AYAIC “Mix Monolith” Manual

The **AYAIC Mix Monolith** is an “Automatic Mixing System” designed to be used during the mix process. Not only will it automatically level your tracks for you but comes equipped with infinite “Duck/Expand” and “Mute” groups to help you clean-up space in your mix like never before. Here’s how to utilize your Mix Monolith.

AUTOMIX (leveling):

Simply insert an instance of “Mix Monolith” on each track and select the type of “Source” for that track. *(example: select “Kick” on the kick drum track, “Electric Gtr” on the guitar track, “Lead Vocal” on the lead vocal track, etc.)* As you add them to your tracks each “Monolith” will sync with every existing instance in the session and function as one entity.

When you load your presets the necessary “groups” will be created and the threshold, amount, attack and release knobs placed at their optimum settings. If you wish to create your own “group” simply select “No Group”, type in the name of the group you wish to create and press return. To delete a group simply delete the name and press return.

***note: If a Monolith uses an already created “group” its group assignments must be selected manually. This is done so that multiple Monoliths do not create multiple instances of the same required “groups”.*

**note: A “Group” can’t be deleted while another Monolith is utilizing it.*

Once you have set each tracks “source” correctly return your song to its start point. Begin playback and with one of your Monoliths open click “LEARN” for “All Channels”…it will illuminate and the “reel” at the top of the plugin will turn indicating your Monoliths are learning. Once your song as completed click “MIX” for “All Channels” and your Monoliths will instantly level your mix. Return to the songs start and begin playback. Your song is now “mixed”. If you want to move an element forward or backwards in the mix simply make a quick adjust to its “level-plane” with the level-plane “fader”. Use “+/-2 plane” to move up/down one level-plane and “foreground/background” to move up/down two level-planes. The “+/-1 plane” is for +/-3db adjustments. These are useful when you have double-tracked rock guitars or two similar elements playing the exact same part at the exact same time.

***note: When an element is doubled upon itself the level increase will always be 3dB. So if the target level is -25LUFS then both tracks or similar elements must be set to -28LUFS in order for their combined level to playback at -25LUFS.*

***note: It is always best to level your mix before adding any reverbs or delays. This allows you to make sure that every element is working well within the mix before adding FX. Remember that effects are meant to enhance the mix not hide anomalies within the mix.*

Buss Levels:

Once your levels sound good to you assign your instruments to their perspective "stereo-buss". *(drums to a "Drum-Buss", guitars to a "Guitar-Buss", keys to a "Keyboard-Buss", etc.)*

Load a Mix Monolith into the last insert slot of each buss channel and select the proper "Buss" preset. Return your song to its starting point again. Begin playback and click "LEARN" for "This Channel" on each "buss" Monolith. When the song has completed click "MIX" for "This Channel" on each "buss" Monolith and your buss groups will level themselves instantly.

***note: When you add buss-compression or equalization simply re-"LEARN" that Monolith and the buss will re-level itself.*

Level Automation:

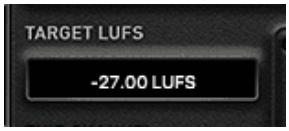
All automation is handled within your host DAW. If you wish to write fader automation after a level is set simply write your fader automation as you usually would within your DAW. Since the Mix Monolith is completely automatable you may use the level-plane fader to write your automation. This is actually preferable for elements such as vocals in order for all level adjustments to be reflected in your Monolith Duck/Expand groups. Otherwise make sure your Monolith is in a "post-fader" insert slot

Source:

Here is where you'll select the "source" (instrument type) for your monolith.

Target LUFS:

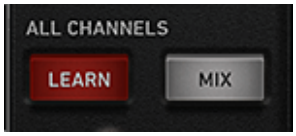
The “Target LUFS” window is where you will set the desired level of your Monolith. Always choose numbers in increments of 5dB for best results. Do not exceed -25LUFS for main elements and do not exceed -22LUFS for lead vocals or solo instruments.



Learn/Mix:

These buttons allow the Monolith the “LEARN” the track and “MIX” the levels. “This Channel” will learn/mix the individual Monolith. “All Channels” will learn/mix every Monolith in the session.

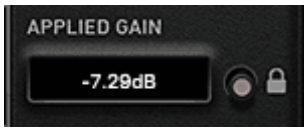
“This Channel”



“All Channels”

Applied gain:

The “applied gain” window displays the amount of gain the Monolith has applied to achieve the desired “Target LUFS”. The “Lock” LED located to the right of the window will lock the applied gain so that it can no longer be adjusted via the “MIX” function. This is useful for making sure the level doesn’t change if “LEARN” for “All Channels” is used again.



MUTE GROUPS:

There are infinite “Mute” Groups available for your Mix Monoliths. Your Mute groups were created during preset selection however if you add a new Monolith just select the group you want from the drop-down group menu or create a new one by selecting “No Group”, typing in the name of your new group and pressing enter.

***note: Mute Group automation only needs to be written to a single track regardless of how many elements are connected within a group.*

DUCK/EXPAND GROUPS:

There are infinite Duck/Expand Groups available for your Mix Monoliths. Select the element you want to “duck/expand” and assign it to a Duck/Expand group or create a new group. Select the “Receive” button and set your threshold, amount, attack and release.

Headphone & Info icons:

Clicking on the “headphone” LED icon allows you to monitor the audio of the selected duck/expand group.

Roll-over the info icon for a readout of the instruments in the duck/expand group and their send/receive settings.

compress/expand:

These buttons are for choosing the ducking or expansion feature. “Compress” is for “ducking”. “Expand” is for “expansion”.

threshold knob:

The threshold knob is used to set the threshold detection circuit. It's good practice to place the initial setting to the "Target LUFS" of the Monolith that is "sending" Make whatever adjustments you need to in order to make your duck/expand achieve its full amount.

range:

The Duck/Expand feature of the Mix Monolith utilizes a hard-limit approach so that the amount of ducking/expansion will never exceed your desired amount. This means if you need 3dB of ducking, that's exactly what you'll get…and if you require 5dB of expansion, that's exactly what you'll get. Generally speaking, 3 and 5 will be your primarily used numbers. Use 3 to move elements like "Bass" out of the way of your kick, snare and toms. Use 5 to duck your vocal reverb when the lead vocalist is singing or to duck a string pad when the BG-vocals come in.

attack/release:

"Attack" is used to determine how quickly/fast ducking/expansion will occur once the signal sent to the Monolith is detected. "Release" determines how quickly/slowly the volume will return to its initial level. The "F" button is used to lock the attack to a "fixed-fast" time of .07ms when in "Sync" mode. "**Free**" mode is for time-based settings and "**Sync**" mode is for note-based settings. Default is "Free" mode.

***Increments are: "Free" range is .07ms – 10seconds. "Sync" range is 1/256th, 1/128th, 1/64th, 1/32nd. 1/16th, 1/8th, ¼ note, ½ note, 1-measure, 2-measures.*

***note: For very short millisecond settings just type in the number you want.*

METERING & LEVEL-PLANES:

The main meter section gives you a display of the plugins main level as well as the level-plane section where you will select different level planes for quickly level adjustment of an element.

duck/expand & amount meters:

The “threshold” meter located around the threshold knob displays the incoming signal. The “range” meter displays the amount of ducking/expansion that’s being applied.

***note: the range indicator will not surpass the amount of ducking/expansion set.*

Save/delete:

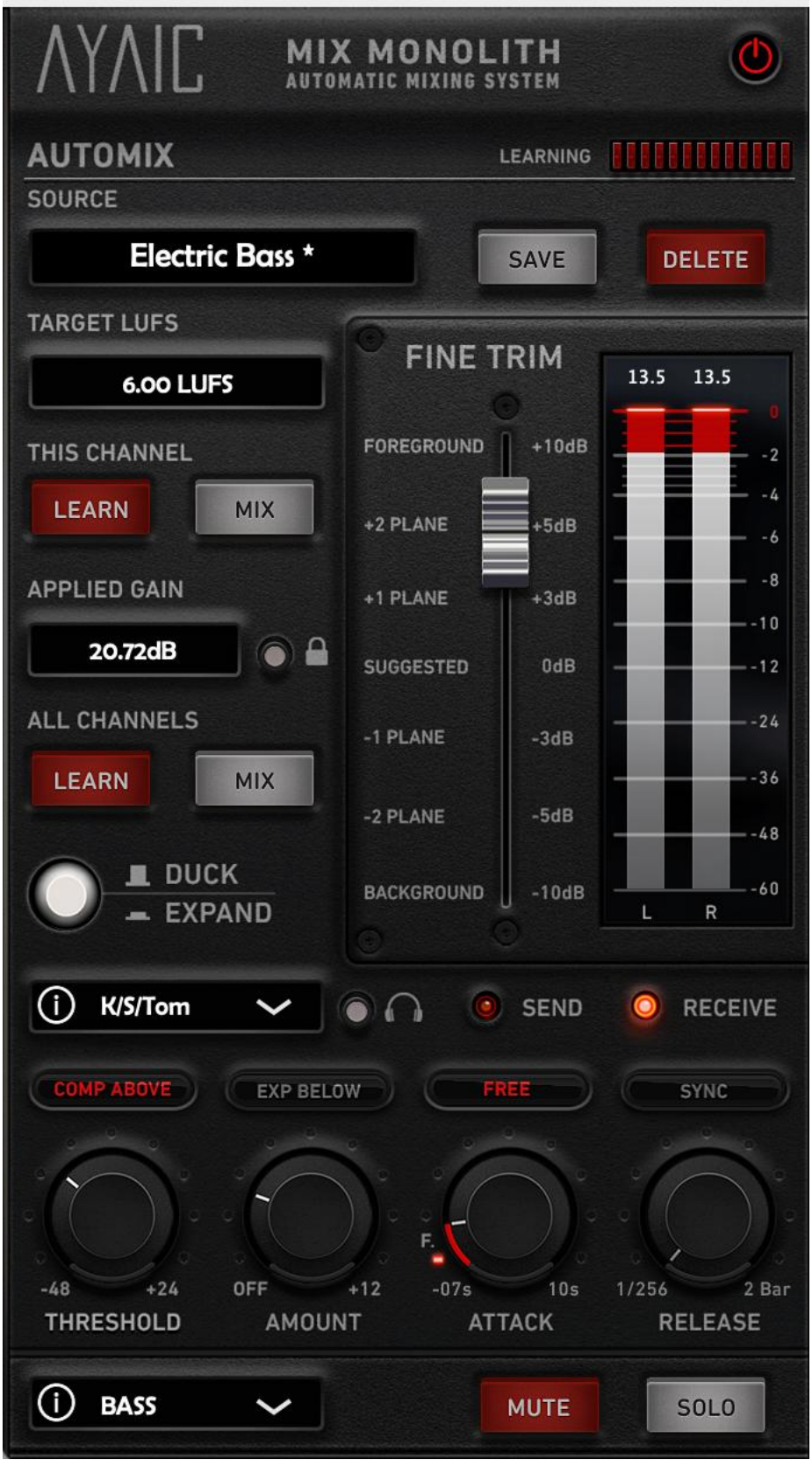
Use these to “save” or “delete” your own presets to the “user presets folder”.

PLUGIN ON/OFF:

Clicking on power icon to turn the plugin “ON/OFF”.

CONCLUSION:

These are the functions of your Mix Monolith plugin. You will quickly find that you are able to create amazing professional mixes much easier and faster than ever before. All AYAIC plugins are designed to enhance your creativity while allowing you to remain in complete control of your sound so always feel free to experiment. Happy Mixing.


AYAIC
MIX MONOLITH
AUTOMATIC MIXING SYSTEM
AUTOMIX
LEARNING
SOURCE
Electric Bass *
SAVE
DELETE
TARGET LUFS
6.00 LUFS
THIS CHANNEL
LEARN
MIX
APPLIED GAIN
20.72dB
ALL CHANNELS
LEARN
MIX
DUCK
EXPAND
FINE TRIM
FOREGROUND +10dB
+2 PLANE +5dB
+1 PLANE +3dB
SUGGESTED 0dB
-1 PLANE -3dB
-2 PLANE -5dB
BACKGROUND -10dB
13.5 13.5
0 -2 -4 -6 -8 -10 -12 -24 -36 -48 -60
L R
K/S/Tom
SEND
RECEIVE
COMP ABOVE
EXP BELOW
FREE
SYNC
-48 +24
THRESHOLD
OFF +12
AMOUNT
F.
-07s 10s
ATTACK
1/256 2 Bar
RELEASE
BASS
MUTE
SOLO

CREDITS and THANKS

Produced by Ayaic International LLC

DSP

Pulsar Digital SARL

Software

Ronald Froese

GUI Design

Malik Trey - Ooecube

Ronald Froese

Pulsar Digital SARL

Preset Design

Ronald Froese

AYAICWARE

http://www.ayaicinc.com