

SD8 live digital console will fight Digidesign and Yamaha on the same beach.

While Midas are launching consoles from the ultra top down, DiGiCo have just had a stab at the bread and butter market where Yamaha and Digidesign are engaged in all out war. If you've got 60 grand to spend, then here is another choice.

SD8 comes with a remote rack that carries 48 inputs and 8 outputs, expandable upwards. In standard form, the console or work surface ships with the rack, and a MADI multicore.

The SD8 has a fixed architecture and employs a smaller Super FPGA than the SD7, yet it benefits from the lineage of the D Series, plus the advances already made in the SD7.

SD8's control surface has 37 motorised faders, dedicated and multi-function control knobs and electronic labelling. It also has a 15", super high resolution, touch sensitive TFT LCD backlit display.

This is the SD8's primary command centre and works in harmony with every other control of the console, automatically displaying functions that are relevant to what is being done at any moment in time. A physical fader, knob or backlit, electronically labelled button is either provided as standard for every major mix function, or can be programmed onto one of the user macro buttons.

The SD8 has 24 main channel faders and 12 assignable aux and touch sensitive master faders. Each bank of 12 faders can be assigned as channels or masters,



allowing all 36 main faders to control inputs if desired, while any bank of 12 can be assigned to the touch screen for fine-tuning. The SD8 provides, as standard, a 12 x 12 output matrix, its 12 busses being additional to the console's 24 stereo, solo and master busses.

60 mono or stereo channels - the

equivalent of 120 channels of full DSP processing - and the combined power of the SD8's technologies means that the number and quality of effects, dynamics or other functions is available to all channels simultaneously, no matter how the console is set up.

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