

AES Los Angeles 2016

Saturday, October 1, 1:30 pm — 6:30 pm (Rm 408A)

Special Event: DTV Audio Group Forum at AES—The Changing Face of Television Audio: Objects, Immersivity, and Personalization

Moderator:

Roger Charlesworth, DTV Audio Group - New York, NY, USA

Presenters:

Thomas Brewer, Re-Recording Mixer - Sound Cove - Los Angeles, CA, USA; Deluxe - Hollywood, CA, USA

Florian Camerer, ORF - Austrian TV - Vienna, Austria; EBU - European Broadcasting Union

Tim Carroll, Dolby Laboratories - San Francisco, CA, USA

Pete Elia, Re-Recording Mixer, Technicolor at Paramount - Los Angeles, CA, USA

Michael Englehaupt, Chief Technology Officer, Graham Media Group

Stacey Foster, Saturday Night Live

Richard M. Friedel, Executive Vice President and General Manager, Fox Networks Engineering and Operations - Los Angeles, CA, USA

Tim Gedemer, Source Sound, Inc. - Woodland Hills, CA, USA

Jackie Green, Audio-Technica U.S., Inc. - Stow, OH, USA

Steve Harvey, Pro Sound News - Los Angeles, CA, USA; NewBay Media

Tom Marks, Re-Recording Mixer

Scott Norcross, Dolby Laboratories - San Francisco, CA, USA

Tom Ozanich, Re-Recording Mixer

Skip Pizzi, NAB - Washington DC, USA

Jeffrey Riedmiller, Dolby Laboratories - San Francisco, CA, USA

Sean Richardson, Starz Entertainment - Englewood CO, USA

Kevin Roache, Re-Recording Mixer

Tom Sahara, Turner Sports Vice President, Operations and Technology, Turner Sports - Atlanta, GA, USA

Steve Silva, Vice President of Technology and Strategy, Fox Networks - Los Angeles, CA, USA

Jim Starzynski, Director and Principal Audio Engineer, NBCUniversal - New York, NY, USA

Joel Susal, Dolby Laboratories - San Francisco, CA, USA

Nicolas Tsingos, Dolby Labs - San Francisco, CA, USA

Will Wolcott, Netflix Inc. - San Francisco, CA, USA; Netflix

Abstract:

The explosion in streamed-content delivery to fixed and mobile devices has accelerated the adoption of advanced audio services for television. These offer immersive sound, enhanced personalization, and improved bandwidth efficiency. Cinema-quality immersive soundtracks are now starting to show up on popular streaming platforms. At the same time, the VR craze is driving interest and innovation in personalization and virtualized surround sound on mobile devices.

How is Hollywood coping with streamlining object workflows for episodic production? What tools are being developed to manage the demands of both live and pre-produced content? While next-generation audio systems are becoming more widely deployed, a great deal of content is still being pushed through outdated format-and-dynamic-range-limited encoding workflows. How do we manage the loudness and consistency issues this creates? Can cinema-like television experiences coexist in the same content universe with cat videos and tornado alerts?

Discussion topics will include:

The Impact of VR and Gaming on Immersivity and Personalization in Television

VR is the ultimate personalized immersive experience. How will technologies and trends driven by VR re-calibrate our thinking about television sound? Viewer-driven object-audio-enabled surround experiences have stable and long-established workflows and production practices in gaming. Is it time for television content creators to look around at personalized entertainment platforms and take some lessons?

Object Audio Deliverables and Emerging Tools for Interchange and Content Management

As content creators ramp up the production of premium immersive audio content for online delivery, are scalable workflows in place to absorb and manage this content on the distributor side? We will explore the progress on universal interchange standards and practical mezzanine deliverables, and discuss future requirements for versioning and editing for re-exploitation.

The challenges of Loudness Management in Multi-Platform Streamed-Content Delivery

As the center of gravity for television viewing shifts to an online experience, are the best practices for loudness, dynamic range and format management in danger of being lost along the way? Can a line still be drawn between fixed and mobile or desktop streaming? How do content preparation and audio encoding processes need to catch up? Our panelists will discuss the challenges of bring the same commitment to consistency and quality from network linear television to the online experience.

Atmos Mixing for Episodic Television

This fall, post-production of premium episodic content in advanced surround is in full swing. With dubbing stages all over Hollywood filling up with Atmos productions, how are mix teams adapting cinema audio production values to television budgets and timelines.

Wireless Spectrum Update

With the first forward-auction round completed, how is the future UHF spectrum picture shaping up? Initial clearing targets would make UHF microphone operation virtually impossible in many areas. Wherever we end up, things are going to get a lot more crowded. We will indulge in some speculation on the final band plan and examine the limited relocation options.

Presenters and Panelists Include:

Tim Carroll, Senior Director, Office of the CTO, Dolby Laboratories

Roger Charlesworth, Executive Director, DTV Audio Group

Michael Englehaupt, Vice President and Chief Technology Officer, Graham Media Group

Stacey Foster, President Production Services, Broadway Video, Coordinating Producer, Saturday

Night Live, Technical Consultant, Tonight Show with Jimmy Fallon

Richard Friedel, Executive Vice President and General Manager, Fox Networks Engineering and

Operations

Jackie Green, Vice President R&D and Engineering, Audio-Technica

Steve Harvey, West Coast Editor, Pro Sound News

Scott Norcross, Manager Sound Platform Group, Office of the CTO, Dolby Laboratories

Skip Pizzi, Senior Director, Media Technology, National Association of Broadcasters

Jeffery Riedmiller, Senior Director, Sound Group, Office of the CTO, Dolby Laboratories

Sean Richardson, Executive Director and Principal Audio Engineer, Starz Entertainment

Tom Sahara, Vice President Operations and Engineering, Turner Sports, Chairman Sports Video

Group

Steve Silva, Consultant, Technology Strategy, Fox Networks Engineering and Operations

Jim Starzynski, Director and Principal Audio Engineer, NBC Universal, Chairman DTV Audio Group

Joel Susal, Director, Virtual and Augmented Reality at Dolby Laboratories

Will Wolcott, Senior Audio Developer, Netflix

The DTV Audio Group Forum at AES is produced in association with the Sports Video Group and is sponsored by: **Calrec, DAD, Dale Pro Audio, Dolby Laboratories, JBL, Lawo, Linear Acoustic, Sanken, Studer**

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