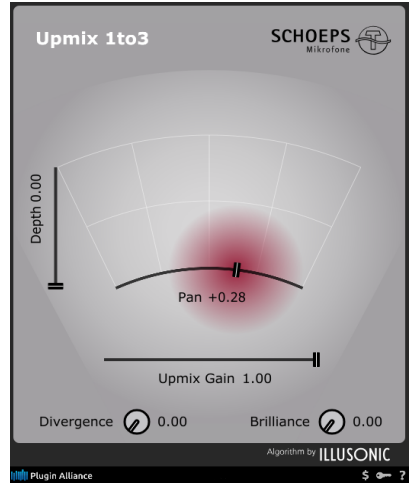
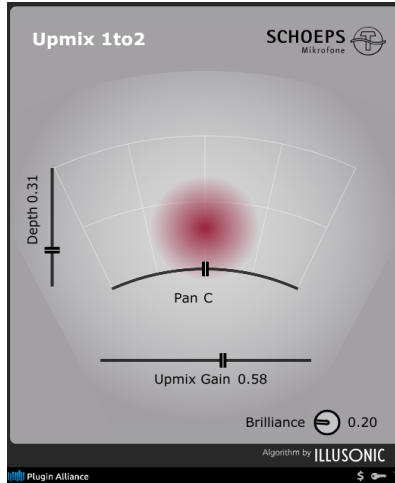


**USER GUIDE**

**Mono Upmix Plugin**



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## INTRODUCTION

The SCHOEPS Mono Upmix plug-ins will improve your flexibility when working with your mono sources in a mix. You can place sources further back in the stereo image by changing the early reflection patterns. You can also boost the diffuse sound from the mono signal itself.

The SCHOEPS Mono Upmix Plug-in comes in two versions:

- SCHOEPS Mono Upmix 1to2 - upmix a mono to a stereo signal
- SCHOEPS Mono Upmix 1to3 - upmix a mono to a LCR signal

The 1to3 version especially can be very useful in cinematic productions and location sound.

### Key Features

- Widening of spot or dialogue microphone signals
- Influencing the perceived distance and placement of a mono source in a LR or LCR image
- Boosting the diffuse sound of the mono source itself

### Applications

- Music recording
- Film and location sound
- Post-production
- Sound design

## INSTALLATION

- If you do not have an account, register for free on the [Plugin Alliance](#) website
- Download the [installation manager](#) from the website and select the SCHOEPS Mono Upmix plugin
- Follow the installation instructions
- Open the plug-in in your DAW of choice and click on the plug-in window to activate
- If your computer is connected to the Internet, click the "I'm Online" button and enter your Plugin Alliance credentials on the following page

For offline activation instructions and additional information, please refer to the [Activation Manual](#).

For more information, please visit: [www.plugin-alliance.com](http://www.plugin-alliance.com).

## ROUTING

Both Versions of the plug-in have a fixed I/O setup. The 1to2 version has one input and two outputs for the stereo signal produced. The 1to3 version has one input and three outputs for the LCR signal.

You can check out our tutorial videos for setting up the Upmix plugin [here](#).

### Pro-Tools (AAX)

The AAX version determines the track configuration for the plug-in by itself. The plug-in can be inserted only into mono tracks. Starting from the insert point on the track it will be turned into either a 2 or a 3 channel track, depending on if you use the 1to2 or the 1to3 version of the upmix.

### Nuendo / Cubase (VST3)

When using VST3, make sure that the 1to2 version is inserted into a 2 channel track and the 1to3 version is inserted into a 3 channel track. Otherwise the plug-in will not work correctly.

The left channel is always the input signal for both versions of the plug-in. If you want to use it as a send effect, make sure that the input signal always goes to the left channel. Use panning or hard routing for this.

### Logic (AU)

Audio Units have some special limitations when it comes to multichannel audio. If you want to use the 1to3 Version of the UpMix plug-in you can use [Reaper](#). For Ableton Live or Logic Pro X you can only use the 1to2 Version of the Upmix plug-in

## PARAMETERS

The parameters of the Upmix plug-in are easy to understand and overlap between the two versions.

### SCHOEPS Mono Upmix 1to2

- **Pan:** The panning slider allows to pan the dry mono signal from L to R like with a normal stereo panner. Keep in mind that only the dry mono signal is panned and not the upmixed signal which is played back in stereo
- **Depth:** The depth control lets you place a mono source further back in the stereo image by emphasizing the extracted early reflections.
- **Upmix Gain:** Controls the amount of gain which is applied to the extracted diffuse sound. Increasing it results in a more "wet" signal.
- **Brilliance:** The brilliance control boosts the high frequencies in the extracted diffuse sound.

### SCHOEPS Mono Upmix 1to3

Most of the controls for the 1to3 Version are the same as for the 1to2 version. Except:

- **Divergence:** Divergence gives you control of the balance of the phantom center between L/R and the real discrete center channel C. When Divergence is 0, 100% of the center signal stays in the center speaker. This means you have a real center signal and no phantom center. If Divergence is 1, 100% of the center signals goes to L/R. In this case you no longer have a real center signal and instead have a pure phantom center between L/R.

### Plugin Alliance Toolbar

- **"Key" Icon:** Opens the plugin Activation Dialog.
- **"?" Icon:** Opens a dialog through which one can access the plugin's help documentation, online product page, or any available updates.
- **"\$" Icon (when applicable):** If you've purchased your plugin using the Plugin Alliance Installment Payments option, the "\$" icon links to your account so you can make a payment on your Financed License.

## TROUBLESHOOTING

- **VST3:** If you experience a bad sound, one reason could be a wrong routing of the input signal. The left channel is always the main input in both versions of the plugin. Make sure that the mono input signal is routed to the left channel. Use panning or direct routing for this.

## CHANGELOG

### Version 1.0.0

Initial Release