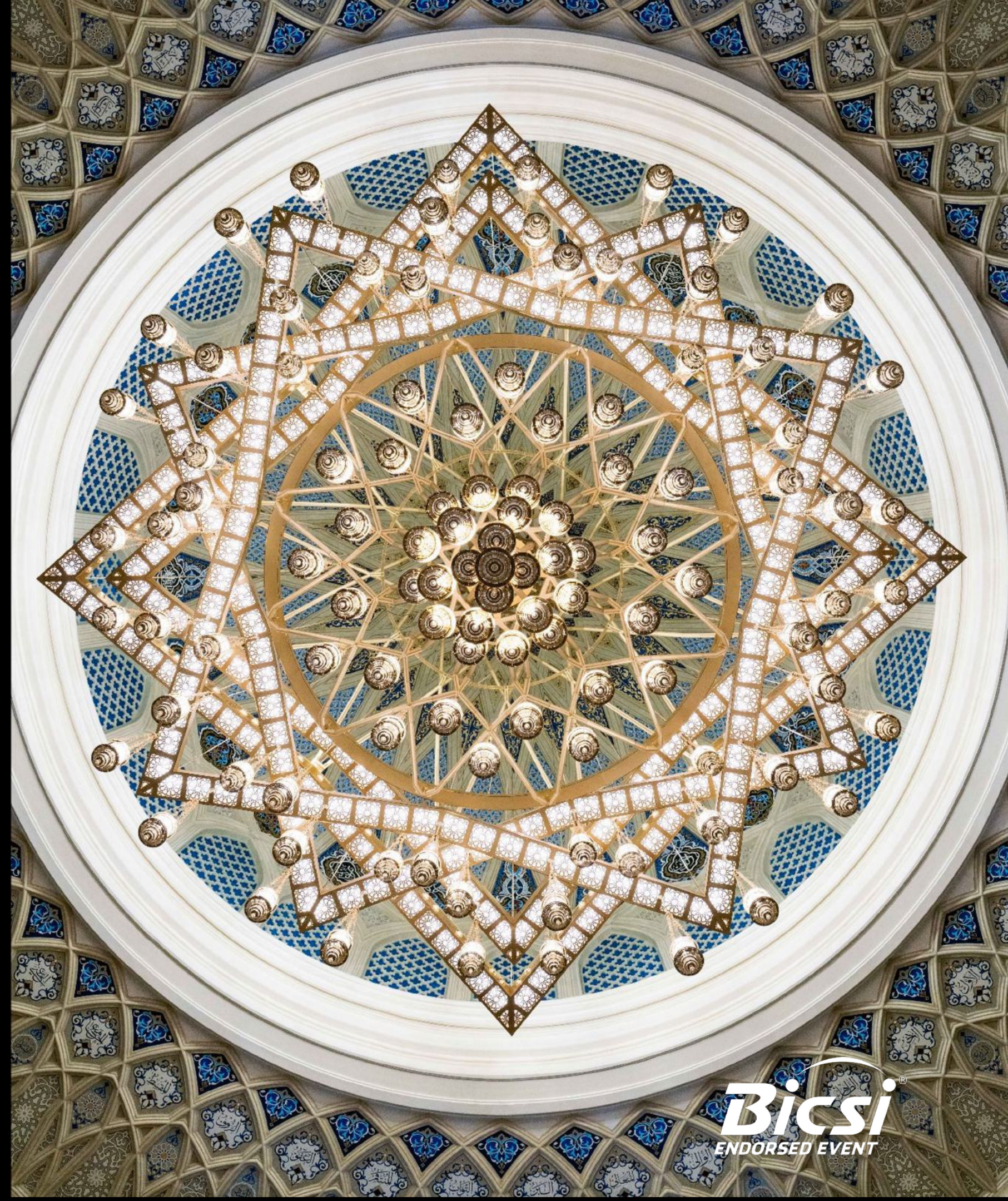
average STI  
measurement

**100%**

uncompromised interior  
design

HOLOPLOT

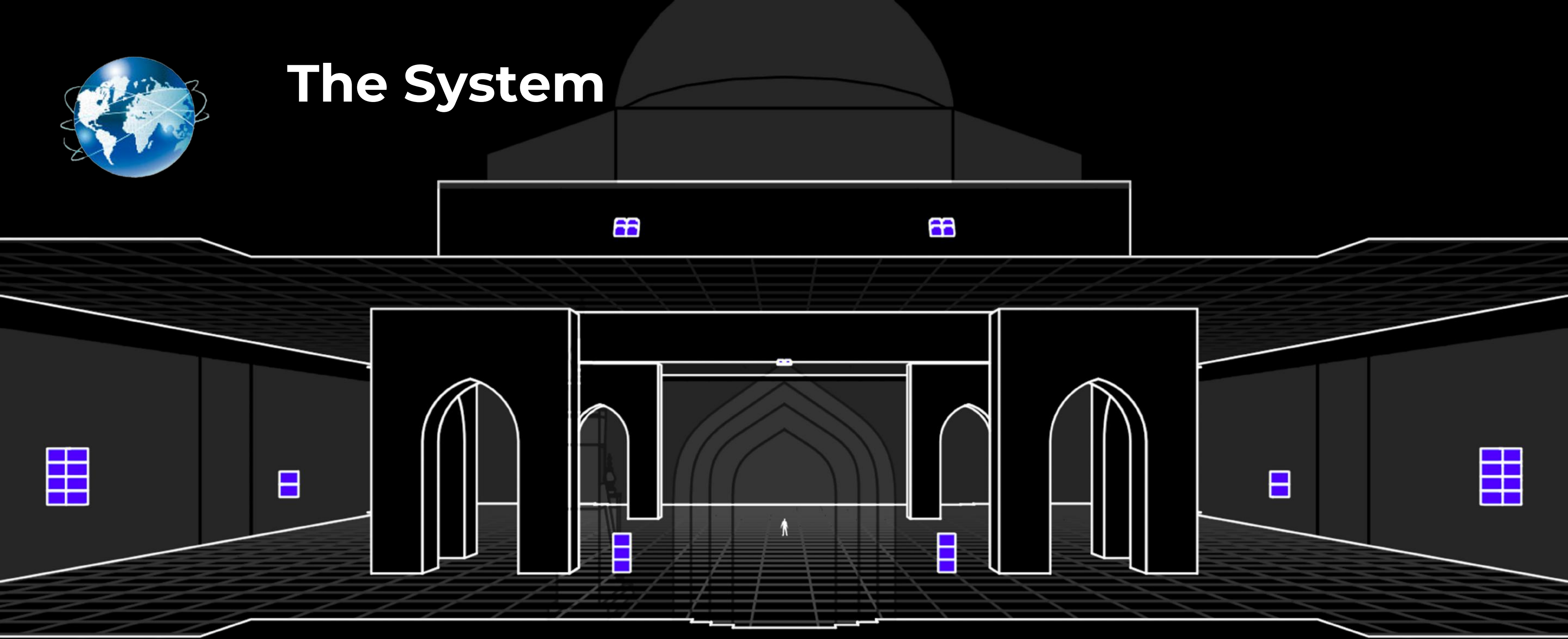
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# The System



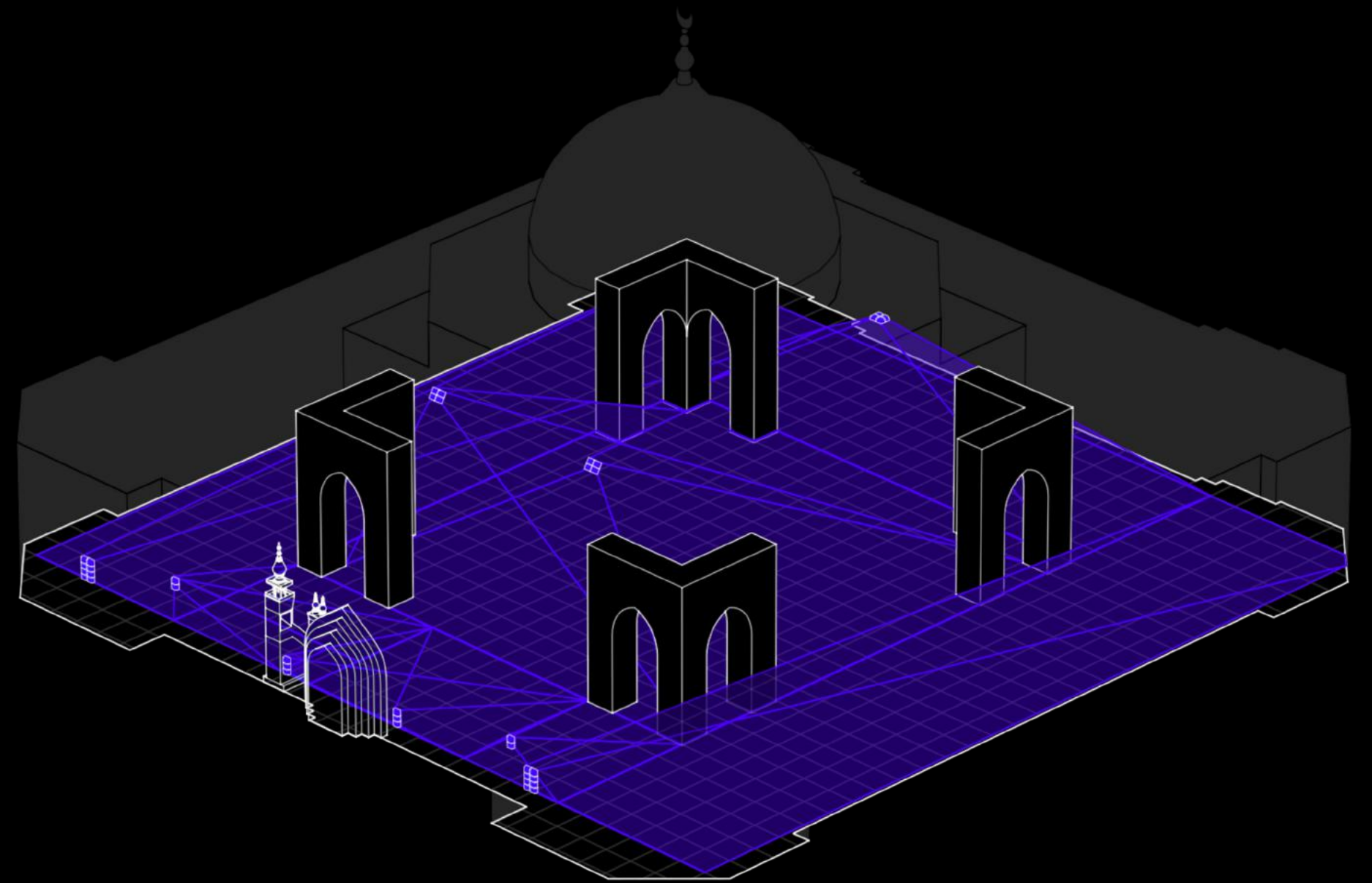
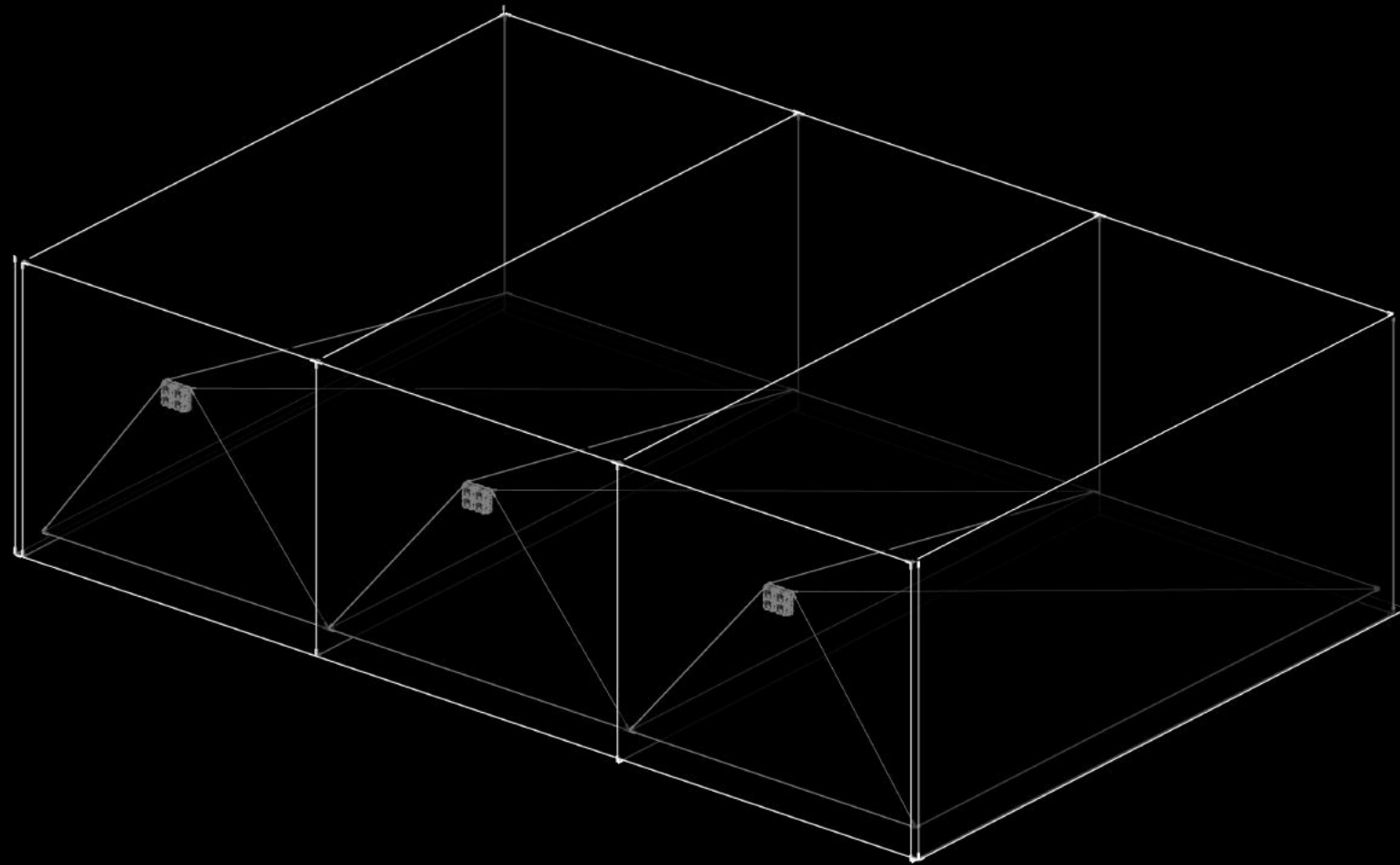
The system consists of **only nine arrays**.

Six arrays positioned on the front wall, two on the dome base and one concealed in the ceiling to cover the rear. This is a 70% reduction in speaker positions, compared to conventional sound system solutions.



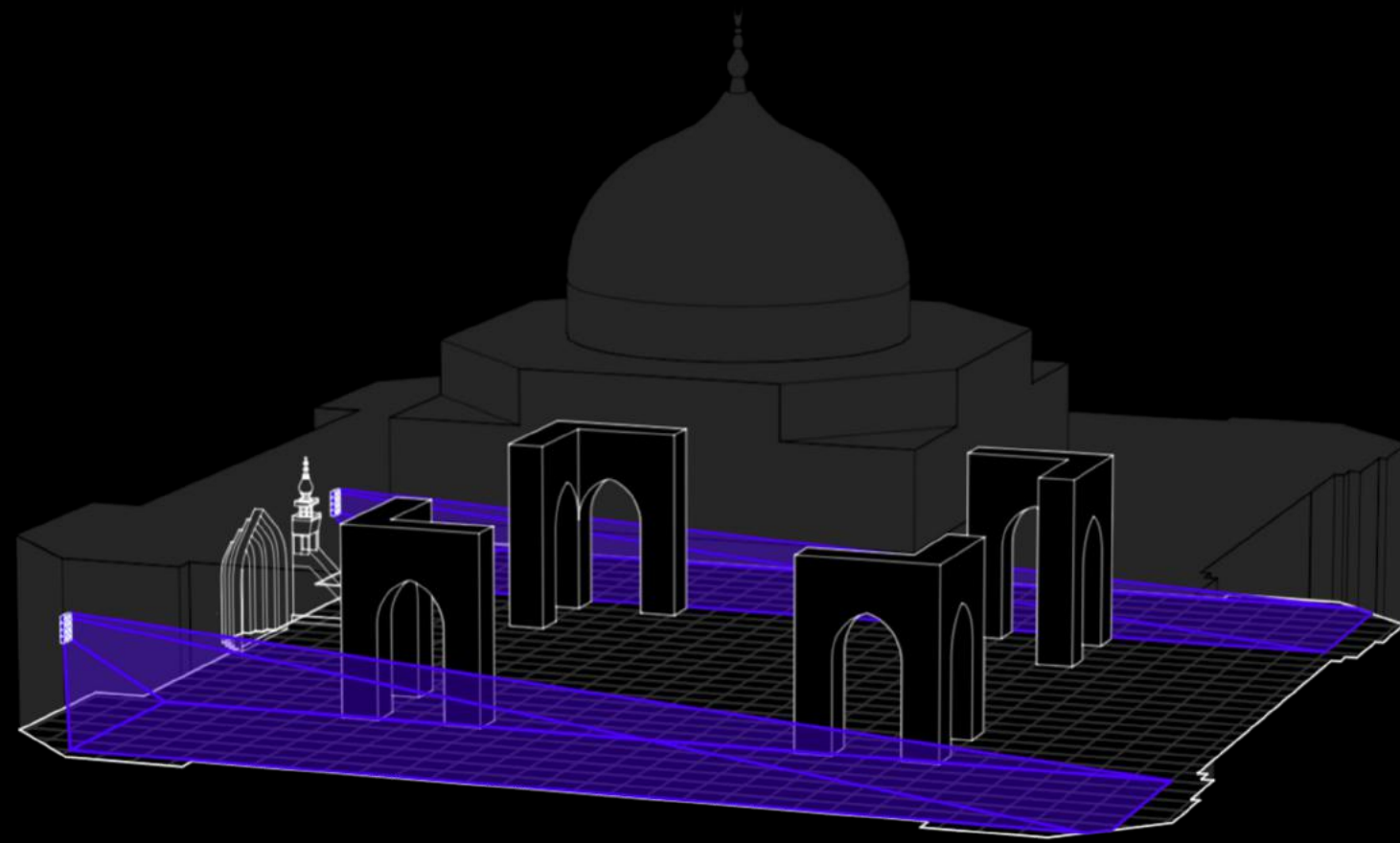
# An unconventional approach

## Targeting and avoiding



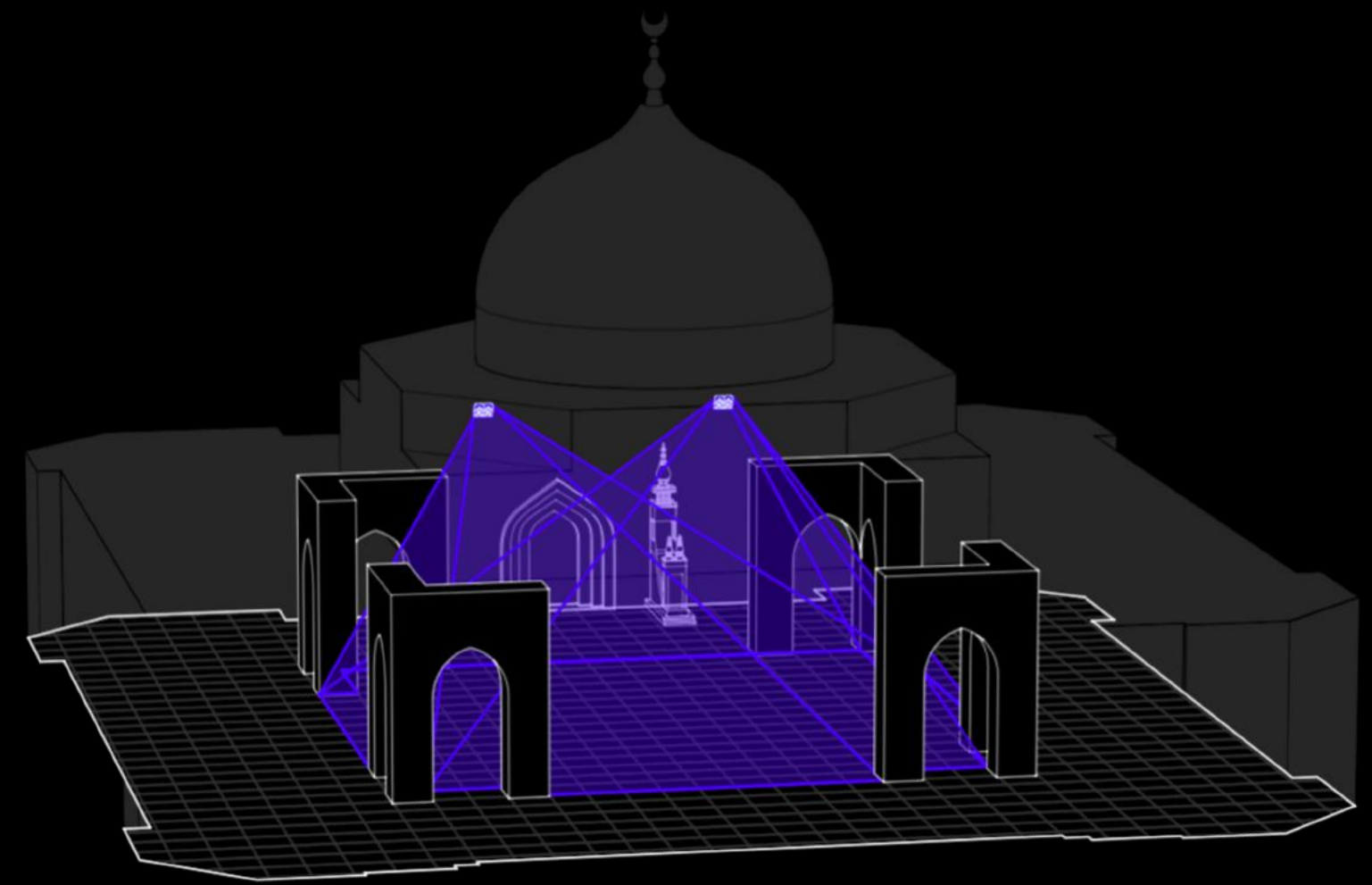


# Controlled targeting



## The corridors

Two 4x2 arrays situated on the far left and right hand side of the building create coverage corridors for an area that's **93m long and 18m wide** respectively.



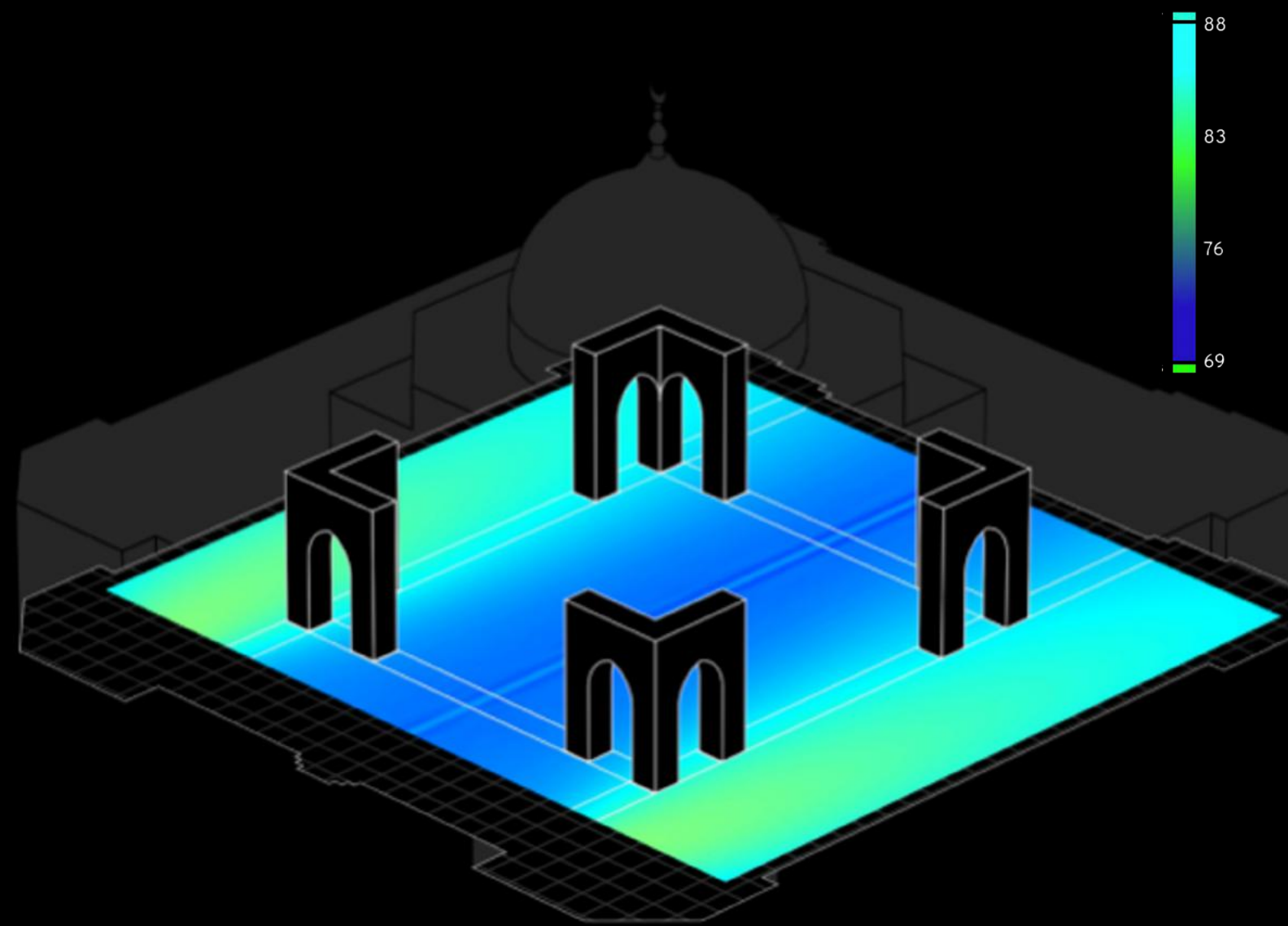
## The center

The arrays in 2x2 configuration at the dome targeted to the audience area below are at very high mounting positions (23m).



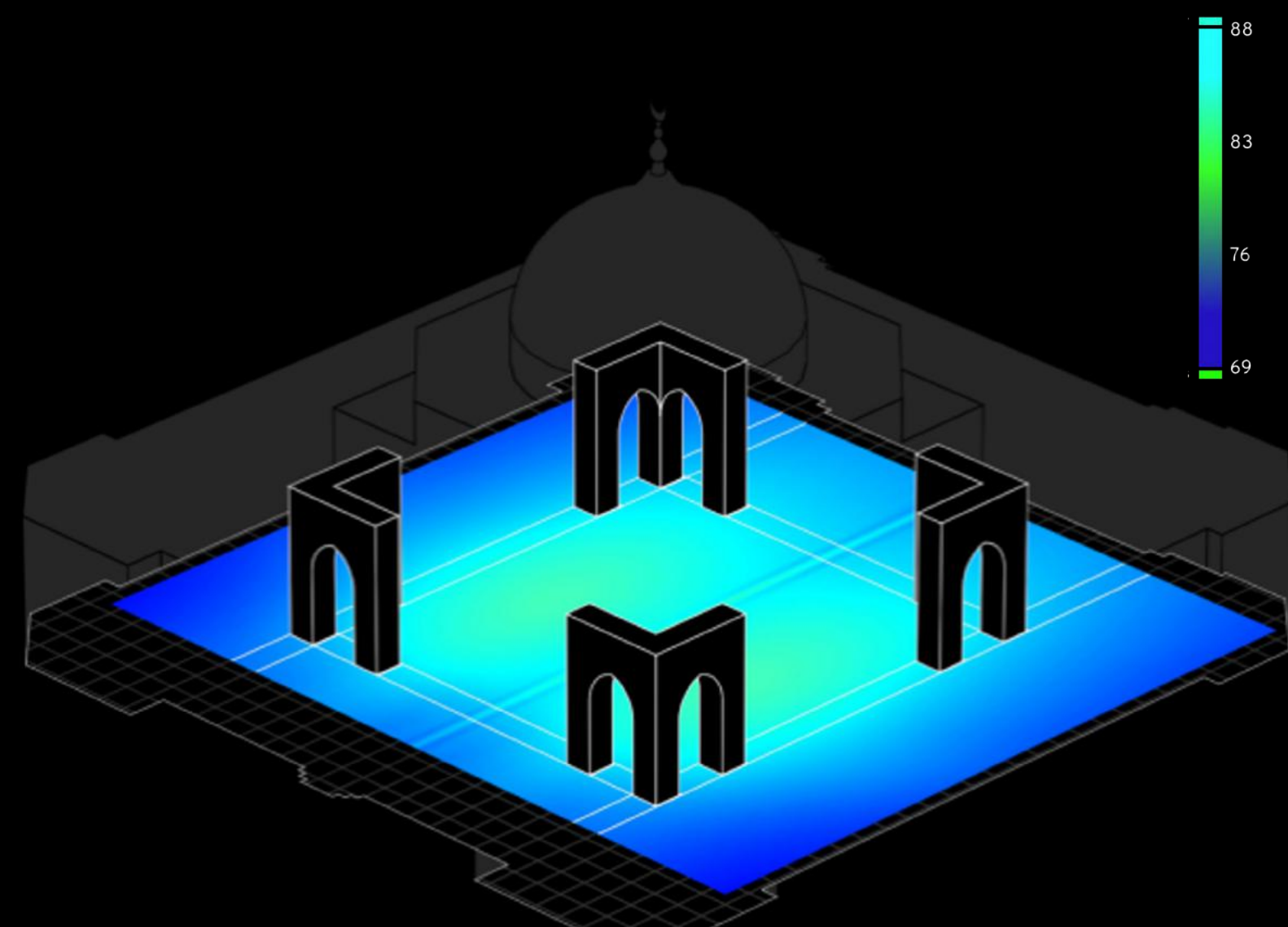
# SPL

## Target areas vs avoidance zones



### The corridors

SPL homogeneity in the corridors (targeted) is 84% at +/- 3dB while in the central areas (avoided) the SPL drops by 13 dB at 1kHz.



### The center

SPL homogeneity in the central area (targeted) is virtually 100% at +/- 3dB while in the front & corridor areas (avoided) the SPL drops by 7 dB at 1kHz and 10 dB at 2kHz.



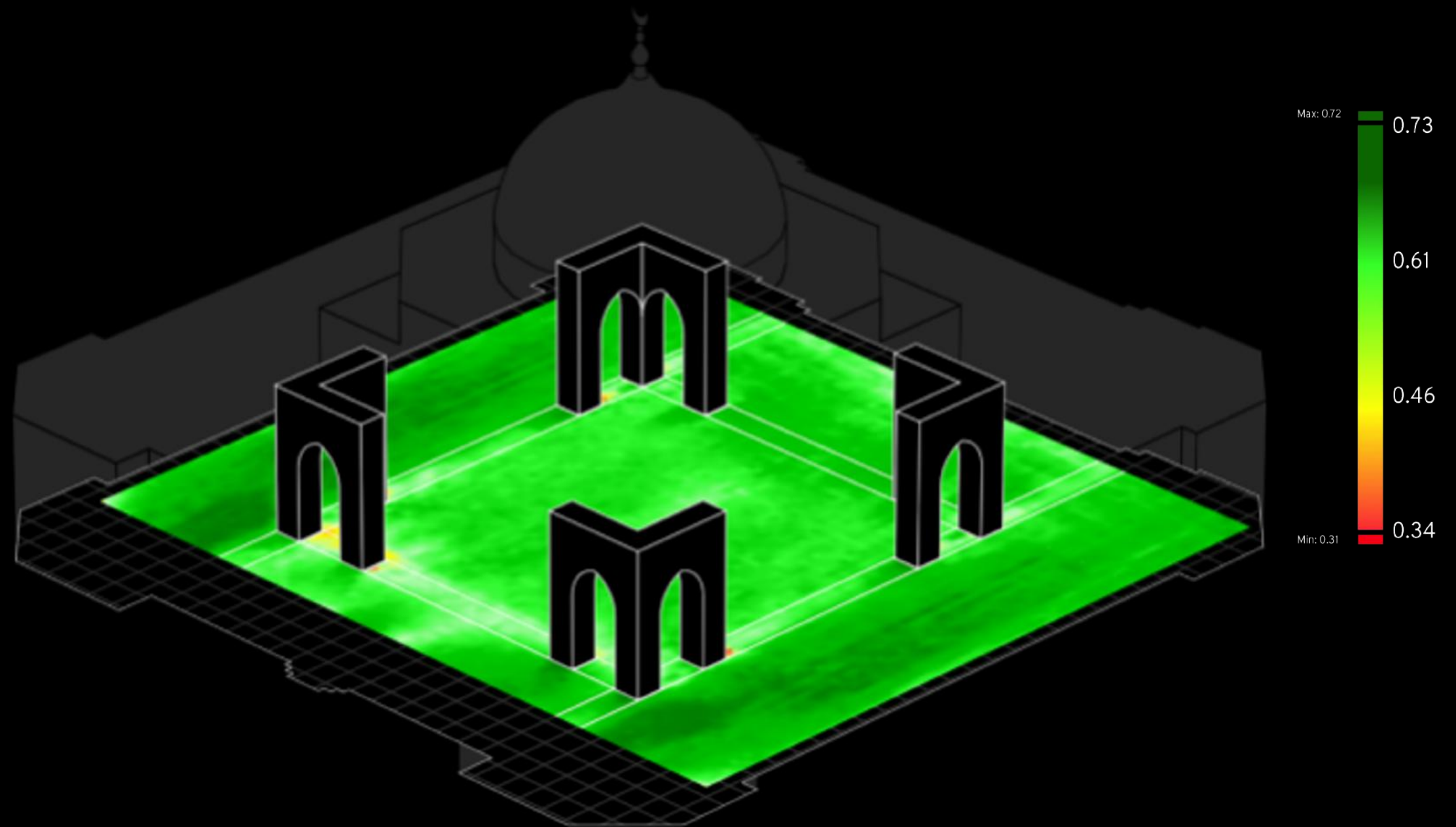


# Speech intelligibility

## Optimised coverage

### STI map for standing position

98% of standing and kneeling positions fall within STI of 0.5 and 0.72.



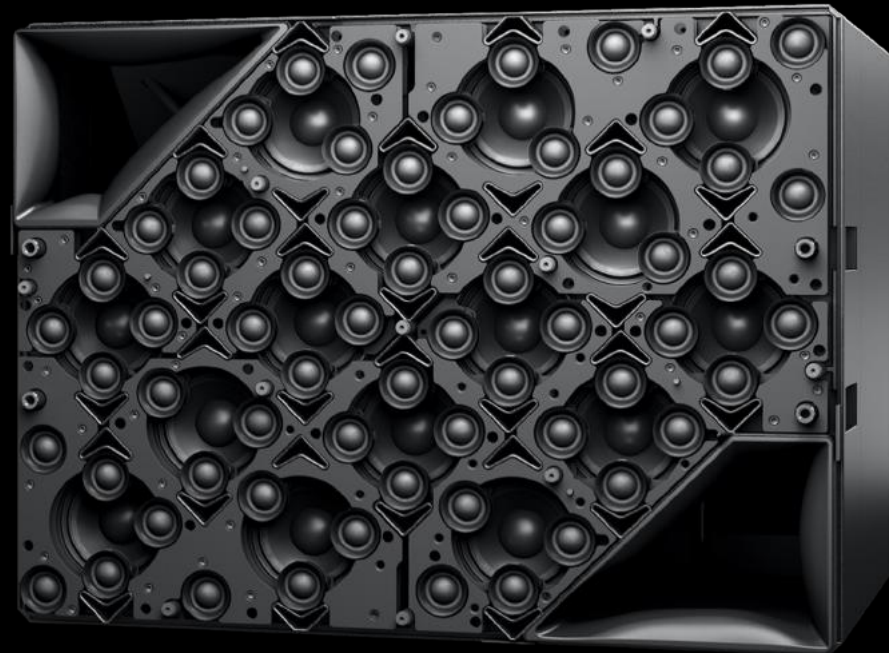




# Matrix Array product families

X1

The sound system for live entertainment applications



X2

Same core technology, but optimized for speech applications





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