Artemis Ray

Powerful

Artemis Ray has 456 fully featured input channels. This makes it more powerful than the Artemis Beam, and it can handle up to 72 faders, the same as the larger Artemis Shine model.

Capable of operating at multiple sample rates, at 48kHz the Artemis Ray provides 128 programme buses, 64 IFB/track outputs, and 32 auxiliaries.

The console also features a second compressor/limiter in each channel, more than 60 minutes of assignable delay, and three independent APFL systems for multiple operator use.

As with all Calrec designs, these facilities do not share resources, which means they are all available to the user at all times.

Resilient

Artemis Ray builds on Calrec's industry-leading reliability by providing full-redundancy over all critical hardware elements.

In the rare event of a failure, hot spares seamlessly take over.

Well Connected

Calrec's proprietary Hydra2 network is the most powerful, flexible, and easily expandable system available today.

Artemís Ray has an integral 8192^2 router, and its plug and play nature provides quick and simple expansion with the option to allow any resources to be shared network-wide.

Integrated

Calrec's agnostic stance to non-proprietary transport protocols gives Artemis Ray compatibility with all popular third-party solutions. Like all Calrec consoles, connectivity with AES67, Ravenna, Dante, AVB or SMPTE2022 is possible, and simultaneously if desired too.

Further flexibility is offered via a Waves Sound Grid network module providing full control over Waves software applications from the integrated touch display on the surface.

Intuitive

Artemis' flexible and intuitive control surface features one knob-per-function control, and a fully assignable control surface which works the way you need it to work.

Calrec has been designing assignable consoles for over 25 years, and Artemis Ray continues this tradition, packing in more flexible and intuitive control in an even more compact footprint.

Compact

Artemis Ray is fully compatible with all Artemis monitor panels, including Calrec's new fader/monitor panel. The same width as a standard Artemis fader panel, it includes eight full-size faders. In situations where space is at a premium, such as OB trucks, we understand that a high fader density is not only desirable, but essential.

Processing	Artemis Ray
– Channel Processing Paths	456
– Main Outputs	Up to 16 from M/G pool of 128
– Groups	Up to 48 from M/G pool of 128
– Track Buses	Up to 64
– Aux Buses	Up to 32
– AFL Systems	3
– PFL Systems	3
– Inserts	Pool of 256
– Chan/Grp Direct/Mix Minus Outputs	Up to 4 per path from pool of 512
– Input Delay	128 legs of 2.73s
– Output Delay	128 legs of 2.73s
– Bus Path Delay	2.73s per path
– Track Sends/Chan or Grp	4
– EQ 1-4	4 band Para
– EQ 5-6	2 band Para
– Sidechain EQ	2 band Para
– Dynamics 1	Comp/Lim and Exp/Gate
– Dynamics 2	Comp/Lim
– Max Faders	72
– Layers	12 Dual Layers
– AutoMixers, each controlling an unlimited number of paths	8
– Advanced AutoFader (AFV) functionality on all faders	

Router Ports	16/32

Networking	Integral 8192^2 router
	All I/O provided over Hydra2 network via a range of Hydra2 I/O boxes
	Cat5e or fibre connectivity

Resilient	Highly resilient – all modules are hot-pluggable with automatic redundant PSU, DSP, Control processor, Router module, I/O Expansion module
	Independent DSP operation ensures audio continuity in the event of a PC or control reset
	Low power consumption and heat generation

Surface	100mm faders with mechanical PFL overpress
	12 A/B Layers, providing 24 possible assignments for each fader or control
	Colour-changing rotary knobs to indicate function
	Touch screens controlling I/O, monitoring and routing

More information at calrec.com/artemis