



D6686

Immersive Audio Processor



SOUND FOLLOWS YOU

Some problems in sound field

1

Only used for replay
in fixed scenes

2

Complicated installation
and debugging

3

Cannot be used in
mixed scenarios

4

High cost and
low cost performance

Key requirements

With the development of technology, the market has put forward higher requirements for the "audio-visual consistency" of the sound system, that is, **"where the speaker is, the direction in which the audience hears the sound."** This can truly restore the pronunciation scene, increase the immersion and attention of those present, and improve the comprehensive audiovisual effect of the sound system.



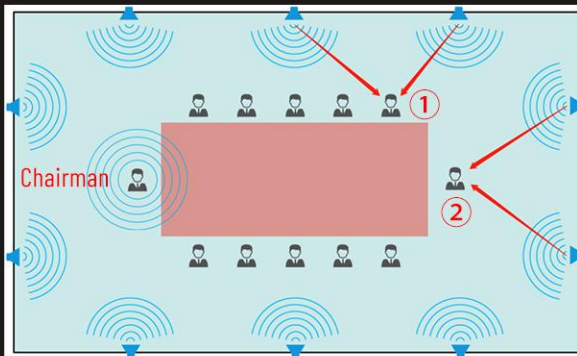
**Holophonix
Acoustic Technology (France)**



Dolby Atmos (US)

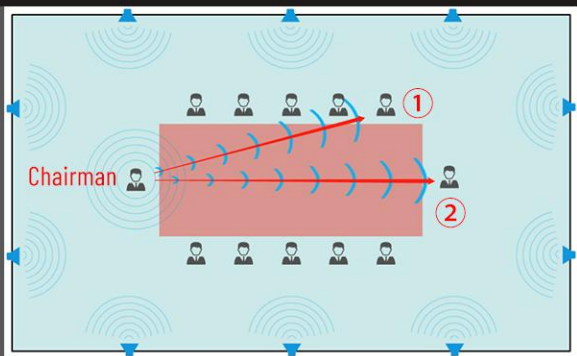
Sound Follows the Movements, Voice Points the Way.

The system uses the three-dimensional layout processing algorithm of speakers and sound sources developed by DSPPA. Through complex data processing, it achieves high-precision sound source localization and spatial sound field control, **which enables the audience to clearly identify the speaker's direction through the sound system**, fully facilitating a complete immersion in the event's atmosphere.

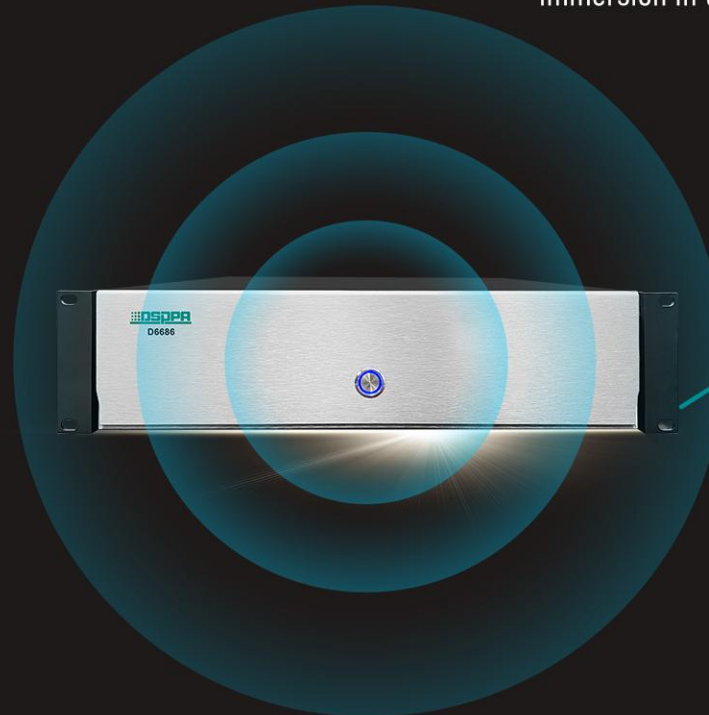


Disadvantages of Traditional Sound System

VS

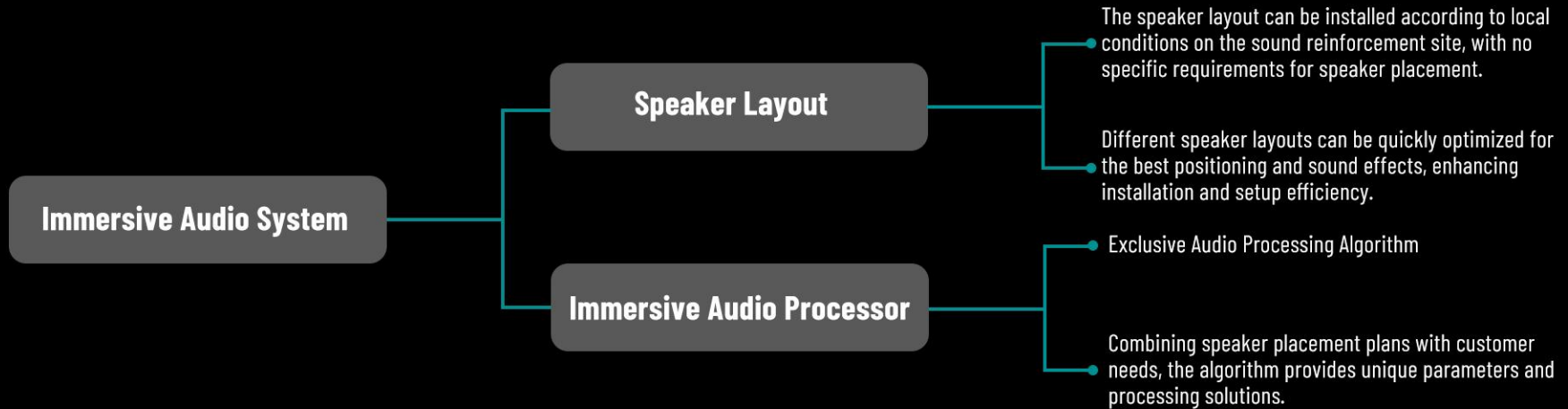


Conference Sound Reinforcement Application



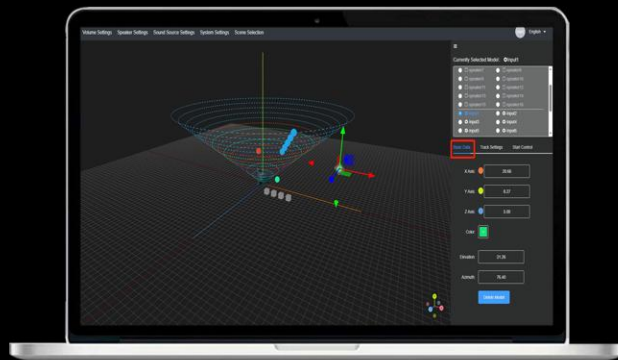
- Adjustable panoramic sound surround positioning
- High-performance DSP patented immersive acoustic algorithm
- Sound source trajectory and preset trajectory adjustment by web

Patented immersive panoramic acoustic algorithm

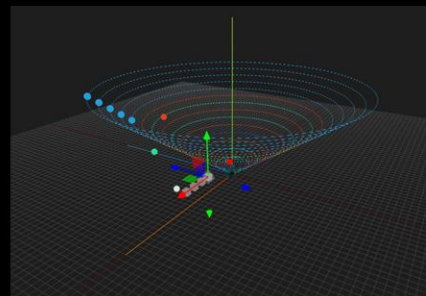


Independent tracking and positioning for up to **16 individuals**

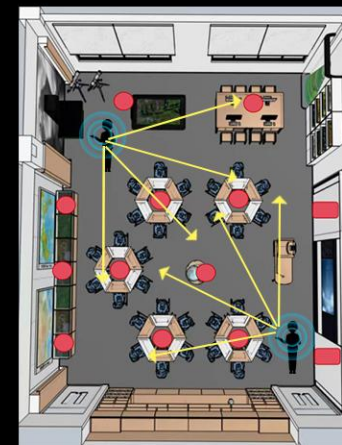
Project Reference | Device Space Modeling



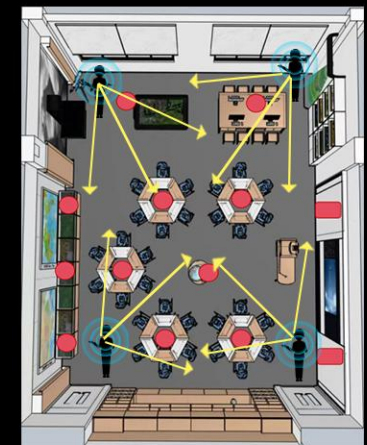
Web control



Solution for **2 individuals**



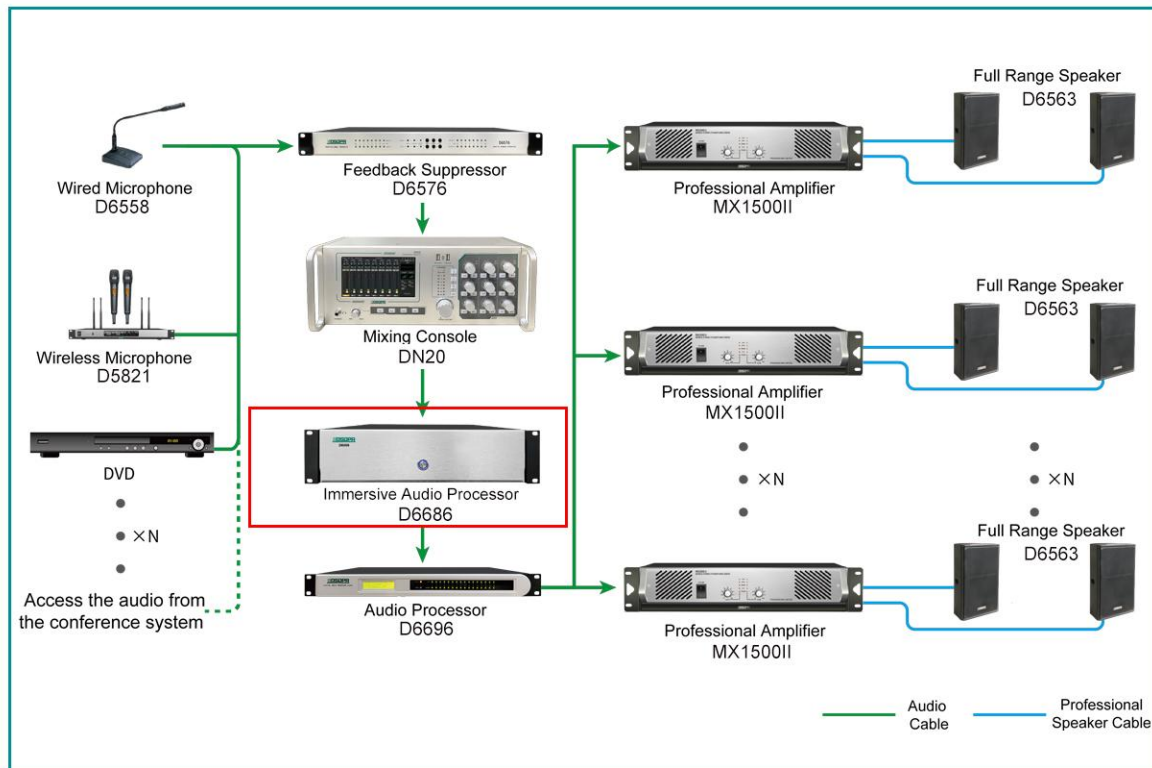
Solution for **4 individuals**



System diagram

Only 1x immersive audio processor added

D6686 is the core product of this system. It synchronizes multi-channel audio data processing through multiple high-speed, high-precision DSPs. Each processor features **16 inputs and 16 outputs**, with each input source independently configurable for **positional information and real-time updates**. The processor supports **cascading** multiple units, expanding the venue and positioning scale.



Applicable for vocal and music tracking on the stage



Teacher speech localization in the classroom.

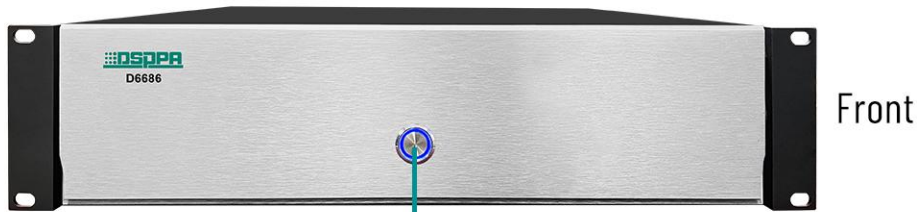


Host's speech always in focus at hotel events

D6686

Immersive Audio Processor

Project Design



Front

Power on/off

16 XLR inputs



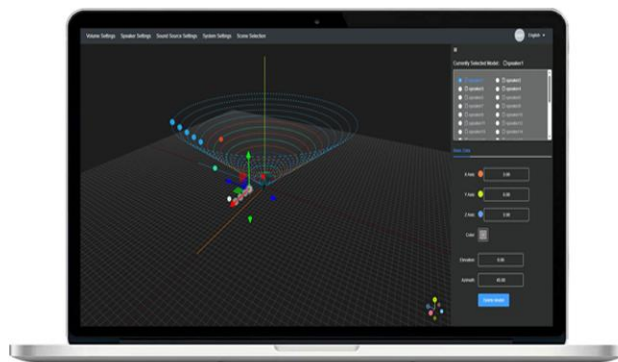
Rear

16 XLR outputs

LAN x2

16 outputs

AC 100V-240V 47-63Hz



Web Control



- Measure the target space, including dimensions, reverberation time, speaker area, and audience area information.
- Use our patented algorithm to determine speaker number, position, and orientation based on measurements.
- After arranging the speakers as required, connect to the immersive audio processor and input the data on the web.

Model		D6686
Signal	DSP	32-bit Fixed / Floating-point DSP×6
Processing		
Digital-Analog Conversion	bit	24-bit
Input & Output	Type	XLR
Voltage	(Balanced)	AC 100V-240V 47-63Hz
Temperature Environment		-20°C- 80°C
Product Size (mm) (L×W×H)		484 × 410 × 111
Gross Weight		10.5kg
Net Weight		9.5kg



CREATING THE BEST, SOUNDING THE WORLD

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