MV360

Online manual for the Shure MV360 spatial microphone that captures surround sound, including mono, stereo, binaural, and full 360° spatial audio for podcasts, ASMR, field recording, video, and games.

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MV360

MV360 Spatial Audio Microphone

The Shure MV360 Spatial Audio Mic is a compact USB-C spatial audio microphone that makes immersive recording easy. Its patented advanced acoustic array captures sound from every direction, supporting mono, stereo, binaural, and full 360° spatial audio for applications such as music, podcasts, ASMR, field recording, video, and game audio. Connect the MV360 directly to a phone, tablet, or computer and record with Shure MOTIV apps, and capture the full 360° sound field and configure it later using MOTIV Audio, MOTIV Mix, or the Shure Virtual Mic Editor plugin.

MV360 Features

- One mic, for mono and stereo to binaural and full 360° spatial audio
- Instant immersive binaural audio, ready to use
- Auto Capture Mode tracks multiple moving voice sound sources
- Full 360° AmbiX recording lets you capture first and configure later
- Spatial Heatmap with up to four steerable virtual microphones
- 6-channel USB audio: 2-channel Capture Mode + 4-channel AmbiX
- USB-C powered for direct recording to phones, tablets, and computers
- Onboard DSP with Auto Level, EQ, compression, limiting, high-pass filter, and noise reduction
- Render stereo, binaural, virtual-mic, and SMPTE surround outputs
- Shure Virtual Mic Editor for spatial editing in compatible DAWs and video editors

MV360 Quick Start Guide

Download Your MOTIV App

Download the Shure MOTIV Audio or MOTIV Video apps for mobile, or the MOTIV Mix app for desktop to your preferred device. Your mobile device may request permission to use the mic the first time you use the app.

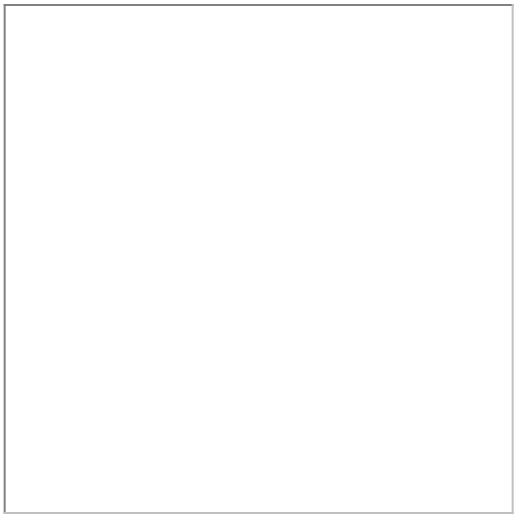
Quick 2-channel Recording Workflow

Here is the basic workflow for creating ready-to-use audio using channels 1-2, which will be the audio passed along to a 3rd party or native camera app.

Note: If you are recording into a DAW, select channels 1-2 for the processed 2-channel recording. Channels 3-6 carries the 360 audio (Ambix B-format).

1. **Connect your mic.** Connect the MV360 to your phone, tablet, or computer using the included USB-C cable. Open the MOTIV app and confirm that the mic is connected.
2. **Connect your monitor.** Plug your headphones into the 3.5mm monitor output on the MV360.

3. **Select the microphone orientation.** The orientation setting should always match how the microphone is positioned. This helps ensure that your recordings sound correct and preserve directional information accurately. Tell the app how the microphone is physically mounted:



Select your mic orientation before recording to ensure your audio is captured correctly.

4. **Choose a 2-channel Capture Mode.**
   - **Mono** Focuses on a single direction and is best used for speech, interviews and capturing a single sound source.
   - **Stereo** The traditional left and right sound image. Best used for music, performances, and general recording.
   - **Binaural** Creates an immersive headphone listening experience and is ideal for ASMR, ambience, and field recordings.
   - **Auto** Automatically adapts to changing sound sources, which is useful when the sound source moves or changes during recording a multi-talker podcast, field interviews, vlogging, and IRL livestreams.
5. **Check your levels.** Monitor the input meters and adjust gain if needed. For very loud sound sources, enable the -10 dB Pad. Be sure to record the strongest signal levels without clipping.

   Note: *Microphone gain adjusts the 2-channel Capture Mode audio. It does not change the AmbiX recording.*

6. **Tap the Record button to start recording.** For the most post-production flexibility, leave 360-degree recording on. If storage space is a concern and you know you won't need to edit the 360-degree audio later, you can turn it off.
7. **Save your file.** Use the default time stamp file name or a file name of your choice.
8. **Review your recording.** When recording is complete, open the Library to review your files.

Why do my AmbiX meters look lower? The AmbiX recording preserves additional headroom for spatial post-production, so its level may look different from the 2-channel Capture Mode signal.

Immersive 360 Recording Workflow

360° recording captures 4-channel AmbiX B-format audio for spatial post-production. To play back and edit the recording, decode the AmbiX audio using the MOTIV app, MOTIV Mix, or Shure Virtual Mic Editor plug-in. Keep all four AmbiX channels together and in their original order.

1. **Connect your mic.** Connect the MV360 to your phone, tablet, or computer using the included USB-C cable. Open the MOTIV app and confirm that the mic is connected.
2. **Select the microphone orientation.** Tell the app how the microphone is physically mounted:
   - Up

- Down
- Side

The orientation setting should always match how the microphone is positioned. This helps ensure that your recordings sound correct and preserve directional information accurately.

3. **Turn Capture 360 On to save a full 360° spatial recording with your Capture Mode recording.**
   - **Capture 360 Off** Records only the selected Capture Mode and creates an audio file that is ready to use.
   - **Capture 360 On** Records the selected Capture Mode in addition to a separate 360° AmbiX recording for post-production editing and spatial workflows.

   Note: *If you're not sure whether you'll need spatial editing later, leave Capture 360 enabled.*

4. **Check your levels.** Monitor the input meters and enable the -10 dB Pad, if needed. Be sure to record the strongest signal levels without clipping.
5. **Start recording.** Tap Record in the MOTIV app. During recording, Capture Mode audio is recorded. If Capture 360 is enabled, a separate 360° recording is also captured.
6. **Save your file.** Use the default time stamp file name or a file name of your choice.
7. **Review your recording.** When recording is complete, open the Library to review your ready-to-use 2-channel recording with 4-channel audio files for spatial editing.

Recording MV360 Directly Into a DAW

When you connect the MV360 to a computer, your recording software will see six input channels. These channels contain two different versions of the microphone audio:

- Channels 1–2: Capture Mode audio. This is the processed 2-channel output from the Capture Mode you selected, such as Mono, Stereo, Binaural, or Auto.
- Channels 3–6: 360° AmbiX audio. These four channels contain the full spatial recording in AmbiX B-format: W, Y, Z, X.

Do not treat channels 1–4 as the four channels of a spatial recording. Channels 1–2 contain the processed Capture Mode output; the AmbiX recording begins on channel 3. Keep channels 3–6 together, in order, when recording 360° audio for spatial post-production.

The Shure Virtual Mic Editor is designed to process a 4-channel AmbiX recording. The 360° recording can then be used to steer virtual microphones, create binaural or stereo outputs, or produce supported surround formats.

Shure ASIO Driver for Windows

If you use the MV360 with a Windows computer, install the Shure ASIO (Audio Stream Input/Output) driver to record in 32-bit floating point with applications that support ASIO, such as many DAWs. Without the ASIO driver, the MV360 uses 24-bit PCM audio on Windows.

The ASIO driver **provides a direct, low-latency connection between compatible recording applications and your MV360, bypassing some of the audio processing built into Windows**

Do I need the ASIO driver?

- **Yes,** if you're using Windows, your recording application supports ASIO, and you want to record in 32-bit floating point.
- **No,** if you're using macOS, iOS, or Android. These platforms natively support 32-bit floating point recording without the Shure ASIO Float driver.
- If your Windows application does not support ASIO, you can still use the MV360, but recording is limited to 24-bit PCM.

The Shure ASIO Float driver can use one connected Shure device at a time. If you connect multiple supported devices, select the one you want to use with ASIO. The other devices can still be used through the standard Windows audio system.

Download and Install the Shure ASIO Driver

1. Download the Shure ASIO driver from the Shure Software and Firmware Downloads page.
2. Close any audio or recording applications.
3. Run the installer and follow the on-screen instructions.
4. Connect the MV360.

Set up your Recording Application

1. Connect your Shure device and open your recording application.
2. Select the Shure ASIO Float to record in 32-bit floating point.
3. To record in PCM instead, select the standard Shure ASIO interface.
4. Select 48 kHz or 96 kHz for your project sample rate. When using ASIO, the sample rate selected in your recording application takes priority over the Windows audio setting.
5. **Adjust the buffer size.** Use a smaller buffer for lower monitoring latency. If you hear clicks, pops, or dropouts, increase the buffer size for more stable performance.

32-bit audio in Windows

You can continue to use your Shure device with applications that use the standard Windows audio system. If Windows shows a 32-bit format for the device, that format is **32-bit PCM**, not 32-bit floating point. To record in 32-bit floating point, select the Shure ASIO Float interface in an ASIO-compatible recording application.

For best audio performance:

Set your Windows computer's power mode for highest performance when recording. Disable sleep and hibernation, turn off power-saving features that could interrupt connected devices, and close unnecessary applications to reduce processing load.

Troubleshooting

Issue	Solution
ASIO controls are unavailable or grayed out.	Stop recording or close applications that are currently using the Shure ASIO driver, then try again.
Clicks, pops, or audio dropouts	Increase the ASIO buffer size. A larger buffer improves stability but increases monitoring latency.
MV360 doesn't appear as an audio device	Disconnect and reconnect the MV360. If it still doesn't appear, close and reopen your recording application.

Full 360 Ambisonic Spatial Audio Recording with the Shure MV360 Spatial Microphone

Full 360 Spatial Audio recording captures sound from every direction around the microphone as 4-channel AmbiX (B-format) audio, preserving the complete spatial sound field for immersive audio production and post-production editing. Unlike Stereo, Mono, Binaural, and Auto Tracking recording modes, 360 recording preserves spatial information that can be adjusted after recording.

With a 360 recording, you don't have to make every listening decision while you record. In post-production, you can reposition up to four virtual microphones to focus on different speakers or sound sources, or create Auto, binaural, stereo, and surround outputs from the original recording. Surround export options include 5.1, 7.1, 7.1.2, and 7.1.4 for encoding surround sound or implementing audio beds for advanced immersive workflows.

Preserving the full 360° sound field is also useful for 360 video, virtual reality, and other immersive applications where the listening perspective may change after recording.

To capture full 360 ambisonic spatial audio, enable the Capture 360 feature in the MOTIV apps before recording. For accurate spatial playback and editing, verify that the Microphone Orientation setting matches the microphone's physical position.

Note: Full 360 Spatial Audio capture is supported in MOTIV Audio, MOTIV Mix, and most DAWs. Third-party mobile apps can be used with Capture Modes, but they cannot record full 360 ambisonic audio.

Understanding AmbiX (B-format) Audio

AmbiX (B-format) is a 4-channel spatial audio WAV file that captures the full 360 degree sound field around the microphone. Unlike stereo or binaural recordings, AmbiX stores spatial information that can be processed later to create different listening experiences. With the MV360 microphone, AmbiX recordings are saved as the master recording and can later be rendered into:

- Stereo files
- Binaural headphone mixes
- Surround sound formats
- Virtual microphone outputs using lobe steering

Because the original AmbiX recording remains unchanged, you can create multiple outputs from the same recording at any time.

Planning Your MV360 Recording Workflow

There are two main ways to use the MV360 in recording. Consider the output that you would like to create and select the workflow that will works best.

Capture Modes Workflow

This is the simplest workflow because the audio files that you create are ready to be used or shared and don't require post-production processing. These workflows include:

- Stereo
- Mono
- Binaural
- Auto Tracking

AmbiX (B-format) File Workflow

The AmbiX workflow is a more advanced process that allows you the flexibility to make creative decisions later by rendering files and using spatial editing. Use this workflow when you want to preserve the recorded sound environment and your intended output is:

- Spatial audio production and experimenting with virtual mic placement
- VR, 360 video, video games and other immersive experiences
- Surround sound content
- Advanced field recording
- Any post-production work
- Multiple output formats

MV360 Mic Orientation

Tip: Use the Shure logo on the front of the mic as your orientation guide. The logo should always face the same direction as the listener shown in the app. When mounted horizontally, position the microphone so the logo faces up, then select Side in the app to ensure spatial audio is mapped correctly.

Mic Orientation tells the microphone how it is physically positioned in space, so the spatial audio is processed accurately. Matching the orientation to the mic's physical position ensures that Ambisonic audio is mapped correctly and preserves the location and movement of sounds during playback.

The app display includes a listener image to demonstrate the direction that a person would be facing relative to the microphone. Whether the microphone is upright, upside down, or on its side (horizontal), be sure to select the orientation that matches the microphone's actual position. If the orientation that you select does not match the microphone's physical position, spatial audio may not be mapped correctly and your recordings may not come from the expected direction.

For best results, always match the orientation setting to the microphone's physical placement before you start recording.

Mounting the MV360 Microphone

Mic Orientation	Common Setup
Up	Tripod-mounted mic
Down	Suspended or pointed down mic
Side	Phone clamp or horizontally mounted mic

Select Your Mic Orientation

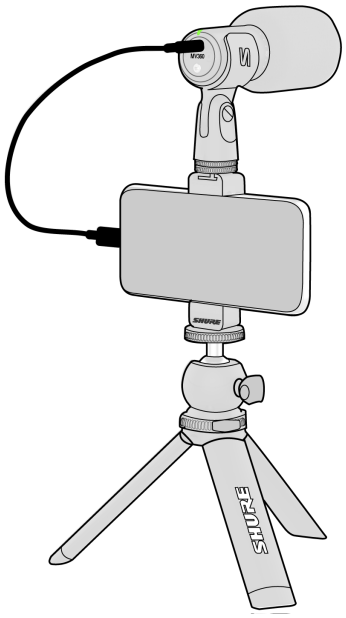
The first time you connect your MV360 or MV360+ microphone, you will be prompted to select the microphone orientation. You can always change orientation later on the Device tab.



Select your mic orientation before recording to ensure your audio is captured correctly.

Mounting the MV360 Mic

Here is an example of mic placement using included accessories.



MV360 with phone clamp and tripod

Select Your Capture Mode

Five recording modes offer a different type of control and spatial realism. You can record traditional stereo, an immersive spatial experience with changing sound sources, or focused directional audio. Experiment with record modes to find which mode best matches your content and recording environment.

Mode	What it does	Best for
Mono	Focuses on sound coming from a single direction.	Clear capture of one voice or single sound source. Use for interviews and speech.
Stereo	Captures a traditional left/right stereo image.	Natural width and separation. Ideal for music or performances.
Binaural	Records spatial audio optimized for headphone listening that preserves direction and a sense of space.	Recording ASMR, ambience, or immersive field recordings with a realistic sense of space and direction.
Auto	Automatically follows the most prominent sound source and adjusts levels to maintain a consistent recording.	Capturing consistent results when there are multiple talkers or when sound sources move. Great for podcasts, interviews, and unpredictable environments.
Capture 360	Captures the complete sound field around the microphone for later editing.	The most flexibility after recording. Create stereo, binaural, surround, or virtual microphone mixes later.

Note: Record Modes may not sound as expected if the mic orientation does not match its mounted position. Check your mic orientation setting before recording.

Binaural Mode

Binaural Mode creates immersive 2-channel audio designed for headphone listening, preserving a realistic sense of space and direction. It is especially useful for ASMR, field recording, ambience, travel content, and other recordings where you want the listener to feel surrounded by the sound.

How it works: The MV360 captures spatial audio in B-format, then uses binaural processing to create the 2-channel output. The mic orientation you select helps preserve the original sense of space and direction (left/right and front/back) perspective for the listener. And the original B-format files are preserved for future use.

Tip: Listen with headphones when monitoring or reviewing Binaural recordings to experience the full spatial effect.

Gain and Clipping

Set microphone gain so your 2-channel Capture Mode audio has a strong level without clipping. Watch the L/R meters while recording and adjust gain so the loudest sounds stay below the clipping range.

Microphone gain adjusts only the 2-channel Capture Mode audio. It does not change the 4-channel AmbiX recording. Because these signals are handled differently, the L/R and AmbiX meters may show different levels. This is expected.

Avoid clipping

Clipping occurs when the input signal is too loud and can cause audible distortion. The MV360 detects clipping at the microphone input, and the status LED rapidly flashes red when clipping is detected.

To reduce the risk of clipping:

- Monitor your audio and watch the meters.
- **Lower microphone gain to reduce the level of the 2-channel Capture Mode audio.**

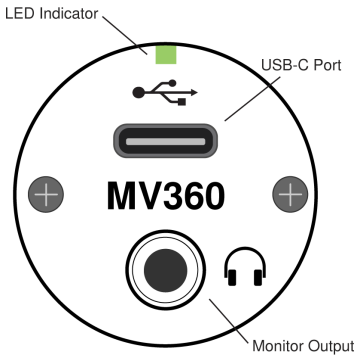
- For very loud sound sources, turn on the -10 dB Pad. Unlike the 2-channel gain control, the pad reduces level at the input stage before the 2-channel and AmbiX signals are created, providing more headroom for loud sources.

Note: Lowering microphone gain does not lower the AmbiX recording. If you need more input headroom for both the 2-channel and AmbiX recordings, use the -10 dB Pad.

The MV360 Microphone Design

There are four cardioid capsules inside the MV360, working together to capture the entire sound scene around you. The capsules preserve direction and space in a single 360° recording that can be used immediately or adjusted in post-production.

MV360 Input and Output



- **LED Indicator:** LED indicates microphone status.
- **USB-C port:** Use the included USB-C cable to record and stream audio from your mic to a connected device.
- **3.5mm monitor output:** Connect headphones for zero-latency direct monitoring, or select Line Out / Camera to send audio to a standalone camera.

Monitoring Your Audio

Connect headphones with a 3.5mm audio jack to the back of the microphone for direct monitoring during recording and playback. Monitoring allows you to hear your audio in real-time so you can watch levels, reduce unwanted noise, and confirm that you are capturing the sound that you want.

Use the MOTIV app heat map to confirm audio is coming from the direction that you expect, ensuring that your mic orientation is correct.

Tip: Adjust headphone monitoring volume separately from recording levels using the headphone control in the MOTIV app. Changing headphone volume does not affect the recorded audio level.

LED Indicator

USB is connected to device	Solid green
No power supplied to mic	Off
Mute for 2-channel recording	Breathing red
MV360 is powered on	Solid amber
Audio Clipping	Rapid red flash

Firmware Update or Factory Reset	Flashing green and red

Using the MV360 with MOTIV

MV360 works with MOTIV Audio and MOTIV Video Mobile Apps. Configure DSP settings and record or livestream from any of your devices with USB-C.

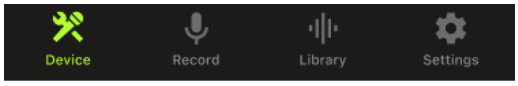
- Adjust tone, sound signature, gain, compression, limiter, EQ, presets and more.
- Save your recording and monitor mix presets for quick set up.
- Manage your recorded audio in the Library.

The MOTIV App

Use the MOTIV app to change microphone settings and to record, edit, and share audio. The device stores the most recently used settings for quick setup each time you record.

Tip: Turn on Airplane Mode and Do Not Disturb to prevent interruptions to the recording caused by phone calls, text messages, or alerts.

Navigation Bar: Device Settings



Tap Device *on the navigation bar to access the device settings tab.*

MV360 Device Settings

The MV360 spatial audio microphone comes equipped with onboard digital signal processing (DSP) with zero-latency monitoring. With the option to use Binaural, Stereo, Auto, Mono, and B-format modes, you can change your mic settings to match your application.

Main Settings

1. **Connected Mic Status** Displays the name of the connected MOTIV microphone.
2. **Input Meters** Monitor all input levels.
3. **Orientation** Tap up, down, or Side view to set mic orientation.
4. **Capture Modes** Tap to choose between Binaural, Stereo, Auto, or Mono pick-up patterns. Adjust the width of the stereo microphone by using the handles (circles) to narrow or widen the pick-up area.

   Tip: *Consider the location of the microphone and the size of the sound source when adjusting the width. For example, a large orchestra or ensemble recording will benefit from a wide stereo image to achieve increased separation between instruments. Other applications, such as speech, benefit from a narrow width for improved clarity with rejection of ambient (room) sound.*

5. **Device Name** Tap the mic model number to change to your preferred name.
6. **LEDs** Toggle the LEDs on or off.
7. **Custom Presets** Tap the Manage button or the caret to quickly access your previously saved presets. Or tap the Save button to save a new preset using current settings.
8. **Preset Mode** Automatically adjust gain, stereo width, EQ and compression for commonly used applications like flat, speech, acoustic or band (loud) situations. See Presets and Custom Presets topics for more information.

Gain Settings

1. **Gain/Mute Button** Mic gain value is shown in decibels. Tap the Mute button to mute and unmute input.

Note: *When Auto-Level Mode is off, a gain slider appears for manual gain control of the 2-channel audio output.*

2. **Auto-Level** Auto-level mode is optimized for speech recording. Turn on Auto-Level mode and feel confident that your audio levels will be clear and balanced. Auto-Level continuously adjusts the 2-channel gain level applied to the microphone. It makes imperceptible adjustments to maintain a consistent balanced output as input levels change. Toggle Auto-level off to control gain manually via the gain slider.
3. **-10 dB Pad** The -10 dB mic pad is useful for reducing the input level to prevent audio clipping and distortion when recording a very loud sound source.

Advanced Settings

1. **High Pass Filter** Choose no HPF for the most natural sound. Or select 75 Hz or 150 Hz to reduce wind noise, room and HVAC sound, or proximity effect.
    - **75 Hz Low frequency cutoff** Provides a 6 dB-per-octave cutoff at 75 Hz. Helps eliminate floor rumble and low-frequency room noise from heating and air conditioning systems. This setting may also be used to compensate for proximity effect or to reduce low frequencies that make an instrument sound dull or muddy.
    - **150 Hz Low frequency rolloff** Provides a 6 dB-per-octave rolloff filter at 150 Hz. Use this to compensate for proximity effect or to reduce low frequencies that could make an instrument sound dull or muddy.
2. **Equalizer** Use the equalizer to boost or cut bands of frequencies to improve sound clarity.
3. **3.5mm Output** Select the output destination for your 3.5mm device output.
4. **LED Brightness** Select low, medium, high, or max LED brightness.
5. **Accessory Information** Displays the model name, serial number and firmware version of the connected MOTIV device.
6. **Check For Firmware Update** Tap the Check For Firmware Update button to find the latest firmware version and take advantage of additional features and design enhancements.
7. **Reset to Defaults** Select Reset to Defaults to undo all effect changes you have made to the device.

Swipe-to-Dismiss App Notifications

Notifications will periodically appear to keep you informed about recording, saving, file rendering, device status and more. Once you have read the message, simply swipe it away to view the full-screen and continue working.

Using Auto Mode with Auto-Level Mode

Auto Mode and Auto-Level Mode serve different purposes and can be used together when recording conversations with multiple speakers.

Auto Mode automatically directs the microphone toward the active sound source. Auto-Level Mode adjusts the recording level to help keep speech at a consistent volume for multiple talkers. Using both features can help you capture changing talkers while maintaining more consistent recording levels.

Auto Mode works best when it can clearly distinguish between talkers, so position speakers with plenty of separation between them, ideally more than 90 degrees apart around the microphone.

For example: In a group conversation, speakers may be seated at different positions around the microphone. Auto Mode automatically directs the microphone pickup toward the dominant sound source as different people speak.

Auto-Level Mode adjusts gain as input levels change to help maintain a consistent, balanced output.

Tip: Use Auto Mode with Auto-Level Mode for podcasts, roundtable discussions, interviews, and other situations where multiple speakers are positioned around the microphone.

MV360 Capture Modes

The MV360 microphone supports Binaural, Stereo, Auto, and Mono capture modes. With Mono, you can choose Cardioid, Hypercardioid, or Bidirectional polar patterns.

Polar Pattern / Mode	What It Does	Best For
Cardioid	Focuses on sound in front of the mic while reducing sound from the sides and rear.	Interviews, voiceovers, podcasts, single speakers, vlogging
Hypercardioid	A tighter, more focused pickup than Cardioid. Captures a narrower area in front of the mic and rejects more surrounding sound.	Noisy environments, distant speakers, isolating a specific sound source. This is the default Mono pattern.
Bidirectional (Figure-8)	Picks up sound equally from the front and back while rejecting sound from the sides.	Face-to-face interviews, two-person conversations across a table, duet performances.
Stereo	Creates a natural left-right sound image using a pair of virtual cardioid microphones. Stereo width can be adjusted.	Music recording, live performances, ambience, general content creation; ideal for common creator workflows.
Binaural	Creates an immersive, headphone-optimized recording that preserves a realistic sense of direction and space.	ASMR, field recording, nature sounds, travel content, immersive listening experiences.
Auto (Auto-Steered Mono)	Automatically aims a virtual microphone toward the dominant sound source without requiring manual adjustment.	Interviews, multi-speaker conversations, unpredictable recording situations, quick setup recording.

Preset Modes

Four selectable modes optimize settings for gain, stereo width, equalization, and compression. Set the microphone level and try different modes to find which sounds best. Preset modes can affect the strength of the input signal, so adjust the microphone level as needed after changing presets.

Mode	Application	Characteristics
 ***Speech***	speech	Narrow stereo width to reject background noise, equalization that emphasizes clarity and fullness, and gentle compression.
Flat	any	An unprocessed signal (no equalization or compression settings used). Adds flexibility when processing the audio after recording.
 ***Acoustic***	acoustic instruments and quiet music	Medium stereo width with transparent compression to smooth out volume spikes and bring out quiet passages. The equalizer setting emphasizes detail and an overall natural sound.

Mode	Application	Characteristics
 ***Band***	live performance and louder sources	Wide stereo to increase separation between sources. Equalization further improves definition by reducing frequencies that can make the instrumentation sound crowded.

Custom Presets

Create and save custom presets to quickly access frequently used mic settings.

1. Start with the preset mode that best suits your application needs.
2. Adjust advanced settings, like compression, for clarity and consistency.
3. Tap Save to rename and save your new custom preset. The original preset will remain available.
4. The new custom preset is added to your list.

To access saved presets:

1. Tap the caret (arrow) in the Preset row to view your list of available presets.
2. Tap custom preset and Apply Preset to instantly apply gain, stereo, equalization, and compression preferences.

Tip: You can save a custom preset at any point. Tap Save and give the current settings a new name.

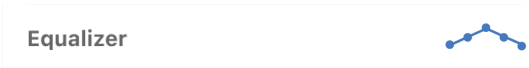
Advanced Settings

After you have selected the preset mode for your application, fine tune the sound of your recording with high pass filter, equalizer, and de-noiser controls. Your settings will be retained in the microphone when using other audio and video recording applications.

Equalizer (EQ)

First change the preset modes to hear the DSP changes, and then use the equalizer to boost or cut specific bands of frequencies to dial in the sound and improve clarity. EQ adjustments persist between preset mode changes.

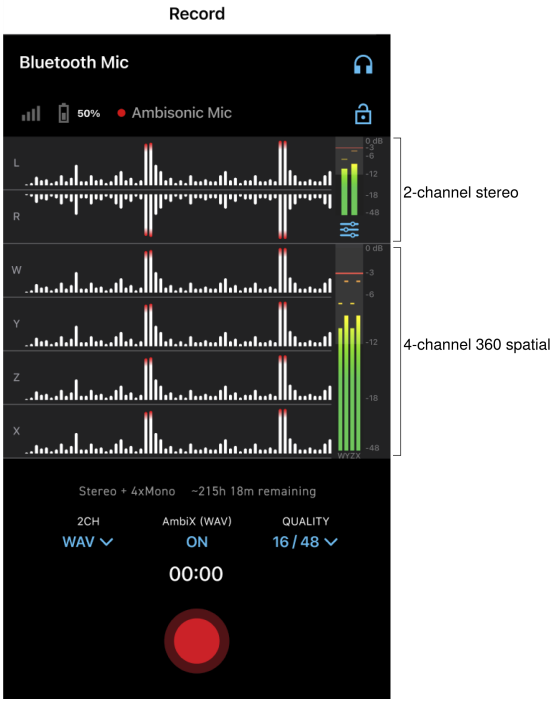
Note: Equalization within presets will not be displayed. However, the equalizer graphic in the advanced settings status bar displays user-selected equalization.



Tap the EQ curve to access the equalizer. Equalization changes are displayed in the equalizer curve image.

Spatial Audio Multitrack Record View

To begin recording full 360 degree spatial audio, hit record in MOTIV Audio or MOTIV Mix, depending on whether you're recording to mobile device or desktop computer. The Multitrack record screen allows you to adjust spatial record settings and simultaneously monitor all inputs within a single screen. This way you can ensure at a glance that all of your audio tracks are being captured.



1. **Connection Bars/Battery Life/Connected Device** View connection status, remaining battery life of your phone or tablet, and the model name of the connected MOTIV device. The red dot will flash when video is recording.
2. **Headphones/Lock**
3. **Audio Waveforms** The MOTIV app displays all audio waveforms as they are being recorded, with 2-channel stereo/ binaural waveforms at the top and 4 channels of B-format AmbiX files below.
4. **Input Meters** Input meters are adjacent to the related tracks and displays the strength of the input signals. Tap the input meter to bring up the mic gain slider. Tap to adjust microphone gain during recording to match the volume of the sound source. Make live adjustments to ensure levels are in the target range.
5. **Remaining Recording Time** Remaining available recording time is displayed in hours and minutes.
6. **Audio Format/AmbiX On and Off/Bit Depth and Sample Rate** Choose your audio format options.

   Note: *Option availability may vary based on your mobile device specifications.*

   - **iOS Audio file formats:** WAV, ALAC, AAC 96, AAC 128, AAC 256
   - **Android Audio file formats:** AAC 96, AAC 128, AAC 256
   - **Sample rate:** 48 kHz, 96 kHz
   - **Bit Depth:** PCM 24-bit, 32-bit floating point
   - **Frame rate:** 24 fps, 30 fps, 60 fps
7. **Record/Stop Button** Start and stop video recording.
8. **Navigation Bar** Tap Record on the navigation bar to access the record button and multitrack timelines.

Note: The MV360 microphone can be used for recording with third-party apps if you record using a 2-channel capture mode.

MV360 Post-production Processing

Process B-Format Recordings: B-format recordings can be processed after recording to create different audio outputs. MV360 records B-format audio using the AmbiX standard, which serves as the source for spatial audio workflows.

Virtual Microphones and Lobe Steering: Use virtual microphones to create custom directional outputs from a B-format recording after it has been captured. This process is often referred to as lobe steering.

Auto-Steering: Auto-steering uses directional processing to automatically determine the desired output from a spatial recording.

After configuring your spatial audio, see the How to Render Files topic to create and export your finished audio.

Lobe steering and surround audio are different parts of a similiar process. B-format recordings support different post-production workflows. Lobe steering creates custom directional microphone outputs. Surround rendering creates standard surround-channel formats. The MV360 features all of these ways of supporting immersive audio, however these workflows serve different purposes and are not interchangeable. This is why knowing how you plan to use your audio in advance can help to streamline your process.

Steer a Virtual Microphone

This section suggests microphone placement for typical use cases. Keep in mind that there are many effective ways to record a given source. Experiment with microphone placement and settings to find what will work best for your recording application.

Navigate the Sound Field and Steer Virtual Microphones

- Azimuth refers to the horizontal orientation of the virtual microphone, side to side.
- Elevation refers to the vertical orientation of the virtual microphone, up and down.

Function	Gesture
Select virtual mic	Click anywhere on the virtual mic
Deselect virtual mic	Click anywhere outside of the virtual mic
Virtual mic direction	View from above: Click and drag to adjust azimuth View from side: Click and drag to adjust elevation Or use the azimuth and elevation sliders to make adjustments
Adjust stereo width	Click L or R towards or away from center to narrow or widen stereo field
Rotate azimuth view	Click and drag left or right
Tilt elevation view	Click and drag up or down

Configure a Virtual Microphone

1. **Add/remove the virtual mics.**

   Start with one virtual mic and add up to 4.

2. **Choose a mono or stereo virtual microphone.**

   To adjust the width of the stereo mic; drag the left or right lobe. Use a wide field for spaciousness and a narrow one to focus.

3. **Adjust virtual mic direction.**

   Click and drag to aim the microphone azimuth and elevation in the visual sound field.

4. **Rename your microphones**

   Change from Vmic1 and Vmic2 to custom names like host, guest, and ambience to keep projects organized at a glance.

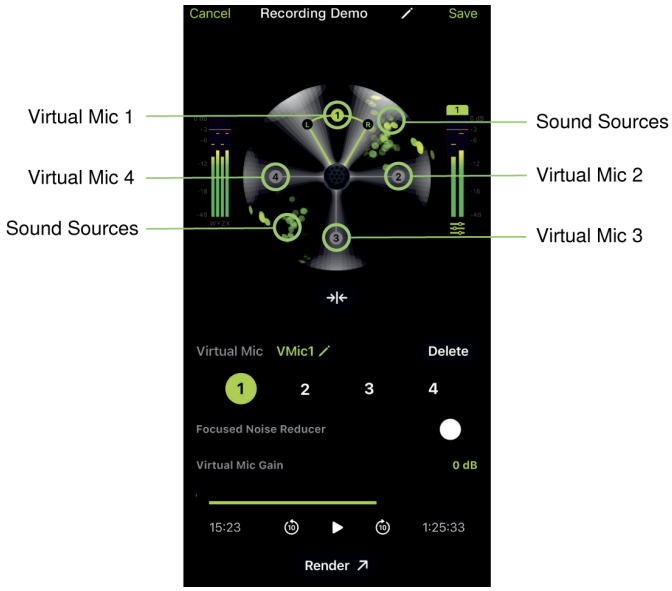
5. **Tap Render to create your audio files.**

   Click Save to store your virtual microphone configuration without creating new audio files. Render to make audio files and Save to keep your setup.

The Shure Virtual Mic Editor

Use the Virtual Mic Editor to:

- Add, delete, and rename virtual mics
- Reposition virtual microphones
- Adjust polar patterns, adjust stereo width, balance levels between channels
- Render multi-track stems or surround outputs



The 360 Editing Workflow

1. Open an AmbiX recording.
2. Select Configure Virtual Mics.
3. Aim the virtual microphone at the sound you want to emphasize.
4. Add another virtual microphone if needed.
5. Listen and adjust.
6. Select Render and choose your output.
7. Find the rendered file in your Library.

Using the Shure Virtual Mic Editor in Pro Tools

The Shure Virtual Mic Editor plug-in lets you work with AmbiX recordings from your MV360 in Pro Tools. You can aim virtual microphones within the recorded sound field, create binaural audio, use automatic steering, or create surround and immersive mixes.

Note: Some Pro Tools settings and names differ between macOS and Windows.

Set up and Record

1. **Set the MV360 orientation**
   - Connect your MV360 to your computer or mobile device.
   - In MOTIV Mix for Mac or Windows, or the MOTIV app for iOS or Android, set Orientation to match how the MV360 is physically positioned.
   - You can also adjust other microphone settings, such as the recording pattern. These settings are saved to the MV360 and will persist even after you disconnect the microphone.

   Tip: *For the simplest setup, set* Orientation *to* Up *and record with the MV360 upright, with the Shure logo facing the main sound source.*

2. **Select your Pro Tools playback engine**
   - Open Pro Tools and go to `Setup` > `Playback Engine.`
   - Select:
     macOS: MV360
     Windows: Shure ASIO Driver or MV360, as appropriate for your setup

     Note: If you are using Windows, in the I/O Setup window, create an AmbiX input path using MV360 channels 3–6. You can name this path AmbiX Input.

3. **Create an Ambisonic track.** Create a new 1st Order Ambisonic track. Set its input to:
   - MV360 channels 3–6, or
   - AmbiX Input if you created the Windows input path above.
4. **Optional: Record the stereo output** To record the MV360 stereo output at the same time:
   1. Create a stereo audio track.
   2. Set its input to MV360 channels 1–2 or Left/Right (Stereo) on Windows. This track captures the 2-channel pattern currently selected for the MV360.
5. **Assign your outputs.** Assign an output to each audio track. If you send the four-channel AmbiX track to a two-channel output, Pro Tools may warn that the track will be folded down to match the output width. This is expected and does not affect the AmbiX recording.
6. **Record.** Record-enable the tracks you want to capture, then begin recording.

Edit AmbiX audio with Shure Virtual Mic Editor

Add Shure Virtual Mic Editor to your Ambisonic track to transform the recorded 360 degree sound field.

The plug-in provides four modes:

- **Virtual Mic:** Position up to four virtual microphones within the sound field.
- **Auto-Steering:** Automatically aims a mono virtual microphone toward the loudest sound above the selected threshold.
- **Binaural:** Creates a stereo representation of the full 360-degree sound field for headphone listening.
- **Surround:** Creates a surround or immersive mix from the AmbiX recording.

Only one mode can be active at a time.

You can rotate the visualizer in any mode by clicking and dragging it.

Choose the correct plug-in format Shure Virtual Mic Editor is available with several output formats, including 5.1, 7.1, 7.1.2, and 7.1.4.

- For **Virtual Mic, Auto-Steering, or Binaural** mode, the selected multichannel format does not affect the main two-channel output.
- For **Surround** mode, select the plug-in format that matches the surround or immersive format you want to create.

For example, to create a 5.1 mix, select the Shure Virtual Mic Editor (1st Order Ambisonics/5.1) plug-in.

Note: Shure Virtual Mic Editor uses SMPTE channel order. Pro Tools may use Film channel order by default. You can change the channel order in I/O Setup if needed.

Add the plug-in

1. On the Ambisonic track, select `Multichannel Plug-in` > `Other` > `Shure Virtual Mic Editor`.
2. In the plug-in, select the mode you want to use from the Mode menu.

If the audio appears in the wrong position If the visualizer does not match the direction of the recorded sounds, the MV360 Orientation setting may not have matched the microphone's physical position during recording. Use Listening Position in Shure Virtual Mic Editor to adjust the orientation of the sound field.

Route the main output to another Pro Tools track

You can send the processed output from Shure Virtual Mic Editor to another track in your Pro Tools session.

1. **Create a multichannel bus**

   In I/O Setup, create a bus that matches the output format of the Shure Virtual Mic Editor instance. For example, if you're using the 1st Order Ambisonics/5.1 version of the plug-in, create a 5.1 bus. Select Auto-create sub paths so Pro Tools creates the mono and stereo paths you'll need.

   Tip: *Pro Tools can reuse bus paths across sessions, so you typically only need to create this bus once.*

2. **Route the AmbiX track to the bus** Set the output of the AmbiX track to the multichannel bus you created.
3. **Route the plug-in output** The track type you create depends on the Shure Virtual Mic Editor mode:

   Auto-Steering

   1. Create a mono auxiliary track.
   2. Select the .L (Mono) or .R (Mono) sub-path from your multichannel bus as its input.

   Both paths contain the same Auto-Steering signal, so you can use either one.

4. **Virtual Mic or Binaural**
   1. Create a stereo auxiliary track.
   2. Select the .Stereo (Stereo) sub-path from your multichannel bus as its input to route the plug-in's main stereo output to the auxiliary track.

Use Virtual Mic mode

Virtual Mic mode lets you position up to four virtual microphones, or VMics, within your recorded 360 degree sound field.

Each VMic can use one of these polar patterns:

- Cardioid
- Hypercardioid
- Bidirectional
- Stereo

The Stereo VMic uses an XY stereo pair with adjustable width.

To position a VMic, drag its lobe in the visualizer or enter Rotation and Elevation values.

For each VMic, you can also adjust:

- Pan
- Gain
- Mute
- Solo

The VMics are combined into the Main stereo output.

Create your mix

1. Select Virtual Mic from the Mode menu.
2. Add and position up to four VMics.
3. Choose a polar pattern for each VMic.
4. Use the mixer below the visualizer to adjust each VMic.
5. Monitor the combined mix using the Main stereo channel.

For example, you could use a stereo VMic to capture the overall sound field and a hypercardioid VMic to focus on a specific sound source.

Process individual VMics in Pro Tools

You can also route individual VMics from the plug-in to auxiliary tracks in Pro Tools. This is useful when you want to apply separate processing, such as EQ or compression, to each VMic.

The individual VMic outputs are pre-fader, so the plug-in's pan, gain, mute, and solo controls do not affect these signals.

Stereo VMics provide stereo output. For mono patterns such as Cardioid, Hypercardioid, or Bidirectional, the left and right VMic outputs contain the same signal.

1. Create auxiliary tracks

Create an auxiliary track for each VMic you want to process separately.

Match the track format to the VMic:

- **Stereo VMic:** Create a stereo auxiliary track.
- **Mono VMic:** Create a mono auxiliary track.

For example, if VMic 1 is Stereo and VMic 2 is Hypercardioid, create one stereo auxiliary track and one mono auxiliary track.

2. Route each VMic

Set the input of each auxiliary track to the corresponding Shure Virtual Mic Editor plug-in output.

For example:

- For a stereo VMic 1, select Shure VMic 1.
- For a mono VMic 2, select either Shure VMic 2.L or Shure VMic 2.R.

For mono VMics, the left and right outputs contain the same signal.

3. Add processing

Add any processing you want to the auxiliary tracks, such as EQ, compression, or other Pro Tools plug-ins.

Using the Shure Virtual Mic Editor in Logic Pro

The Shure Virtual Mic Editor plug-in lets you work with AmbiX recordings from your MV360 in Logic Pro. You can aim virtual microphones within the recorded sound field, create binaural audio, use automatic steering, or create surround and immersive mixes.

Set up your Logic Pro Project

1. **Install Shure Virtual Mic Editor** Download and unzip the Shure Virtual Mic Editor installer, then run the installer.
2. **Create a new project.**
    1. Open Logic Pro.
    2. Select `File` > `New`, then select Empty Project.
    3. Set the Sample Rate to match your AmbiX recording. For example, if the recording uses a 96 kHz sample rate, select 96 kHz.
    4. Set the Surround Format for your intended output, such as 5.1.
    5. Select Choose.

3. **Create an audio track.**
    1. Select Audio (Mic or Line).
    2. For Audio Output, select your intended output, such as Surround.
    3. Select Create.
4. **Import your AmbiX recording.**
    1. Select `File` > `Import` > `Audio File`.
    2. Select your AmbiX recording, then select Open.

Edit AmbiX audio with Shure Virtual Mic Editor

Add **Shure Virtual Mic Editor** to your AmbiX track to transform the recorded 360-degree sound field.

The plug-in provides four modes:

- **Virtual Mic:** Position up to four virtual microphones within the sound field.
- **Auto-Steering:** Automatically aims a mono virtual microphone toward the loudest sound above the selected threshold.
- **Binaural:** Creates a stereo representation of the full 360-degree sound field for headphone listening.
- **Surround:** Creates a surround or immersive mix from the AmbiX recording.

Only one mode can be active at a time.

You can rotate the visualizer in any mode by clicking and dragging it.

Choose the correct plug-in format Shure Virtual Mic Editor is available with several output formats, including 5.1, 7.1, 7.1.2, and 7.1.4.

- For **Virtual Mic, Auto-Steering, or Binaural** mode, the selected multichannel format does not affect the main two-channel output.
- For **Surround** mode, select the plug-in format that matches the surround or immersive format you want to create.

For example, to create a 5.1 mix, select the Shure Virtual Mic Editor (1st Order Ambisonics/5.1) plug-in.

Add the plug-in

1. Select `View` > `Show Mixer` to display the channel strip for your AmbiX track.
2. In the channel strip, select `Audio FX` > `Shure Virtual Mic Editor`.
3. Select the plug-in instance for your intended output.
4. In the plug-in, select the mode you want to use from the Mode menu.

If the audio appears in the wrong position If the visualizer does not match the direction of the recorded sounds, the MV360 Orientation setting may not have matched the microphone's physical position during recording. Use Listening Position in Shure Virtual Mic Editor to adjust the orientation of the sound field.

Create a surround mix

Use Surround mode to create a surround or immersive mix from your AmbiX recording.

1. **Select your surround output.** In Shure Virtual Mic Editor:
    1. Select Surround from the Mode menu.
    2. Select your desired surround output format.
2. **Export your surround mix.**
    1. Select `File` > `Bounce` > `Project` or `Section`.
    2. For Destination, select PCM.
    3. Choose your desired File Format, Bit Depth, and Sample Rate.
    4. Make sure Surround Bounce is selected.
    5. Select OK.

Create an Auto-Steering or Binaural mix

Auto-Steering and Binaural modes use the main stereo output from the Shure Virtual Mic Editor.

1. **Select a mode.** In Shure Virtual Mic Editor, select Auto-Steering or Binaural from the Mode menu.
2. **Route the stereo output** in the Logic Pro channel strip, set Output to Stereo Output.
3. **Export your mix.**
    1. Select `File` > `Bounce` > `Project` or `Section`.
    2. Choose your desired bounce settings.
    3. Select OK.

Use Virtual Mic mode

Virtual Mic mode lets you position up to four virtual microphones, or VMics, within your recorded 360-degree sound field.

Each VMic can use one of these polar patterns:

- Cardioid
- Hypercardioid
- Bidirectional
- Stereo

The Stereo VMic uses an XY stereo pair with adjustable width.

To position a VMic, drag its lobe in the visualizer or enter Rotation and Elevation values.

For each VMic, you can also adjust:

- Pan
- Gain
- Mute
- Solo

The VMics are combined into the Main stereo output.

Create your mix

1. Select Virtual Mic from the Mode menu.
2. Add and position up to four VMics.
3. Choose a polar pattern for each VMic.
4. Use the mixer below the visualizer to adjust each VMic.
5. Monitor the combined mix using the Main stereo channel.

For example, you could use a stereo VMic to capture the overall sound field and a hypercardioid VMic to focus on a specific sound source.

Work with individual VMics in Logic Pro

For the simplest workflow in Logic Pro, use a separate AmbiX track for each VMic you want to work with. Each track contains the same AmbiX recording but uses its own instance of Shure Virtual Mic Editor. This lets you position and process each VMic independently.

1. **Create a track for each VMic** For each additional VMic:
    1. In the Tracksarea, select your AmbiX track.
    2. Press Command-D to create a new track with duplicate settings.
    3. Select your AmbiX recording, then press Command-C to copy it.
    4. Select the duplicated track, then press Command-V to paste the recording.
    5. Repeat these steps for every VMic you want to use.

Note: *Give each track a descriptive name, such as* Vocals*,* Guitar*, or* Audience *to make your session easier to navigate.*

2. **Set up each VMic** On each AmbiX track:
    1. Open Shure Virtual Mic Editor.
    2. Select Virtual Mic from the Mode menu.
    3. Create one VMic.
    4. Choose the polar pattern you want to use.
    5. Position the VMic by dragging its lobe in the visualizer or entering Rotation and Elevation values.
    6. Repeat these steps for each track.
3. **Export the VMic track** When you're ready to export:
    1. Press Command-A to select all regions
    2. Select `File` > `Export` > `Regions as Audio Files`.
    3. Choose your desired output settings.
    4. Select Export.

Using the Shure Virtual Mic Editor in Reaper

The Shure Virtual Mic Editor plug-in lets you work with AmbiX recordings from your MV360 in Reaper. You can aim virtual microphones within the recorded sound field, create binaural audio, use automatic steering, or create surround and immersive mixes.

Set up your AmbiX Track

1. **Add your AmbiX recording** Add your AmbiX recording to a four-channel track in Reaper.
2. **Add the Shure Virtual Mic Editor**
    - Add Shure Virtual Mic Editor to the AmbiX track, then open the plug-in.
    - In the plug-in window, select the I/O pin routing button in the upper-right corner.
3. **Set up the track channels** To route individual VMics from Virtual Mic mode:
    1. Set Bus Size to 2.
    2. Set Track Channels to 10.

    The plug-in outputs are now routed to Reaper track channels as follows:

    1. **Main Output:** Channels 1-2
    2. **VMic 1:** Channels 3-4
    3. **VMic 2:** Channels 5-6
    4. **VMic 3:** Channels 7-8
    5. **VMic 4:** Channels 9-10

    In the I/O pin routing window, the Main Output should show only Main Output L and Main Output R.

Edit AmbiX audio with Shure Virtual Mic Editor

Add Shure Virtual Mic Editor to your AmbiX track to transform the recorded 360 degree sound field.

The plug-in provides four modes:

- **Virtual Mic:** Position up to four virtual microphones within the sound field.
- **Auto-Steering:** Automatically aims a mono virtual microphone toward the loudest sound above the selected threshold.
- **Binaural:** Creates a stereo representation of the full 360-degree sound field for headphone listening.
- **Surround:** Creates a surround or immersive mix from the AmbiX recording.

Only one mode can be active at a time.

You can rotate the visualizer in any mode by clicking and dragging it.

Choose the correct plug-in format Shure Virtual Mic Editor is available with several output formats, including 5.1, 7.1, 7.1.2, and 7.1.4.

- For **Virtual Mic, Auto-Steering, or Binaural** mode, the selected multichannel format does not affect the main two-channel output.
- For **Surround** mode, select the plug-in format that matches the surround or immersive format you want to create.

For example, to create a 5.1 mix, select the Shure Virtual Mic Editor (1st Order Ambisonics/5.1) plug-in.

If the audio appears in the wrong position If the visualizer does not match the direction of the recorded sounds, the MV360 Orientation setting may not have matched the microphone's physical position during recording. Use Listening Position in Shure Virtual Mic Editor to adjust the orientation of the sound field.

Use Virtual Mic mode

Virtual Mic mode lets you position up to four virtual microphones, or VMics, within your recorded 360-degree sound field.

Each VMic can use one of these polar patterns:

- Cardioid
- Hypercardioid
- Bidirectional
- Stereo

The Stereo VMic uses an XY stereo pair with adjustable width.

To position a VMic, drag its lobe in the visualizer or enter Rotation and Elevation values.

For each VMic, you can also adjust:

- Pan
- Gain
- Mute
- Solo

The VMics are combined into the Main stereo output.

Create your mix

1. Select Virtual Mic from the Mode menu.
2. Add and position up to four VMics.
3. Choose a polar pattern for each VMic.
4. Use the mixer below the visualizer to adjust each VMic.
5. Monitor the combined mix using the Main stereo channel.

For example, you could use a stereo VMic to capture the overall sound field and a hypercardioid VMic to focus on a specific sound source.

Route individual VMics in Reaper

You can also route individual VMics from the Shure Virtual Mic Editor to separate tracks in Reaper. This is useful when you want to apply separate processing, such as EQ or compression, to each VMic.

With the 10-channel routing described above, each VMic uses its own pair of track channels:

- **VMic 1:** Channels 3-4
- **VMic 2:** Channels 5-6
- **VMic 3:** Channels 7-8

- **VMic 4:** Channels 9-10

1. **Create a track for the VMic** Create a new empty Reaper track for each VMic you want to route separately. You don't need to add another instance of Shure Virtual Mic Editor to these tracks.
2. **Create a send** On the AmbiX track that contains Shure Virtual Mic Editor:
   - Select the Routingbutton.
   - Under Sends, select the destination track you created.
   - Select the source channels for the VMic you want to send.

For example, to route VMic 1, select source channels 3-4. The VMic 1 signal is now routed to the new track.

Another way to create the send

You can also create the send by dragging from the Routing button on the AmbiX track to the Routing button on the destination track.

In the window that opens, select the source channels for the VMic you want to route. For example, for VMic 1, select Stereo source>3/4.

Repeat this process for any additional VMics you want to route to separate tracks.

Add processing

Once a VMic is routed to its own track, you can mix or process it independently using EQ, compression, or other Reaper effects.

Live Streaming

MV360 Audio Output

The MV360 microphone has two main audio outputs that can be used simultaneously. They are:

- USB audio output
- 3.5 mm analog output

The USB ouput is useful for recording directly to an app or computer using a connected USB-C cable. It can transmit from 2 to 6-channels.

The 3.5 mm output option allows for headphone monitoring with low latency while recording. Configure 3.5 mm output in the Output/Headphone settings.

Use the MOTIV Video App to Live Stream

You can use the MV360 microphone with the Shure MOTIV Video app to live stream real-time audio using a USB connection for recording, monitoring and processing. This allows you to capture up to 6 channels of professional quality audio (stereo and Ambisonics) and adjust while recording as you stream to your live feed.

How to Stream Audio Over USB

1. **Connect the MV360 to a device using a USB cable.**

   You can connect to a phone, tablet, or desktop computer using a USB-C cable.

2. **Open the MOTIV app**
3. **Select MV360 as the audio input**

   Once the MV360 is selected, the microphone is ready to record.

4. **Adjust your microphone settings.**

   Select a preset mode that matches your recording situation. Set mic gain and stereo width to optimize audio recordings. You can also select Auto-Level to let MOTIV balance your levels.

5. **Set your device to Airplane Mode and Do Not Disturb.**

   This allows you to record with no audio interruptions from phone calls or app notifications.

6. **Test your settings.**

   Make a test recording. Listen to playback and adjust your settings as needed. Once you start recording, only mic gain can be adjusted.

7. **Start monitoring and press the red Record button to begin your livestream.**

   Audio streams continuously over USB while levels and processing are adjusted in the app.

While You Stream

1. You can monitor comments and likes from your viewers as they come in from within the MOTIV app.
2. View livestream viewer count to know how many viewers are watching.

If you are interested in starting a stream from another platform, log out of the first account from the MOTIV app. This way you will be free to log into another account. You cannot stream to more than one account at a time.

Streaming Tips

Turn On Airplane Mode and Do Not Disturb

When you connect your microphones to your mobile device, be sure to enable Airplane Mode and Do Not Disturb. It's important to do this to avoid recording interference from phone calls, messages, and various notifications.

Note: Leave Airplane Mode off to add geolocation information to your audio file.

Adjust your Sample Rate

Select a lower sample rate when it is useful to have a smaller file, for example, when recording speech or a podcast for download. Select a higher sample rate for music and dynamic recordings.

Control Your Levels

To ensure consistent volume levels, determine the microphone placement that works best for you and maintain that distance. Then make sure that Auto-Level mode is on. Auto-Level mode is the best and easiest way to ensure that volume levels are consistent, even in unpredictable or uncontrollable recording environments.

Use the Dark Theme

Select the Dark screen option to change the device application display from light gray to very dark gray. The darker display is ideal for discreet recording in low-light situations. A darker screen also conserves device battery life.

You can access the theme appearance setting by going to `Settings` > `Appearance`

Monitor Your Sound

We recommend that you use a wired connection to monitor your recordings. Monitoring while recording allows you to make volume adjustments as needed for the highest quality recording.

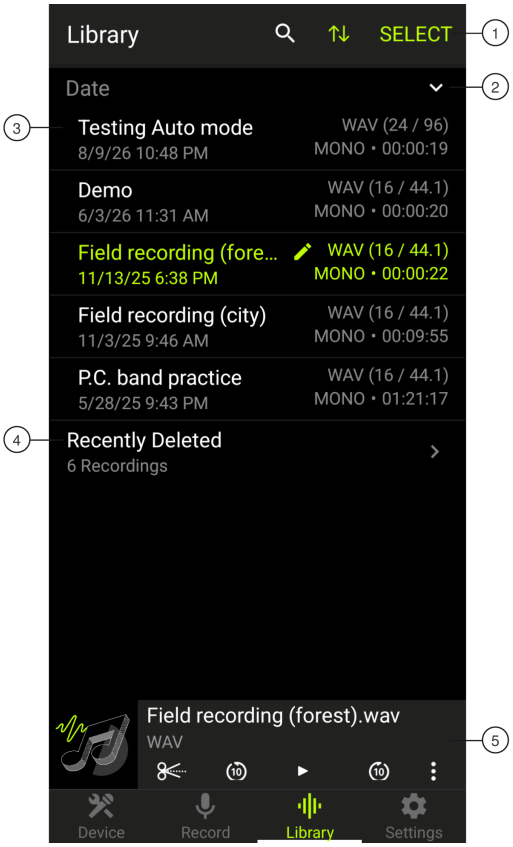
Record with Confidence with Automatic Save

If your microphone accidentally becomes disconnected during recording, MOTIV will automatically stop and save the recording to the library.

Library

Use the Library tab to manage projects and recordings in MOTIV. Project folders allow you to keep all file types (B-format, virtual mics), edits, and related files organized in a single place so that everything associated with a recording session stays together.

Note: You may notice a difference in sound quality when reviewing files in the Library. Review files through the microphone's headphone jack. The actual recordings preserve all configured audio channels at full resolution. Library playback is ideal for reviewing files, however we recommend exporting files to a DAW for high-resolution listening.



① Library Search/Sort/Select

- **Search (magnifying glass icon):** Search for files in your library by project name, file name or file type.
- **Sort (arrows):** Tap the sort icon to organize files by name, date, size or file type.
- **Select:** Use the Select button to choose one or more recordings to share, delete, or convert to AAC or FLAC files.

② Sort Order Tap the caret to display the tracks in order or reverse order.

③ Track List Displays your list of recorded tracks.

④ Recently Deleted Your recently deleted files will be stored here for 30 days. See the Recently Deleted files topic to learn how to recover files within 30 days of deletion.

⑤ Audio Player Bar

- Tap the track name to open the playback window
- Tap the Edit scissors icon to access the file Editor.
- Play and pause recordings.
- Tap the three dots to rename, share, add artwork, delete, or convert file formats to AAC or FLAC.

MOTIV iOS Spotlight

Note: iOS users have the ability to search for files in the MOTIV Library by using the Spotlight feature.

Managing your Files in the Library

The Library is more than a place to store recordings. It's the place to organize projects, review recordings, and create new versions of your audio for a range of opportunities.

Organize with Project Folders

- Keep recordings and rendered files together
- Stay organized when working with multiple versions
- Easily return to a project and continue where you left off

A recording doesn't have to be final. If you've captured 360 audio, you can return at any time to reconfigure virtual microphones, adjust lobe direction, or create new renders and exports, preserving your original recording.

The Library supports playback of original AmbiX B-format recordings. With clear file names, project folders, timestamps, and file indicators, you can easily identify recordings, rendered files, and spatial-audio projects.

Record now, organize and edit later. The Library keeps your recordings, projects, and rendered files together so you can continue working whenever you're ready.

Playback

Double-tap the track name in the audio player to access the Playback window. Here you can view track and file information, add track artwork, see where you are in the timeline as the song progresses and use playback controls or use your finger on the timeline to locate a particular moment in a recording.

Converting Multiple Files

Shure MOTIV allows you to convert, share, or delete multiple files at a time. Only WAV files can be converted.

1. Tap Select in the top-right corner of My Recordings.
2. Select all the files that you want to convert. A blue check mark will appear next to selected files.
3. Tap Save As to display conversion options. Converting the files adds the new files to the My Recordings list.

Reviewing your AmbiX Audio Recordings

You can play back the AmbiX recordings you have made directly from the Library. This way you can identify, review, and select the recordings that you want to keep and work with for more editing or post-processing.

Play an AmbiX Recording

1. Open MOTIV Audio.
2. Go to the MOTIV Library.
3. Select the AmbiX format file you want to review.
4. Tap Configure virtual mics. You can select individual lobes and solo the audio when playing back.

The mini player and full player include all standard playback controls, including play and pause, scrubbing and seeking, skip controls, and waveform navigation.

When playing back AmbiX files, you will hear spatial audio information that can be used to create immersive listening experiences. You can review the recording omnidirectional component of the recording (the W channel) as a simple listening reference. This way you can identify and review content, organize and select your content.

Note: A couple items to keep in mind when reviewing your B-format content:

- Library playback is a preview of the recording and may not represent the full spatial experience. Some directional and spatial information may not be heard during playback preview. Playback behavior depends on your mobile device and operating system. If your device provides native support for AmbiX audio playback, MOTIV Audio may use the playback capabilities provided by the platform.
- Library playback is designed for reviewing recordings only. Spatial features are not available in the Library during playback, like editing virtual mic configuration, rendering or other advanced post-production workflows.

Using the iOS Files App to Manage the MOTIV Library

Access your MOTIV audio files from inside the iOS Files app. The MOTIV app will create a MOTIV folder inside Files, including a recently deleted folder inside the MOTIV folder. Here you can copy your files to other folders or share to other apps on your device if those apps support file sharing. When you copy or move your files outside the MOTIV storage, you can ensure that those files will not be deleted if the MOTIV app gets uninstalled.

Note: Any changes made to MOTIV recordings in the Files app will be reflected in the MOTIV app. This means that if you change a file name or delete a track in Files, you will see those changes or deletions in the MOTIV app library. MOTIV and the MOTIV folder in Files remain consistent. If you move a track in FIles to another location, that track will no longer show up in the MOTIV library. Also, if you were to add a file to the MOTIV folder in Files, that would show up in the MOTIV app library.

Recovering Recently Deleted Files

Files that you no longer need can be deleted and will disappear from your library. However, you might find that you have mistakenly deleted a file that you want to keep. The Recently Deleted folder is a temporary safety net that will store files for 30 days before permanently deleting them.

Exporting Files

Exporting files lets you turn a recording session with the MV360 into a stereo, binaural (headphone ready), or professional format surround audio files for sharing or using in production and creative work.

Rendering B-format and Surround Files

Rendering is the process that turns B-format recording files into new audio outputs, like stereo files, Binaural (headphone ready) files, and surround sound files in commonly used industry standard formats. Rendering creates new recordings to be used in many ways but never change or destroy the original B-format recording. This means that you can create many different types of outputs using the same original B-format files. The same original recording can be used for immersive headphone listening (binaural), general sharing for review (stereo), or surround files for professional production work.

How to Render Files

1. **Record with Capture 360 enabled**

   Record audio that includes 4-channel AmbiX files. These files will be the source material.

2. **Open the recording**

   From the MOTIV Library, select an AmbiX file and choose Configure Virtual Mics.

3. **Choose the output format to apply spatial processing.**

   Spatial processing options include binaural, auto-steering, virtual microphones/lobe steering. The processing will be applied to the rendered output and not the original files.

4. **Render and export**

   The render process creates the new audio file in the selected format, ready for sharing or production.

MV360 Export and Render Options

The available export formats depend on your DAW. The plug-in can provide a main stereo mix, dedicated virtual microphone outputs, or supported SMPTE surround outputs for routing and export in the DAW.

Export Type	Formats and Options
Surround exports	SMPTE 5.1, 7.1, 7.1.2, 7.1.4

You have the option to:

- Use a 2-channel output like Binaural or Auto-Steering.
- Capture 360/AmbiX audio. Record now and configure later.
- Or select a surround format and route the output channels within your DAW to render stems, binaural files, or surround formats.

Transferring Your MV360 Recordings

The MV360 does not store recordings on the microphone. Your recordings are saved to the phone, tablet, or computer that you used to record. If you want to continue editing on another device, transfer the project folder or recording to that device. For example, you might record with MOTIV Audio on your phone, then move the recording to your computer for editing or post-production.

If you recorded with Capture 360 audio enabled, keep the original 4-channel AmbiX B-format WAV file. This is the master spatial recording that you can use later to create stereo, binaural, surround, or virtual-microphone outputs.

Transfer Recordings to a USB Flash Drive

iPhone and iPad (iOS): MOTIV Audio

1. Open MOTIV Audio.
2. Select the recording in Library.
3. Tap Share.
4. Select Save to Files.
5. Choose the connected USB flash drive.
6. Select a folder and tap Save.

iPhone and iPad (iOS): MOTIV Video

1. Open MOTIV Video.
2. Select the recording in Gallery.
3. Tap Share.
4. Select Save to Files.
5. Choose the connected USB flash drive.
6. Select a folder and tap Save.

Android: MOTIV Audio

1. Connect a USB flash drive to your device.
2. Open MOTIV Audio.
3. Select the recording in Library.
4. Tap Share.
5. Choose your file manager app.
6. Select the USB flash drive.
7. Choose a folder and tap Save.

Android: MOTIV Video

1. Connect a USB flash drive to your device.
2. Open MOTIV Video.
3. Select the recording in Gallery.
4. Tap Share.
5. Choose your file manager app.
6. Select the USB flash drive.
7. Choose a folder and tap Save.

Upload Recordings to Cloud Storage

Before starting, make sure the cloud storage app is installed and you are signed in.

iPhone and iPad (iOS): MOTIV Audio

1. Open MOTIV Audio.
2. Select the recording in Library.
3. Tap Share.
4. Select your cloud storage app.
5. Choose a destination folder.
6. Tap Upload or Save.

iPhone and iPad (iOS): MOTIV Video

1. Open MOTIV Video.
2. Select the recording in Gallery.
3. Tap Share.
4. Select your cloud storage app.
5. Choose a destination folder.
6. Tap Upload or Save.

Android: MOTIV Audio

1. Open MOTIV Audio.
2. Select the recording in Library.
3. Tap Share.
4. Select your cloud storage app.
5. Choose a destination folder.
6. Tap Upload.

Android: MOTIV Video

1. Open MOTIV Video.
2. Select the recording in Gallery.
3. Tap Share.
4. Select your cloud storage app.

5. Choose a destination folder.
6. Tap Upload.

Tip: Large video files upload faster and more reliably when connected to Wi‑Fi.

Transfer Recordings Wirelessly

Wireless transfers are ideal for quickly moving recordings to another nearby device without cables or cloud storage.

iPhone and iPad (AirDrop): MOTIV Audio

1. Open MOTIV Audio.
2. Select the recording in Library.
3. Tap Share.
4. Select AirDrop.
5. Choose the destination Mac, iPhone, or iPad.
6. Accept the transfer on the receiving device if prompted.

iPhone and iPad (AirDrop): MOTIV Video

1. Open MOTIV Video.
2. Select the recording in Gallery.
3. Tap Share.
4. Select AirDrop.
5. Choose the destination Mac, iPhone, or iPad.
6. Accept the transfer on the receiving device if prompted.

Android (Quick Share): MOTIV Audio

1. Open MOTIV Audio.
2. Select the recording in Library.
3. Tap Share.
4. Select Quick Share.
5. Choose the destination device.
6. Accept the transfer on the receiving device if prompted.

Android (Quick Share): MOTIV Video

1. Open MOTIV Video.
2. Select the recording in Gallery.
3. Tap Share.
4. Select Quick Share.
5. Choose the destination device.
6. Accept the transfer on the receiving device if prompted.

Tip: Quick Share is available on many Android devices and can also transfer files to supported Windows PCs.

Transfer Recordings to a Computer Using a USB Cable

iPhone and iPad (iOS) to Mac: MOTIV Audio, MOTIV Video

1. Connect your iPhone or iPad to the Mac using a USB cable.
2. Open Finder.
3. Select your device from the Finder sidebar.
4. Click Files.
5. Select MOTIV Audio or MOTIV Video.
6. Drag the recording(s) to a folder on your Mac.

iPhone and iPad (iOS) to Windows PC: MOTIV Audio, MOTIV Video

1. Connect your iPhone or iPad to the PC using a USB cable.
2. Open Apple Devices (or iTunes on older systems).
3. Select your device.
4. Open File Sharing.
5. Select MOTIV Audio or MOTIV Video.
6. Select the recording(s) you want to transfer.
7. Click Save and choose a folder on your PC.

Android to Mac: MOTIV Audio, MOTIV Video

1. Connect your Android device to the Mac using a USB cable.
2. Select File Transfer mode on the Android device.
3. Open Android File Transfer or a compatible file management application.
4. Browse to the recording files.
5. Copy the desired recording(s) to the Mac.

Android to Windows PC: MOTIV Audio, MOTIV Video

1. Connect your Android device to the PC using a USB cable.
2. Select File Transfer mode on the Android device.
3. Open File Explorer.
4. Select your Android device.
5. Browse to the recording files.
6. Copy or drag the desired recording(s) to your PC.

Recommended Transfer Methods

Destination	Recommended Method
USB flash drive	Save to Files (iOS) or File Manager (Android)
Another Apple device	AirDrop
Another Android device	Quick Share
Cloud storage service	Share directly from the app
Mac computer	AirDrop or USB cable
Windows PC	Quick Share (if supported) or USB cable
Large audio/video files	USB cable or external storage

File Transfer Best Practices

1. **Use a wired USB connection when possible.** It's typically the fastest and most reliable way to transfer files.
2. **Copy files to a computer or external drive before removing them from your mobile device.**
3. **For very large files, upload to cloud storage from a computer when possible.**
4. **Check your transferred files before deleting the originals.** Make sure they open and play correctly.
5. **Use WiFi when uploading large recordings to cloud storage.**

File Transfer Troubleshooting

Issue	Solution
I can't find the recordings on the microphone.	The wired MV360 does not store recordings inside the microphone. MV360 records through the connected phone, tablet, or computer. Look for the recording on the device you used to record.
My recording disappeared from the MOTIV Audio Library after I moved it.	If you move a recording out of MOTIV storage using the Files app, it will no longer appear in the MOTIV Audio Library. Moving a compatible recording into that folder makes it available in the Library again. If you want a second copy somewhere else while keeping the original in MOTIV Audio, copy the recording instead of moving it.
My file is too large to share.	Try one of these options: Convert the file to a compressed format which will make it faster and easier to move. Transfer the recording to a computer using a USB-C cable instead of sharing from a mobile device.
The microphone isn't detected when I connect it.	Disconnect and reconnect the USB-C cable. When the MV360 is recognized, the microphone name appears in the app. If the problem continues, try another USB-C cable. Close and reopen the app. Try another compatible device. And restart the phone, tablet, or computer.
I transferred a recording, but am unable to edit the 360 audio.	Make sure that you transferred the original 4-channel AmbiX B-format WAV file, not only a rendered stereo or binaural file. Spatial editing and virtual microphone adjustments require the B-format recording.

MOTIV Mix Recording App Essentials

Use your Shure MOTIV microphone with MOTIV Mix, Shure's desktop recording app. MOTIV Mix provides flexible control over mic settings and includes tools for mixing, monitoring, recording, streaming, audio routing, and firmware updates. The app supports up to 5 audio input channels and allows supported device settings to be stored on the connected device.



Supported device settings can be adjusted using MOTIV Mix and stored on the connected device for future setups.

What Can I Do With MOTIV Mix?

1. **Mix Multiple Audio Sources on your Desktop** Combine microphones, computer audio, and supported audio devices into a single audio production workflow from one application. MOTIV Mix supports multiple input channels and provides mixer controls, metering, monitoring, and routing tools.
2. **Customize Your Sound** Configure MOTIV microphones with professional features like Auto Level Mode, noise reduction, tone controls, EQ, compression, limiting, presets, and other DSP features. Many of these settings are stored on the connected device; meaning that your saved settings will work on multiple MOTIV devices.
3. **Monitor Audio in Real Time** Listen to live recording and computer audio, select monitoring devices, manage monitor mixes, and control audio routing during recording and playback.

4. **Record and Manage Recording Sessions** Capture your main mix, individual input tracks, or both. Organize recordings into sessions, browse your library, play back and review recordings, edit files, and export finished content.
5. **Optimize and Route Audio** Use Soundcheck to evaluate your recording environment and receive recommendations, route audio through the Shure Virtual Audio Driver, and stream, podcast, and create content.

Features

- **Convenient Plug-and-Play Operation** Compatible with Windows and Mac computers.
- **Flexible Recording Control** Support for up to 5 audio input channels for recording, monitoring, mixing, and streaming.
- **Virtual Audio Driver (VAD)** Receive audio input from a variety of sources, like audio from music apps such as Apple Music and Spotify.
- **Device Settings** Settings are stored on supported devices for quick setup.

Additional MOTIV Mix Features

Some device settings are adjusted using MOTIV Mix and then stored on the device. These may include:

- Auto Level Mode
- Tone controls
- Five band equalizer
- Presets
- High-pass Filter
- Monitor Mix
- Gain control and Mute settings

Note: Feature availability varies by device model. Refer to this guide's feature sections for descriptions of device-specific controls.

Quick Setup with MOTIV Mix

1. **Use the USB-C cable to connect a MOTIV device or microphone to your computer.**

   The LED on the MOTIV device will pulse when the connection is made.

2. **Download the MOTIV Mix application at http://www.shure.com/MOTIVMix.**

   Your computer may request permission to use the external device the first time the app is opened.

3. **Select your microphone from the Sources panel.**

   Access customized controls for your MOTIV microphone via the settings gear icon  in MOTIV Mix.

For detailed setup instructions, recording workflows, monitoring options, and device settings, see the MOTIV Mix user guide.

Troubleshooting

Issue	Solution
Microphone is plugged in, but the volume meter does not register a signal.	Edit the privacy setting for your recording device under `SETTINGS` > `PRIVACY` > `MICROPHONE` to give the app permission to use the microphone.

Issue	Solution
Microphone is plugged in, but not detected.	Unplug and reconnect the cable connections so that the app recognizes the microphone. You'll know that the connection is secure when you see the microphone name visible in the status bar.
Audio is distorted.	Use the audio meter to ensure that volume peaks are within the target range (the gray area). If the level reaches the red peak indicator of the input meter, turn the gain down.
The audio sounds like it is coming from the wrong direction.	Look closely at the microphone orientation and in the Device tab in the app select the orientation that matches the microphone's physical position.
Unable to share file.	If a file is too large to be shared, there are a couple options for reducing file size. Convert your file to a compressed file format. Connect your mobile device to your computer and use file transfer, like iTunes, to download the file to your desktop. Split your track in two, export both files and recombine them using audio editing software.
General troubleshooting.	Ensure that your app is updated to the most current version. Make sure that your phone's operating system is updated to the most current version. Check to see how the microphone works using a different connection cable or different device. Close and restart the application. Powering down and rebooting the device will clear the cache and can sometimes help with software performance.

Note: It may be useful to reset the app to restore functionality. Perform a hard reset by unplugging and re-plugging the microphone.

System Requirements

Check the MOTIV Mix app or MOTIV mobile apps for the latest information on system requirements and compatibility.

System Requirements and Compatibility: Mac

- MacOS 14 or later
- 64-bit
- Minimum 2 GB of RAM
- Minimum 500 MB of free hard disk space

System Requirements and Compatibility: Windows

- Windows 11 or later
- 64-bit
- Minimum 2 GB of RAM
- Minimum 500 MB of free hard disk space

System Requirements and Compatibility: iOS

- **iOS:** iOS 17 or later

System Requirements and Compatibility: Android

Will work with any Android device that has:

- Android 14.0 (Upside Down Cake) or later
- USB Audio Class 2.0 support and higher
- Bluetooth 5.0 and higher

Android is a trademark of Google Inc.

Update Your Firmware

Firmware updates improve the performance and functionality of your microphone and may include new features, design enhancements, or fixes. When an update is available, a green dot will appear next to Firmware Update in the app settings menu. Follow the onscreen step-by-step instructions to update. During the update, the progress bar displays progress percentage, the process will include pauses, the microphone may be temporarily unavailable, and the LED indicators may change. This is normal and the microphone will return to normal operation when the update is complete.

1. The notification will let you know that a firmware update is available. You can also open the Settings tab to check for available updates.
2. You have the option to update immediately or update later.
3. View update progress so you know how much time is left in the update. You will receive a success or failure notification when the update is complete. If update is a failure, be sure to quit the app completely before attempting again. You may need to force quit the app to confirm that it isn't running in the background. Check connections, wait 5 minutes, and try again. Check the list below for tips on a successful update.

If you run into problems updating the firmware, new versions of the firmware can be uploaded and installed using the Shure Update Utility.

For release notes and more details about releases, visit the Software and Firmware Archive.

Tips to ensure a reliable update.

- Keep equipment connected during updates.
- Using the product or mobile device while downloading may slow or cancel the update process.
- Update requires a **minimum battery charge of 50%** on your mobile device.
- Approximate download time is **up to 30 minutes**.
- Do not exit the app and ensure that your screen is on.
- Do not update in areas with high volume mobile or WiFi wireless activity, like a plane or train station. This interference can significantly slow down or cancel the update process.
- Ensure that your mobile device is using the most current operating system (OS).

Contact Shure Service and Repair if you experience any issues.

Specifications

MV360 Specifications

MFi Certified	Yes
DSP Modes (Presets)	Speech/Flat/Acoustic/Band
Transducer Type	Cardioid (10 mm)
Recording Capture Modes	Binaural/Stereo/Auto-Steered/Mono/AmbiX B-Format
Mono Polar Patterns	Cardioid/Hypercardioid/Bidirectional
Stereo Principle	XY Stereo
Frequency Response	20 Hz to 20,000 Hz
Adjustable Gain Range	0 to +36 dB
Cartridge Sensitivity	-28.8 dBFS/Pa (-10dB Pad OFF)
Maximum SPL	134.5 dB SPL (-10dB Pad ON)[2]
Auto Level Mode	Yes
Limiter	Yes
Compressor	Yes
High-Pass Filter	Yes
Equalizer	5-band
Noise Reduction	Yes
Gain Control	Yes
Monitor Mix Control	Yes
Audio Format	6-channel USB audio output • Channels 1-2: Stereo / Binaural 2-channel output • Channels 3-6: Ambisonic (AmbiX) spatial audio stream (WYZX)
Spatial Audio Format	AmbiX B-format (WYZX)
Power Requirements	Powered through USB-C connector
Max Power	5v
Bit Depth	PCM 24-bit/FLOAT 32-bit floating point [3]
Sampling Rate	48 kHz/96 kHz

Housing	All metal construction
Net Weight	141.8g

[1] 1 Pa=94 dB SPL

[2]At Minimum Gain, Flat Mode

[3] 32-bit floating point is supported on Windows if the ASIO driver is used

Accessories

MV360 Furnished Accessories

- AMV360-WS: Standard MV360 foam windscreen
- AMV-USBC-USBC15: 1 USB-C to USB-C cable, 15”
- AMV-USBC-USBC: 1 USB-C to USB-C cable, 2 meter
- AMV360-CASE: MV360 Carrying Case
- AMV-TRIPOD-L: MV360 Stand
- AMV360-CLAMP-KIT: Phone Clamp, MV360 Mic clip Kit
- AMV360-CLIP: MV360 Mic Clip with 360 Adapter
- AMV360SHOECLIP: MV360 Mic clip with fixed cold shoe mount
- AMV360-360EXTBAR: MV360 Extender Bar for 360 cameras

Optional Accessories

- AMV360-WS: Standard MV360 foam windscreen
- AMV360-CASE: MV360 Carrying Case
- AMV360-CLAMP-KIT: Phone Clamp, MV360 Mic clip Kit
- AMV360-CLIP: MV360 Mic Clip with 360 Adapter
- AMV360SHOECLIP: MV360 Mic clip with fixed cold shoe mount
- AMV-TRIPOD-L: Stand, MV360
- AMV360-360EXTBAR: MV360 Extender Bar for 360 cameras

MV360 and MV360+ FAQ

What is the difference between MV360 and MV360+?

Both microphones capture mono, stereo, binaural and full spatial audio using the same four-capsule ambisonic microphone array and spatial audio technology. The primary difference is how they record.

The MV360 connects directly to a USB-C phone, tablet or computer and records through the connected device.

The MV360+ includes everything found in the MV360, and still allows USB-C recording to phones/computers, plus a built-in recorder, rechargeable battery, wireless control and microSD recording. The MV360+ can operate as a standalone field recorder and record audio directly alongside cameras, 360 cameras and other devices that cannot power a USB microphone.

The right MV360 for you depends on your intended use case.

Does MV360 work with iPhone?

Yes. MV360 is designed to work with USB-C iPhone models. Simply connect the microphone using USB-C and record using your preferred compatible audio or video app.

For the best experience, we recommend using Shure's MOTIV apps, which provide access to recording modes, microphone settings and advanced spatial audio features.

Users can record to third-party apps that allow external USB audio using any one of the Capture Modes (mono, stereo, binaural or auto tracking). Full spatial audio must be recorded in the Shure MOTIV app.

Does MV360 work with Android phones?

Yes. MV360 is compatible with USB-C Android devices that support USB audio.

For the best experience, we recommend using Shure's MOTIV apps, which provide access to recording modes, microphone settings and advanced spatial audio features.

Users can record to third-party apps that allow external USB audio using any one of the Capture Modes (mono, stereo, binaural or auto tracking). Full spatial audio must be recorded in the Shure MOTIV app.

Does MV360+ work with GoPro cameras?

Yes. MV360+ is designed to be used alongside cameras, including action cameras and other devices that cannot power a USB microphone.

For recording full spatial audio to “capture first, configure later”, the built-in battery and onboard recording allow the MV360+ to record directly to a microSD card. You can record any of the Capture Modes (mono, stereo, auto tracking or binaural) directly to the video file if your camera accepts external microphones.

Does MV360+ work with Insta360 cameras?

Yes. MV360+ is designed specifically for creators working with immersive and 360 video.

The microphone can record high-quality spatial audio independently while your Insta360 camera captures video. The audio can then be synchronised in post-production, enabling immersive sound experiences that complement 360-degree content.

Recording 360 audio with 360 video means you have lots of flexibility in post-production for both your audio and video capture.

You also have the option of recording any Capture Mode (mono, stereo, auto tracking or binaural) directly to your video file if your camera accepts external microphones.

What is spatial audio?

Spatial audio is a way of recording and reproducing sound that captures not only what you hear, but where sounds are coming from around you.

Unlike traditional stereo recordings, spatial audio preserves directional information from all around the recording position, helping listeners feel more immersed in the experience when listening through headphones, speakers, VR headsets or compatible playback systems.

MV360 and MV360+ can capture full spatial audio using their ambisonic microphone array.

What is binaural audio?

Binaural audio is a recording format designed to recreate the way humans naturally hear sound.

When listened to through headphones, binaural recordings can create a realistic sense of space, direction and distance. Sounds may appear to come from in front, behind, above or beside the listener.

MV360 and MV360+ can capture and output binaural audio directly to any app or camera that accepts external audio, making it easy to create immersive listening experiences without requiring specialised playback equipment.

Do I need the Shure MOTIV app to use MV360?

No. MV360 will function as a standard USB audio microphone when connected to a compatible device.

However, we recommend using Shure MOTIV software to access Capture Modes, microphone configuration options and advanced features that help you get the most from the microphone, including spatial audio workflows.

Can I use MV360 for ASMR?

Yes. MV360 is well suited for ASMR, ambience recording and immersive audio content.

The microphone's ability to capture binaural and spatial audio can help create a more realistic listening experience, allowing audiences wearing headphones to feel more immersed in the recorded environment.

Can I record spatial audio and stereo audio at the same time?

Yes. Both MV360 and MV360+ can simultaneously create a standard two-channel audio recording and a separate four-channel ambisonic recording when using Shure MOTIV Audio or MOTIV Mix desktop app.

The stereo file is ready to use immediately, while the ambisonic recording preserves the full spatial audio information for advanced editing, virtual microphone steering, surround sound production and other immersive audio workflows.

What phones are compatible with MV360?

The MV360 is designed for use with USB-C mobile devices, including compatible iPhone and Android smartphones. Simply connect the microphone using USB-C and start recording with your preferred audio or video app.

For access to advanced microphone settings and immersive audio workflows, we recommend using Shure MOTIV software. Please refer to the compatibility section of the product page for the latest list of supported devices.

What is the difference between stereo audio and spatial audio?

Stereo audio captures sound using two channels: left and right.

Spatial audio captures sound directionally from all around the recording position, preserving information about where sounds originated in three-dimensional space. This can create a more immersive listening experience and is particularly effective when played back through headphones, surround sound systems or compatible immersive audio platforms.

MV360 and MV360+ can capture traditional stereo recordings as well as full spatial audio from the same microphone.

Can I use MV360 with YouTube videos?

Yes. MV360 can be used to record audio for YouTube videos, vlogs, interviews, travel content, livestreams and other creator workflows.

Depending on your project, you can record in mono, stereo, binaural or full spatial audio formats. Audio using any of the Capture Modes (mono, stereo, auto tracking and binaural) will be captured as a 2-channel stereo file, including 5.1, while YouTube 360 will work with full AmbiX audio.

Can I use MV360 with TikTok and Instagram Reels?

Yes. MV360 can be connected to compatible mobile devices and used for creating short-form video content across social platforms.

Creators can choose from a range of recording modes depending on the type of content they are producing, including mono, stereo and binaural audio. The microphone is designed to give creators a simple way to capture higher-quality sound than using an integrated phone microphone alone.

Does MV360 record 32-bit floating point audio?

MV360+ includes 32-bit capture capabilities as part of its built-in recording workflow.

32-bit capture provides an extremely wide dynamic range and helps reduce the risk of clipped recordings when recording unpredictable sound sources.

Can I record spatial audio on my phone?

Yes. The MV360 was specifically designed to make spatial audio recording accessible from a compatible USB-C mobile device.

Simply connect the microphone to your phone and record spatial audio (4ch ambisonic) in the MOTIV Audio app. In addition to spatial audio, you can also capture mono, stereo and binaural recordings at the same time.

What is an ambisonic microphone?

An ambisonic microphone is a microphone that captures sound from every direction around the microphone rather than from a single point or stereo pair.

The MV360 and MV360+ use a four-capsule ambisonic microphone array to capture full 360° sound information. This allows recordings to be converted into stereo, binaural, surround sound and other immersive audio formats during production.

Does MV360 work with Mac and Windows?

Yes. MV360 is designed for use with USB-C computers and mobile devices, including compatible Mac and Windows systems.

The microphone functions as a USB audio device and can be used with many popular recording, editing and content creation applications. Shure recommend downloading the MOTIV Mix desktop app for full control over the microphone, and the Virtual Mic Editor plugin to configure your spatial audio recordings in your DAW or video editor.

Can I use MV360 recordings for Dolby Atmos and immersive audio projects?

Yes. MV360 and MV360+ can capture full ambisonic recordings that preserve spatial information for advanced post-production workflows such as Dolby Atmos.

The recorded spatial audio can be used in immersive audio production environments, including workflows that require spatial positioning, virtual microphone steering and surround sound output formats.

Do I need to know anything about spatial audio to use MV360?

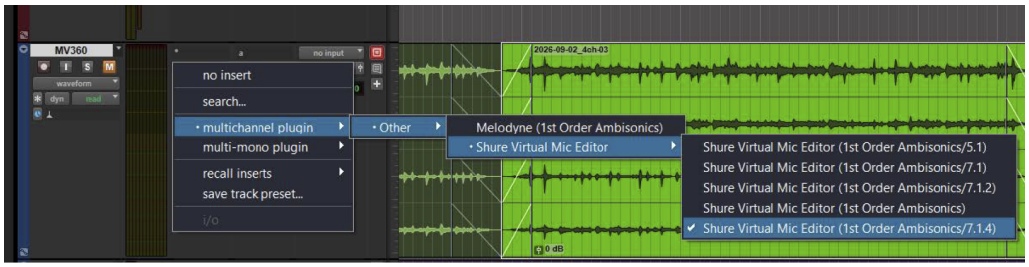
No. MV360 was designed to make immersive audio creation accessible to creators of all experience levels.

You can simply connect the microphone and start recording using familiar formats such as mono, stereo or binaural audio. As your skills develop, you can explore more advanced spatial audio workflows and take advantage of the full ambisonic recording capabilities of the microphone.

Which DAWS and video editors are supported by the Shure Virtual Mic Editor plug-in?

Shure Virtual Mic Editor Plugin is for use with DAWs and video editors that support .VST3, .AU, and .AAX plug-in formats.

It is important to set the appropriate track width to suit your application. The safest approach is to simply select 7.1.4, as this will support everything from a stereo mix to surround sound. Using generic 'First order ambisonics' instances of the plug-in may not properly pass the stereo fold-down mix to the main bus, depending on the DAW.



What format is the 360 audio captured in?

The 360 audio is recorded as a 4-channel Ambix B-format WAV file. This format can be loaded into the Shure virtual mic editor plug-in or Shure Motiv Mix for post-production editing.

What does the plug-in do? Do I need it to use the MV360/MV360+?

The plug-in is not required, but it is a very powerful editing tool that opens up technical and creative possibilities. It allows you to take your 360 audio file and do the following:

- Add or re-position up to 4 virtual mics (mono or stereo)
- Create a sub-mix of virtual mics
- Surround and Atmos exports (5.1 up to 7.1.4)
- Binaural processing
- Automatic tracking (follows the active talker or loudest sound source)

These tools are particularly appealing to videographers, editors, game designers, and field recordists, because it enables the 'capture now, configure later' approach.

It also opens up creative possibilities. For example, if you are recording a voiceover, you can change the polar pattern to dial in just the right tone. Or if recording an instrument, such as a drum kit, you can control direct capture, as well as adding a room mic pointed away from the source, which can be processed separately.

How do I know which way to position the mic?

You can position the mic based on the way you need to mount it for any particular application. The most important thing to do is select the orientation in the app, so it matches the physical setup.

For example:

- When using with a mirrorless or DSLR camera, use the included cold shoe mount clip to mount it like a shotgun mic. The Shure logo must face up. Select SIDE in the app or motiv mix. This configures the mic as end-address, which means if you record in binaural or stereo, it will reflect what the camera sees.
- When using the tripod with the mic in upright position (ideal for music, voice, and field recording), select UP in the app or motiv mix. The SHURE logo is the front of the mic, so point it at the source you want to capture. This configures the mic as side-address, which means if you record in binaural or stereo, it will be captured with the proper stereo image.
- If the mic is mounted hanging on a boom stand (such as a desktop arm or a boom pole for field production), select DOWN in the app or motiv mix. The SHURE logo is the front of the mic, so point it at the source you want to capture. This configures the mic as side-address, which means if you record in binaural or stereo, it will be captured with the proper stereo image.

Should I always capture 360 audio if I just want a stereo recording?

If you have enough storage space on your phone, it is always wise to capture the 360 audio, just in case you want the flexibility to go back and change anything in post production.

However, if you are low on memory, or if you are certain that any of the 2-channel capture modes are enough, you can disable 360 recording on the MV360.

When recording to a microSD card on the MV360+, 360 recording is always on by default. This is because there is a strong chance in the field that you may need to change the mic position for capturing a variety of sources, and the 360 file ensures you can change the listening orientation in post-production.

Can I route virtual mics from the plug-in directly to tracks in my DAW?

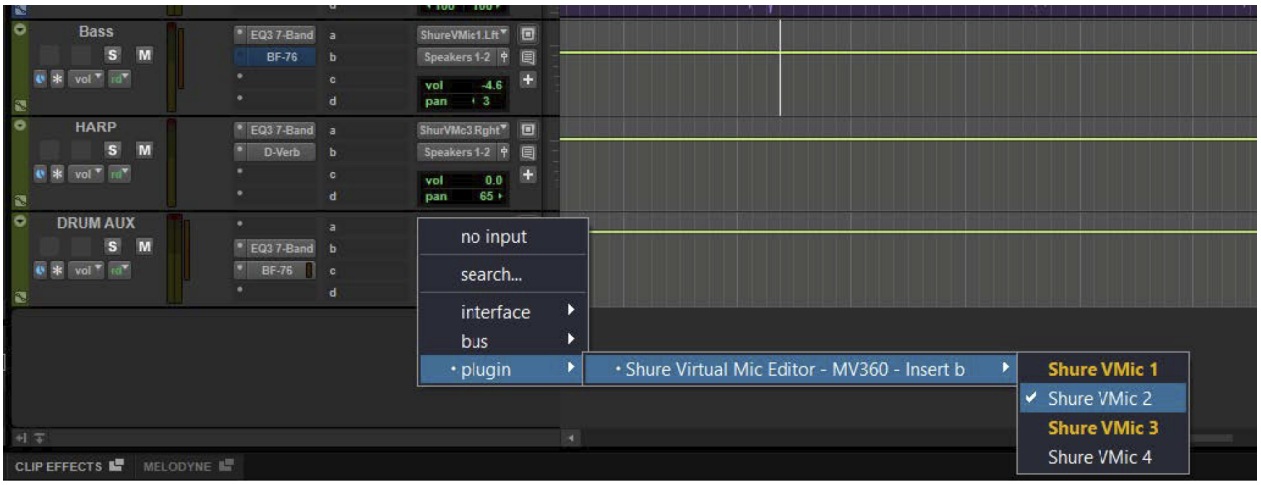
Yes, in most DAWs the plug-in allows you to discretely route each virtual mic to its own track. This allows you to apply processing independently to a virtual mic, using tools you already have.

A few examples of when this workflow is useful:

1. For speech applications, you can send each virtual microphone aimed at separate talkers to an independent channel, where individualized noise reduction can be applied using any plug-in of your choice. The same principle applies for EQ, compression, or other processing.
2. For music applications, you can send each virtual microphone aimed at different instruments to an independent channel, where you can apply creative effects, such as putting reverb on a vocal without affecting everything else, or adding EQ or compression to shape the tone of an instrument.
3. When significant automation is needed, you can apply it at the track level without having to automate parameters within the plug-in.

ProTools instructions to route virtual mics: After your 360 audio track (4-channel) is set up with the virtual microphones created and steered, you'll likely want to mute the track, so that you don't end up with redundant audio being sent to the main output / master fader.

1. Create up to 4 new AUX tracks to receive the audio from the virtual mics. Choose mono or stereo tracks to match whether the virtual mics are mono or stereo.
2. Under the track’s input selection, go to the ‘Plugin’ section (it will appear underneath inputs and buses).
3. Select the appropriate ‘Shure VMic’. That virtual mic is now the input source of the AUX track. (Note: for mono virtual mics, they will appear with a .L or .R suffix. You can select either one as the input.)



Glossary

Microphones in the MOTIV series come equipped with features to address a variety of recording situations including home recording, content creation, live streaming, and remote meetings.

Note: MOTIV microphones feature different DSP options. Check the table to see which options are available for your particular device.

- **-10 dB Pad:** Use the -10 dB pad to lower input volume and increase the headroom for clean recording of loud sound sources to prevent clipping or distortion. This happens at the input level stage before any audio processing occurs.
- **AmbiX (B-format):** B-format or AmbiX files are the preserved 4-channel master WAV files created in spatial recording that can be rendered or converted into stereo, binaural, surround, or virtual microphone outputs later.
- **Auto Level mode:** Auto-Level mode continuously adjusts the 2-channel gain level applied to the microphone. It makes imperceptible adjustments to maintain a consistent balanced output as input levels change. Auto-level mode is optimized for speech recording.
- **Binaural:** A two-channel audio file optimized for headphone listening that preserves a sense of space and direction.
- **Clipping:** Clipping occurs when the audio signal is too loud and causes distortion. A few solutions to prevent clipping is to monitor your output and meter levels, lower the mic gain, and engage the -10 dB pad for more headroom.
- **Compressor:** The compressor controls sound by raising the volume on quiet sounds and preventing loud sounds from exceeding a certain threshold. Helps to control levels by reducing dynamic range to make overall sound louder and more consistent in volume.
- **De-noise:** Reduces steady background sounds such as fans, HVAC systems, and room noise.
- **Gain:** Otherwise known as volume or level. The gain control adjusts the volume of the microphone signal.
- **High-pass Filter:** A high-pass filter allows frequencies on the higher end of the spectrum to pass and only attenuates low frequencies. Reduce unwanted noise from disturbances like HVAC systems, appliances, and traffic with a high pass filter at 75 Hz or 150 Hz.
- **LED:** The LEDs display real-time audio meters. Pulsing fades a solid color in and out. Solid displays a consistent color on the LED panel.
- **Limiter:** Limits gain to prevent distortion from volume peaks during recording.
- **Presets:** Different modes designed to automatically adjust DSP features to highlight different applications, like singing, using instruments or speech.
- **Rendering:** Nondestructively creates a variety of file outputs from B-format (AmbiX) files that allow someone editing and spatial placement flexibility in post-production.