

Halo Downmix — Decisive downmixing

Downmixing is the process of collapsing a surround audio mix to play in fewer channels, for example from 7.1.4 to 5.1 or from 5.1 to stereo. Halo Downmix offers more precision than a typical downmixer, with additional controls such as delay compensation, allowing the user to produce better downmixes as well as rebalancing existing surround mixes.

Typical “stock” downmixing doesn’t always get the desired results, especially if legacy upmixing practices were used for the source material. Halo Downmix can remove delay artefacts and tame excessive artificial reverb, creating a more coherent end result.

With intuitive controls for re-balancing surround channels and direct versus ambient sound, Halo Downmix is integral for any parallel surround/stereo/immersive workflow. If you are able to spend as much time and care on the downmix as you do the full surround mix, why wouldn’t you?

- Standard plug-in supports up to 7.1 channels.
- Optional 3D Immersive Extension adds support for 7.1.2 and 7.1.4 channels.
- Downmix surround-to-stereo.
- Fine-tune surround-to-surround.
- Maintain dialog clarity.
- Control excess ambient sound.
- Remove delay artefacts.