



# L-Acoustics DJ

## User Guide

v1.0



L-Acoustics DJ lets you turn any stereo track into an immersive, spatial performance—live. The system separates your music into four stems—Drums, Bass, Vocals, and Other—and places them around the audience in a 360° space. You can shape movement, energy, and effects live as part of your set. Whether you use the tablet application or the hands-on LA-DJC controller or both, you stay in control with precision and feel. There's no need to change your existing DJ workflow. You simply add a new creative dimension to your performance on any L-Acoustics–powered stage, from clubs to festivals.

# MOODS

MOODS are mutually exclusive (toggle) effects applied to all stems. Affected by **12. MOOD INTENSITY** and **14. SPEED**.

- 1. STEREO:** default setting, places all separated stems on the main left and right speakers
- 2. WAVE:** separates the Vocals and Other stems, applying modulation to both pan and elevation.
- 3. VOCAL FOCUS:** places the Vocals stems in mono and separates similar-frequency elements to the surround channels.
- 4. IMMERSIVE:** separates and rotates the Other stems clockwise.

# EFFECTS

Global effects are applied to all stems, and stem focused effects are applied to the corresponding stem. These effects override the current mood. Affected by **14. SPEED**.

Apply a short press to the button to toggle the effect. Apply a long press to apply the effect until release.

- 5. ROTATE:** rotates the corresponding stems.
- 6. RANDOM:** moves the corresponding stems randomly, with the motion becoming increasingly dramatic over time.
- 7. WIDE:** rotates the left stems counter-clockwise, and the right stems clockwise.
- 8. RISER:** rotates all stems and gradually increases their elevation.
- 9. CROSS:** moves the corresponding stems quickly from left to right and from front to back at the same time.
- 10. SWAY:** groups the Vocals stems and moves them back and forth across the width of the left and right speakers.

# L-Acoustics DJ App



## FADERS / KNOBS

- 11. **BOOTH**: controls the volume of the immersive monitoring system for the DJ booth.
- 12. **MOOD INTENSITY**: controls the intensity of the active mood.
- 13. **REVERB**: controls the amount of reverb applied to the stems. The amount of reverb applied on each stem varies depending on the selected mood or effect.
- 14. **SPEED**: controls the movement speed of the stems based on the set BPM.
- 15. **REBOUND** (*application only*): sets a rebound point at the current position of the fader. Moving and releasing the fader will reset it to its rebound position (shown as a dotted line).

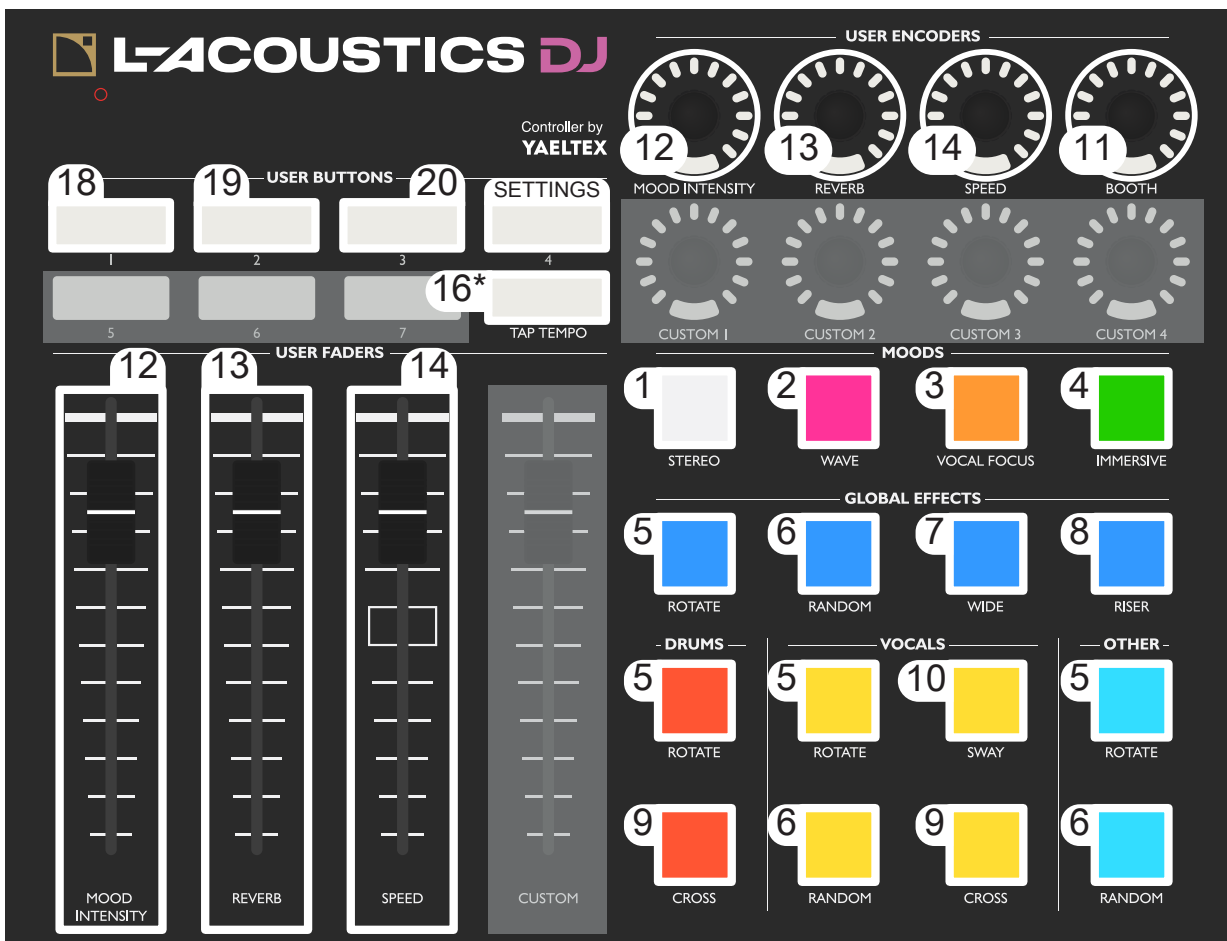


When moving the hardware controller faders, the application faders update automatically.

## PREFERENCES

- 16. **TAP TEMPO\***: manually sets the BPM. *Only available if selected in SETTINGS.*
- 17. **CLOCKWISE / ANTI-CLOCKWISE** (*application only*): defines the direction of rotation for ROTATE and RISER effects.
- 18. **AUDIENCE POV**: inverts the orientation of the 360° space visualization to adapt to the position of the DJ.
- 19. **SWAP INTERFACE**: puts the 360° space visualization to the right and the effect buttons to the left.
- 20. **FOCUS MODE**: hides the buttons and faders and puts the 360° space visualization in focus.

## LA-DJC hardware controller



---

## SETTINGS

The SETTINGS are defined by the system technician and do not need to be changed during DJ mixing.

**Source default position:** defines the default position for the left and right sources, to align them with the physical left and right loudspeakers chosen for stereo.

**Select BPM Sync Mode:** defines the source of the BPM between Manual, MIDI Clock, and Ableton Link. Select **Manual** to enable **TAPTEMPO** on the main page.