

spacelab

by fiedler audio

Manual

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MPEG-H Production Library Technology licensed by Fraunhofer IIS

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WHAT IS SPACELAB?

Whether you produce music or mix for film/video, broadcast, games or VR/AR, Spacelab is a revolutionary way of putting all your tracks into the right acoustic perspective.

It is a universal solution for panning, reverb and spatialization for any format, from mono and stereo up to 3D-audio, all in one plugin because the three naturally belong together.

Spacelab treats all audio as objects in space, just like in the real world and therefore makes it easy to handle otherwise complicated routing and mixing tasks, especially for 3D-audio.

It is the perfect match for your production workflow in object based formats, such as Dolby Atmos or MPEG-H.

Spacelab opens up all these possibilities on any DAW which is capable of loading VST3, AU or AAX plugins and it comes in two flavors.

Spacelab Interstellar is for professionals in any field of production offering limitless possibilities. Spacelab Ignition is for everyone giving access to nearly the same possibilities and it is optimized for music production. Check out the comparison table in section 4.

Apart from the Spacelab plugin and 54 high end reverb presets, another plugin called Spacelab Beam will be installed. Beam can send audio from anywhere in your session to Spacelab and thereby circumvent any possible routing restriction in the mixing engine of your DAW.

Optionally an installer for the MPEG-H Exporter plugin can be downloaded. The Exporter tightly integrates into the Spacelab workflow for directly producing and exporting to MPEG-H production format on any DAW.

For more information please check out the tutorials mentioned in section 3 of this manual.

TRIAL AND ACTIVATION

After successful installation, open Spacelab in your host and a window will open automatically, showing you the about screen and the possibility to start your 14 day trial period or activate the plugin.

To start your trial period just click the "Try" button. The trial period starts with the first click on this button.

After purchasing Spacelab you will receive a serial number via email. To activate the plugin just copy the serial number, paste it into the grey field and hit "Activate". The window will close automatically and the plugin is activated. A purchased serial number allows activation on two computers.

Activation cannot be done through the beam plugin or the MPEG-H exporter plugin.

If for some reason starting your trial or activation does not work please check out the tutorial about activation for trouble shooting. If the solutions provided there do not help please contact our customer support.

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TUTORIALS

Instead of writing a manual which is miles long we decided to explain everything about Spacelab in video tutorial series. There is a total of 9 tutorials and if you want to jump right in without going too deep at the beginning, just watch the one called "Jump Start".

All tutorials can be found on our youtube channel at:

<https://www.youtube.com/channel/UC7ZgC1zLrJ5hRnsJCgpCquA>

The topics of the tutorials are:

1. Jumpstart
2. Activation
3. Routing & Speaker Layouts
4. Sources & Objects
5. Reverb Parameters
6. Spatial EQ
7. Object Rendering
8. Snapshots
9. Automation

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DIFFERENCES INTERSTELLAR/IGNITION

	Interstellar	Ignition
Inputs/Outputs	256	24
Audio Objects	256	24
Snapshots	yes	no
Spatial EQ	yes	no
Individual Spread per Source	yes	no
Map View	yes	no
Listener degrees of freedom	6 (position & orientation)	3 (position)
Source View hide/focus	yes	no

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SYSTEM REQUIREMENTS

Plugin Formats:	VST3, AU, AAX
Supported Operating Systems:	macOS 10.14 through 14 Windows 7 through 11
CPU:	Intel min. 2 GHz, x64 with at least SSE3 support, or Apple Silicon M1 or higher
Display/Graphics:	min. 1440 x 900 px, OpenGL 3.3 or newer
Memory:	min. 2 GB RAM
Sample Rates:	44.1, 48, 88.2, 96, 176.4, 192

IMPORTANT: In Reaper you have to switch off Anticipative FX processing. This option can be found in Preferences ->Audio->Buffering.

IMPORTANT: In Logic Pro it is highly recommended to switch off „Only load plug-ins needed for project playback“. This option can be found in File->Project Settings->General.