

# WELCOME

## Dolby Atmos® Workflow: Audio Track Management and Delivery



# Today's Presenters



Cheryl Ottenritter  
Sound Designer/Mixer  
Ott House Audio



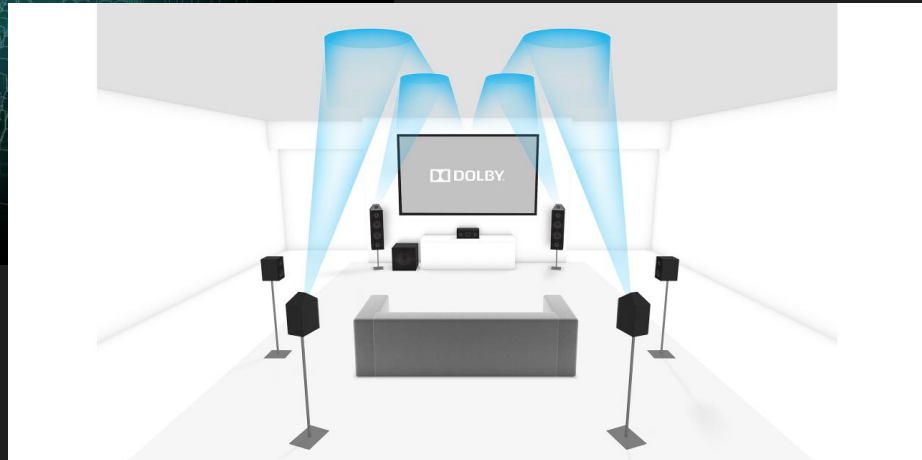
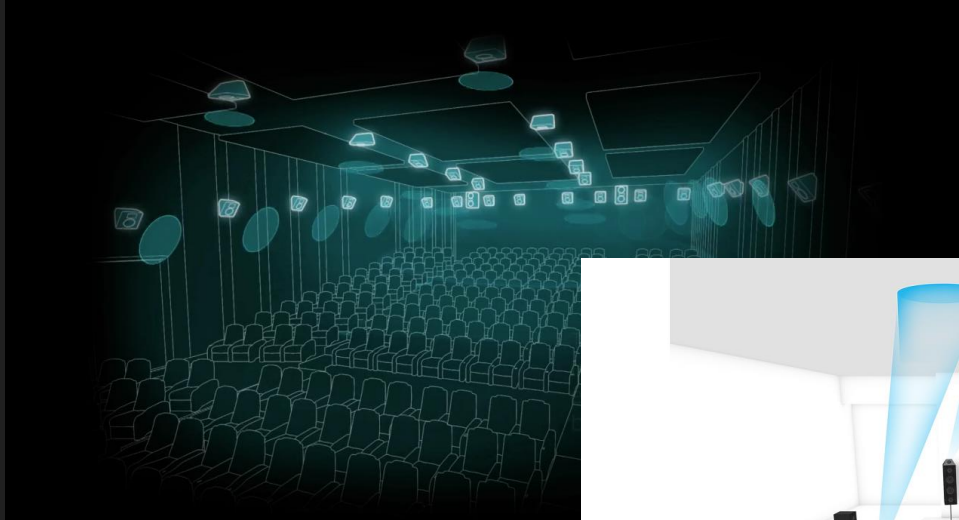
Jeremy Guyre  
Engineer/Mixer  
Ott House Audio



Tom McAndrew  
Senior Technical  
Manager,  
Content Relations  
Dolby



# Dolby Atmos®: Rethinking Surround



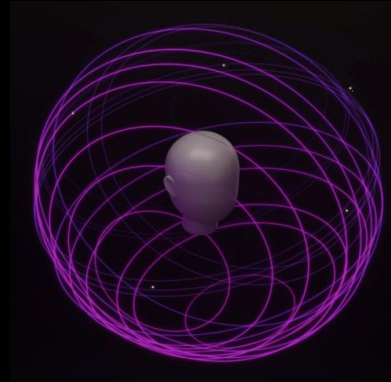
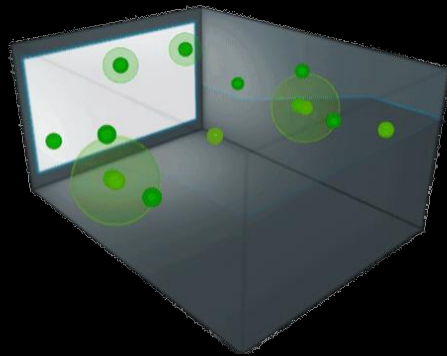
# Dolby Atmos®: Objects and Beds



ENGAGE AUDIENCES WITH THE BEST EXPERIENCE

## Overhead speakers

Deliver a true 360° audio immersion



## Audio objects

Enable you to place audio anywhere in the room based on available speakers, free from the constraints of defined channel count

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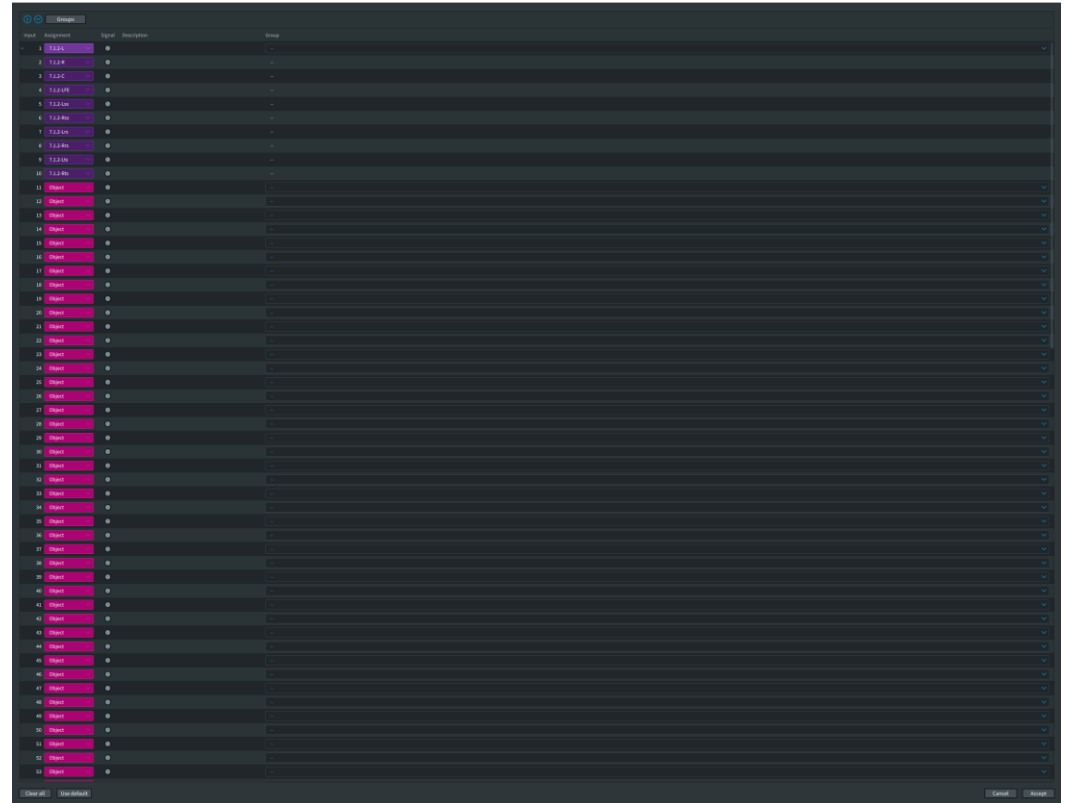
# Dolby Atmos®: Rendering/Mastering

DOLBY ATMOS  
MASTERING  
WORKFLOW

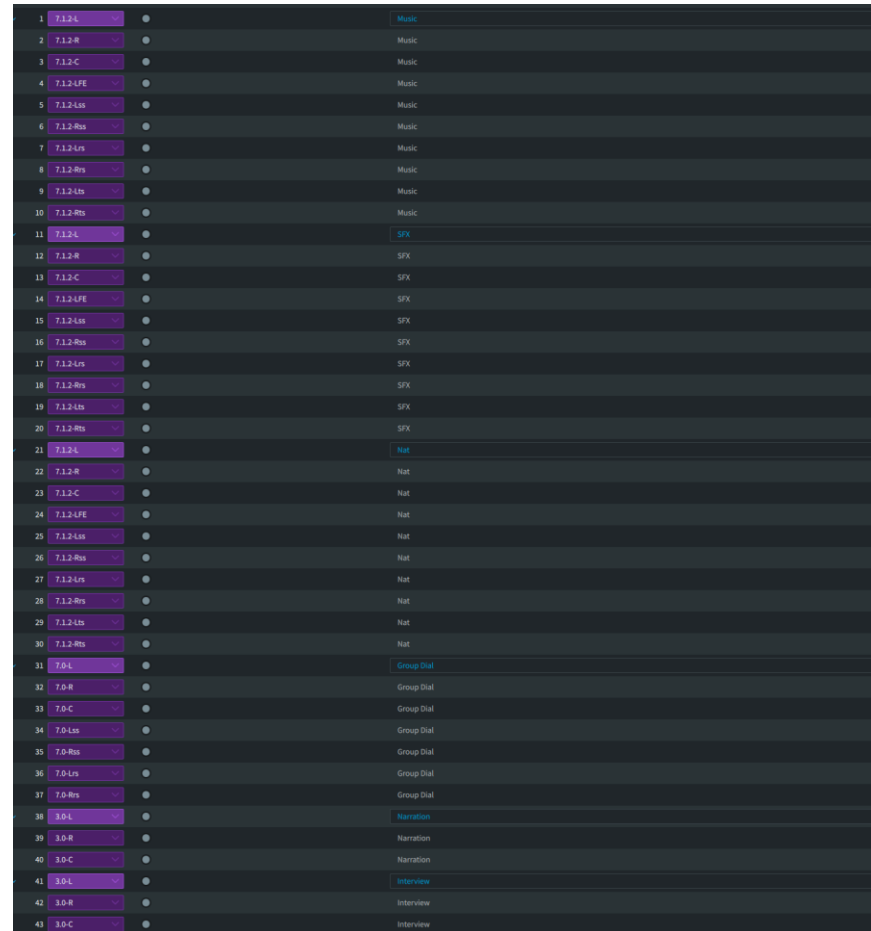
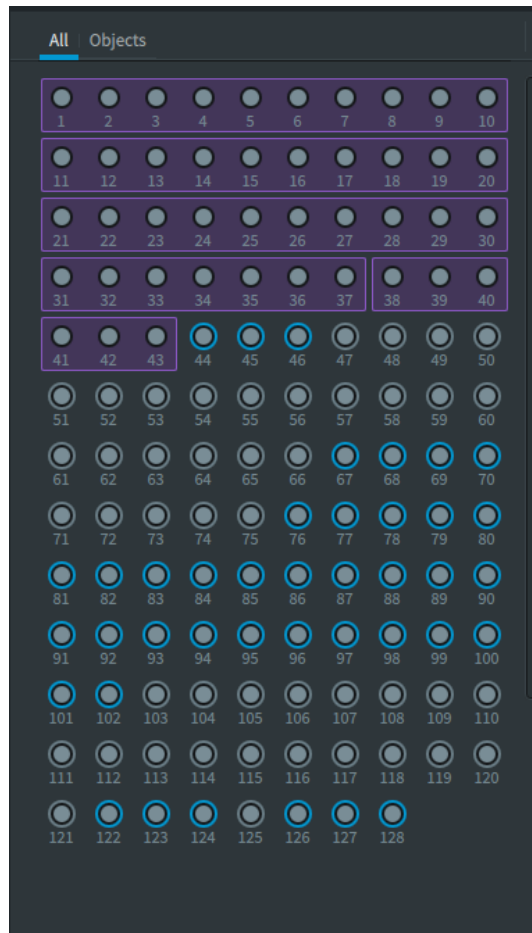
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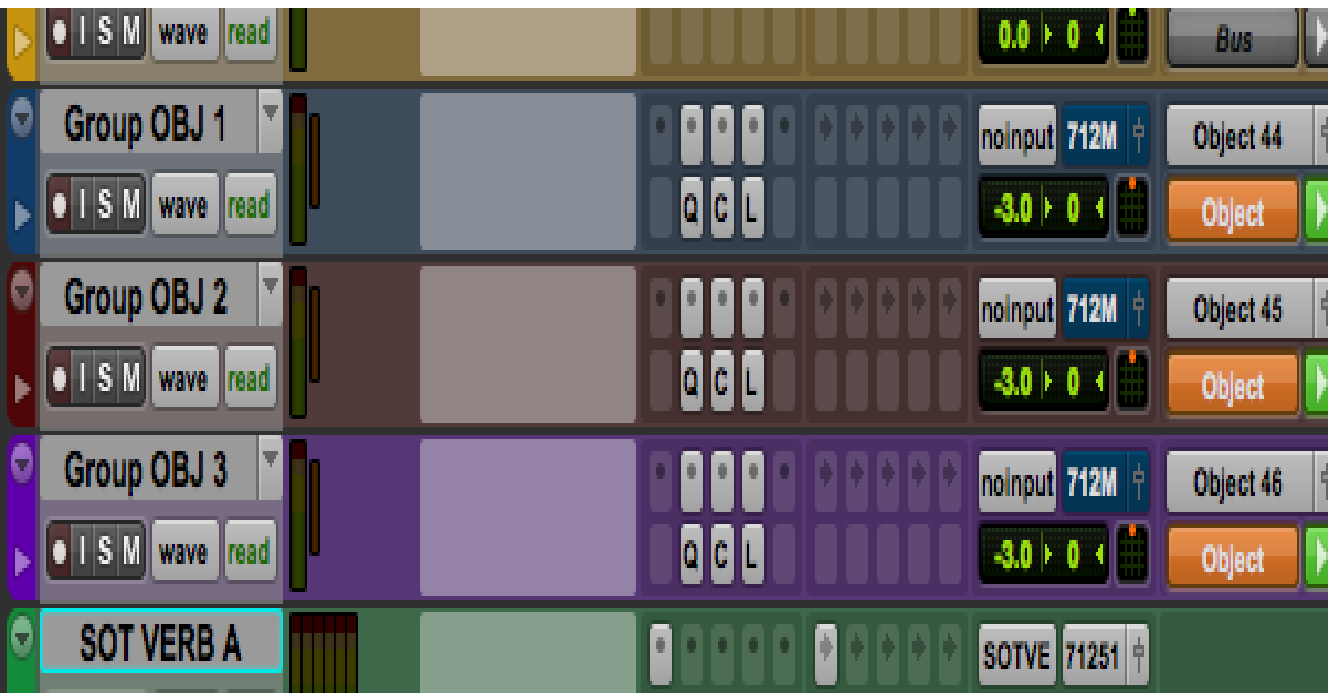
# PREP: Start By Making Your Beds



# PREP: Flexibility With Objects

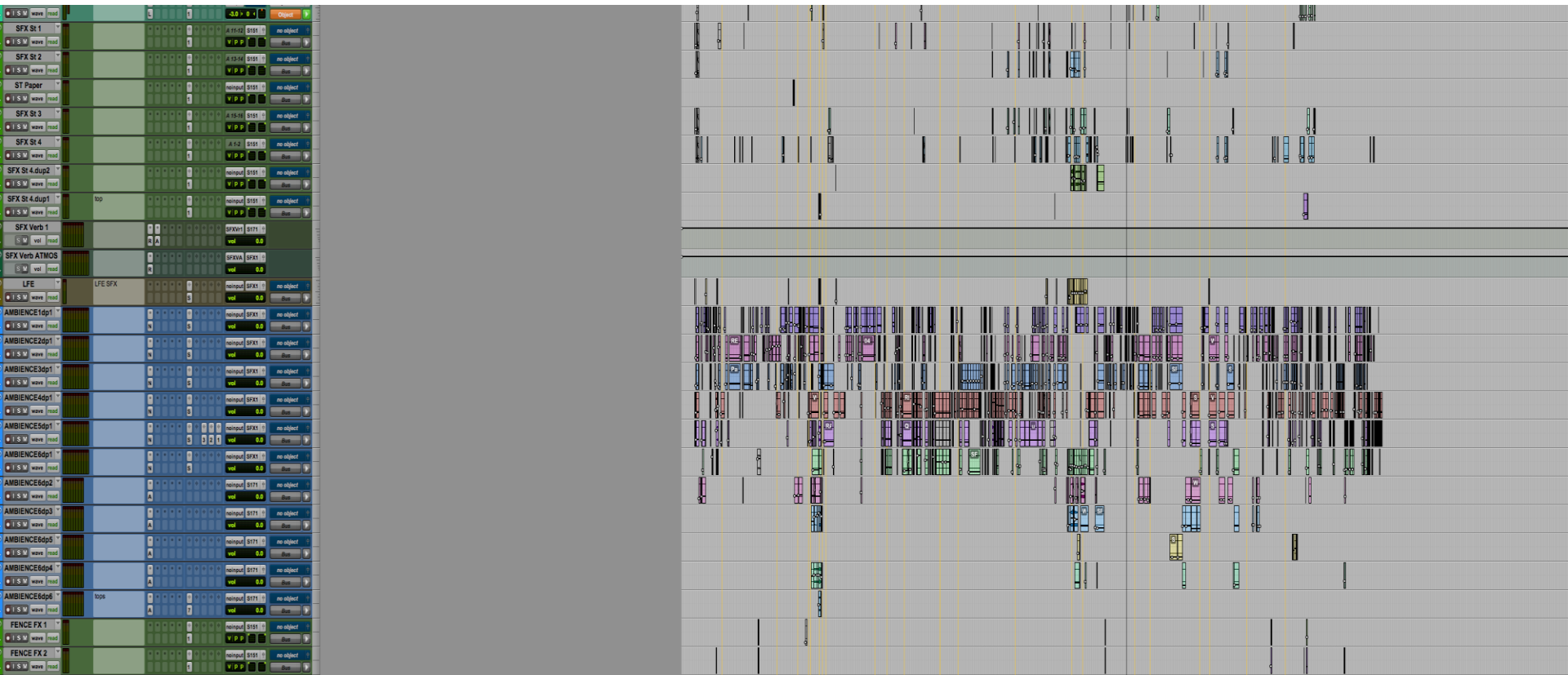


# DIALOG: Experimenting With Objects

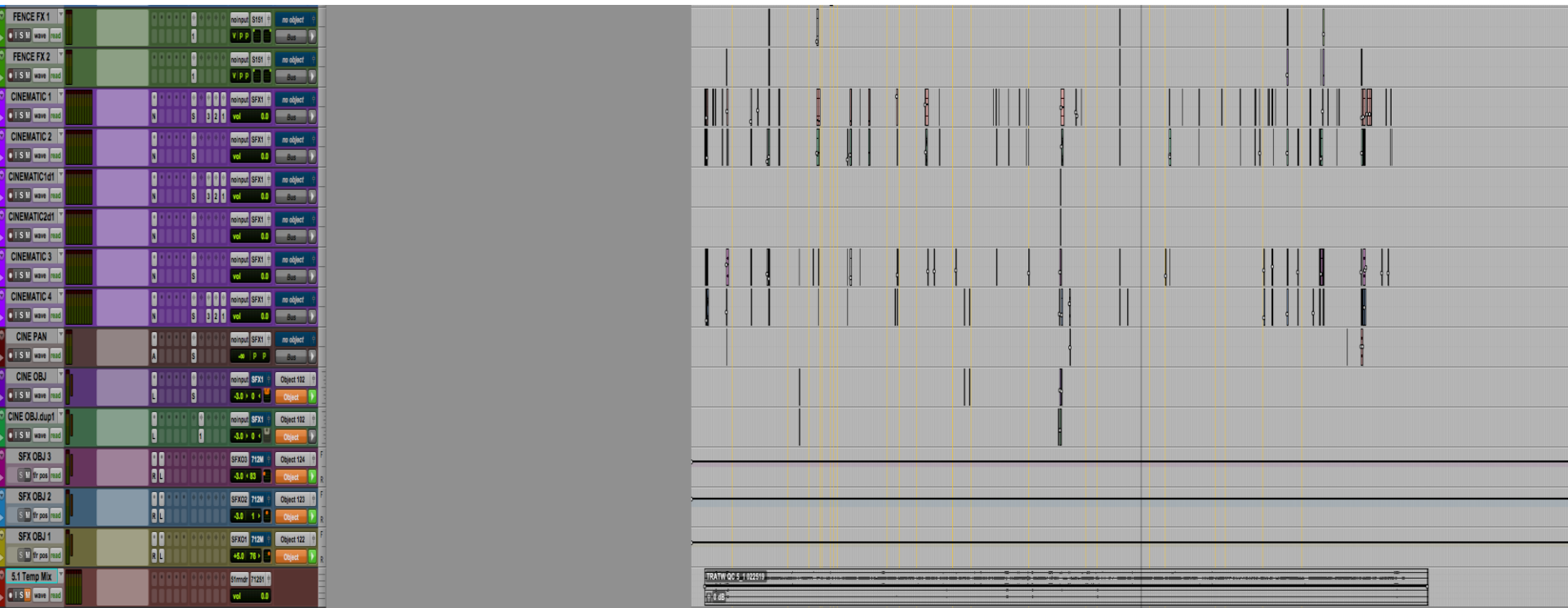




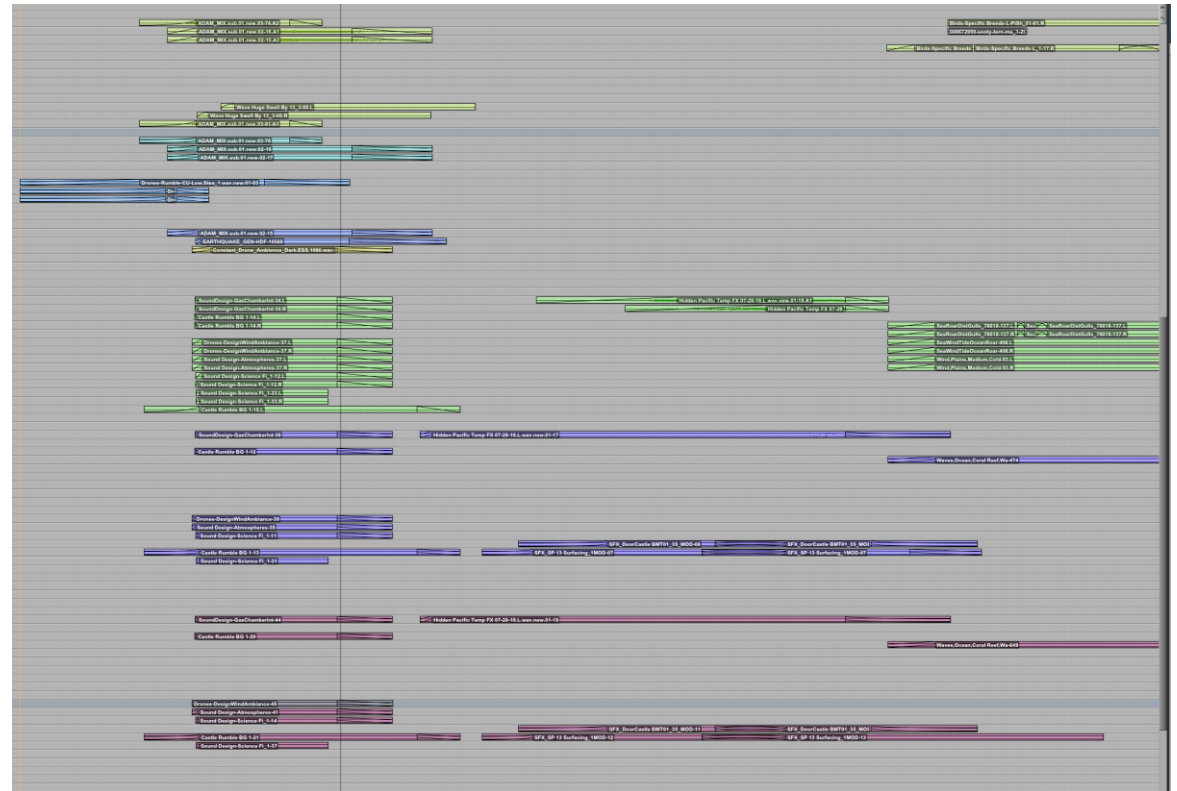
# EFFECTS: SFX, Foley, Sound Design



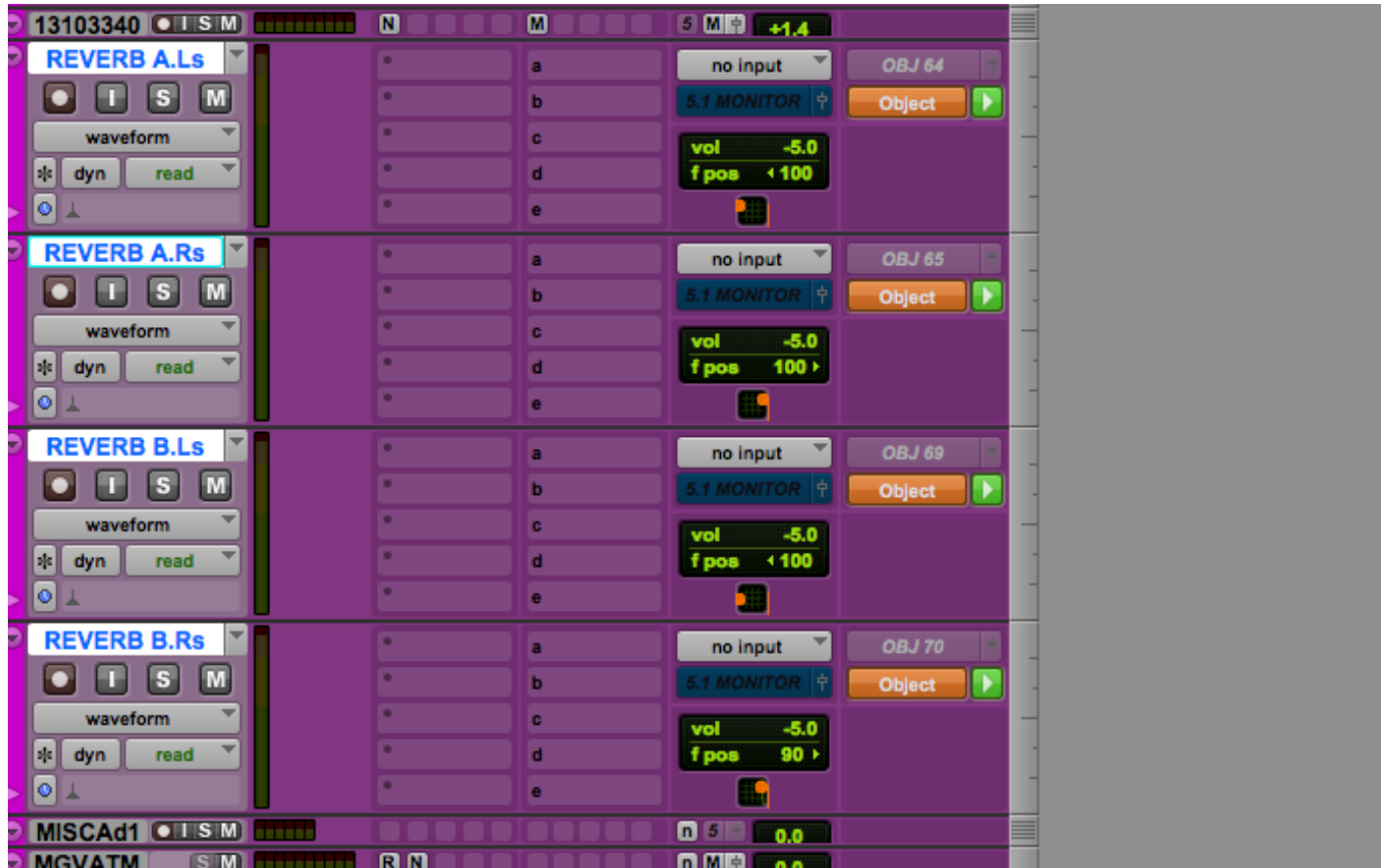
# EFFECTS: SFX, Foley, Sound Design



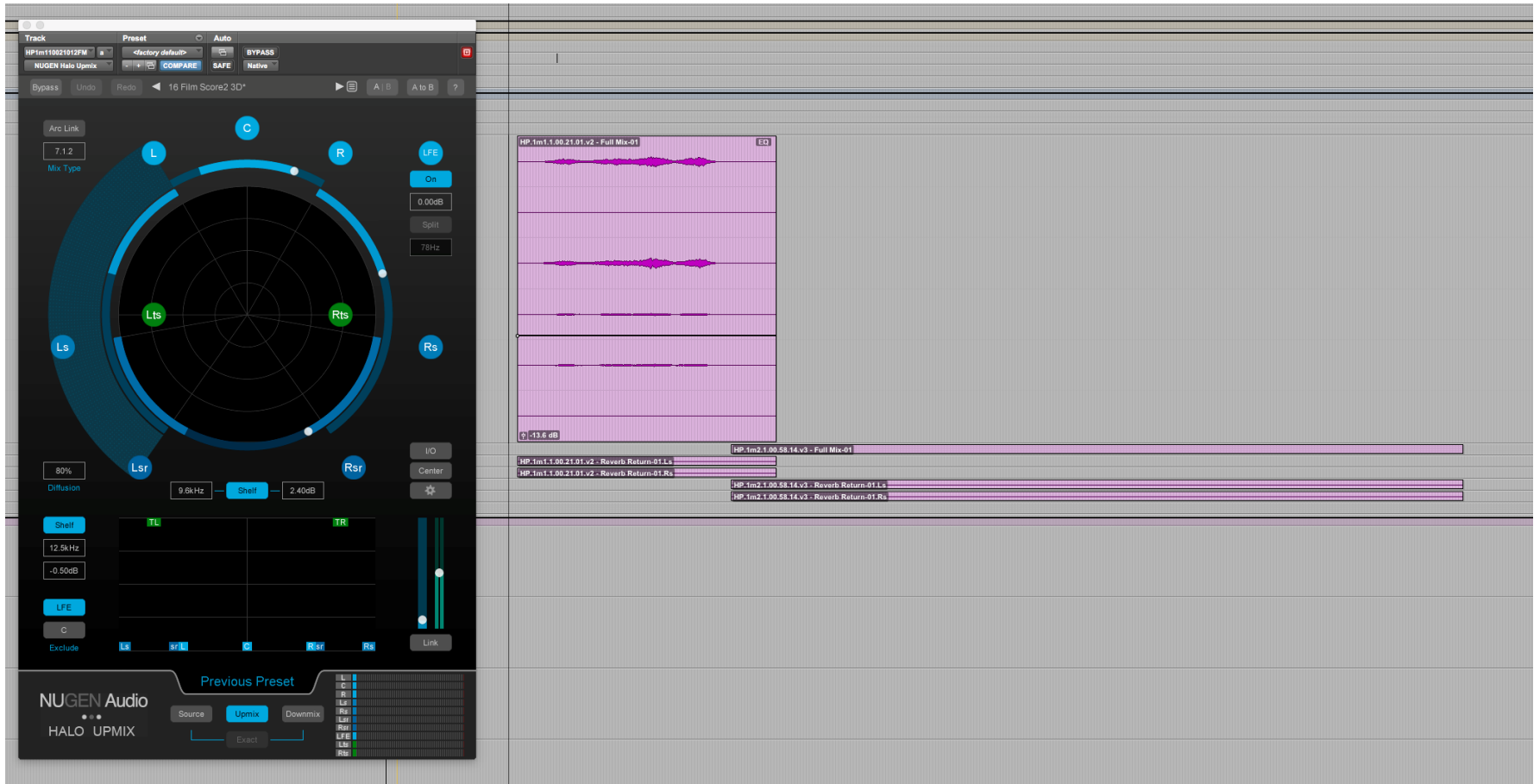
## EFFECTS: Backgrounds, Ambience



# MUSIC: As Score, As Object



# MUSIC: As Score, As Object



# MUSIC: As Score, As Object



FUTURE  
B2B

DOLBY ATMOS®

MIX  
PROFESSIONAL AUDIO AND MUSIC PRODUCTION

# MUSIC: As Score, As Object

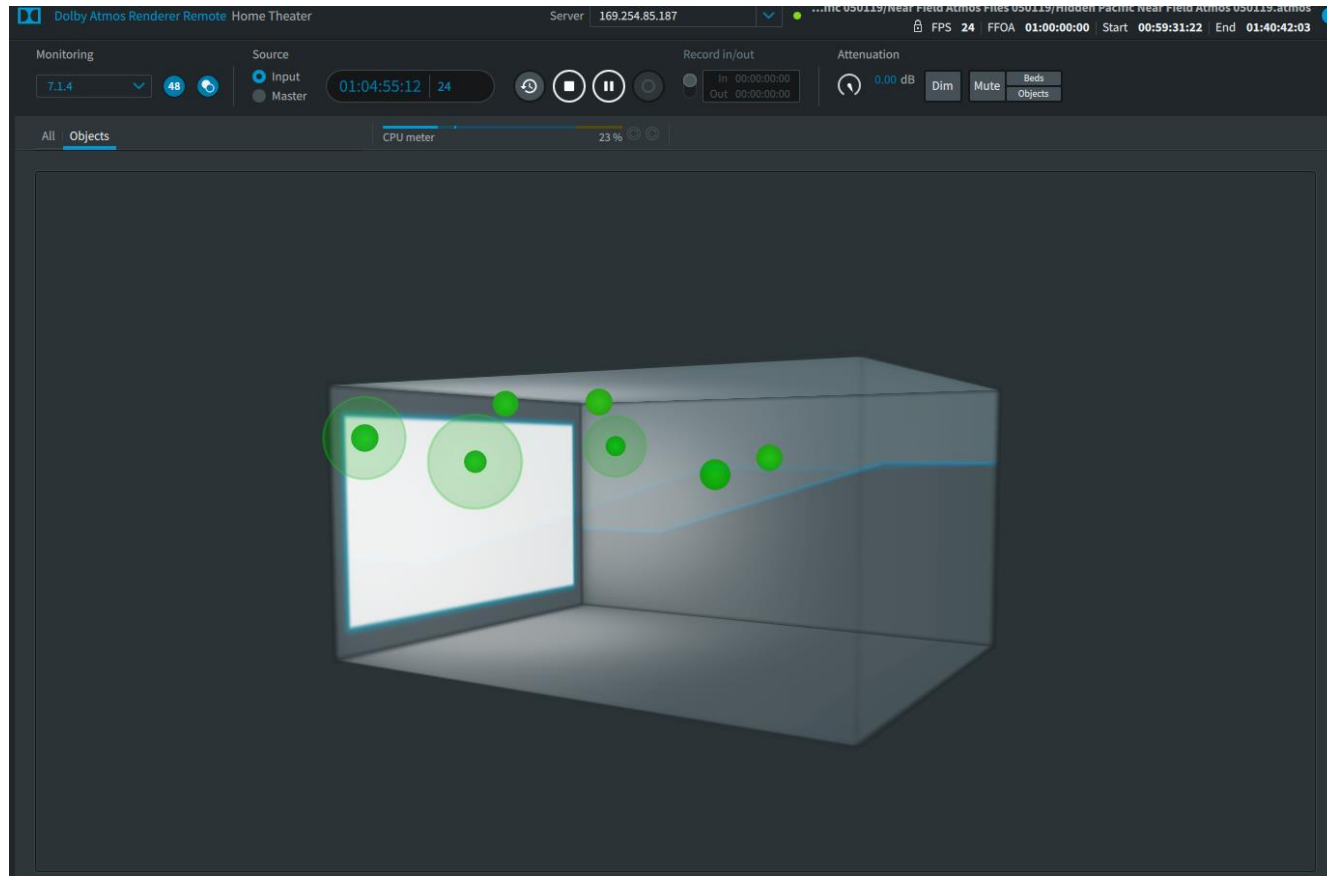


FUTURE  
B2B

DOLBY ATMOS®

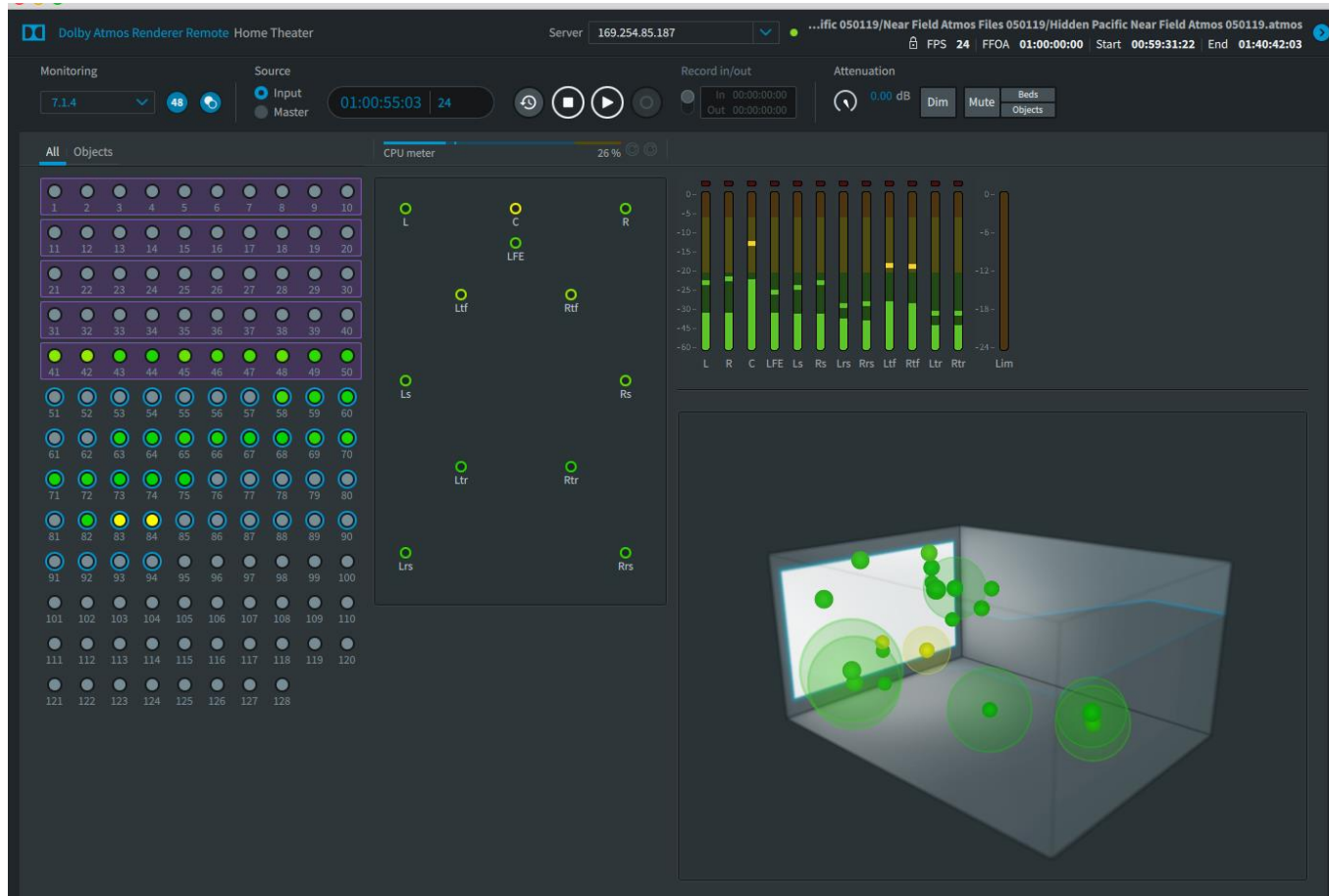
MIX  
PROFESSIONAL AUDIO AND MUSIC PRODUCTION

# FINAL MIX: The Full Render





# FINAL MIX: The Full Render



# FINAL MIX: Making Custom Renders

Properties

Name

Layout  ▾

Group name

Full Mix
All Beds
All Objects
Custom

These groups are available when Custom is selected

- ☒ Music
- ☒ SFX
- ☒ Nat
- ☐ Group Dial
- ☐ Narration
- ☐ Interview

	Live 7.1 re-render 7.1	Live 5.1 re-render 5.1	Live 2.0 re-render 2.0	Offline 7.1 7.1 Music	Offline 7.1 7.1 sfx	Offline 2.0 2.0 MDE	Offline 5.1 5.1 m and e
	Full Mix	Full Mix	Full Mix	Music	SFX	Group Dial, Interview, M...	Music, Nat, SFX
	Properties	Properties	Properties	Properties	Properties	Properties	Properties
Map to live re-renders							
30	7.1						
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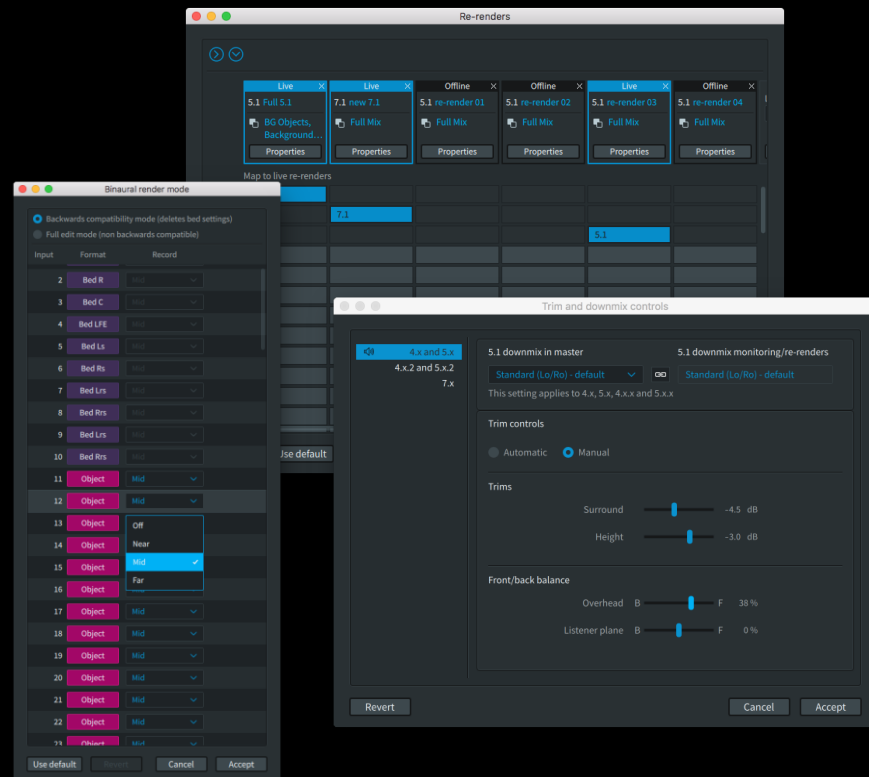
# MASTERING: Just Do It Once



## MASTER ONCE, OPTIMIZE EVERYWHERE

Streamline the creation of other standard deliverables

- Re-render to channel-based formats (7.1, 5.1, stereo, etc.)
- Control the fold-down trims of your mix for accurate translations to legacy channel-based mixes
- Customize the binaural render with advanced metadata controls



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# DELIVERABLES: All-New Workflows

## NEW DELIVERY WORKFLOWS

Upcoming support for IMF Packaging of Dolby Atmos Content

IAB – Immersive Audio Bitstream

Support in Dolby Tools

Support in 3<sup>rd</sup> Party Packaging Tools

CONFIDENTIAL



colorfront

ROHDE & SCHWARZ

MARQUISE  
TECHNOLOGIES



DOLBY ATMOS

MIX  
PROFESSIONAL AUDIO AND MUSIC PRODUCTION

# Question & Answer



Cheryl Ottenritter  
Sound Designer/Mixer  
Ott House Audio



Jeremy Guyre  
Engineer/Mixer  
Ott House Audio



Tom McAndrew  
Senior Technical  
Manager,  
Content Relations  
Dolby



# Thank You!

Note: Dolby will be emailing the...

**Dolby Atmos Home Entertainment  
Studio Certification Guide Dolby**

... to all registered attendees

