How To: Studio B

In this guide we will quickly go over the basic steps to get audio in and out of the system - as well as how to interface the Avid Artist Mix control surfaces, how to record, and the overall signal flow of the room.

Sometimes when you restart/power on the computer, the EUCON software doesn't connect. Simply click "EUCON Preferences" on the dialog window that pops up. Otherwise if no window pops, go to System Settings -> EUCON. Then simply click on the Stop button, wait, and then click Start again. (No password)

1. Signal Flow

The first thing we need to understand in this room is the signal flow. Below is a patchbay diagram, which will help clarify how the different rooms are normalled to the mic pres and how the Symphony I/O interface connects between the computer and your speakers, including talkback and headphones sends.



The main things to note from this patchbay as well as other things not shown in the patchbay are as follows:

- The LINE inputs of each facility panel feed this room, NOT the Mic inputs
 - Facility panels have both MIC and LINE inputs, Studio B runs off the LINE inputs ONLY
 - Only the lines from the Drum, Foley, ADR and Machine Room run to Studio B. There is nothing coming from Live Room (though its possible)
 - If you are interested in tracking from Live Room, contact studio supervisor.
- DAW outputs 1&2 feed the Knob IN which in turn feed the speakers
 - For you to get audible output you must have "DAW MIX" selected on the Big Knob for the inputs, and monitor "A" for the output
- The Big Knob has a talkback button. Press on the "To 2-Tracks" and the signal is then normalled to feed AVIOM inputs 15 & 16.
- If you want to playback music from the computer (without using the Symphony I/O) you can simply select the "2 Track A" input source.

2. Video Hub

Studio B is coined as the Foley/ADR studio due to its proximity and default connectivity to those rooms. As such, it is critical that the engineer share with the

artist in either room the live video playback. Below we discuss the process to achieve this:

Studio B control room has two screens, of which the second screen (right one) is the one that gets mirrored and shared with the artists on the televisions of the Iso Booths. In other words whatever DAW you are using you must place the video window on the right screen in order for the artist to see the image.

Anything that is visible on the first screen CANNOT be shared; anything that is visible on the second screen can be shared

- 1. Open Black Magic software (from the Dock)
- 2. First select the destination from the bottom (i.e. where you want the image to show Foley, ADR Room, etc)
- 3. Then select the source from the top in this case we are only concerned with "Studio B FCP 9"
- 4. Make sure the TV's in the Iso Booths are turned ON and on HDMI 1 input

3. AVIOM (Headphones) & Talkback

The AVIOM system is used to send audio to the headphone box wherein the artist can create his or her own personal mix from the various sources. To send signal to the personal mixer and properly connect the headphone box follow these steps:

In the Control Room

- 1. Following the patchbay diagram, use outputs 3&4 to send to AVIOM inputs 1&2, outputs 5&6 for inputs 3&4 and so on.
- 2. On your DAW make sure to source the send PRE fader
 - a. In Pro Tools go to the "Sends" section of the channel strip (below Inserts) and select the desired outputs per above
 - b. Bring the fader up to unity either by dragging it or by "Alt/Option + Click "
 - c. Press on the "PRE" blue button to source the send Pre-Fader
- 3. Note that the Talkback output from the Big Knob is already normalled to inputs 15 & 16 of the AVIOM (but you are free to change the routing by patching as desired)
 - a. Note however Aviom channels 15&16 are paired, so if you reroute signals or you simply want another set of channels to be paired please contact the PA on duty or the recording studio supervisor.
- 4. For talkback signal to go through, you must press on the "To 2 Track" button on the talkback section of the Big Knob (bottom right) and can then adjust the level of the signal with the corresponding gain knob.

In the Iso Booths

- 1. Connect the Aviom personal headphone mixer to the last (4th) port under the "Cue" section using an Ethernet/CAT6 cable.
 - a. You will see various "Ethernet" ports on each facility panel, but you must connect ONLY to the ones labeled "CUE"; and in its default stage ONLY the last CUE port is connected to Studio B
 - b. If you want/need more than one port please contact the PA on duty or the studio supervisor
- 2. Make sure that you label your personal mixer for the artist and check that the volume for each source is up, the panning is correct (for stereo signals) and that the master volume is up (most commonly forgotten)
- 3. Connect a pair of headphones and enjoy!

4. Artist Mix Control

The Artist Mix and Artist Control are control surfaces that interface your DAW to allow the user to run a session more smoothly as well as control automation and various other parameters

Please read the manual or watch online tutorials on how to use these units if you are not yet familiar with them, they will be very helpful.

- 1. Artist Mix should connect automatically when you open any DAW.
- 2. If they do not, first make sure the EUCON software is open
 - a. If it isn't (and even if it is -close and open up again) open up.
- 3. Next power cycle the three units by holding the power button of each unit for a second or two. Then press again to turn ON
- 4. If you are still having issues with the units connecting please contact the PA on duty or the recording studio supervisor.