

PRESS RELEASE

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**FOR IMMEDIATE RELEASE**

**Chess.com chooses Waves Cloud MX Audio Mixer for streaming**

NAB Show, Las Vegas NV, April 6, 2025 — Michael Buetsch, Director of Broadcast Engineering & Production at Chess.com, has selected Waves’ [Cloud MX Audio Mixer](https://www.waves.com/mixers-racks/cloud-mx-audio-mixer-premium) for its excellent sound quality in cloud broadcast environments. This 100% cloud-based audio mixer offers pristine audio, high-precision mix control, and creative processing capabilities, fully integrating Waves’ award-winning plugins. The Cloud MX Audio Mixer provides a scalable, remotely operated, broadcast-ready cloud workflow.

Founded in 2007, [Chess.com](https://eur01.safelinks.protection.outlook.com/?url=http%3A%2F%2Fchess.com%2F&data=05%7C02%7CUdih%40waves.com%7C6f08746e58d647af942c08dd3401e800%7C084970c0692841368f2bc1c5cbb5e309%7C0%7C0%7C638723904984589267%7CUnknown%7CTWFpbGZsb3d8eyJFbXB0eU1hcGkiOnRydWUsIlYiOiIwLjAuMDAwMCIsIlAiOiJXaW4zMiIsIkFOIjoiTWFpbCIsIldUIjoyfQ%3D%3D%7C0%7C%7C%7C&sdata=1AnshzzE3n3UDbKicGNmVWc0Ea2RQSYOo7%2BO%2BCJ7pns%3D&reserved=0) is the world’s largest chess website, with a community of over 200 million members worldwide and more than 6 million games played daily. Buetsch comments, “Waves Cloud MX has been a real game-changer for how we handle and mix audio within the cloud, while fully remote. We have been able to utilize every toolset you would typically see on a television production truck’s console and seamlessly integrate those capabilities into our broadcast workflows.”

He continues, “I would say that the feature we have found most useful is the complex buss routing that Waves supports. Waves Cloud MX has allowed us to significantly expand how we build out every single type of mix for live broadcast, in-house production, IFB mixes, and archive-only outputs.”

When discussing the Cloud MX’s audio quality, performance and reliability, Buetsch refers to a notable tournament where Waves Cloud MX played a crucial role in streaming, “Most recently in Oslo, Norway, we completed the Champions Chess Tour Finals. This was a 24+ camera show operating entirely remotely. Signals were backhauled from the playing hall and insert studio, where the competitors and talent were located, to our cloud-based control room. Operators from across four different continents connected to operate the show remotely, including our lead audio engineer who mixed the show. This event had millions of viewers worldwide over the five days of competition. While players, commentators and a small crew were on-site in Oslo, the remaining production crew (engineers, producers, director, TD, tape, audio, etc.) worked remotely. With 22 microphones, multiple tape channels, IFB mixes, and other FX inputs, all signals were backhauled to our cloud in US-East-1, where a remote audio engineer mixed everything from their home in the United States.”

He concludes, “The efficiency of the Cloud MX custom pages and user-definable hotkeys allowed us to navigate a very complex show with relative ease. With Cloud MX, audio engineers are entering a system that feels both comfortable and familiar to them, and we have yet to encounter a question from someone mixing a show that Waves Cloud MX couldn’t solve.”

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Photo file 1: Gelder\_LV1Classic.JPG

Photo caption 1: David Gelder, Lead Audio Engineer (Contractor at Chess.com), uses Waves eMotion LV1 Classic console for the Champions Chess Tour Finals 2024

Photo file 2: ChampionsChessTourFinals2024.JPG

Photo caption 2: Champions Chess Tour Finals 2024

About Chess.com

Founded in 2007, [Chess.com](https://eur01.safelinks.protection.outlook.com/?url=http%3A%2F%2Fchess.com%2F&data=05%7C02%7CUdih%40waves.com%7C6f08746e58d647af942c08dd3401e800%7C084970c0692841368f2bc1c5cbb5e309%7C0%7C0%7C638723904984589267%7CUnknown%7CTWFpbGZsb3d8eyJFbXB0eU1hcGkiOnRydWUsIlYiOiIwLjAuMDAwMCIsIlAiOiJXaW4zMiIsIkFOIjoiTWFpbCIsIldUIjoyfQ%3D%3D%7C0%7C%7C%7C&sdata=1AnshzzE3n3UDbKicGNmVWc0Ea2RQSYOo7%2BO%2BCJ7pns%3D&reserved=0) is the world’s largest chess website, with a community of nearly 200 million members worldwide and more than 6 million games played daily. Chess is one of the most popular games globally and with that, [Chess.com](https://eur01.safelinks.protection.outlook.com/?url=http%3A%2F%2Fchess.com%2F&data=05%7C02%7CUdih%40waves.com%7C6f08746e58d647af942c08dd3401e800%7C084970c0692841368f2bc1c5cbb5e309%7C0%7C0%7C638723904984609873%7CUnknown%7CTWFpbGZsb3d8eyJFbXB0eU1hcGkiOnRydWUsIlYiOiIwLjAuMDAwMCIsIlAiOiJXaW4zMiIsIkFOIjoiTWFpbCIsIldUIjoyfQ%3D%3D%7C0%7C%7C%7C&sdata=KViZg9zZx8JFH56d2S9%2FgwW0onFqsr%2Fcu8IgYqvjczU%3D&reserved=0) is committed to growing chess as a positive influence in the world, where every person can enjoy the game, connect with others and be accepted in the community. [Chess.com](https://eur01.safelinks.protection.outlook.com/?url=http%3A%2F%2Fchess.com%2F&data=05%7C02%7CUdih%40waves.com%7C6f08746e58d647af942c08dd3401e800%7C084970c0692841368f2bc1c5cbb5e309%7C0%7C0%7C638723904984623743%7CUnknown%7CTWFpbGZsb3d8eyJFbXB0eU1hcGkiOnRydWUsIlYiOiIwLjAuMDAwMCIsIlAiOiJXaW4zMiIsIkFOIjoiTWFpbCIsIldUIjoyfQ%3D%3D%7C0%7C%7C%7C&sdata=4fl0y8iKotQSj%2FHnETQanUEWFOm3WaOZjYtoV4pHax4%3D&reserved=0) was recognized by Fast Company’s list of Most Innovative Companies in 2024, as well as included on TIME's 100 Most Influential Companies in 2023.

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; an Engineering, Science & Technology Emmy® Award for its Waves Clarity Vx Pro plugin in 2023; and a 2024 NAMM Technical Excellence & Creativity Award for its Clarity Vx DeReverb Pro plugin. Additionally, 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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