

- Next-Generation Immersive Audio Processor
- 100% Object-Based Editing and Rendering
- Multiformat rendering using buses
- Advanced, Intuitive Control and Source Positioning
- Flexible Internal Cue Player for Various Object- or Channel-Based Audio Formats
- Up to 128 I/Os
- System Redundancy
- System Latency <3ms



Immersive Audio Processor

K&F SCALA is a state-of-the-art processor designed for immersive audio applications. With over 20 years of experience and numerous reference projects, we developed K&F SCALA to address recurring challenges in the immersive audio field. Our pioneering projects like the Bregenz Festival and the Suzhou Bay Grand Theater, have provided valuable insights that have been integrated into the design of this product to shape the future of this exciting technology.

Wide range of Input Options

K&F SCALA offers a wide range of input and output options (Dante, MADI, AES67, AVB) and enables the management of high channel counts. Up to 128 live inputs are available, each of which can be freely positioned as an audio-object. Additionally, signals from the optional cue player can be used, playing pre-recorded content in almost any channel- or object-based format. Mono files are created as an individual object, while multi-channel formats like 5.1 or 7.1.4 are placed at their specific positions in the mix and later can still be moved around. Object-based formats like ADM or MPEG-H, including automation data, are accurately loaded and positioned according to their coordinates. Naturally, all objects can be freely positioned and dynamically automated and the timecode controlled.

Flexible Output Options

K&F SCALA provides up to 128 output channels and the ability to generate additional output mix buses. These buses can create a 5.1 mix for broadcasting while simultaneously generating a 7.1.4 mix for the sound control room or VIP area. Additional stereo mixes for radio are also possible. Each source position is precisely calculated to the target format by dedicated rendering engines per bus, ensuring no positional information is lost. This technology also allows the creation of a dedicated surround mix for a box seat in opera houses or providing separate positional information for areas under a balcony. A binaural rendering engine with various virtual "listening rooms" is also integrated.

Additional Features

The optional VST interface allows the integration of personal favorite plugins alongside the built-in highend 3D reverb engine, catering to the sound engineer's personal taste. OSC and EMBER+ compatibility, touchscreen support, system redundancy, redundant power supplies, and complex scene automation are also included. Organizing shows and events becomes an effortless process thanks to the optional DAW plug-in, opening up numerous creative options. No complex studio infrastructure is required, as this can also be achieved via binauralization.

New Industry Standard

With K&F SCALA, we are setting new standards in the spatial audio sector, bringing our extensive experience in developing market-leading immersive speaker systems into this new processor. K&F SCALA – the new industry standard for immersive audio applications.

K&F SCALA

In/Out	DANTE AES67 AES3 2 CH Stereo-Headphone Output ¼" Optional up to 128 Madi-Inputs (BNC or SFP)
In-/Output Channels	K&F SCALA 64: 64/64 K&F SCALA 128: 128/128
Remote Protocols	OSC, EMBER+
Sample Rate	44,1kHz – 96kHz
System Latency	<3ms
Power supply	Redundant power supply 100 - 240 VAC
Housing	19", 1H