



## Product details

**Vienna MIR PRO is**

- **A multi-impulse response convolution engine.**
- **A holistic mixing solution with a pioneering graphical user interface.**
- **A stereo or multi-channel output stage.**

Vienna's software developers have taken the concept of convolution reverberation to the absolute authentic extreme. The application of more than 1,000 individual impulse responses (IRs) per room results in an enormous number of calculations that need a wealth of innovations to allow for flawless execution on a single 64-bit computer.

But, why all the effort? Imagine the sound of a Bösendorfer Imperial Grand. Do you think it would be sufficient to record a single Middle C to make for a convincing virtual instrument? Of course not. You have to go for individual samples from as many keys as possible, sampled in as many velocities as the human ear is able to distinguish. The same is true for sampling a room. What the industry has had up to now are single samples from an acoustic entity much larger than even the biggest instruments. There's no way you can "play" a room like that. But this is what great rooms are all about – they want to be played by musicians, conductors, arrangers, just like any other instrument.

This is the reason the Vienna Symphonic Library recorded multi-samples from great musical venues. In fact, Vienna MIR PRO is more than just "a multi-sample" and this is where it far surpasses any other convolution reverb product. Vienna MIR PRO is multi-source, multi-directional, multi-positional, and multi-format. Because every room has its own voice, with its own characteristics, its imperfections – its magic.

Let's look at what happens when you place a Vienna Instrument, e.g., the solo horn, on Vienna MIR's virtual stage of a given concert hall. First of all, the position on stage triggers the selection of one or more sets of 8 impulses (6 for horizontal directions, 2 for upward and downward directions). Equally important, the directivity characteristics of each instrument are applied before the convolution of impulses, making the result dependent on the frequency distribution and the volume an instrument is emitting in various directions. A horn, directed to the rear, obviously has a different spatial frequency profile than the frontally blaring trumpet, for example. The MIR engine calculates all of this in real-time, and what you get is what you hear – a solo horn that sounds exactly as if it were playing on that very spot on stage.

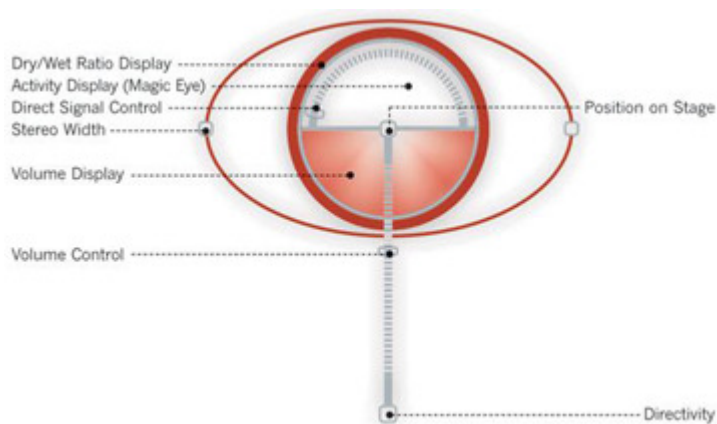
Of course, you are not limited to those spots that were used for impulse recording in the first place. The Ambisonics format for our impulse responses allows for seamless interpolation of each and every point within the available areas of the room ("HotSpots").

Vienna MIR PRO will make a significant difference in the creation of your orchestral music. It elegantly solves the challenges of professional mixing by bringing together all of your instruments into one unifying space, while providing precise and intuitive control over every instrument's position, direction, and character. With Vienna MIR PRO, if you want a great mix, all you have to do is conduct.

## MIR Control Icon

New approaches to virtual orchestral music require novel ways of handling them. Creating music is not about tweaking thousands of parameters individually – it's about intuitive interaction with your instrument, or with the players you've written music for.

Vienna MIR provides you with a well-designed control icon that gives you an at-a-glance overview while allowing you to control almost any sonic aspect of a given instrument quickly and intuitively.



This innovative graphical representation of an instrument and its player allows you to shape your music from the conductor's point-of-view. Simply ask musicians to change their position, their orientation, their volume, without losing sight of the whole ensemble. Get instant information on their loudness, their interaction with the room and their corresponding sonic and spatial profiles. Forget about mixing consoles with knobs and dials, but rest assured that all of the necessary parameters are available whenever you feel the need to use them