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**PRESS RELEASE**

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**FOR IMMEDIATE RELEASE**

**Pink Floyd Founding Member Nick Mason’s “Saucerful of Secrets” Tour Chooses Waves Plugins**

*Knoxville, TN, July 21, 2022* — FOH engineer Steven Carr (Roger Taylor, Goldfrapp, Agnes Obel, Chris Rea, Katherine Jenkins) chooses [Waves plugins](https://www.waves.com/plugins) for the 2022 “Saucerful of Secrets” tour by Pink Floyd founding member Nick Mason.

Waves’ arsenal of plugins integrates smoothly with Carr’s Avid VENUE S6L board, allowing Carr to run the plugins as an integral part of his system. “Having all my Waves plugins accessible from the console in such a brilliantly simple way, enables me to work as I would in a studio,” he says. “It helps me take my live mix to a higher level of creative artistry, without needing racks upon racks of outboard. With the low latency of the Waves live system, and numerous instances of whichever plugin I need, it often feels there is no limit to what I can do to achieve certain sounds and effects.”

“Using Waves is incredibly useful when working on a live mix in collaboration with the artist,” he adds. “Most artists use Waves in the studio when writing and producing, so it’s very reassuring for them to see those same plugins being used in live sound. Sometimes, we even use the exact same presets.”

“I’m using the Avid S6L 24D console with one Stage 64 Rack. The S6L has a built-in WSG-HD Waves SoundGrid card, which interfaces directly with two Waves [Extreme SoundGrid Servers](https://www.waves.com/hardware/soundgrid-extreme-server). I send a stereo mix via AES to a Lake LM44 to drive the PA that deals with system EQ, delay and levels. That’s it – very simple, no outboard. Because of the way I like to work – a compact, streamlined FOH system with an Avid console – having Waves plugins available and integrated is absolutely essential.”

“As in most productions, there were unique challenges to overcome when building my mix for this show. The mix is very dynamic with punch and energy, yet it needs to be subtle when required. In songs like Pink Floyd’s ‘Echoes,’ which Nick and his band are playing on this tour, this entire dynamic range is required within one song. Moreover, the stage has an old school feel with loud vintage amps, and without any isolation between the musicians. So, my first big challenge was to reduce unwanted bleed into the vocal mics. Here, the expander option in the Waves [SSL G-Channel](https://www.waves.com/plugins/ssl-g-channel) is invaluable. This plugin is a great model of a classic, and I use it on every drum channel for EQ, dynamics and tone. The compressor’s auto makeup gain is simply a must-have for me when mixing punchy, crystal clear drums. I’ve also experimented with the Waves [Primary Source Expander](https://www.waves.com/plugins/pse-primary-source-expander#primary-source-expander-quick-plugin-demo) (PSE) to prevent mic bleed. Both plugins do the job brilliantly. With a bit of fine-tuning, I can automatically close open mics all around the stage when not in use, giving me a very tight close-miking-sounding mix even in reverberant rooms.”

“Another issue is the variety of guitars used in this show. The guitar players switch guitars frequently, so tone and levels vary from song to song. Rather than interfere with the guitarists’ tone, I generally leave the EQs flat, with just some gentle high passing; instead, I use compression to control the feel of each instrument. Here, I use the [H-Comp Hybrid Compressor](https://www.waves.com/plugins/h-comp-hybrid-compressor#introduction-to-h-comp) on the guitar channels, to maintain a constant level from instrument to instrument. H-Comp is fantastically simple to use, though its simplicity is deceiving – it has so much variety. I love its Dry/Wet mix function, which I use for ALL of my parallel compression now.”

“I also use the [C6 Multiband Compressor](https://www.waves.com/plugins/c6-multiband-compressor#multiband-compression-for-electronic-drums) on the sub group to control any unruly frequencies, and dramatic level changes are controlled using snapshot settings. C6 is again a classic, and I rarely build a mix without it. In addition to using it as a general multiband compressor, I like to use its side chain function to help my kick drum and bass guitar play together nicely down in the low and sub regions of the mix.”

“Lastly, all my mixes are put together with these three plugins: the Waves [API 550B](https://www.waves.com/plugins/api-550) EQ is essential for my subgroups; it’s musical and sweet and gives me what I need every time. The [IR-Live Convolution Reverb](https://www.waves.com/plugins/ir-live-convolution-reverb) is absolutely brilliant because I can import my own impulse responses. And my go-to delay for any situation is the Waves [H-Delay Hybrid Delay](https://www.waves.com/plugins/h-delay-hybrid-delay#delay-on-drums-electronic-music-production).”

“There are so many benefits to using Waves plugins in this way,” Carr says. “First, and most important, the Waves software integrates seamlessly with the S6L console. The plugins run within the Avid onboard software and can be viewed, accessed and written into snapshots, all from the console’s plugin rack and snapshot screens. This is essential for my preferable workflow. It keeps my processing chain simple, cable-free, and all in one place. Because Waves plugins are so good, I can avoid using outboard altogether, reducing in/out digital conversion paths, latency, and potential cable failure, not to mention fewer racks and boxes in often-cramped FOH spaces.”

“The snapshot functionality is really important,” Carr notes. “Each plugin instance can be easily assigned to any snapshot I want and edited at the touch of a button like any other parameter on the console. When selected, a plugin’s user interface automatically maps to the encoders on the console surface without any fuss. This is just awesome for hands-on mixing, which can otherwise prove tricky with plugins when using a mouse or touch screen. It’s no fun spinning in dub delays with a mouse! The encoder mapping is essential, and on this system it’s very elegant.”

“This show goes into venues of all sizes, indoor and out,” Carr summarizes. “You never know what you’re walking into, no matter how well prepared you are – which is why a compact yet powerful system is essential. This system is exactly that: it allows me to get the precise and creative result that I need in every show.”

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Photo file 1: StevenCarr.JPG

Photo caption 1: FOH engineer Steven Carr

About Waves Audio Ltd.:

Waves is the world’s leading developer of audio DSP solutions for music production, recording, mixing, mastering, sound design, post-production, live sound, broadcast, commercial and consumer electronics audio markets. Since its start in the early '90s, Waves has developed a comprehensive line of over 250 audio plugins and numerous hardware devices. For its accomplishments, Waves received a Technical GRAMMY® Award in 2011, and its early flagship plugin, the Q10 equalizer, was selected as an inductee into the TECnology Hall of Fame.

Increasingly leveraging pioneering techniques in artificial intelligence, neural networks and machine learning, as well as the company’s three decades of accumulated expertise in psychoacoustics, Waves technologies are being used to improve sound quality in a growing number of market sectors. Around the world, Waves’ award-winning plugins are utilized in the creation of hit records, major motion pictures, and top-selling video games. Additionally, Waves now offers hardware-plus-software solutions (including the revolutionary eMotion LV1 mixer) for professional audio markets. The company’s WavesLive division is a leader in the live sound sector, spearheading the development of solutions for all live platforms. Products from Waves Commercial Audio enable A/V system integrators and installers to deliver superior sound quality for corporate, commercial, government, educational, entertainment, sports and house-of-worship applications. Under its Maxx brand, Waves offers semiconductor and licensable algorithms for consumer electronics applications, used in laptops, smartphones, smart speakers, gaming headsets, TVs and more from industry leaders such as Dell, Google, Fitbit, Acer, Asus, Hisense and others.

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