

VITRIC

FACT SHEET · VERSION 1.0.9

Colorfield Mix Stage

Every track of a mix, standing in one room.

A depth and room placement plugin. Put one on every track and each window shows the whole mix as one lit room with every track standing in it. Drag a track forward, back, left or right and it sounds as if it stood there. Every instance runs the same room, so the mix sounds like one space.



Real render of the plugin window. Tracking Room, 12 tracks, Lead Vox selected at 2.6 m.

WHAT IT DOES

- **One stage, one room.** Every Colorfield in a session finds the others and shows all of the tracks on one stage. No audio passes between instances; each renders its own track and plays the same room tail. Instances find each other when the host loads them in the same process; one the host runs in a separate process is kept off the stage.
- **Placement by dragging.** Forward, back, left or right; Shift-click moves several tracks as one. Depth changes level, the balance of direct sound and room, early reflections and air loss together. The direct sound is never delayed.
- **Six rooms:** Tracking Room, Drum Room, Club, Echo Chamber, Loft and Concert Hall. A listener seat from the front row to the back, and a room miked as ORTF, spaced pair or XY.
- **Level Lock** holds a track's loudness while it moves, so you judge where it sits without the volume changing. Hold Shift during a drag to keep the level for that drag.
- **A collisions list** shows which tracks mask each other where they stand and suggests a small move for each pair. APPLY makes it in one undo step.
- **Four scenes, eight stage plots.** A scene stores where every track stands and recalls it with a one-second glide. The plots are starting layouts, from Club EDM to Orchestra.
- **STAGE and PLAN views,** 100 steps of undo and redo, SOLO and ROOM ONLY listening. Drags and scene recalls during playback go to the host as automation gestures.
- **The Stage app** opens a folder of stems, places them on the same stage and exports the mix as a WAV. It needs a license or a trial, like the plugin.
- **A resizable window,** 1152 x 720 up to 2560 x 1600, locked to 16:10.

AT A GLANCE

Category	Mix depth and room placement
Version	1.0.9
macOS	AU, VST3 and AAX on Apple Silicon and Intel, plus the Stage app
Windows	64-bit: VST3 and AAX, plus the Stage app
Channels	Mono or stereo in, stereo out
Sample rates	Tested at 44.1, 48, 88.2, 96 kHz
Latency	0 samples reported
Trial	Free for 3 days, full function
Licensing	Purchased licenses work offline after activation; trials need an internet connection
Price	Current price on the product page

MEASURED

One room	4 instances, 4 places: summed tails match one tail to -120.9 to -122.1 dB (bar -90 dB)
Distance	Direct level within 0.114 dB of $20 \log(r_{\text{ref}}/r)$; air loss within 0.042 dB of ISO 9613-1
Level Lock	Loudness held within 0.329 LU across depth, worst case (bar 0.5 LU)
Block size	Static renders bit-identical at 1, 64, 480, 512 and 4096
CPU, 1 instance	About 0.8 % of one M4 Pro core, 48 kHz, 256 samples; up to 1.3 % moving (pre-release build, 2026-09-25)
CPU, 64 instances	58.5 % of one core static, 91.8 % all moving (pre-release build)
Memory	About 1 MB per instance at 48 kHz (996.0 KiB)
Checks	117 of 117 tests; pluginval strictness 10 on VST3 and AU; auval passes

Vitric Audio is an American audio plugin developer making plugins for mixing, mastering and sound design. Every Vitric plugin comes with a free 3-day trial. Formats, current prices and offers are on each product page. Interface renders, the logo and this sheet are in the press kit.

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