



## DATASHEET

# SD11

*The most compact DiGiCo console ever*

## OVERVIEW

The DiGiCo SD11 is a 48 channel mixing console with 12 physical faders and 1 x 15" LCD high-resolution touchscreen. Using the same Stealth Digital Processing and FPGA technology as its larger flagship consoles, the SD11 is the definitive portable console.



## KEY FEATURES

48 Input Channels with full processing

24 Aux/Sub-Group busses with full processing

8 x 8 Matrix with full processing

Assignable channel layout

User programmable macros

Capable of redundantly mirroring with another SD11 console

Snapshots for seamlessly changing many parameters at once

Offline software

iPad control

Broadcast software option

i software option



### DiGiCo SD-Range

The SD-Range caters for everything audio: be it the biggest rock and roll show on the planet, a crucial global broadcast, the most sizeable House of Worship application, or an intimate theatre performance, there is an SD console that will tick the box.

Powerful. Versatile. Smart. Desirable.



## TECHNICAL SPECIFICATIONS

### WORKSURFACE

- 12 x 100mm touch-sensitive, motorised faders
- 1 x 15" LCD high-resolution touchscreen
- 12 x 8-Segment LED bargraph meters
- 1 x ¼" Headphone socket
- 1 x USB 2.0 slot

### REAR

- 1 x PSU
- 1 x XLR3 1.2 – 12V Light connection
- 1 x Waves port (Optional)
- 16 x XLR Mic/Line Inputs
- 8 x XLR Line Outputs
- 1 x XLR AES/EBU Input (2 x channels)
- 1 x XLR AES/EBU Output (2 x channels)
- 2 x GPI ¼" Jack
- 2 x GPO ¼" Jack
- 1 x MIDI In/Thru/Out (5 pin DIN)
- 1 x Word Clock I/O BNC
- 1 x MADI BNC I/O
- 1 x MADI RJ45 Ethercon I/O (for D-Rack)
- 1 x VGA Port - DB-15 Mini-Female (1024 x 768 Resolution)
- 1 x Ethernet port
- 2 x USB 2.0 slots
- 1 x MultiMode Optocore Interface (Optional)

### OPTIONS

- Waves SoundGrid Interface
- Optocore Interface (HMA, OpticalCon or ST connectivity)
- Upgrade to SingleMode Optocore
- i Software
- Broadcast Software
- Flightcase

### SIGNAL PROCESSING

#### 48 Input Channels (Mono)

- Main & Alternative input
- Analogue Gain
- Phase Inversion Control
- Gain Tracking
- Digital Trim (-40dB to +40dB)
- Variable Delay (0ms to 1.3s)
- DiGiTube
- HPF/LPF (-24dB/Oct)
- 4 Band Parametric EQ / Dynamic EQ
- DYN 1: Compressor, Multiband Compressor, Desser
- DYN 2: Gate, Duck, External Input Compressor
- 1 Insert Point per Channel
- Channel Mute & Hard Mute
- Channel Direct Outputs

#### 24 Aux/Sub-Group Busses

- Phase Inversion Control
- Digital Trim (-40dB to +40dB)
- Variable Delay (0ms to 1.3s)
- DiGiTube
- Merge Input
- Tone Generator
- HPF/LPF (-24dB/Oct)
- 4 Band Parametric EQ / Dynamic EQ
- DYN 1: Compressor, Multiband Compressor, Desser
- DYN 2: Gate, Duck, External Input Compressor
- 1 Insert Point per Channel
- Channel Mute & Hard Mute

#### 1 LR/LCR Master Buss (with full processing)

#### 8 Input x 8 Output Full Processing Matrix

#### 8 Control Groups (CGs)

#### 2 Solo Busses

#### 12 x 32-band GEQs

#### 6 x Internal Stereo FX Processors

- Delays
- Audio Enhancer
- Choruses
- Pitch Shifters
- Reverbs

DiGiTubes available on every channel and Buss

Dynamic EQs available on every channel and Buss

Multiband Compressors available on every channel & Buss

Virtual Soundcheck



## A&E SPECIFICATION

The DiGiCo SD11 shall have one worksurface section of 12 faders, with 3 layers of 4 banks. These faders can be assigned to control any of the channel types. The console shall be capable of 48 input channels, 24 Aux/Sub-group Busses, a LR/LCR Master Buss, 8 VCA style or mute group style Control Group channels, 2 Solo Busses, and an 8 input x 8 output full processing Matrix. All processing paths shall have full processing including Tube emulation, Dynamic EQ and Multiband Compression. Tube emulation, Dynamic EQ and Multiband Compression shall be available on every channel and Buss on the console. All processing shall be internal and FPGA-Based. An internal FX rack with 6 stereo slots shall allow users to pick from 34 different FX. An internal set of 12 32-band GEQs shall also be accessible.

A 15" (38cm) LCD high-resolution touch screen shall be provided to show either channel strips or the Master screen. The view selection shall be controlled by a physical button on the worksurface. There shall also be a physical control on the worksurface to control the master level so that it can be accessed at all times.

Physical controls on the master section of the worksurface shall allow control over basic snapshot functions, control over basic Solo functions, and there shall be a dedicated hardware channel strip to the right of the touchscreen, allowing control over filters, EQ, dynamics and insert points. 7 quick select buttons shall be on the master section to allow easy reassignment of the underscreen rotaries. There shall also be 8 user-assignable macro buttons on the worksurface. The user shall also be able to program macros that can be triggered with fader movements, GPI, MIDI and keyboard function keys.

The rear panel shall have 16 Mic/Line inputs, 8 line outputs, 1 AES/EBU input (2 channels) and 1 AES/EBU output (2 channels). It shall also have 1 Ethercon port for connections to D-Racks, one set of MAD1 I/O for connections to MAD1 devices, and external Workclock I/O. The other connectors on the rear of the console shall be 2 GPIs, 2 GPOs, MIDI In, Thru and Out, 2 USB ports, a VGA port, an ethernet port and one port for an external light.

There shall be a Waves SoundGrid option providing 64 inputs and 64 outputs to the SoundGrid Network at 48kHz and 96kHz. There shall also be an Optocore option, providing 504 additional audio paths at 48kHz and 96kHz. The Optocore connector type shall be chosen from HMA, OpticalCon or ST. The Optocore Mode shall be chosen from MultiMode or SingleMode.

There shall be an i Software option available that shall increase the channel counts to 80 input channels, a 12 input x 8 output full processing matrix, and increase the number of internal stereo FX processors to 8.

There shall also be a Broadcast Software option available that shall provide Surround Busses, a Monitor Matrix, Backstop PFL and Mix Minus Busses. The channel counts of the Broadcast Software shall match those of the injected Software (excluding the surround Buss option).

The dimensions of the SD11 shall be: 496.8 (w) x 638.7 (d) x 253 (h) mm  
The weight of the SD11 shall be: 24kg  
The DiGiCo SD11 shall be supplied with a dust cover.

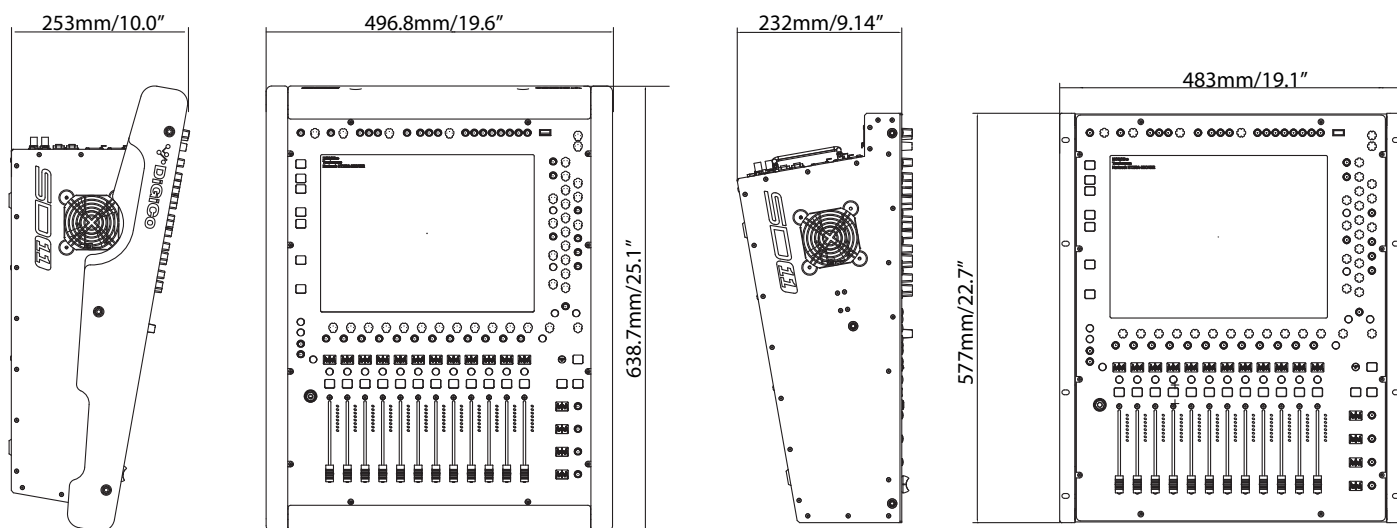
### AUDIO SPECIFICATIONS

Sample Rate: 48kHz or 96kHz
Processing Delay: 2ms Typical @ 48K (48 Stereo Channels, Stage input Through L-R Buss to Stage Output) 1.1ms @ 96k
Internal Processing: Up to 40-bit, Floating Point
A>D & D>A: 24-bit Converter Bit Depth
Frequency Response: +/- 0.6dB (20Hz – 20kHz)
THD: <0.05% @ Unity Gain; 10dB Input @ 1kHz
Channel Separation: Better Than 90dB: (40Hz-15kHz)
Residual Output Noise: <90dBu Typical (20Hz-20kHz)
Microphone Input: Better Than -126dB: Equivalent Noise
Maximum Output Level: +22dBu
Maximum Input Level: +22dBu

In a world as competitive for engineers as it is for console owners, you want the best tools you can lay your hands on. You also want a console and audio tools as well thought out for every major application as they are designed for the art and science of sound engineering.

## LINE DRAWING

All dimensions in mm



### PHYSICAL

Dimensions: 496.8mm (w) x 638.7mm (d) x 253mm (h)

Rack Mountable Dimensions: 483mm (w) x 577mm (d) x 232mm (h)

Weight: 24kg (73kg with optional flightcase)

Flightcase: 700mm (w) x 500mm (d) x 900mm (h) (Optional)

Power Requirements: 90-264 VAC, 47-63Hz Auto Sensing. 208 watts, 232VA

Redundancy: Redundant PSUs by remote PSU option

Product Code: X-SD11-WS

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