Snspace Ultra



PlayeahSoun³D 酷雅空间声

24bit 48Khz

24bit 96Khz

AI音乐解构 AI MUSIC DECOMPOSE

UISIF

音乐云 YeeTone

S^{n}space Ultra

———Sound Creates Ambience, Ambience Evokes Emotions

S^{n}space Ultra is a fully integrated audio-visual-light interaction meta-control center designed for concerts, exhibition halls, cutting-edge art shows, high-end boutiques, immersive live performances, theaters, and more. Exceptional sound field processing enhances the atmosphere, and Sound Master employs Playeah's proprietary "PlayeahSoun^{3}D" spatial audio composite rendering engine, supporting up to 128 independent speaker outputs to create a detailed, natural, and enveloping 3D spatial sound field. Together with set design, lighting effects, and video projections, it builds a fully integrated environment of sound, electricity, light, and shadow.

Multi-dimensional spatial interpretation, immersive sound brings you to the scene

Breaking the sound field boundaries of traditional audio, S^{n}space Ultra integrates Playeah innovative AI Music Decompose technology and 3D spatial sound source trajectory design capabilities, expanding the expression forms of music in space. This allows melodies, rhythms, and sound details to freely intertwine in 3D space, presenting richer layers and dynamic changes, and creating an artistic atmosphere with greater emotional impact and immersion.

Diverse Interactions for Deeper Immersion.

Playeah's self-developed "UISIF" interaction interface enables S^{n}space Ultra to establish organic connections with the audience's visual, auditory, olfactory, tactile, somatic, and kinetic perceptions and actions. This allows for comprehensive mutual sensing and interaction between the thematic environment and people, making the theme more impactful and the experience more immersive.

S^{n}space Ultra provides exhibition and program designers with a comprehensive and uniquely powerful creative toolkit, enabling every meticulously crafted exhibition, display, and production to deliver a transcendent viewing experience and deeper emotional resonance to the audience!

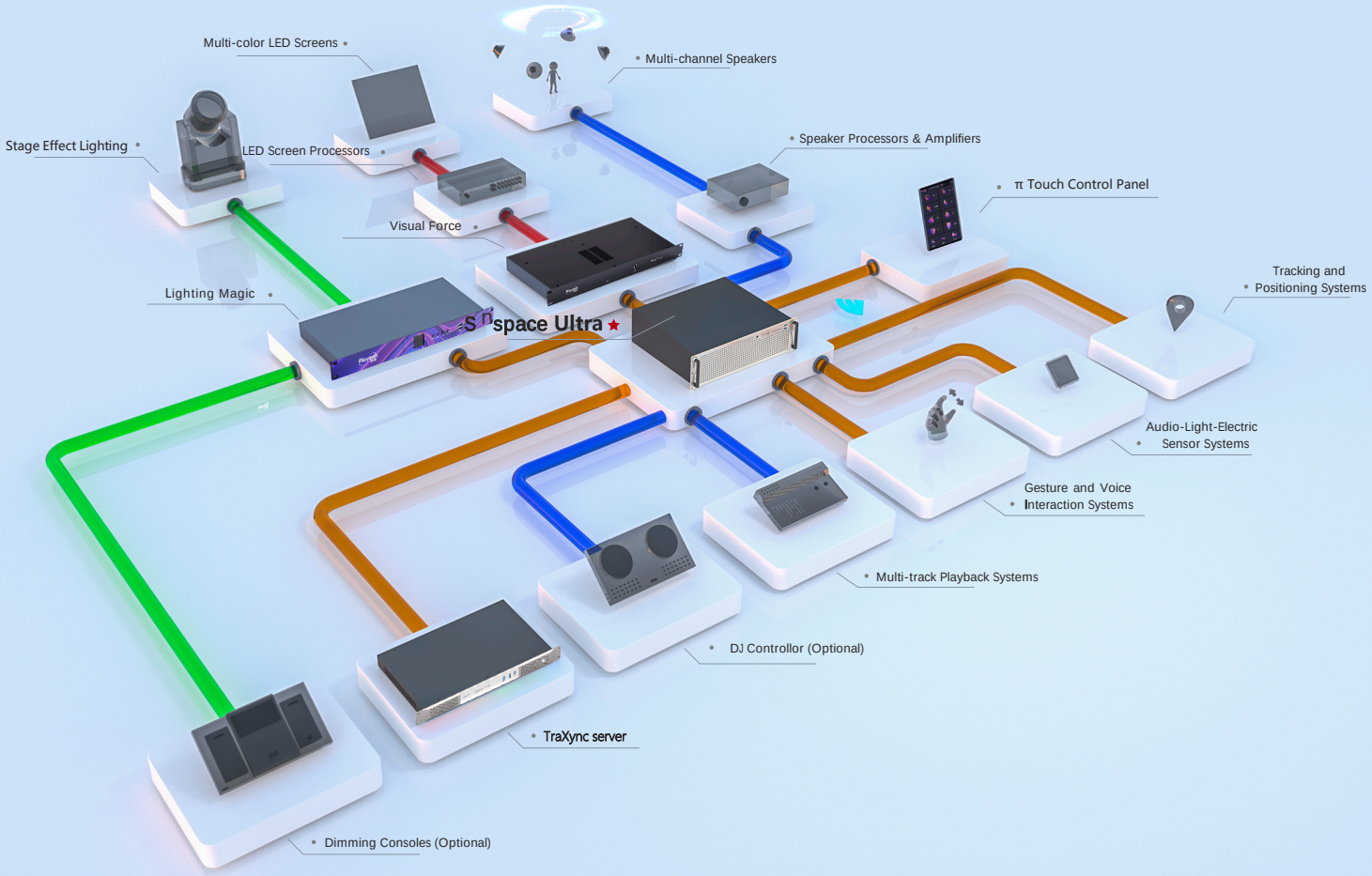
FEATURES

- PlayeahSoun³D audio processing engine supports the construction and rendering of panoramic sound fields with up to 128 speaker channels, providing the foundational support for building the Playeah Soundscape .
- Supports AI Music Decompose intelligent music separation, which independently outputs isolated tracks of vocals, instruments, or other audio elements, providing more material and flexibility for live sound design.
- 128-channel compatible with spatial reverberation, equipped with 3 built-in reverberation processors, each output featuring 3-band equalization, delivering richer and more realistic immersive spatial effects.
- Supports up to 128 independent and movable audio sources, all of which can track the movement and positioning of external beacons.
- Independent low-frequency directivity adjustment.
- The delay and loudness of each independent audio source can be automatically adjusted, resulting in a more authentic and natural listening experience.
- The output terminal can provide multi-track 6-band equalization processing for up to 128 channels, making the final sound performance more delicate and precise. Supports
- the input of channel-based immersive sound sources, fully presenting the original spatial effects, and enabling the overall movement and processing of the entire sound source space within the sound field, providing better spatial background effects for live sound design (compatible with Dolby Atmos and DTS).
- Achieve binaural audio output for immersive sound, facilitating synchronization of perception between directors and producers, and enabling them to experience the spatial sound effects of the elegant sound environment.
- The newly added sound source trajectory design feature utilizes a 3D design interface, making the simulation of sound source trajectories more intuitive and flexible,The designed sound source trajectories can be stored and recalled.
- Audio input and output can be routed customarily, offering greater freedom and flexibility. The audio channel control interface can also be customized.
- Equipped with a Dante Controller, it allows direct control over audio routing settings across the entire network.
- Upgraded Playeah Soun³D engine with visual, drag-and-drop speaker layout design for intuitive sound field modeling.
- Provide a high-quality music library in 3D spatial sound format, with built-in player for song arrangement, program material management, and more efficient live playback.
- UISIF universal interaction system interface for seamless integration with third-party systems and diverse spatial interactive experiences.
- Support the import of 3D models, accurately reproduce the on-site environment at a 1:1 scale, and enable intuitive visual operation and control.
- It possesses the function of generating and reading SMPTE timecodes (LTC, MTC), and can drive or follow external devices for linkage.

Model: S^{n}space Ultra			
Processing Core:	Intel 64bit 24core CPU	Storage Space:	32GB RAM, 512GB SSD
Control Protocols:	OSC,MTC,LTC	Real-time Dynamic Sound Sources:	128
Network Audio Input:	128ch@Dante	Network Audio Output:	128ch@Dante
Processing Precision:	floating point 64bit	Quantization Precision:	24bit
Clock Accuracy:	±0.1ppm	Sampling Frequency:	48/96kHz
Music Formats:	WAV,MP3,YeeTone	Sound Field Algorithm:	Playeah Soun³D
Video Interfaces:	1 × HDMI	Network Interfaces:	1 × RJ45, 1Gbps
Dante Interfaces:	2 × RJ45	USB Interfaces:	7 × USB3.0
Dimensions:	482mm×398mm×133mm	Weight:	10.2Kg
Power Supply:	AC 220V Backup dual power supply		

S^n space Ultra

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Application Connection Diagram

Control Signal

Video Signal

512 signal

Audio signal

Wireless Signal

APPLICATION SCENARIOS

Playeah Space

Enables deeply immersive experiences, offering new concepts and design perspectives for thFor concerts, theaters, theme exhibition halls, cutting-edge art exhibitions, high-end boutique galleries, immersive live shows, and more.



