Pyramix 6

DIGITAL AUDIO WORKSTATION

ADR Guide

MERGING

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ADR Guide

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Welcome to the Pyramix ADR Guide!

Introduction

Thank you!

Congratulations on your purchase. The Pyramix ADR system is an extremely powerful aid to rapid and accurate dialogue replacement.

Please subscribe to the User Forum at:

http://www.merging.com/forum/

Overview

The Merging Technologies ADR option adds and integrates dedicated functions to a Pyramix / VCube combination. These functions include:

- Automatic loading of video media files in VCube
- Multiple Characters in a single project
- Wipe and Countdown with various styles.
- Automatic Monitoring Control
- Automatic Effects Control
- Take control and Consolidation

VERY IMPORTANT!

We strongly recommend you also consult the Pyramix User Manual and the VCube User Manual for a more complete understanding of all the features and functions of Pyramix and VCube.

Scope

This document covers the ADR option for Pyramix and VCube. It is intended to introduce the Merging Technologies approach to ADR and to help guide you through the learning curve. It also has detailed descriptions of all the commands and Tab window functions.

Familiarity with Pyramix and VCube is presumed.

Documentation and Help

ToolTips

Merging Technologies Software is equipped with ‘ToolTips’. Hovering the mouse cursor over a tool icon pops-up a box with the name of the function etc. A longer description is shown bottom-left of the Pyramix program window.

Documentation

All the Merging Technologies documentation is in the Adobe Acrobat pdf format. (**.pdf** file extension)

In order to read the documentation you will need to have **Adobe Acrobat Reader V5** or later installed on your computer.

The **Pyramix User Manual** may be opened from the Pyramix **Help** menu. Other documentation can be found in the Windows **Start** menu in **All Programs > Pyramix > Docs** and **All Programs > VCube > Docs**. Please check for the most recent versions at:

http://www.merging.com

Support

If you cannot find an answer to a query in the documentation, please consult the on-line support at:

http://www.merging.com

where you will find answers to F.A.Q.s (Frequently Asked Questions) and further support.

Assumptions

This **ADR Guide** and the other Pyramix documentation assume you are thoroughly familiar with PCs and Windows terms and concepts. If self installing to a new PC, please ensure the machine is working correctly before attempting to install Pyramix Virtual Studio with ADR option, VCube and Virtual Transport.

Conventions

Conventions used in Merging Technologies documents:

Names found on screens and menus are shown in bold the first time they occur and often later to highlight them. E.g. **Information & Settings**

Menu and sub-menu selections are shown like this:

View > Tracks > Show all Tracks

Which means:

Go to the **View** pull-down menu, mouse down to the **Tracks** sub-menu and choose **Show all Tracks**.

Where a dialog box has several **Pages**, **Tabs** are used to select the pages. **Tab Page** selection is shown thus:

Settings > Keyboard Shortcut Editor : Active Machine

Which means:

Go to the **Settings** pull down menu, choose **Keyboard Shortcut Editor** then click on the **Active machine** Tab.

The Pyramix **Settings > All Settings** dialog Has its own hierarchical tree structure in the left-hand pane with folders leading to pages.

Navigation

All **Contents** and **Index** entries and **Cross-References** e.g. **Please see: Getting Started on page 9** are Hyperlinks. Clicking on them will take you straight to the subject.

User Interface

The **ADR** option adds a menu and a Tab Window to the main Pyramix window.

Keyboard Shortcuts

Of course, any or all of the menu commands can be assigned to keyboard shortcuts in **Settings > Keyboard Shortcut Editor** in the **ADR** tab page.

> **Note:** We strongly recommend you use Keyboard shortcuts and/or a hardware keypad in order to fully appreciate the Merging Technologies ADR experience.

GPIs and GPOs

Any or all of the menu commands may be assigned to General Purpose Inputs (**GPIs**) for activation from any external switching source in **Settings > All Settings > Project > Controller Mapping** (Choose the GPIO controller you have installed and click on **Properties** to open the Mapping dialog.)

Similarly, Cue and Status indicator light switching plus Beep and Countdown can be mapped to General Purpose Outputs (**GPO**s). **Please see: GPO Commands on page 35**

Toolbar

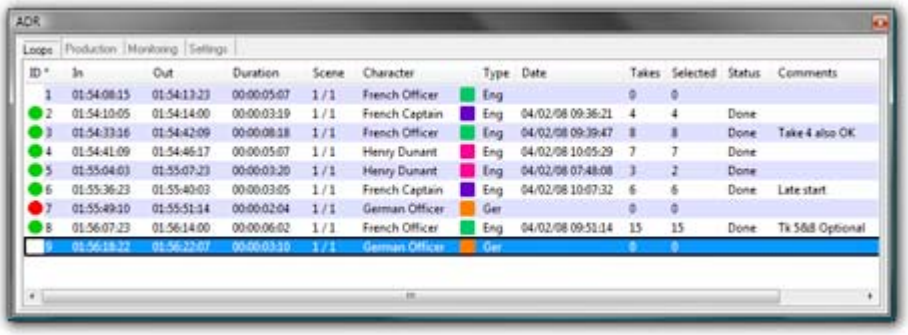
ADR Toolbar

All ADR Commands have Toolbar Icons and these can be added to the ADR Toolbar In **Settings > All Settings > Application > Desktop Layout** in the **ADR** tab page.

ADR Tab Window

The ADR Tab Window has four Tabbed pages.

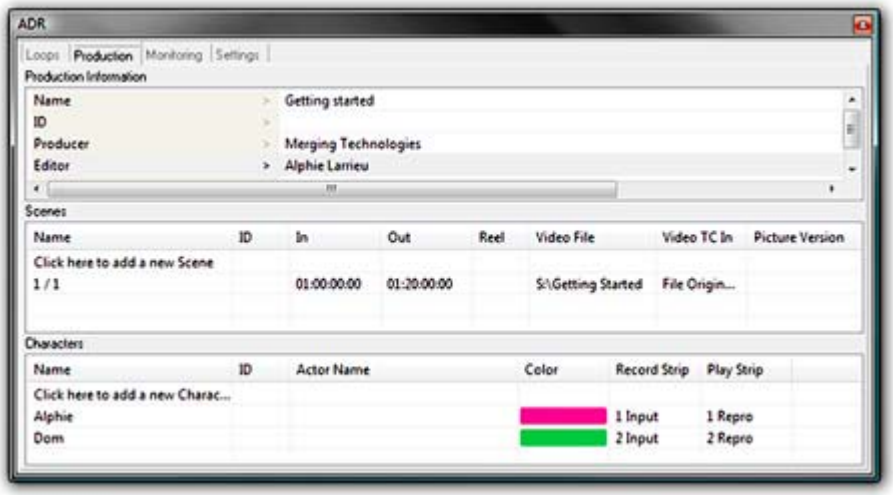
Loops .



ADR Tab Window Loops page

This is the primary page of the ADR system Tab window and should remain visible throughout an ADR session for quick and easy access to all of its functions. It shows all the **Loops** and their current **Status** and enables the user to prepare an ADR session by creating Loops, erasing, sorting and assigning ID numbers to them. Loops can be assigned to Scenes, Characters assigned to Loops and the Loop Type be notated. In the recording session this is the page where the user can also activate **Loops**, select previously recorded Loops as **Selected** Takes (final takes), define the **Status** of work in progress, and add comments.

Production



ADR Tab Window Production page

This page allows the user to enter and view Production information, add and view Characters and set up Scenes. Scenes are very important because they point to video files. This enables VCube to automatically load them as the Loops require.

Monitoring

ADR Tab Window Monitoring page

In this page the sophisticated monitoring and effects logic is set up.

For switching purposes each Loop is defined in three phases, **PreRoll**, **Punch-In** and **PostRoll**. The first section deals with Routing and Effects Switching for each of three possible Guide Tracks during each Loop phase. In the second section Monitor destinations are patched to Mixer Output Buses with one of three logic switching matrices applied and in the third section the switching rules are defined.

Settings

Has all the detailed settings relating to the ADR option. **Please see: Settings on page 31**

Getting Started

Because of the complex interaction of several processes we strongly recommend you use one of the pre-prepared templates or better still the Demo Project to gain familiarity with the many features of the ADR option. Two Templates are currently supplied, more will be added later. For the purposes of this walk though we are using a “PyraCube”. That is Pyramix and VCube SE running on a single machine. Before doing anything else, please open Pyramix and VCube and check a few settings. **Please see: Settings on page 31**

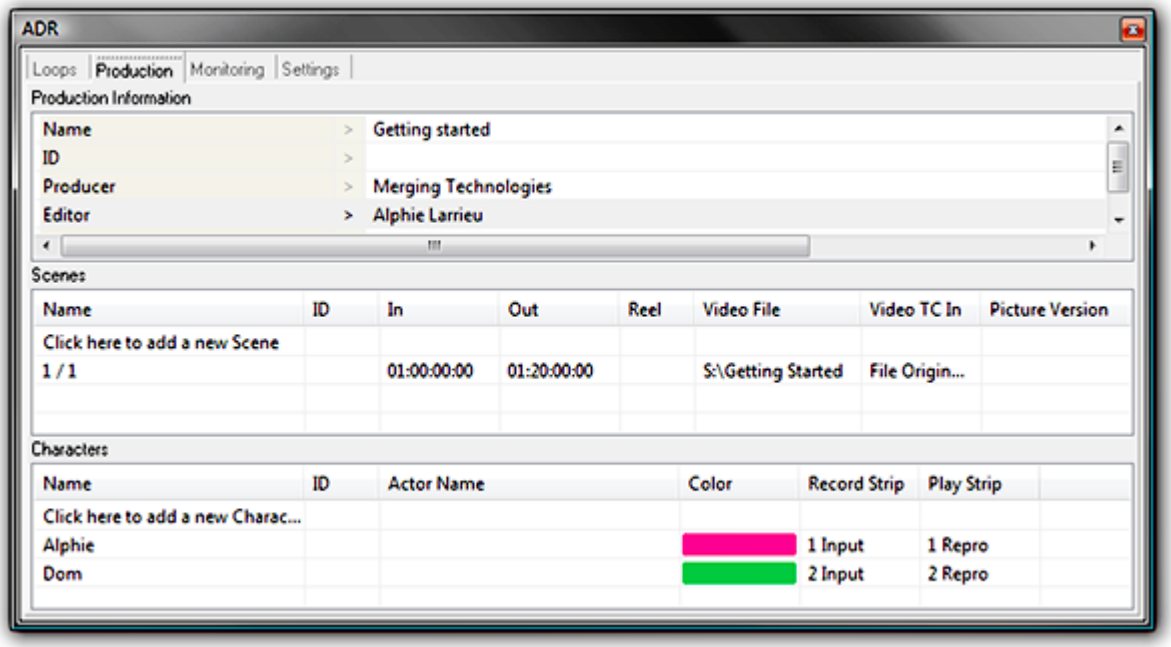
First ADR Project

Choose **Project > New from Template** to open the **Select a Template** browser. Double-click on the **ADR** folder and select either **ADR (2 Actors 1 Mic).pmt** or **ADR (2 Actors 2 Mics).pmt**. The two projects are identical except that the second has two Mics per actor and therefore stereo mixer strips and records twice as many tracks. Follow through the dialog boxes to create your Project in the directory of your choice.

In the following example **ADR (2 Actors 1 Mic).pmt** is used for simplicity.

Set Up ADR Project

Start in the **ADR** Tab Window, **Production** page and enter a **Name** for your production and any other details you wish in the **Production Information** section. The screenshot below shows examples of this and the rest of the page:



ADR Tab Window Production page

In the **Scenes** section first click in the **Video File** column opposite the **1 / 1 Name** entry to open the **Select a Video File** browser. Navigate to the video file associated with your project and click on **Open**. Notice that the path appears in the field where you clicked. If necessary enter an offset in **Video TC In**.

Add other information details as you wish and name your **Character**(**s**)

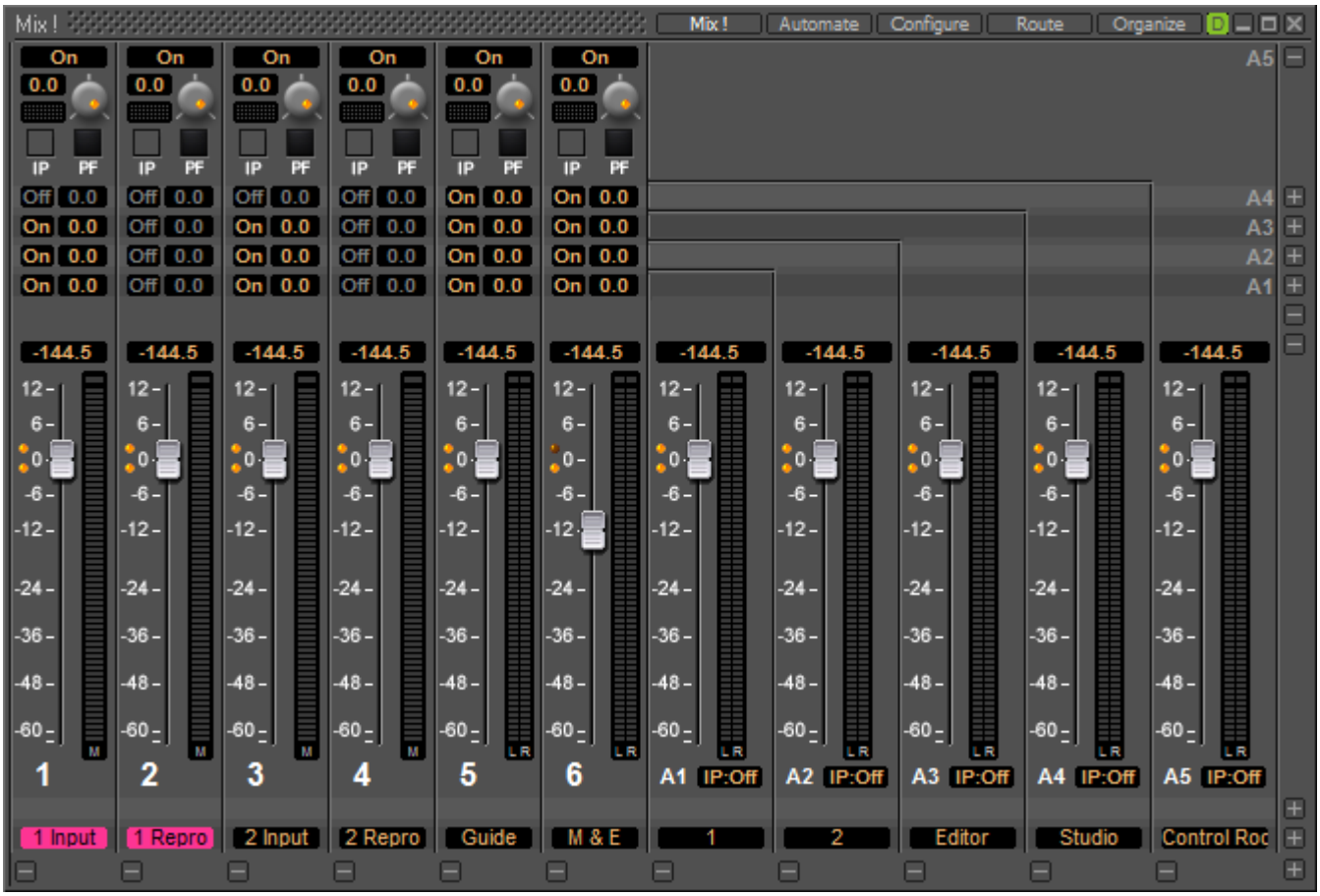
For our current purposes leave the **Settings** and **Monitoring** pages as they are for now with these exceptions:

1. In the **Settings** page, in the **Loops Editing** section, set **Create New Loop on Change** to **No**.
2. In the **Monitoring** page, in the **Monitoring Buses** section click in the **Character** column where it currently says **Actor 1** and select a name you entered earlier in the **Production** page. Repeat for **Actor 2** if you have two actors.

Set Up the Mixer

Note: All the buses are **AUX**s. All five can be controlled automatically by the Bus Switching Matrices in the Monitoring page of the ADR Tab window.

The Template uses the first two physical inputs for the Mic Inputs on Mixer Strips 1 & 3 and retains your existing **Monitor** output assignments.



Pyramix Mixer Window with Loop activated

Note: The Input and Monitor strips for the Active Loop Character are automatically colored to match the Active Loop Character.

Load Guide Track(s)

In the Pyramix Timeline load the voice **Guide Track** on tracks 1&2 already labeled **Guide Track**. If you also have an M&E, load this on tracks 3&4.

Enter Loops

On the assumption you already have a list of In and Out points, you can create Loops in this manner:

1. Select **New Loop In** in the **ADR** menu. A new Loop appears in the **ADR** Tab **Loops** page.

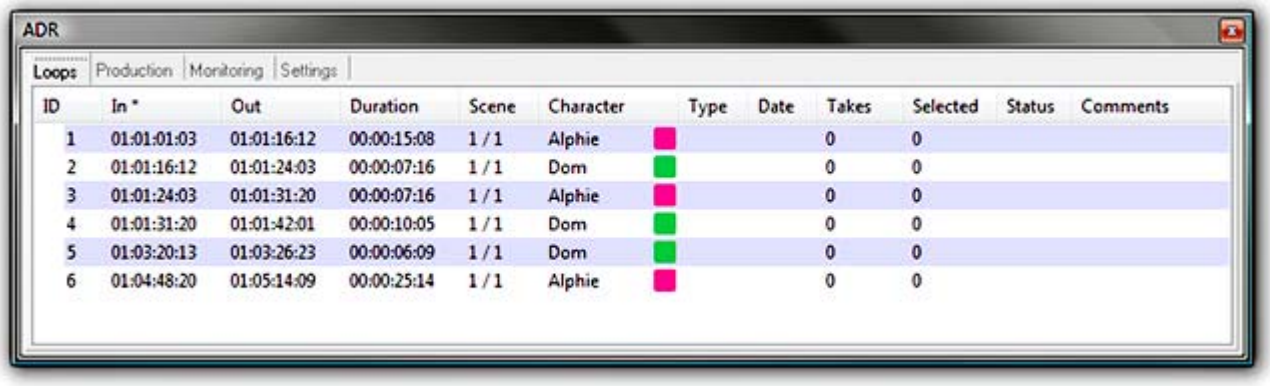
   Note: the **In** point defaults to the current Playhead Cursor position.

2. If you wish to enter the **In** and **Out** points manually simply click in the fields and enter the numbers in the usual way.
3. Set the correct Character name by clicking in the **Character** field and selecting the name you require from the drop-down list.

Add the rest of your loops by repeating steps 1 - 3. Don't worry if the **ID** field shows **?** You can click on the **?** and add the number manually or just select **Renumber all Loops** from the **ADR** menu when you have entered all the Loops.

Note: If you turn **Auto Re-number on New Loop** on (**Yes**) in the **Loops Editing Section** of the **Settings** page of the **ADR** Tab window then you won't need to bother with manually numbering or renumbering.

The Loops page should now look something like this:



ADR Tab Window Loops page

If there is no pre-existing list of loops then position the Playhead Cursor at the desired In point for the first Loop and select **New Loop In**. Then re-position the Cursor to the desired Out point and select **Set Loop Out**. Repeat the process for the second and subsequent Loops.

First ADR Session

With the Loops entered:

Set the Record Path in the usual way (**Settings > All Settings > Project > General : Project Media folder** section)

Click on the first Loop you wish to re-voice to select it.

Activate the Loop either by choosing **Activate Loop** in the **ADR** menu or by double-clicking the Loop in the list.

Notice that the Pyramix and VCube Playhead Cursors jump to the Loop **In** point and that a new Track appears in the Pyramix Timeline with Punch **In** and **Out** Markers set to the **In** and **Out** points.

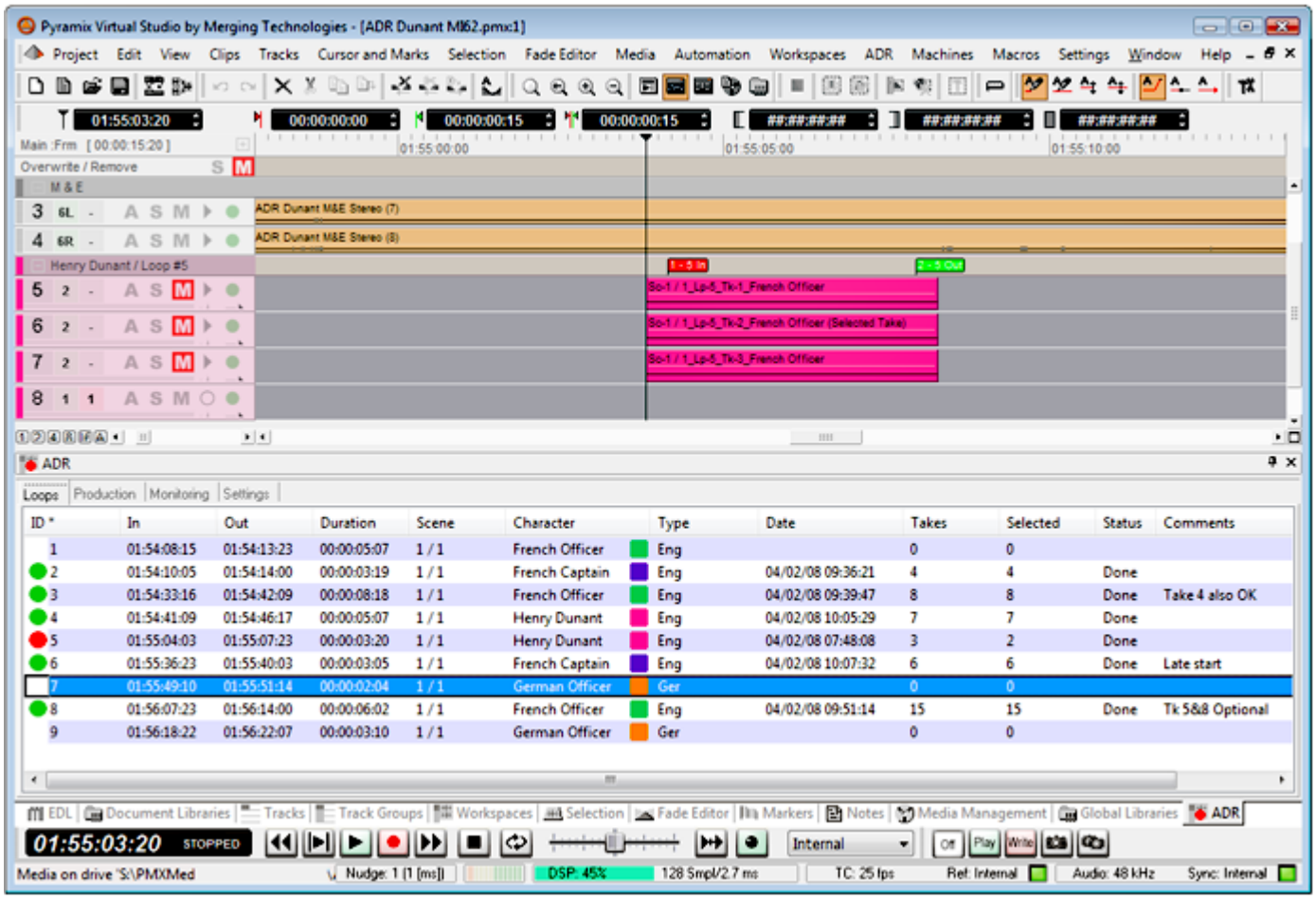
Choose **Rehearse**. The Cursor jumps back to the beginning of the **PreRoll** and goes into **Play**. Countdown is shown and **Beep**s are audible leading up to the **In** point. A **Wipe** crosses the screen to indicate the duration of the Loop. Play continues until the end of the **PostRoll** when the Transport stops.

When you are happy with the rehearsal choose **Record** (If you are new to this, take a tip and record all the rehearsals as well. Sometimes they never get any better than the first rehearsal) and notice that the new Recorded Take appears in the Track. Use the **Review** command to listen to the Take you've just recorded. Each subsequent Record pass adds another Track. If an earlier Take is deemed better than the most recent it can be Selected by using the **Select Previous and Select Next** commands.

When you have a good Take Activate the next Loop and continue until finished.

> **Note:** At the end of the recording session you can use the Consolidate Loops and Takes command to produce a file or files for each Character suitable for loading into a Pyramix Editing Project on any Pyramix Workstation or Export to other formats. I.e. the ADR option is not required to edit the output

.



Pyramix ADR with three recorded Takes on Loop 5

Pyramix, showing three recorded Takes for Loop 5. The red dot indicates that Loop 5 is active. The blue highlight shows that Loop 7 has been selected. Double-clicking it will select it.

Note: The Clips on tracks 5,6 and 7 are automatically colored to match the Character they relate to.

Tips and Tricks

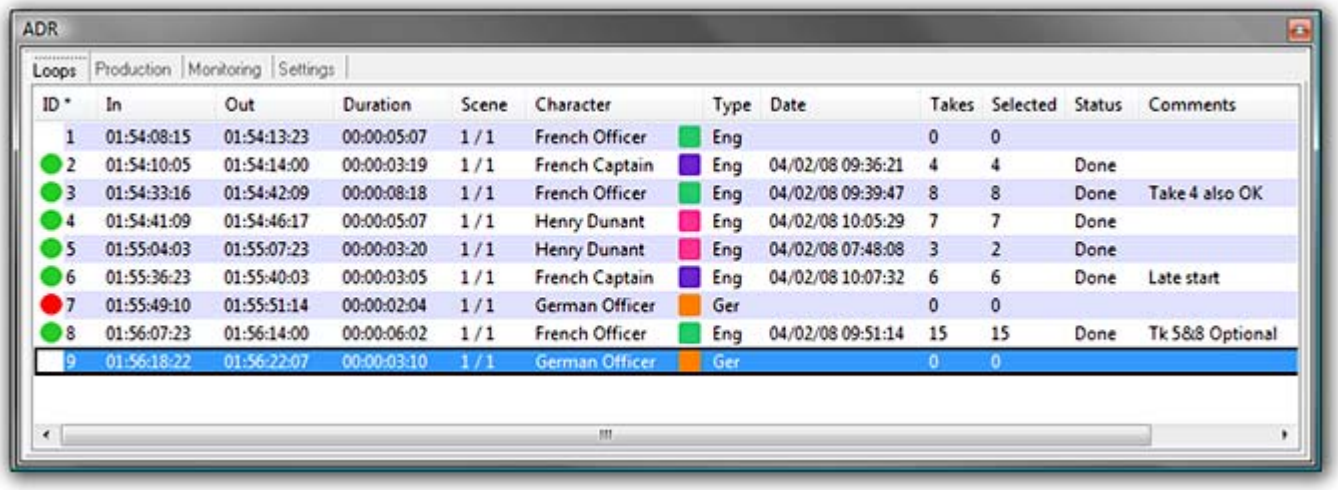
Entering Loops

For efficient manual loop entry make full use of the options in the **Loops Editing** section of the **Settings** page. Please see: **Loops Editing on page 22** .

Be sure to check these options before running an ADR recording session to avoid unwanted behavior if Loops require editing during the session.

ADR Tab Window

Loops Page



ID *	In	Out	Duration	Scene	Character	Type	Date	Takes	Selected	Status	Comments
1	01:54:08:15	01:54:13:23	00:00:05:07	1 / 1	French Officer	Eng		0	0		
2	01:54:10:05	01:54:14:00	00:00:03:19	1 / 1	French Captain	Eng	04/02/08 09:36:21	4	4	Done	
3	01:54:33:16	01:54:42:09	00:00:08:18	1 / 1	French Officer	Eng	04/02/08 09:39:47	8	8	Done	Take 4 also OK
4	01:54:41:09	01:54:46:17	00:00:05:07	1 / 1	Henry Dunant	Eng	04/02/08 10:05:29	7	7	Done	
5	01:55:04:03	01:55:07:23	00:00:03:20	1 / 1	Henry Dunant	Eng	04/02/08 07:48:08	3	2	Done	
6	01:55:36:23	01:55:40:03	00:00:03:05	1 / 1	French Captain	Eng	04/02/08 10:07:32	6	6	Done	Late start
7	01:55:49:10	01:55:51:14	00:00:02:04	1 / 1	German Officer	Ger		0	0		
8	01:56:07:23	01:56:14:00	00:00:06:02	1 / 1	French Officer	Eng	04/02/08 09:51:14	15	15	Done	Tk 5&8 Optional
9	01:56:18:22	01:56:22:07	00:00:03:10	1 / 1	German Officer	Ger		0	0		

ADR Tab Window Loops Page

This is the primary page of the ADR system and shows all the **Loops** and their current **Status** and enables the user to prepare an ADR session by creating Loops, erasing, sorting and assigning ID numbers to them. Loops can be assigned to Scenes, Characters assigned to Loops and the Loop Type be notated. In the recording session this is the page where the user can also activate **Loops**, select previously recorded Loops as **Selected** Takes (final takes), define the **Status** of work in progress, and add comments. This Tab window should remain visible throughout an ADR session for quick and easy access to all of its functions.

> **Note:** A Loop list can be sorted in several ways by simply clicking on the column headings. In the example above, the list is sorted by **ID** number. A star ***** is appended to the column name to indicate this.

Loops Page Columns

ID

Directly below **ID** the colored dots indicate **Loop Status**. Green means that recorded **Takes** exist. **Red** indicates the **Active Loop**. No dot means that the loop has no recorded takes and is inactive.

ID

The **ID** column of the **ADR/Loops** page can be used to rapidly renumber Loops sorted according to another parameter, e.g. Character. When used with the **Renumber All Loops** function the **ID** column will be renumbered, replacing any pre-existing characters or number distinctions from the top of the column to the bottom. You may sort columns by **ID**, **In**, **Out**, **Duration**, **Scene**, **Character**, **Type**, **Date**, **Status** or **Comments** but not **Takes** or **Selected**.

In

The **In** column shows the current **Loop In** position of each Loop and allows the user to adjust the TimeCode value of each Loop In position by first selecting the Loop, then clicking in its **Loop In** field, then entering the new TimeCode value using the Pyramix numeric keypad and finally validating the new TimeCode position by pressing **Enter** on the numerical keypad or cancelling by pressing **ESC**. The **Loop In** position may also be modified by updating the

Playhead Cursor position in the Timeline and then simply using the **Set Loop In** function.

Out

The **Out** column shows the current **Loop Out** position of each Loop and allows the user to adjust the TimeCode value of each Loop Out position by first selecting the Loop, then clicking in its Loop Out field, then entering the new TimeCode value using the Pyramix numeric keypad and finally validating the new TimeCode position by pressing **Enter** on the numerical keypad or cancelling by pressing **ESC**. The **Loop Out** position may also be modified by updating the Playhead Cursor position in the Timeline and then simply using the **Set Loop Out** function.

Duration

Duration shows the total time between the **Loop In** and the **Loop Out** positions of the current Loop. This field cannot not be modified directly and is intended for reference only.

Scene

Scene is where the user may assign a **Scene** (previously created in the **ADR/Production** page in the **Scenes** section) to a Loop. In that page each **Scene** is assigned a video file which is loaded into the **VCube** automatically when a Loop is activated. So essentially, assigning a **Scene** to a **Loop** assigns it a correctly offset video file for playback and recording in sync with picture.

Character

Character allows the user to assign a **Character** (previously created on the **ADR/Production** page in the **Characters** section) to the current Loop. When the current loop is activated and the VCube loads the associated video file into its Timeline it also generates countdown and Loop record wipes with the Character's name and individual color and embeds them into the picture output out from the VCube as a visual aid in timing cues.

Type

The **Type** column contains simple text fields which enable the user to make notes about the type of Loop content for reference and quick sorting of the Loop list by type.

Date

Date displays the creation date of the most recently recorded take of each Loop. This column's fields cannot be modified and are intended for reference and sorting purposes.

Takes

Takes shows the number of existing Takes for each Loop. The values in this column are intended for reference and may not be modified or sorted.

Selected

The **Selected** column shows the number of the currently selected Take for each Loop. If the user wishes to change the currently selected take of a given Loop they must use the **Select Previous Take** and the **Select Next Take** functions to do so. The values in this column are intended for reference and cannot not be modified or sorted.

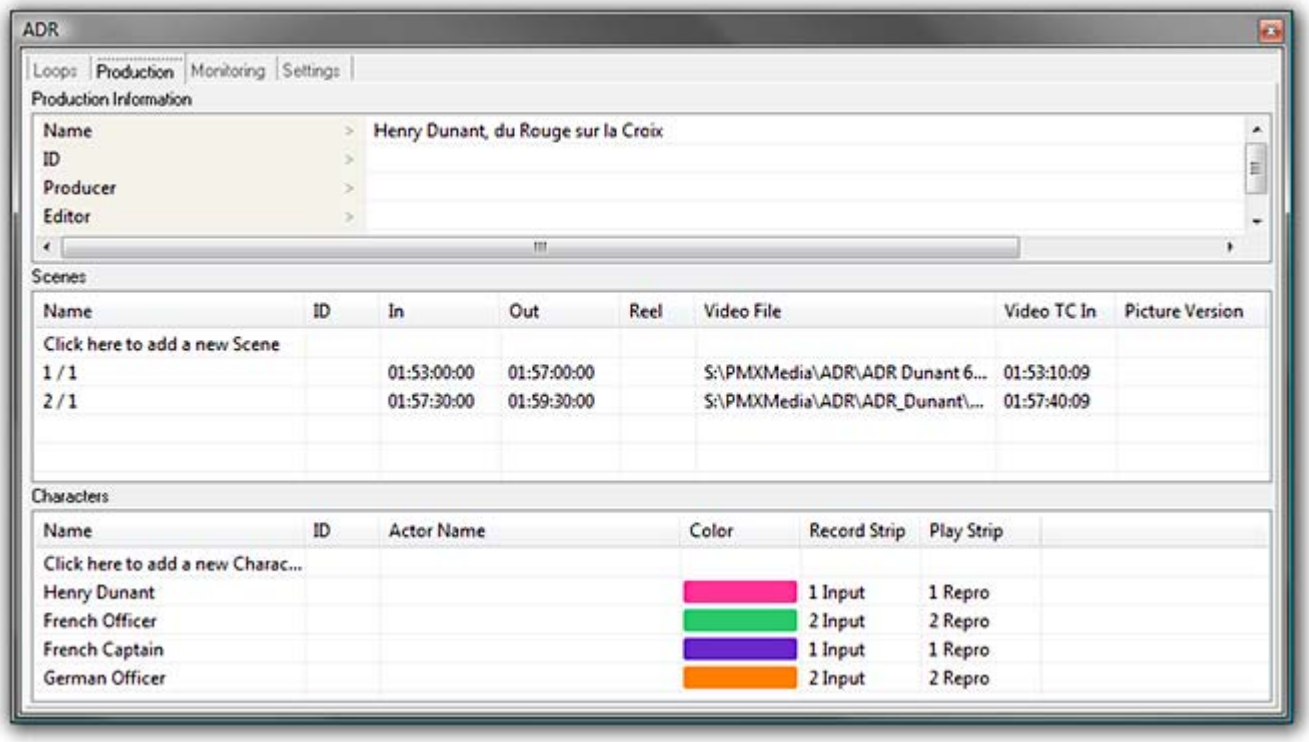
Status

The **Status** column contains simple text fields which enable the user to make a note as to the current status of a Loop for reference and quick sorting. This field is typically used to indicate if a Loop is for example finished, or started, or maybe refused or accepted. This column may be sorted for quick reference.

Comments

The Comments column contains simple text fields which enable the user to make a note of any kind for reference and quick sorting of the Loop list.

Production Page



ADR Tab Window Production Page

Production Information

This section of the **Production** page is for users to add text information identifying the project and any other information that may be felt necessary.

Name Text Field for the Project Title

ID Text Field for a Production identification code.

Producer Text field for name of **Producer**.

Editor Text Field for name of **Editor**.

Notes Text Field for adding any notes relating to the Project

Scenes

This section of the **Production** page enables the user to define the scenes to be dubbed in the current Project. Once a new scene has been created it can be assigned a video file for playback by the VCube. The video file may be offset in the Video TC column. Once a video file is properly referenced to a Scene the activation of a Loop associated with that Scene automatically loads the video file into the VCube Timeline. If a Loop is activated that calls a different Scene and there is a different video file for that Scene the VCube automatically replaces the old video file with the new one. In this manner no **Compositions** (VCube Projects) need to be manually loaded into the VCube when changing scenes in the **ADR/Loops** page in the Pyramix, the whole process is automatic and hassle free.

Name **Name** enables new **Scenes** to be created and assigned a suitable name in accordance with edit and script indications. The **Scene Name** is automatically

included in the name of each recorded Take for reference when editing takes into final dialogue predub Projects.

ID — **ID** allows for a production code to be assigned to a scene.

In — **In** enables the user to mark the beginning of the scene in TimeCode format for reference.

Out — **Out** enables the user to mark the end of the scene in TimeCode format for reference.

Reel — **Reel** allows for the user to mark the **Reel Number** containing the scene if the project is divided into cinema reels for reference.

Video File — Clicking in the **Video File** box of a given scene opens a **Select a Video File** browser box which enables the user to choose the appropriate video file for use with the current scene. This information is passed to VCube through the **Virtual Transport** communication and enables VCube to find the correct file and open it on a video track automatically when a Loop in this **Scene** is activated.

Video TC In — Clicking in the **Video TC In** box of a given scene allows the user to type in an offset if required to synchronize the associated video file correctly with the ADR project. This field is in the TimeCode format of the current Pyramix ADR project and sets the first frame of video to the position entered in this field. Note: If the video file contains a burnt in TimeCode in the first frame use this TimeCode to set the **Video TC In** point of the current scene.

Picture Version — This column contains text fields enabling the user to add an appropriate reference.

Characters

This section of the **Production** page enables the user to create the **Characters** required for the current production including actors' names. It also allows for color coding each Character for easy identification and loop sorting. This is also where each Character is assigned to their respective microphone input Strips and audio monitor output Strips.

Name — New **Characters** are created here according to the name in the production's script. This name is also automatically included in the name of each new take recorded for reference when editing Takes into final dialogue predub projects.

ID — Enables the user to assign an individual production code to each character for script referencing.

Actor Name — Enables the user to enter the actors' stage names for reference.

Color — Click in the field to pop-up a color-picker and assign an individual color to the **Character** for fast visual reference in the **Loop** page, and on the **Track Groups** and also on the **Mixer Input Strips**.

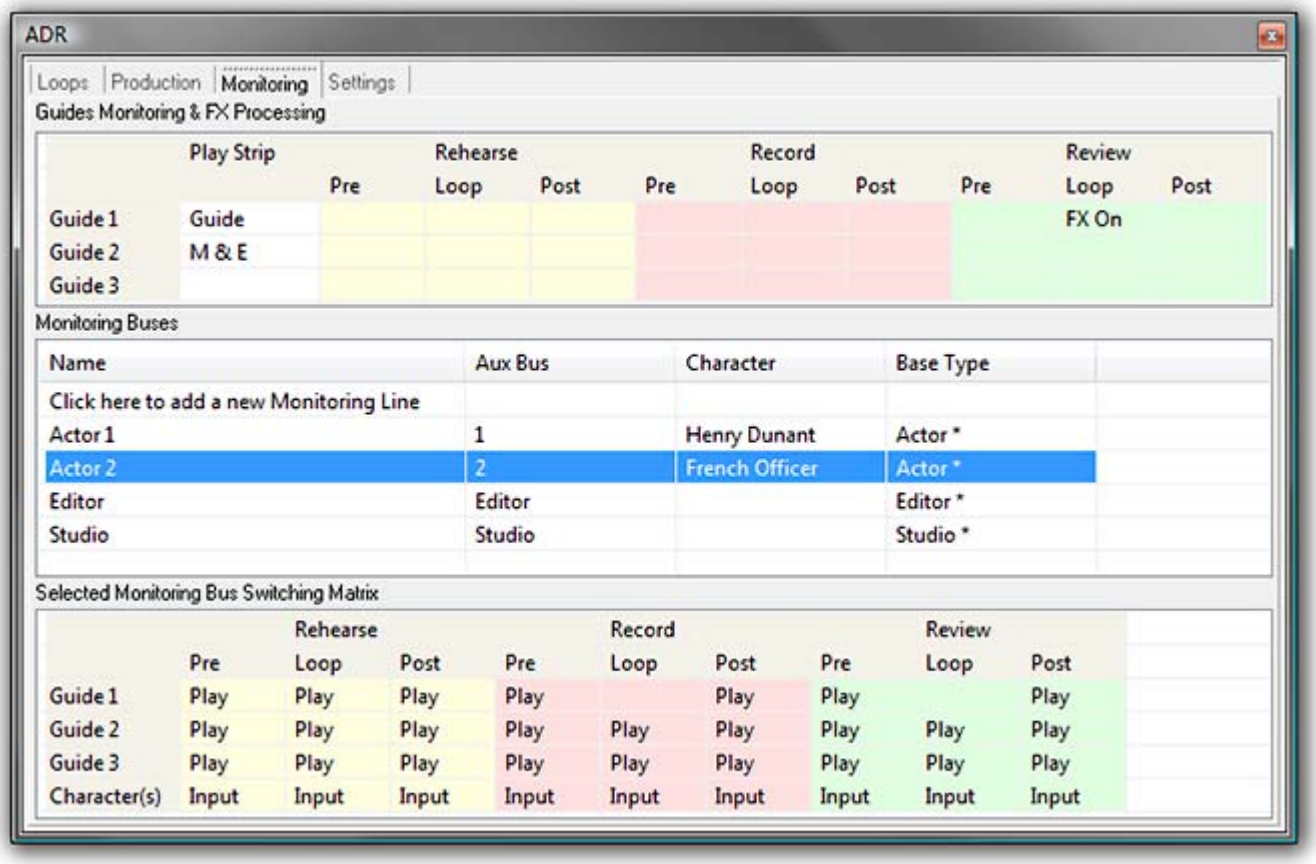
Record Strip — This is where the user assigns each Character's microphone to a specific **Input Strip** on the Mixer. By associating each Character's microphone to a specific **Input Strip** on the mixer the ADR Loop section is able to assign the proper Input Strip to the Record Track that is automatically created when a Character's Loop is activated and after each new loop **Record Pass**. All the

other Tracks (Takes) of the current Character will be routed to the assigned **Play Strip** automatically for review passes.

Play Strip

This is where the user assigns each Character's **Take Playback Tracks** to a specific **Input Strip** on the mixer. All Tracks in a character's group except the **Record Strip** will be sent to the **ADR Monitor Section** through this **Play Strip**. The **Play Strips** are also used to send the audio **Countdown Beeps** for each individual actor to their headphone circuit individually through the **ADR Monitoring** section. This way actors only hear their own audio Beeps and not those of the other actors so they can remain focused on their own entry timing.

Monitoring Page



ADR Tab Window : Monitoring page

Note: Unless one of the Monitoring busses is selected (highlighted) nothing will be displayed in the **Selected Monitoring Bus Switching Matrix** section.

Guides Monitoring & FX Processing

This section of the **Monitoring** page enables the user to define two things concerning playback **Guide Tracks**.

1. Associate each of the three Guide Track Monitor Logic Matrices to specific Mixer Input Strips for automatic Auxiliary Bus switching.

2. Choose at which stages (PreRoll, Loop and PostRoll) of Recording, Rehearsing, or Reviewing, plug-in effects will be automatically switched **ON** and **OFF** in each of the three Guide Track Monitor Logic matrices. An example of three Guide tracks might be (1) Dialog pre dubs (2) Music&Effects (3) Optional/Crowds etc. each of which may benefit from a different effects switching scheme.

Play Strip — Here the user can assign **Mixer Strips** to one of the three possible **Guide Track Monitor Logic Matrices**. Once the Guide Track Monitor Logic Matrices have been assigned to specific Mixer Strips the following columns of **Rehearse**, **Record**, and **Review** will actively switch on and off any Plug-in effects present on that specific mixer strip according to the table. This function permits a Plug-in effect to be assigned to a specific stage of the **Loop Pass**. For example the user may wish to apply a graphical EQ to the original dialogue track to filter out the voices on the track but allow other sounds to pass through.

Rehearse/Record/Review

Pre — Clicking in a **Pre** field toggles **Fx On** or **blank** (FX Off) to activate or de activate any Plug-in effects on the Guide Track Mixer Strips selected in the **Play Strip** column during the **PreRoll** period of a **Loop Pass**.

Loop — Clicking in a **Loop** field toggles **Fx On** or **blank** (FX Off) to activate or de activate any Plug-in effects on the Guide Track Mixer Strips selected in the **Play Strip** column during the **Punched in** period of a **Loop Pass**.

Post — Clicking in a **Post** field toggles **Fx On** or **blank** (FX Off) to activate or de activate any Plug-in effects on the Guide Track Mixer Strips selected in the **Play Strip** column during the **Post Roll** period of a **Loop Pass**.

Monitoring Busses

This section defines the audio switching that will be applied to each headphone circuit and loudspeaker system individually. Although the switching definitions must be carefully constructed, and may seem complex at first, once in place and functional this feature simplifies an ADR session considerably by allowing the recording engineer to focus on the dialog being recorded without being distracted by monitoring issues.

In the **Monitoring Busses** section the user defines the total number of **Output Monitor Bus Switching Matrices** required for the entire ADR recording session. If for example there is a stereo loudspeaker system, two actor headphone circuits, one headphone for the recording engineer, and an additional headphone circuit for the artistic director then the user will need to create five Output Monitor Bus Switching Matrices in this section. (Currently, 5 is also the maximum number) Each of these must then be applied to a pre-existing Mixer Aux Bus. (In the **Aux Bus** column)

There are three **Base Types** of pre-defined **Bus Switching Rules**. When the user selects a Matrix in the **Monitoring Buses** section the Bus Switching Rules to be applied are displayed in the **Selected Monitoring Bus Switching Matrix** section. These rules may further be modified at any time to fit the particular requirements of a specific recording session.

Name — Is where the user creates and names new **Monitoring Bus Switching Matrices** to be associated with actual **Auxiliary Buses** on the Mixer. The names of the Monitoring Buses should be thought of as the names of the actual outputs in the ADR recording studio to simplify their roles. For example a Bus to be used for an actor's headphone circuit could be named **ACTOR 1**, or a Bus for the studio monitor loudspeakers could be named **STUDIO**. You should use whatever names you usually use for your monitoring equipment here so you know immediately which object you are addressing in the **Monitoring Bus Switching Matrix** section.

Aux Bus

Here, the user assigns the **Monitoring Bus Switching Matrix** objects created in the **Name** fields to the actual **Aux**iliary Output **Bus**es on the Mixer. To simplify: The Monitoring Bus Switching Matrix objects follow the Switching Matrix rules. The Auxiliaries are the outputs of the ADR module and this is where they are assigned to the Switching Matrices.

Character

The **Character** column fields contains a pull-down menu with all the **Character** names created previously in the **Production** page in the **Character** section. These **Character** Names do not affect the actual Mixer **Monitoring Buses** or the **Switching Matrix** but are included for quick reference when working with large ADR projects where changing monitoring equipment may become complex. For example imagine that one actor has very specific elements in his/her headphones while others have a more basic headphone setup and, for some reason, that particular actor changes headphones and the recording engineer wishes find the special auxiliary quickly and simply change its outputs instead of re-doing all the actors' switching matrix rules. Having marked that actor's special bus enables it to be found quickly.

Base Type

Fields in this column contain a pull-down menu with three default **Bus Switching Rule Sets** for quick and easy switch matrix setup per monitoring bus. The three types try to encompass the most common switching conditions for **Actors**, **Editors**, and the main **Studio** Loudspeaker system. By default the **Studio Base Type** is assigned to new **Monitoring Bus Matrices** but the **Actor** and **Editor Base Types** may be chosen and further modified at any time.

Note: Modified Base Types display a star (*) after their names to indicate custom setting in the switching matrix.

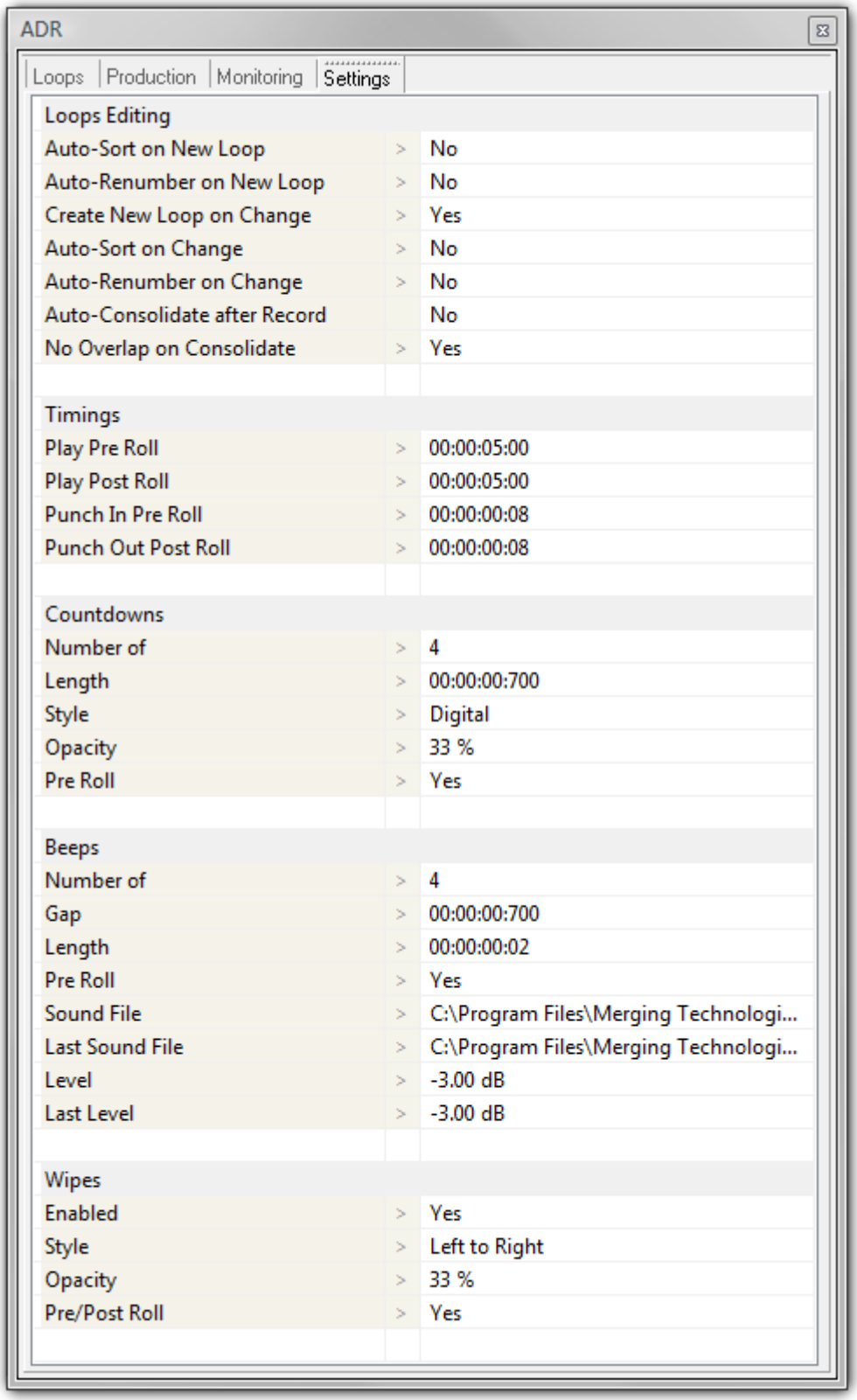
Selected Monitoring Bus Switching Matrix

This section allows the user to modify the **Base Type** sets of Switching Rules applied to sound sources before they are sent to Output Buses. In the Left column the three **Guide** Track Output circuits and the **Character(s)** Input Monitor sources are shown. These are all the different types of sound sources that may be automatically switched to the ADR monitoring outputs. The **Rehearse**, **Record**, and **Review** columns represent the three **Loop modes** of the ADR system and are further broken down into the three Loop playback/record periods; **Pre**, **Loop**, and **Post**.

Note: The **Guide Track** switching is either **Play** or blank meaning **Mute**. So, depending on the **Active Loop mode** and the current **Loop playback/record period** the Guide Tracks may be automatically switched **ON** or **OFF** in any combination and to any headphone or loudspeaker. The **Character** sources differ in that they may either be in **Input** or blank meaning **Mute** which means the microphone signal will either be Input through to headphones and/or loudspeakers or off.

This section requires some experimentation with modifications to the three **Base Types** of **Switching Rules** to become familiar with its power and functionality but, once the user has a clear understanding of what is possible, this Switching Matrix is a time saving and very powerful feature of the ADR system. When the Monitoring Bus Switching Matrix is properly setup, the ADR recording session is considerably simplified and the recording engineer's job made much easier.

Settings Page



ADR Tab Window : Settings Page

Settings Page Continued

As the name implies, the settings which control general behaviour can be found in this page. The **Loops Editing** settings are principally applicable when preparing an ADR session.**Timings** sets parameters for **PreRoll** and **PostRoll** timings in **Play** and **Record**. **Countdowns** sets parameters for the **Number**, **Style**, **Length** and appearance of **Countdown** graphics. **Beeps** sets similar parameters for the audible **Beeps** that usually accompany the Countdown graphics. Lastly, **Wipes** does the same for the graphics displayed during the Punched-In phase of the Loop.

Loops Editing

Auto-Sort on New Loop When this parameter is set to **Yes** all new loops created in the **ADR/Loops** page are placed in the Loop list according to their current sorting status. The sorting status is defined by the nature of the content in the column that is currently sorted in the **ADR/loop** page. A star (*****) symbol indicates the currently sorted column. If, for example, the **In** column is sorted all the Loops will appear in that order from first to last in the Timeline. A new Loop will be created in relation to the current Playhead Cursor position in the Timeline and will therefore be placed in the loop list according to its In position. When this parameter is set to **No** all new Loops created in the Loop list are placed immediately after the currently selected Loop. If the sorted column is numerical in nature the ID of the new loop will be the number of the last source loop followed by a decimal separator and a sub-number. i.e.: Loop **ID 7** makes a loop **ID 7.1**

Auto-Renumber on New Loop This function overrides all distinctions entered in the **ID** column, replacing each Loop's **ID** with a number in ascending order from the top of the Loop list to the bottom each time a new Loop is created. Renumbering the **ID** column of each loop permits the quick tagging of a Loop list to then later re-sort the list by any other criteria and quickly compare results. Typically this is used to estimate the remaining work to be done by combinations of actors according to their roles in combined scenes in relation to one another and studio presence etc... When this parameter is set to **No** the creation of new Loops does not renumber the list and **ID tags** are preserved and created normally.

Create New Loop on Change When this parameter is set to **Yes** all changes to the **In** or **Out** positions of the selected Loop automatically creates a new Loop with the same complimentary In or Out value, assigns the new Loop to the same **Character** as the selected Loop and re-copies the **Status** and **Comments** columns.

Auto-Sort on Change *****Not yet sorting *****

Auto-Renumber on Change ***Not yet renumbering***

Auto-Consolidate after Record When this function is set to **Yes** after a first **Loop Record pass** the selected Loop is placed on a new track under the **Guide Tracks** in the Timeline. Each following **Loop Record pass** updates the contents of the **Consolidated Track** with the latest **Selected Take**. This keeps the **Consolidated Track(s)** up to date at all times and facilitates the **Review** of pre-recorded **Takes** by always having the latest versions ready for **Playback.**

No Overlap on Consolidate When this function is set to **Yes** and a **Consolidate** command is executed every new **Consolidate** of a Loop creates a separate **Consolidate Track** but only **IF** Loops for the current **Character** will overlap in the Timeline. This

keeps adjacent Loops from covering each other up when **Consolidated** on a single Track.

Timings

Play Pre Roll

This setting defines the **Preroll time** leading up to the **Loop In** position including the **Countdown** and **Beep**

Note: This value should be longer than the **Countdown** and **Beep** sequence lengths in order to properly display and monitor them.

Play Post Roll

This setting defines the **Postroll** time after the **Loop Out** position. When the ADR system reaches the end of the **Post Roll** time the system either stops or cycles back to the **Pre Roll** position and continues **Playback** if in one of the three **Cycle** modes.

Punch In Pre Roll

This setting defines the offset of the actual **Record On** command in relation to the **Loop In** position. This enables the user to record before the actual first dialogue to anticipate breath sounds or dialogue that is prematurely spoken in relation to the actual take. If an actor tends to rush his or her dialogue entries this value may be adjusted to accommodate them and later re-edited into the proper lip-synced position. It also maintains the proper **Countdown**, **Beep** and visual **Wipe**s positions in relation to the actual text.

Punch Out Post Roll

This setting defines the offset of the actual **Record Off command** in relation to the **Loop Out** position. This enables the user to record a little further into the **Post Roll** than the actual **Loop Out** position to allow for a margin of **t**railing breathing, reverberation or dialogue at the end of takes. This function could be adjusted to accommodate the acoustic reverberation times of a particular studio without having to manually extend each **Loop Out** point one by one and while maintaining coherent visual **Wipe** timings.

Countdowns

Number of

This parameter defines the number of **Countdown Events** preceding the **Loop In** position. Each **Countdown Event** results in the display of a countdown wipe in the VCube and a **GPO tally** that may be used for external Countdown display. The maximum number of countdown events is **5**.

Length

This parameter defines the length of each **Countdown Event** in: **Hours:Minutes:Seconds:Milliseconds.**

Style

This parameter offers a choice of the various different types of the visual **Countdown Wipes** generated in the VCube.

Opacity

This parameter defines the transparency of the colored elements of the **Countdown Wipes** generated in the VCube.

Pre Roll

*****Under Construction*****

Beeps

Number of

This parameter defines the number of audio **Beep** pulse events preceding the **Loop In** Position. Each audio **Beep** pulse event results in the generation of a beep by Pyramix which is played out through the **ADR Monitor** grid. A **GPO**

tally may also be sent out through an attached **USB GPIO** interface that may be used for external countdown display flashes. The maximum number of audio beep events is **5**.

Gap — This parameter defines the timing of each **Beep** before the **Loop In** point in **Hours:Minutes:Seconds:Milliseconds.** This parameter is comparable to the **Countdown Length** setting and should be identical in value if the user wants the audio beeps and wipes to be in sync**.**

Length — This parameter defines the length of each audio **Beep** in **Hours:Minutes:Seconds:Frames**. Typically, a value of **2 frames** makes for a comfortable audio Beep, longer Beeps may perturb the listener's perception of the countdown rhythm.

Pre Roll — ***Under Construction***

Sound File — This setting opens a Windows **OPEN** browser box enabling the user to choose the default **.wav** sound file for the first series of Beeps.

Last Sound File — This setting opens a Windows **OPEN** browser box enabling the user to choose the default **.wav** sound file for the last Beep before the **Loop In** position.

Level — This setting enables the user to boost or attenuate the gain level of the sound file of the first series of Beeps.

Last Level — This setting enables the user to boost or attenuate the gain level of the sound file of the last Beep before the **Loop In** point.

Wipes

Enabled — Activates the generation of **Record Wipes** in the VCube that visually indicate the remaining length of a **Loop Take** pass.

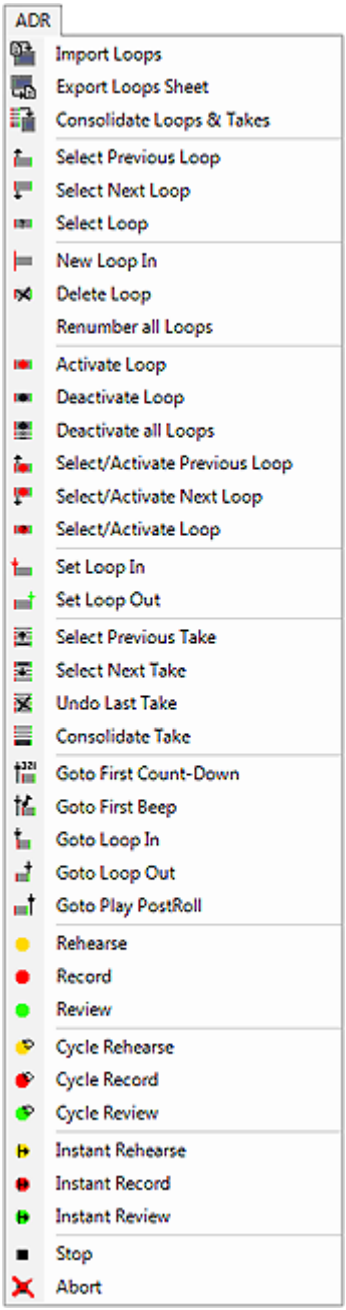
Style — Offers a choice of different appearances for the visual **Record Wipe**, generated in the VCube.

Opacity — Defines the transparency of the colored elements of the visual **Record Wipe** generated in the VCube.

Pre/Post Roll — ***Under Construction***

ADR Menu

The ADR option adds a new menu and a new Tab Window to Pyramix.



ADR menu

Commands

Commands

	Import Loops	Opens the **Import Loop List** window
	Export Loops Sheet	Not yet implemented
	Consolidate Loops & Takes	Creates an **Edit Track Group** per production **Character** with all selected take clips in the Timeline for playback through their respective mixer outputs
	Select Previous Loop	Navigates the Selection Cursor to previous loop in the **ADR/ Loops** page without changing the **Active Loop** status
	Select Next Loop	Navigates the Selection Cursor to next loop in the **ADR/Loops** page without changing the **Active Loop** status
	Select Loop	Opens the **Select Loop** dialog box. This allows the number of the loop you wish to select to be directly entered by typing the number on the numerical keypad and pressing **Enter/OK** or **Esc/ Cancel.**
	New Loop In	Creates a new ADR loop according to the conditions on the **Settings/ Loops Editing** page. **In Point** is automatically assigned to the current cursor position in the Timeline**.**
	Delete Loop	Deletes the selected loop from the **ADR/Loops** list.
No Icon yet	**Renumber all Loops**	Automatically renumbers the **ADR/Loop/ ID c**olumn with numbers from **1** upwards, replacing any former characters or number distinctions from the top of the column to the bottom. Users may sort columns by **ID**, **In**, **Out**, **Duration**, **Scene**, **Character**, **Type**, **Date**, **Status** or **Comments** but not **Takes** or **Selected**. The current column selected for sort order is indicated by a *****
	Activate Loop	Creates a new **Character Track** in the Timeline and recalls any past **Loop Takes** of the selected **Loop** in the current character's

Note: This is normally not a function you would wish to invoke during a recording session. It is principally provided for use when preparing loops.

Track Group. All past takes are automatically Track Muted and the current track is placed in Input Monitor mode and is ready for automatic record Punch-in or Rehearsal. If the VCube is open and a video file is properly referenced for the current loop it is automatically loaded and placed in the VCube's Timeline as well as the creation of a higher priority video track containing the sub-layers with the automatically generated countdown and wipe overlays. The countdown and wipe overlays are automatically muted and un-muted for Loop **Recording** and **Rehearsal**. They are muted for the **Review** mode along with the beeps and GPIO events.

Deactivate Loop

Deactivates the selected Loop in the **ADR/Loops** page and removes the selected Character's **Track Group** and its associated Take Tracks from the Timeline.

Deactivate all Loops

Deactivates all active Loops in the **ADR/Loops** page and removes all of their respective Character Track Groups and their associated Take Tracks from the Timeline.

Select/Activate Previous Loop

Simultaneously deactivates the current **Active Loop** on the **ADR/Loops** page while it selects and activates the previous (higher in the column) Loop.

Select/Activate Next Loop

Simultaneously deactivates the current active Loop on the **ADR/Loops** page while it selects and activates the next (lower in the column) Loop.

Select/Activate Loop

Opens the **Select/Activate Loop** dialog box. This allows the number of the Loop you wish to **Select and Activate** to be directly entered by typing the number on the numerical keypad and pressing **Enter/OK** or **Esc/Cancel**. Activating a new loop with this dialog box deactivates **ALL** other active Loops in the **ADR/Loops** page.

Set Loop In

Sets the **Loop In** point at the cursor position of the currently selected Loop. If the **Create New Loop** option is set to **yes** on the **ADR/Loops** page the **Set Loop In** function also automatically creates a new Loop.

Set Loop Out

Sets the **Loop Out** point at the cursor position of the currently selected Loop. If the **Create New Loop** option is set to **yes** on the **ADR/Loops** page the **Set Loop Out** function also automatically creates a new loop with the in point of the currently selected loop. **Note:** If the user tries to set the **Out** Point before the cur-

	rently selected loop's **In** point no new Loop is created. The user should use the **New Loop In** or **Set Loop In** functions instead.
Select Previous Take	Scrolls up through the currently active Loop takes designating the **Selected Take** (good take) that will be used in the **Consolidated Track** functions. If no Loop is actively selected in the **ADR/Loops** page then New Take switching is inactive.
Select Next Take	Scrolls down through the currently **Active Loop** takes designating the **Selected Take** (good take) that will be used in the **Consolidated Track** functions. If no Loop is actively selected in the **ADR/Loops** page then New Take switching is inactive.
Undo Last Take	Erases the last Loop take pass in the active Character Loop and removes its corresponding Clip and associated Track from the Character Group in the Timeline. This function works in any active Character Loop to reduce the number of associated takes and tracks at any point in time during an ADR session, unlike a classic **Undo** function.
Consolidate Take	Consolidates the **Selected Take** of the Active Character loop by creating a permanent Track after the Guide Tracks and before the Character Loop Groups and placing the Selected Take on that track for review. The newly created track is routed to same mixer strip as the Character Loop tracks but is not muted.
Goto Play PreRoll	Locates the cursor to the **PreRoll** position of the first of any Active Loops. **Note:** This function does not locate the cursor during Playback or if no Loops are Active.
Goto First Count-down	Locates the cursor to the **First Count-down** position of the Active Loop.
Goto First Beep	Locates the cursor to the **First** countdown **Beep** position of the Active Loop.
Goto Loop In	Locates the cursor to the active **Loop In** Marker position for quick verification of the punch-in point
Goto loop Out	Locates the cursor to the active **Loop Out** Marker position for quick verification of the punch-out point

	Goto Play PostRoll	Locates the cursor to the end of the active Loop's **PostRoll** position to quickly verify sufficient **PostRoll** for review playback passes.
	Rehearse	Places the Pyramix in a simulated Loop Record pass mode. This enables you to **Rehearse** the Active Loop without actually recording a Take. It fully automates the horizontal Track Zoom, Guide Track Mutes, Track Input modes, Wipes, GPOs, Beeps and audio Guide Tracks according to their associated Actors' monitoring Output Channels.
	Record	Records the current Active Loops with all automatic monitoring and visual cues active according to the desired options in the **ADR/Settings** page. Each successive record pass creates a new Character Loop Track and automatically mutes the previous Loop Tracks to avoid Loop summing during playback.
	Review	Plays back the Pyramix from the first Active Loop's PreRoll position all the way through to the last Active Loop's PostRoll position unmuting any tracks containing a Selected Take. This mode does not display the Wipes, activate GPO events, or play back the Beeps so as not to distract from evaluation of the recorded materiel.
	Cycle Rehearse	Places the Pyramix in **Rehearse** mode with cycled playback between the first PreRoll in position and the last PostRoll out position continuously until manually stopped.
	Cycle Record	Places the Pyramix in **Record** mode with cycled punch-in and punch-out recording and successive Track Loop creation between the first PreRoll In position and the last PostRoll out position continuously until manually stopped.
	Cycle Review	Places the Pyramix in **Review** mode Playing back between the first PreRoll In position and the last PostRoll out position continuously until manually stopped.
	Instant Rehearse	Forgoes the **PreRoll** position of the first Active Loop and enables you to make a **Rehearse** pass from anywhere in the Timeline preceding the last **PostRoll** position. **Note:** Unlike a standard manual **Play** command, in **Instant Rehearse** mode all automatic ADR functions are active and playback stops at the end of the **PostRoll** position. If no loop is active **Instant Rehearse** does not initiate playback.

	Instant Record	Forgoes the **PreRoll** position of the first active loop and enables you to make a record pass from anywhere in the Timeline preceding the last **PostRoll** position. **Note:** Unlike a standard manual **Record** command, in **Instant Record** mode all automatic ADR functions are active and playback stops at the end of the **PostRoll** position. If no loop is active **Instant Record** does not initiate a record pass.
	Instant Review	Forgoes the **PreRoll** position of the first active loop and allows you to **Review** the ADR project from anywhere in the Timeline preceding the last **PostRoll** position. **Note:** Unlike the **Rehearse** command, in **Instant Review mode** all automatic ADR functions are inactive and playback stops at the end of the postroll position. If no Loop is active **Instant Review** does not initiate playback.
	Stop	**Stop**s Pyramix in any playback or record mode keeping any recorded Loops in the **ADR/Loops** page and in the Timeline.
	Abort	Stops Pyramix in any playback or record mode discarding any recorded Loops created in the current record pass in the **ADR/Loops** page and in the Timeline but preserves the Media Files in the project's record media folder.

Settings

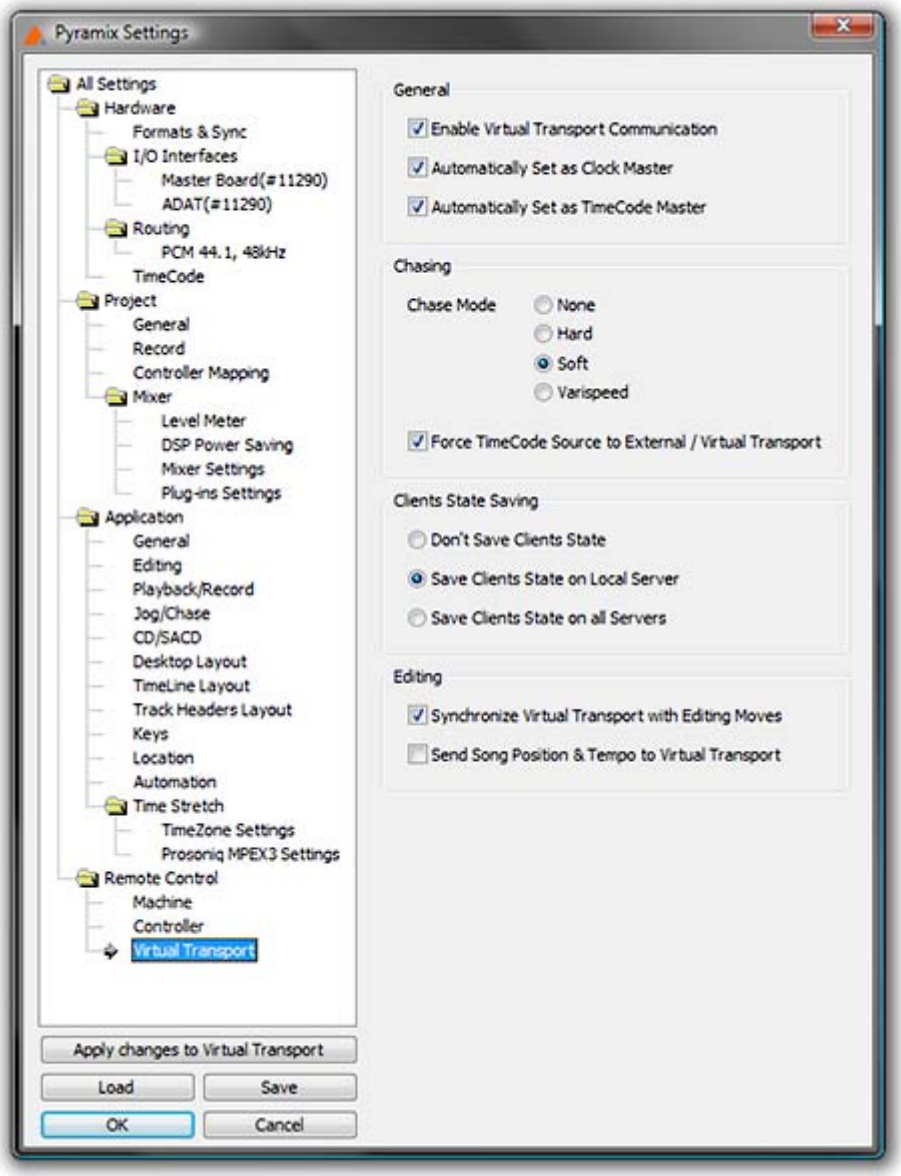
The precise settings in the applications may vary according to the user's specific circumstances.

The settings advice that follows applies to a **PyraCube** I.e. a single PC running VCube in SE mode with Pyramix and Virtual Transport.

Pyramix

Check **Settings > All Settings > Remote Control > Virtual Transport**

They should look like this:



Pyramix Settings > Remote Control > Virtual Transport

I.e. the following items should be checked:

Enable Virtual Transport Communication

Automatically Set as Clock Master

Automatically Set as TimeCode Master

Chase Mode: Soft

Force TimeCode Source to External / Virtual Transport

Clients State Saving: Save Clients on Local Server

Editing: Synchronize Virtual Transport with Editing Moves

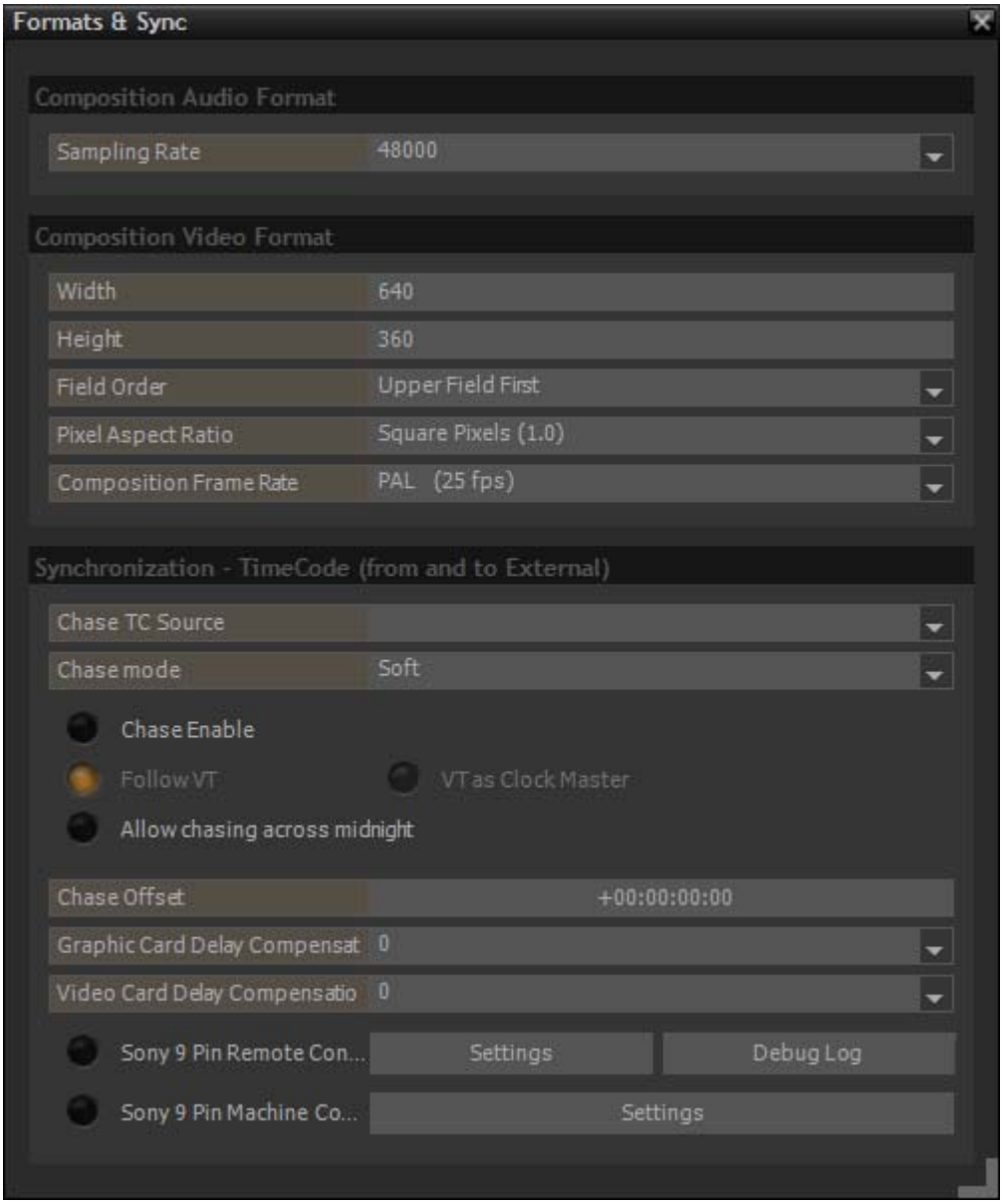
Record Path

Set the Loop **Record Path** in the **Settings > All Settings > Project > Record : General page**

Use the **Project Media Folder** Drop-down list or the **...** Browser button and set an appropriate Record Path.

VCube

The only setting (from a fresh install) that requires checking is **Follow VT** which can be found in **Settings > Formats & Sync Settings : Synchronization - TimeCode (from and to External)** :



VCube Settings > Formats & Sync Page

Pyramix and VCube on One Screen

If you are running on a single screen you may find it helpful to set VCube to **TopMost Only When Floating** and **Display Taskbar** in the **Settings > User-Interface** window. With these settings in place you can then use **F4** to toggle between Normal and Floating modes and **F3** to toggle between either and Full Screen. **Alt + Tab** is used to toggle between the applications.

Virtual Transport

The Virtual Transport Clients Frame should look like this:

Virtual Transport Clients Frame

The points to note are that **Pyramix** is set to **Clock Master** and **TC Master**, **VT** is set to **Chase** and both are set to **Lock**.

GPO Commands

Any or all of the following commands may be assigned to General Purpose Outputs (GPOs) for activation of external switching destinations in **Settings > All Settings > Project > Controller Mapping** (Choose the GPIO controller you have installed and click on **Properties** to open the Mapping dialog.)

Beep 4 through 0 — Sends a tally signal on a separate output for the duration of each audio **beep** countdown preceding the Punch-in point in **Record** and **Rehearse** modes. This type of tally is typically used as a switch to momentarily light-up a series of numbered flashes to visually indicate the countdown to recording in a silent studio.

Beeps — Sends a tally signal on a single output for each audio beep countdown proceeding the punch-in point in **Record** and **Rehearse** modes. This type of tally is typically used as a switch to momentarily light-up a flash to visually indicate the countdown to recording in a silent studio.

CountDown 4 through 0 — Sends a tally signal on a separate output from one cycle before the first countdown wipe in the Vcube to the end of wipe "2". The countdown tallies are not pulsed like the beep tallies but remain on for the entire duration of each countdown wipe. Countdown tallies are active in the **Record** and **Rehearse** modes. This type of tally is typically used as a switch to light-up a series of numbered displays or a LED counter to visually indicate the countdown to recording in a silent studio.

Play PostRoll — Sends a continuous tally during the **PostRoll** period of the last active loop in **Record** and **Rehearse** modes. This type of tally is typically used as a switch to light-up a display to visually indicate the **Playback Status** of the ADR system in the **PostRoll** zone.

Play Preroll — Sends a continuous tally during the **PreRoll** period of the first active loop in **Record** and **Rehearse** modes. This type of tally is typically used as a switch to light-up a display to visually indicate the **Playback Status** of the ADR system in the **PreRoll** zone.

Punch In — Sends a pulsed tally at the first Loop Record **Punch-In** point in **Record** and **Rehearse** modes. This type of tally is typically used as a trigger to a secondary recording machine to punch-in recording.

Punch Out — Sends a pulsed tally at the last Loop Record **Punch-Out** point in **Record** and **Rehearse** modes. This type of tally is typically used as a trigger to a secondary recording machine to Punch-out of recording.

Punching — Sends a continuous tally during the entire Loop Record pass from the first Punch-in point to the last Punch-out point whether or not actually **Record**ing or in **Rehearse** and **Review** modes. This type of tally is typically used as a switch to light-up a display to visually indicate the Record/Punch-In area of the currently active Loop during a Loop pass.

Recording — Sends a continuous **ON AIR** style tally during the entire length of a Record pass including Preroll and Postroll periods indicating that recording is taking place in **Loop Record** mode. This type of tally is typically used as a switch to light-up a display to visually indicate the Recording Status of the ADR system during the current loop pass.

Rehearsing	Sends a continuous **ON AIR** style tally during the entire length of a **Rehearse** pass including Preroll and Postroll periods indicating that rehearsal is taking place in **Loop Rehearse** mode. This type of tally is typically used as a switch to light-up a display to visually indicate the **Rehearsing** mode status of the ADR system during the current loop pass.
Reviewing	Sends a continuous **ON AIR** style tally during the entire length of a **Review** pass including **Preroll** and **Postroll** periods indicating that a review is taking place in **Loop Review** mode. This type of tally is typically used as a switch to light-up a display to visually indicate the **Reviewing** mode status of the ADR system during the current loop pass.

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