

Saturday 12.10.16

Posted by [Mike Thornton - Pro Tools Expert](#)

#

Review - Neyrinck Spill Plugin Bundle



What Is Spill?

[Spill from Neyrinck](#) is an AAX Native, DSP and AudioSuite plug-in for Pro Tools. Spill saves huge amounts of time by adjusting channel levels on surround audio and bus tracks, just like the "spill" feature found on high-end digital film consoles. Spill supports Avid control surfaces and the V-Plugin app for first class, hands-on control.

Neyrinck will normally sell the Perpetual version of Spill for \$132 but this includes a one year license for the V-Control Pro Bundle which consists of...

1. V-Control Pro Software
2. V-Console App - iOS and Android - 8/16 fader skins and V-Window
3. V-Panner App - iOS and Android - surround pan and Dolby Atmos plug-in screens
4. V-Plugin App - iOS only for controlling Spill

Spill And V-Control Pro Pricing

Until the end of December Neyrinck are offering this new Spill Bundle for \$99 which is a 25% saving. In the new year Spill will revert to the normal pricing of \$132. The V-Control Pro Bundle price will remain as it was at \$49.99 for a one year license, but will no longer include Spill.

Your purchase of Spill includes a coupon redeemable for V-Control Pro Bundle at no cost for the first 12 months. The coupon will be delivered via e-mail.

Special Exclusive Deal From Pro Tools Expert

Until 31st December 2016 here at Pro Tools Expert we are offering [Spill with a 30% discount](#). You can find it on our [Deals page](#) for £74 plus VAT where appropriate.

How Do I Use Spill?

The Spill plug-in can be inserted on any multi-channel Pro Tools track, aux or master, from stereo to 7.1 format. All channels are spilled to individual channel faders in the Spill plug-in window, the V-Plugin remote control app, and Avid control surfaces. Spill channel faders can be adjusted individually or can be relative grouped for fast and easy adjustment of surround channel groups. Spill fully integrates with Pro Tools plug-in automation modes providing a complete, professional surround mixing solution like that found on high-end film consoles.

Re-recording mixer Tom Marks, CAS, was involved in pre-production testing and was able to give Paul Neyrinck a lot of useful feedback.

Spill is applicable to both mixing and editing workflows but is most valuable during the final mix. In very busy sound effects sequences, you can quickly adjust a specific channel(s) of a pre-dub to clear space for music or to get the sound effects to poke through. When given multi-channel stems for the score, you can bring up the surrounds or lower the center channel. There are also applications on a global level. For example, if you start a mix in a smaller room and move to a large dub stage, you may need to make global adjustments on the surround or LFE levels. Also when doing near-field home video versions, you'll have to make adjustments to your stems which Spill is perfect for.

Someone else who has found that Spill has improved their workflow is audio production engineer Jesper Eriksson, based in Sweden. Jesper has been working on converting over 2,100 HBO episodes, mostly in Spanish, from stereo to 5.1 while trying to match the English versions using Penteo, DTS (Waves) and Halo for the up-mixes and he recently added Spill to his workflow,

After installing Spill it has transformed the way I work, I wish I had this before. I'm using it to adjust the Spanish up-mixes to match the original English versions, they often get too hot and Spill is just fantastic in its simplicity for fixing these issues quickly and effectively.