



Dream II Version 2.0
Software Release Information
26 September 2008

Welcome

DREAM II Version 2.0 Software

Fairlight is proud to deliver our landmark Dream II version 2.0 - a polished, muscular system ready for heavy lifting; with elegant operation, extreme speed and the solid reliability of a dedicated hardware engine.

Dream II version 2.0 builds upon Fairlight's successful version 1.50, with over 100 new features and enhancements.

Dream II Version 2.0 further solidifies Fairlight's unique position as the industry's only provider of a fully converged audio and video post production environment, combining an HD nonlinear video solution with an audio recording, editing and mixing system. No other competitive system can provide this seamless functionality.

Key New Features

- Graphical Automation Editing
- Tape Mode Recording
- 6 Plug-ins per channel
- 96 simultaneous record Tracks
- Video Scrollers
- Audio Scrollers
- 3D Panning
- EQ on Busses
- Hardware Assisted On-Screen Metering
- MXF Long-GOP MPEG2 Import and Export
- Enhanced Plug-in Control
- Editing Enhancements
- Mixing Enhancements
- Graphic Enhancements
- File Interchange Enhancements

Details

This section will itemize the enhancements offered in Version 2.0 software.

DREAM II V2.0 New Features

Tape Mode

Version 2.0 introduces "Tape Mode" to the Dream II family. This destructive recording mode allows users to punch in on existing media, and replaces pre-existing audio data. Tape mode is ideal for busy dubbing stages, and in other applications where users require a single contiguous file at the end of multiple recording passes. Tape mode is also great way to conserve disk space, as unwanted takes are automatically discarded.

Once Tape Mode is selected, Tape Mode clips are displayed in yellow. Punching in on existing tape mode clip replaces the audio media, and the clip is extended if the recording continues past the original clip boundary. If you punch into record in empty track space or over an Edit Mode clip (shown red or blue), the system will automatically create a new Tape Mode clip.



Tape Mode being used on a 5.1 Link Group

Tape Mode - Creating Tapes

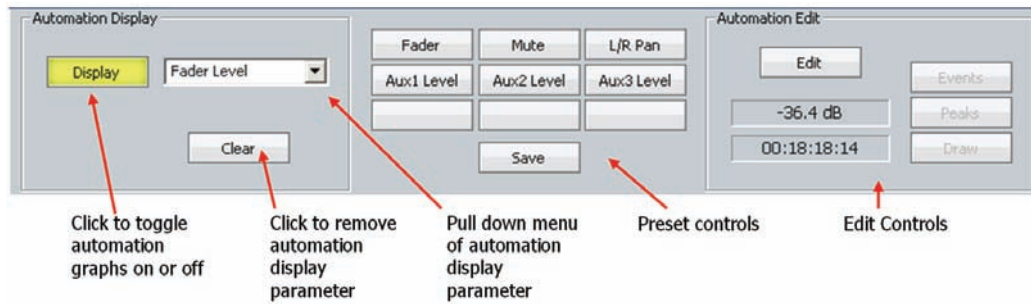
If you would like to ensure that only *one clip per track* is created during recording, you can start by making a Tape Mode clip on each track. Select a range that corresponds to the length of the Tape you want to make. Arm the tracks where you want to record a Tape Mode clip.

When you press the **Setup Tape** soft key, you will now have two choices: **Blank Tape** will make a blank (zero waveform) Tape Mode clip on each armed track, filling the range. **Render Tape** mode will make a single Tape Mode clip on each armed track, merging all the audio that is already in the range on the armed tracks into a single Tape Mode clip. Afterwards you can replace any parts that are not correct by recording over them.

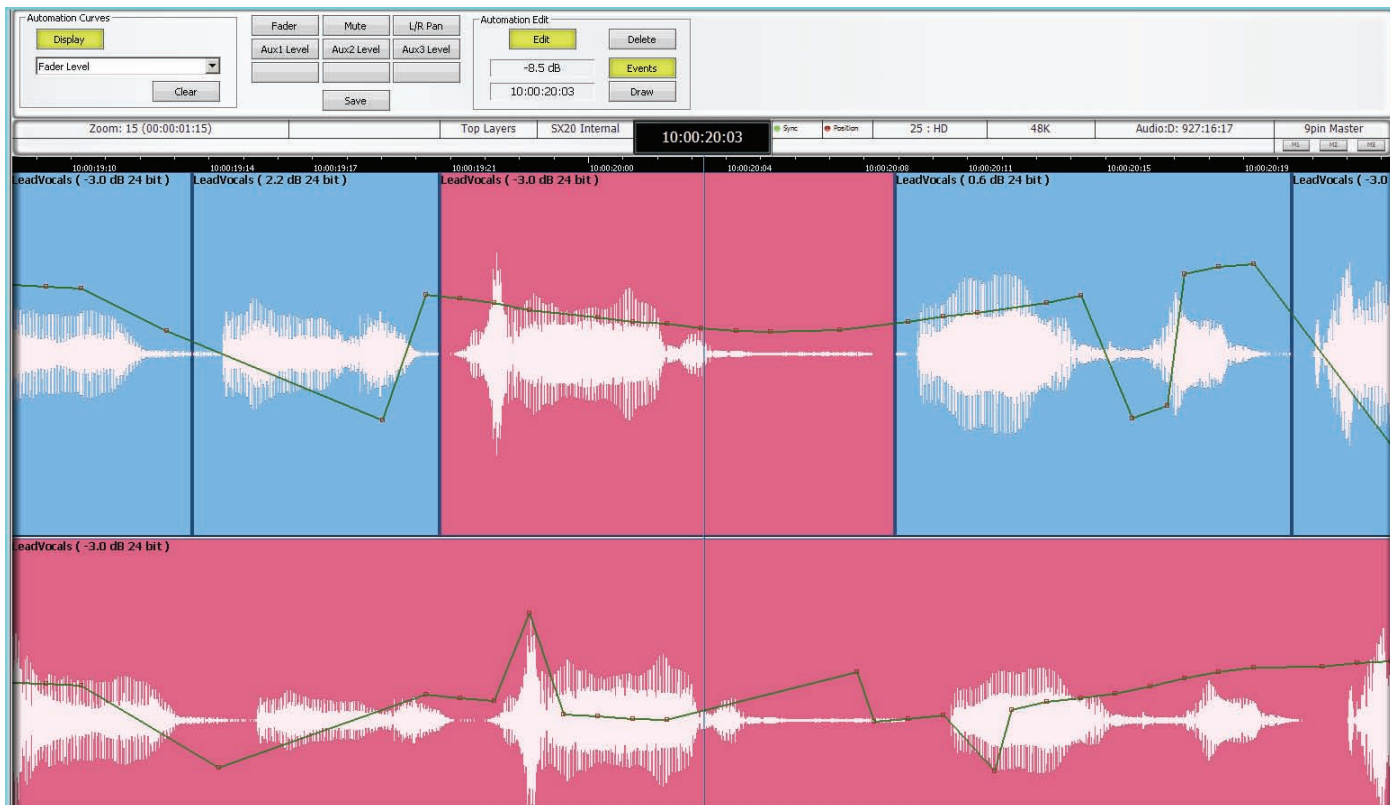
Both **Blank Tape** and **Render Tape** are much faster than real time. The advantage of using them is that you do not need to record sequentially – you can move around anywhere in the Tape and replace the parts you are ready to work on.

Automation Curves

In version 2.0, Automation data for tracks can be **shown** and **edited** on the new *Curves* Screen.



Automation data is shown as a green line, and any automation parameter can be selected via the Display popup. For switched parameters like Mutes, the line is shown high when the channel is on, and low when it is muted. When writing automation, the graph is shown in red. Existing automation data is shown in green, allowing you to target punch out points easily.



Automation data can be edited graphically using the mouse. Events are shown as red squares. Each event is a value of the parameter. While Events are displayed you may do any of the following:

- Move an individual event with the mouse.
- Change the event value (move up or down) or its timecode (move left or right). The timecode position is bounded by the next and previous events.

- Select one or more events by making a box (marquee) with the mouse. Selected events may be:
 - Dragged up and down or left and right. Left and right movement is bounded by the next and previous events. The value of the highest point is shown in the Curves Smart Pane.
 - Deleted using the Del key
- Create a new event by clicking where there is currently no event.
- Combine moving and creating by clicking above or below the line. If there is no point at the timecode where you clicked, one will be created, but if there is one within a quarter-frame of where you clicked, it will be raised or lowered to your mouse position.

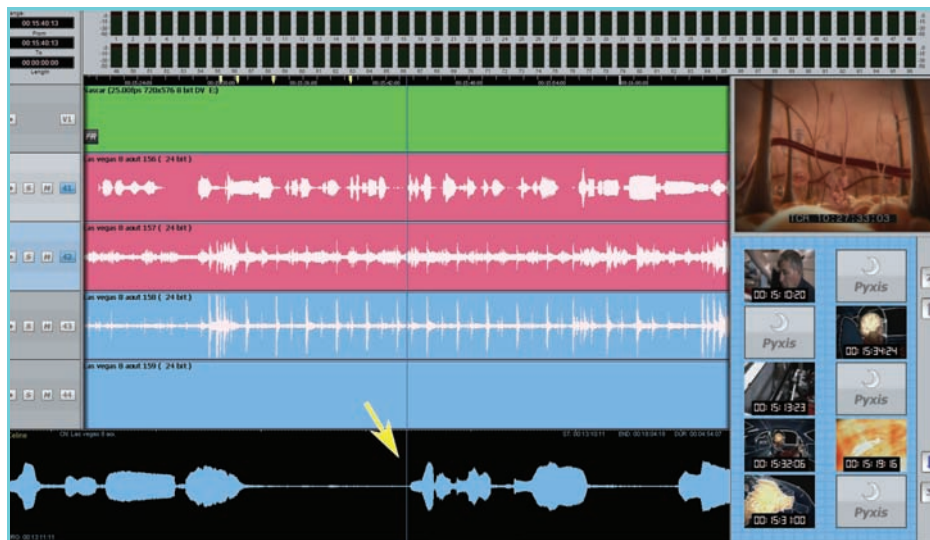
Automation Drawing

Drawing allows you to create automation data using the mouse. To begin drawing, click the **Draw** button. Now click and drag on any selected track to create or replace automation data.

Video & Audio Scrollers

It Doesn't Get Any Better Than This! Introducing Video and Audio Scrollers, new in version 2.0.

Audio Scrollers



Audio Scrollers give you an optional close-up view of one or two tracks, which can be useful for editing or mixing. Select the tracks you wish to see in close-up, and the selected tracks will appear at the bottom of the editing screen. While audio scrollers are displayed you can:

- Click at any point on the scroller to locate to that position.
- Click and drag the scroller to move the transport.

Zoom the scroller by floating the mouse above it and turning the mouse wheel. Alternatively, hold down the Shift and Zoom keys, then turn the Jog Wheel or press + and – buttons.

Scroller Preferences

Scrollers have some powerful options, allowing you to tailor them to meet your specific needs:

- Scrollers as outline – you can display the scroller waveform in solid or outline format.
- Scrollers on full screen video – you can choose to have the scroller display present when full screen video has been chosen. This is useful for moving the timeline.

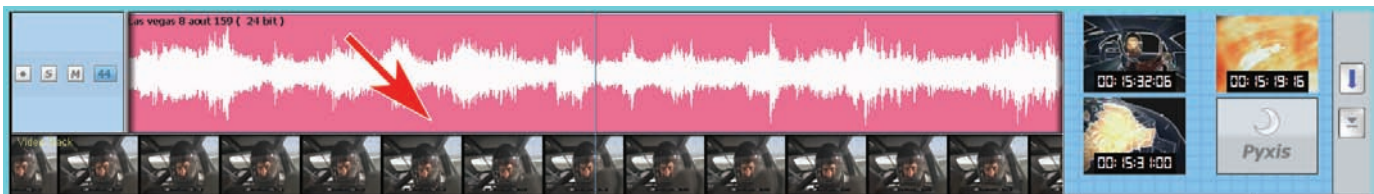


- Scrollers follows current track – the scroller automatically chooses the most-recently-selected track for display.

Video Scroller

The Video Scroller is a line of frames across the bottom of the screen, with the current frame centered on the playhead.

The Video Scroller is incredibly useful because you can see **specific frames** and **scene changes** as they approach the playhead, and you can quickly locate to a specific video frame.



- Click on any part of any frame to locate the transport to that position.
- Drag the scroller left or right to move the transport.
- You can even control a 9pin machine while scrolling!

Expanded Plug-in Support

Six Plug-ins per Channel

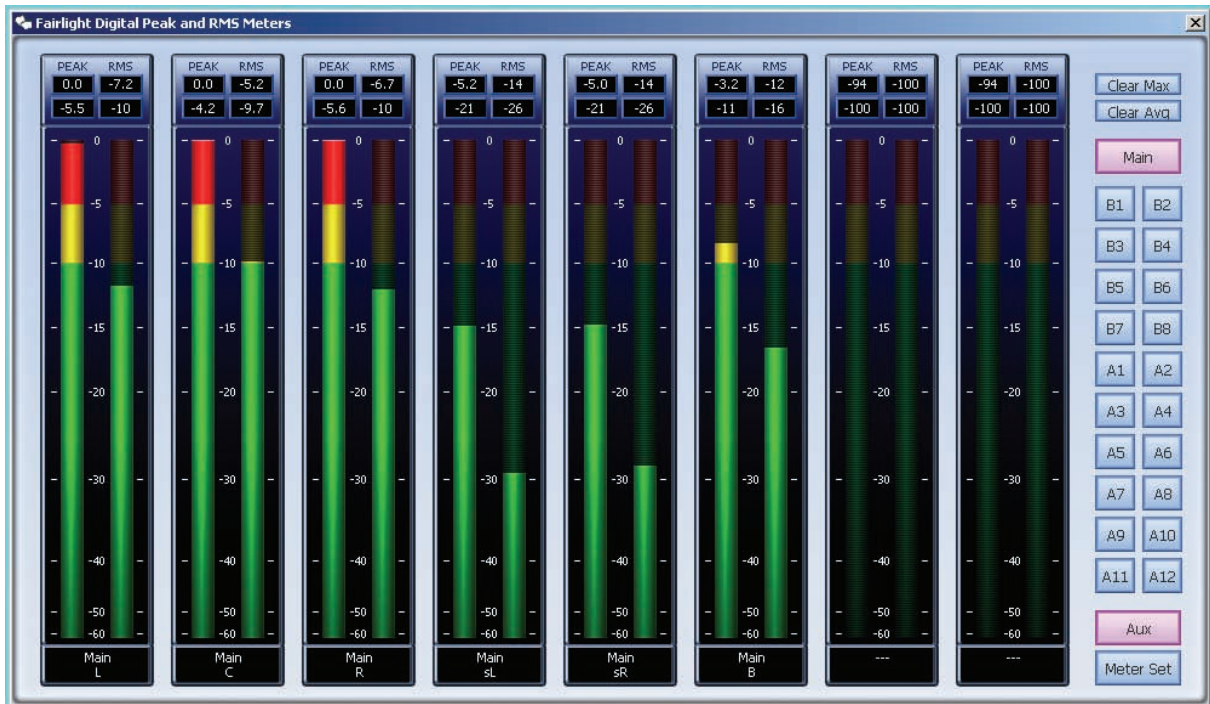
Dream II version 2.0 now supports up to *six* concurrent VST plug-ins per channel, on *every* channel! These host-based plug-ins may be used *in addition to* CC-1's six band EQ and 3-stage Dynamics, providing unprecedented functionality on a per-channel basis.



Extended Plug-in Delay compensation

With the added support for up to six plug-ins per channel, version 2.0 also extends Automatic Delay Compensation (ADC) to a full *two seconds*. Like version 1.50, Dream II version 2.0's delay compensation moves playback elements *earlier*, so that sync-to-picture is maintained even when multiple plug-ins are used.

On-Screen Metering



Master Screen Meters

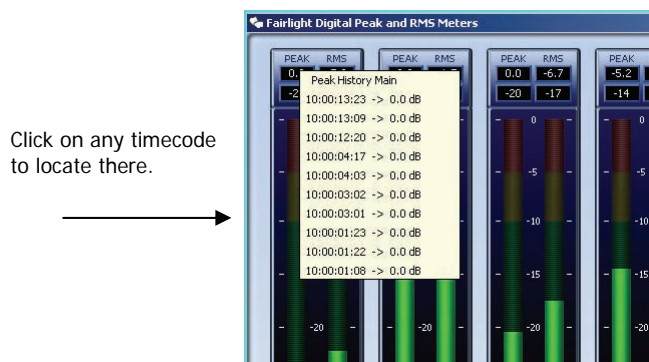
Dream II version 2.0 now includes a set of eight high resolution Master Screen Meters - loaded with useful tools and functionality.

The Master Meters can be dragged to any position on any available 32 bit display, meaning the meters are always be visible, regardless of system mode.

You can select any combination of buses, and the system will display meters for up to eight bus elements, starting with the topmost selected buss. Click Main, Sub 1, etc to toggle each display on or off.

Metering History

The Master Screen Meters keep a history of the ten loudest peaks for each meter, with the timecode where each peak occurred. The peaks are displayed in order of loudness. Overshoots of up to +8.6 dB are shown, although the audio is actually clamped to 0 dB at the channel output. To display history click in the Peak or RMS level display for a meter. Simply click on a specific peak to locate to the peak position.



Meter Sets

There are also 9 meter sets in the system. A meter set contains eight sources, which come from any combination of buses. Meter Sets can be saved with the current project.

You can also use the Patch I/O screen to assign individual Bus Elements, Tracks, Live Feeds etc to be included in Meter Sets. Even Direct Outputs can be selected, providing a myriad of metering options!

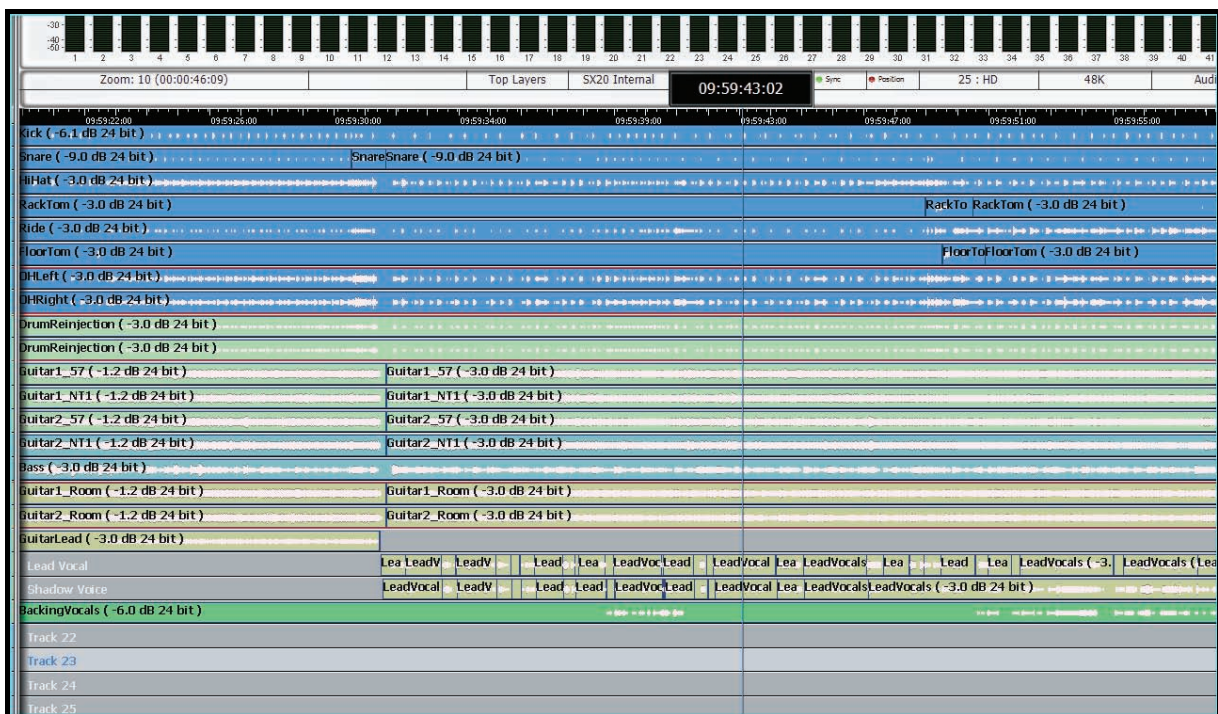
Other Metering Features

The numeric peak levels displayed on the mixer display bus meters have a variable threshold which can be set by the user. You can also Clear Peaks, set a Peak Hold Time, and Overload Hold Time.

New Colouring Options in the Edit Window

Clip Colouring

In version 2.0, clip Colouring can now be adjusted on a per-clip basis, allowing easy visual grouping of clips within a project. Clip colours are selected from a pre-defined palette, and are set in the new Edit>Set Clip Colour menu.



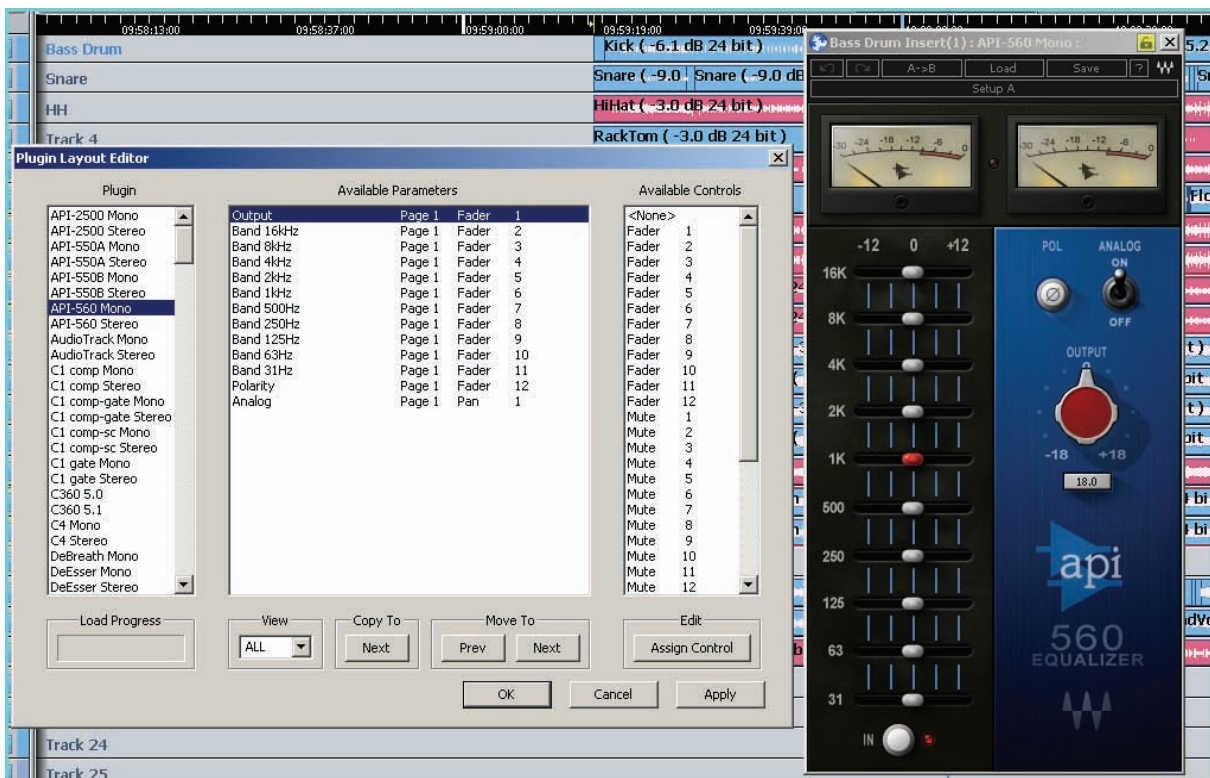
Track Colouring

Track colours can now also be set in version 2.0. Track colours are selected from a predefined palette, and are applied to all clips on the selected tracks. If the "Enforce" option is used, the selected Track colour overrides the colour selection of any uniquely coloured clips. The track colour is visible on the left hand side of the edit window, providing a quick visual indication of track groupings.

Enhanced Plug-in Control

Dream II Fleximap Editor

Dream "Fleximaps" were introduced in Dream 1, and allow Plug-in parameters to be mapped to fader, pan and mute controls on any bank of 12 Fairlight faders. Now in Dream II version 2.0, a graphical Fleximap editor is included, allowing users to create and customize their own plug-in control layouts. With version 2.0, it is easier than ever to maximize tactile control of plug-ins, and automate all plug-in parameters at will! Of course, default layouts for many popular plug-ins are also included.



Plug-in Control via Xynergi Pad

Version 2.0 also brings tactile plug-in control to the Xynergi. When a plug-in is selected, the plug-in parameters can be adjusted and automated with the Xynergi rotary controls. Each rotary control has a "normal" and "alt" function, which can be accessed via the Alt key. The plug-in graphics can be displayed in the pad, and a "marquee" tool can be used to zoom in on plug-ins with complex interfaces, allowing the user to focus only on the parameters at hand.



Xynergi Pad Plug-in Layout Editor

As a companion to the new Xynergi tactile plug-in control, version 2.0 includes a new Xynergi plug-in layout editor. Users can quickly and easily map plug in controls to each Xynergi rotary, and plug-in layouts can span up to six "pages", providing tactile control over all parameters of even the most complex plug-ins. Of course, default plug-in layouts are included with version 2.0 for many popular VST plug-ins.

Graphic Enhancements

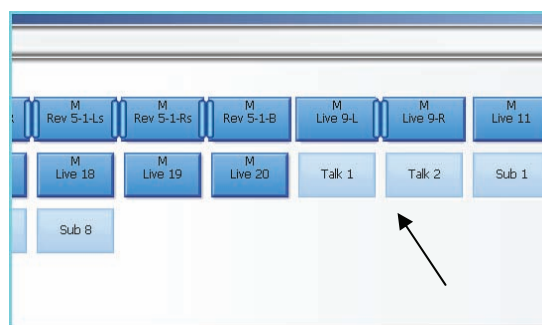
Dream II version 2.0 includes many exciting new Graphic enhancements:



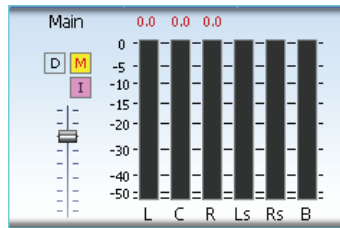
- Patch IO now has a **multi button**. This keeps your current source selected during patch operations, allowing you to patch the same source to many destinations with less key presses.



- Talkback 1 and 2 are now present in the Buss Assign page.



- On screen indicators are now provided for Bus Mute, Bus Dynamics and Bus EQ.



- Mouse control is included for all faders and switches on the Fat channel.

- Mouse control for all faders, switches and knobs is now available in all softpanels.

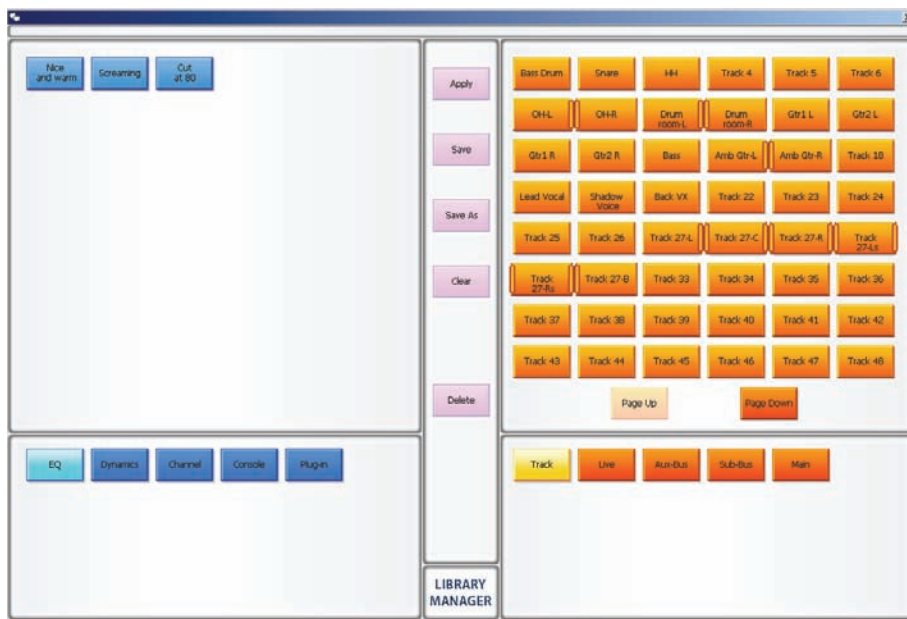


New Popup Windows

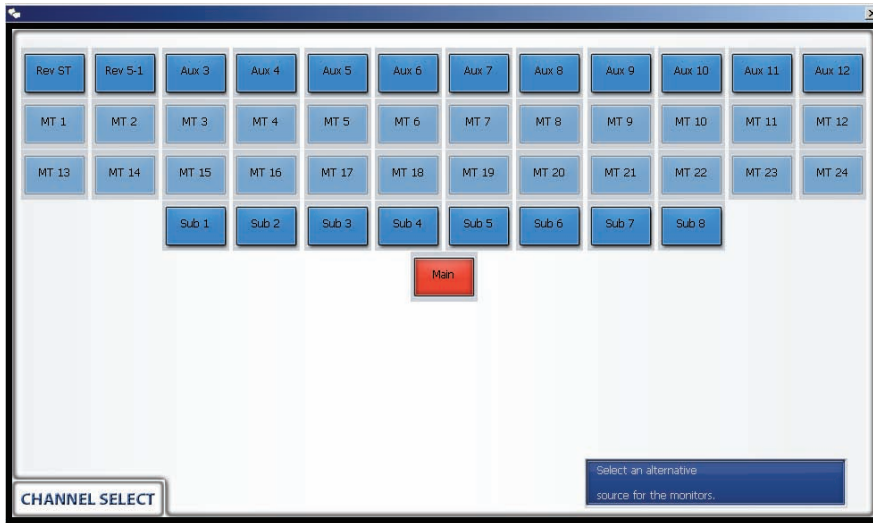
- Link group



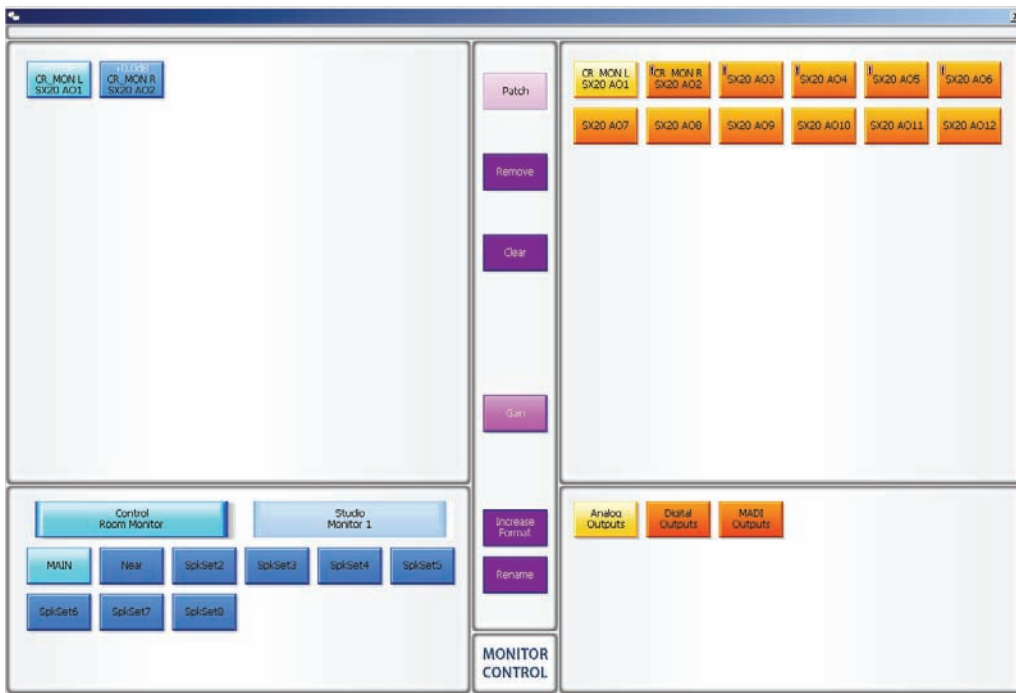
- Library



- Ext. Speaker source



- Monitor set



- VCA Group Assign



Last but not least - all Version 2.0 Mix Windows are free-floating and re-sizeable, allowing the user to place windows where they please. This also makes "One-Monitor" operation more practical for those who require a single screen in their studio.



Resizable BITC

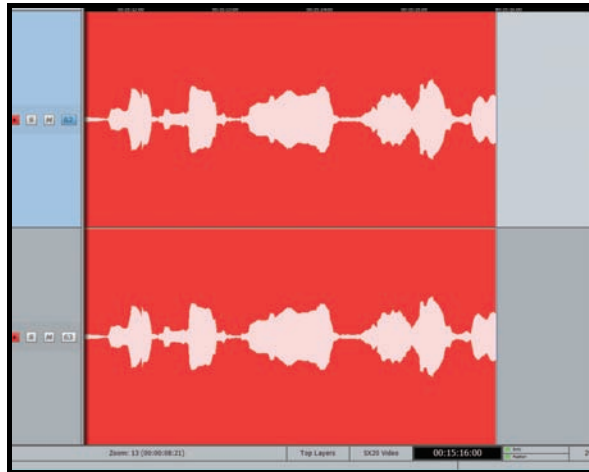
Providing further opportunities to customise your working environment, DREAM II now allows you now have the BITC displayed in one of three different sizes:



Recording Enhancements

Waveforms during Recording

DREAM II V2.0 revises the 'waveforms during recording' feature much used in the previous QDC platform.



96 Simultaneous Record Tracks



Dream II version 2.0 now offers 192 track playback with simultaneous 96 Track seamless punch-in, punch-out record! And don't forget DREAM II performs all that heavy lifting in addition to concurrent HD video capture if required.

Mixing Enhancements

All New EQ Type “Fire”

Dream II version 2.0 now offers a choice of *four* flavours of CC-1 accelerated high-definition EQ – “Earth”, “Air”, “Ice” and the new “Fire” EQ.

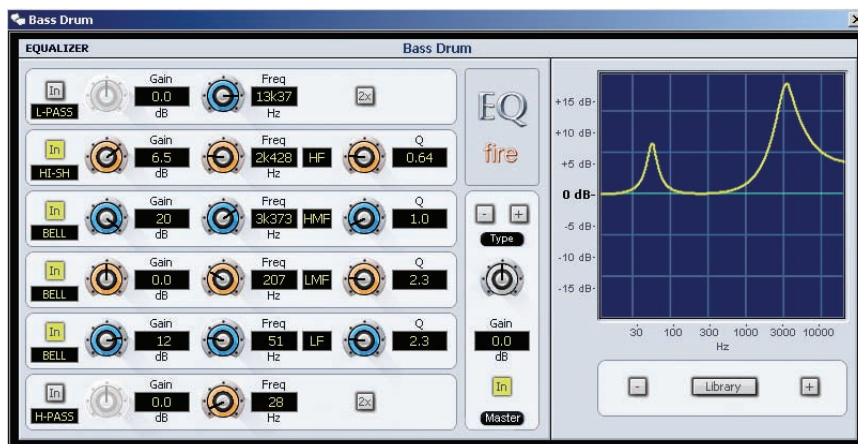
“Earth”, formerly known as Constellation EQ, is a precision EQ with minimal colourisation – ideal for high-end post production, dialogue and multi-format stem processing.

“Air”, formerly known as Anthem Split EQ, is a warm and musical EQ with a “vintage British” colour. The “Air” EQ is ideal for music, and excels at adding warmth to voiceover tracks.

“Ice”, formerly known as Anthem Inline EQ, is an edgy and punchy EQ with a “modern British” colour. Use “Ice” EQ to help elements cut through a complex mix, or to give voice tracks more presence.

The new “Fire” EQ is a high-gain EQ with extended boost/cut and a distinctive colour. “Fire” is ideal for mastering, and for cleaning up production dialogue tracks.

All Fairlight high-definition EQs run natively on Fairlight’s revolutionary CC-1 engine. EQ types can be freely mixed and matched on different channels, and can be changed on the fly as required. Like all CC-1 processing, Fairlight’s high-definition EQ is ultra low latency – with the tactile response of a traditional analogue desk. Finally, all four Fairlight EQ types are included *as standard* on every channel in Dream II version 2.0 – an incredible value!



HUI Slave Support

Dream II version 2.0 now supports the popular HUI (Human User Interface) mix control protocol, allowing control of the Dream II mixing software via a wide range of third party control surfaces. With the addition of HUI support, Dream II plugs even more seamlessly into existing environments!

Updated EQ Interface with Expanded Functionality

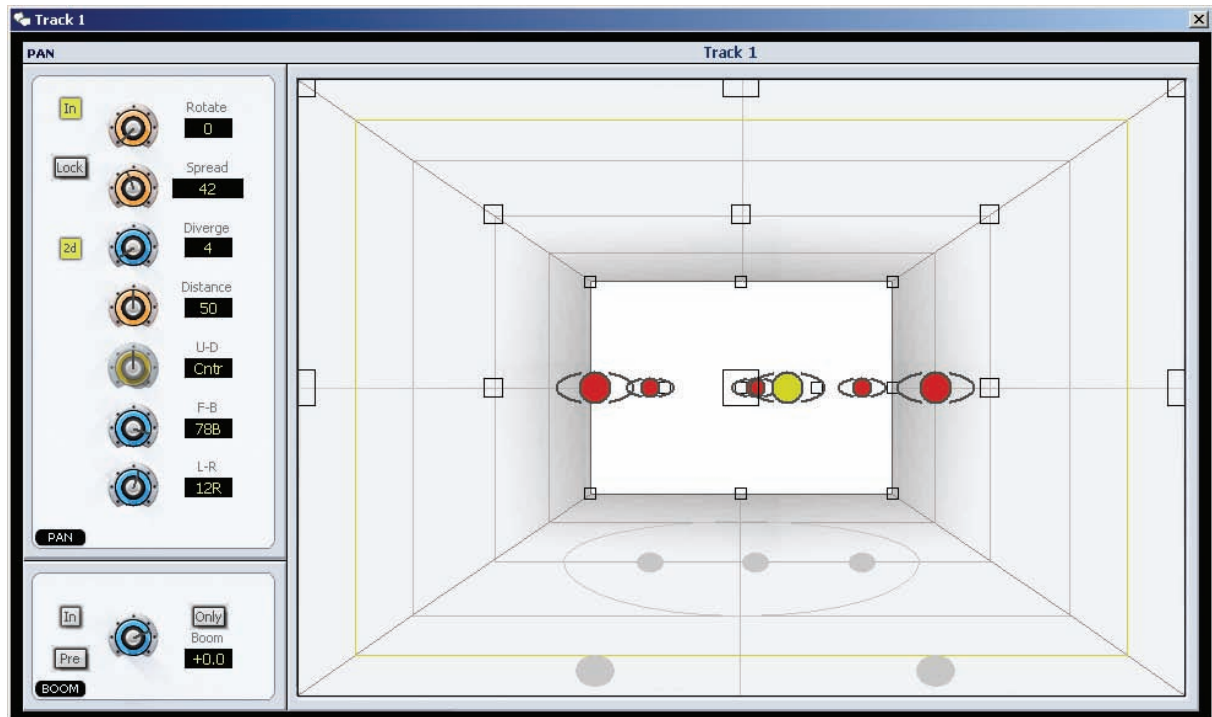
Dream II version 2.0 now supports all the EQ flexibility available on our flagship Constellation consoles via our updated EQ interface. Change EQ bands and switch EQ type for *every band* of every EQ in the toolkit, providing even greater flexibility in the mix on all Fairlight systems.

3D Panning Controls

Bored with the same old Left, Right, Front, Back panning?

Then “reinvent your image” by adding Up, Down and Distance!

Imagine what you could do with this...



New in Dream II version 2.0, the world's first true 3-dimensional panner gives you a level of control never seen - or heard - before.

Reverb Tails on Rendered Plug-ins

Version 2.0 offers a new “Tail Threshold” control in the Wave Menu/Plug-ins submenu. The Tail Threshold is set in dB, and the length of the rendered clip is extended until the processed signal falls below the specified level. Users can now easily render *all* affects as needed, making each project completely portable!

Dynamics on Aux Masters

While Dream II 1.50 added Dynamics on sub busses, version 2.0 extends Dynamics support to Aux Masters. CC-1's zero-latency Compressor, Limiter and Expander/Gate can now all be applied to Aux Masters concurrently – with no drain on the CPU! Once again, version 2.0 expands the creative horizons for the user.

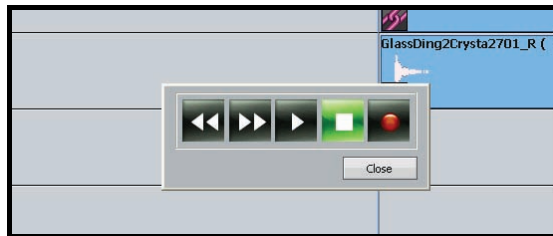
EQ on Sub Busses

Dream II version 2.0 now features full six-band high-definition EQ on each multi-format sub buss. Like Dream's channel EQ, the new buss EQ is CC-1 native. This means the EQ is performed in 36-bit floating point resolution by our powerhouse FPGA engine - so it's zero-latency, and it's always available – guaranteed!

With full EQ and Dynamics now available on each sub buss, Dream II version 2.0 extends the creative possibilities, and makes complex multi-format mixing even easier!

Floating Transport Control Window

Version 2.0 includes a new menu item, 'View -> Transport Window', which displays a floating window with transport controls. Click away!



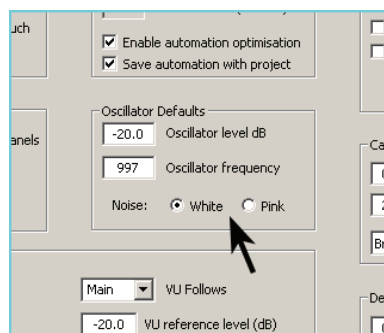
Pink / White Noise generator



Need some help getting that room setup for Dolby?

Ver. 2.0 is now equipped with a Pink / White Noise generator. This can be patched to the desired destination in the <Patch> page.

Either Pink or White Noise are available, and can be chosen in the <User> page.



File Interchange Enhancements

MXF Long-GOP MPEG2 Import and Export



HDV was designed to offer existing video production environments a cost-conscious upgrade path from standard-definition (SD) to high-definition (HD) video. HDV is based on MPEG-2 video, which compresses data both within each frame (intraframe/spatial compression) and between frames (interframe/temporal compression).

When working with HDV media, easy handling of the native **Long-GOP MPEG2** format is critical. Systems that can't handle native HDV natively must transcode to another format, delaying the time it takes to start editing. While import time and storage space are increased, image quality may also be compromised during transcoding!

Dream II Software Ver. 2.0 handles this **Long-GOP MPEG2** *natively*, eliminating time consuming and costly transcoding and increasing productivity. Dream II version 2.0 also uses industry-standard MXF Media Exchange with Long-GOP to provide seamless workflow from file import, through audio sweetening, to export!

Automation Import/Export in AES31 and AAF

Dream II version 2.0 now supports automation Import and Export via the AES-31 and AAF file interchange formats. Fader movements, Pans and Mutes are all translated seamlessly – and at incredible speed! File exchange between platforms has never been easier, and “What you see is what you hear!”

MF3+ compatible export

Version 2.0 now offers full backward compatibility with version 15 MF3+ systems. In mixed Dream II and MF3+ facilities, you can now pass your projects back and forth between both platforms – *no file conversion required!*

MP3 Import/Export

Drag and drop MP3 files directly to the timeline with version 2.0's new MP3 support (free Windows Media Player 11 required). Export MP3 files in a variety of formats via Fairlight's optional Virtual Studio Runner (VSR) server software.

AAC Import

AAC is a popular compressed audio file format used by major broadcasters worldwide. Drag and drop AAC files directly to the timeline with version 2.0's new AAC support (requires MainConcept AAC Codec, refer to pricelist for details).

MP2 Import

MP2 is a popular compressed audio file format used in digital radio and other applications. Drag and drop MP2 audio files directly to the timeline with version 2.0's new MP2 audio support (requires MainConcept AAC Codec, refer to pricelist for details).

Editing Enhancements

Nudge Range-to-Here

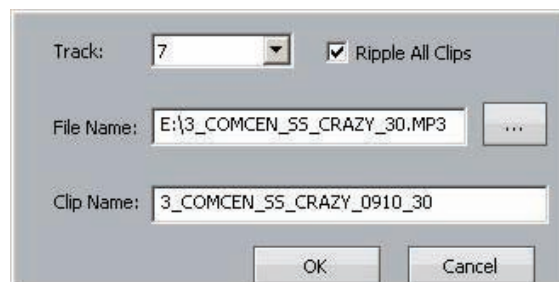
A new command in the Nudge menu moves the range, and all clips contained within it to, the cursor position. This allows many clips to be quickly and easily nudged large distances, and unlike other editing modes, only the clips which fall entirely inside the range are affected.

New Range Commands

The "From" menu now includes "Begin to Here", which creates a fixed range from the beginning of the project to the playhead. The "To" Menu now includes "Here to End", which creates a fixed range from the playhead to project end. These shortcuts allow version 2 users to work even more efficiently!

Add Clip>Ripple All Clips

This new version 2.0 feature nudges all clips on all tracks forward (starting at the playhead) by the duration of the clip being added. Drop in a new effect or music clip, and your edits automatically "open up" to make space for the new element. Great for radio and voice editing!



Generate Marks from EDL

New in version 2.0, the EDL Tool now supports auto-generated marks from EDLs with a picture track. Each video edit produces a new mark on the timeline, providing a quick and easy reference for scene changes and picture cuts.