

University of Rome Tor Vergata
Master in Sonic Arts
Online English version



Webinars

The Mixing Immersive audio

25-26th November 2022

16.00 CET

Presenter:
Prof. Franco Fraccastoro
Steinberg product specialist

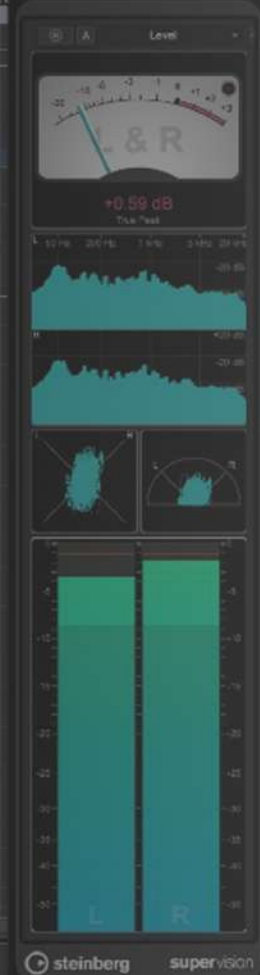


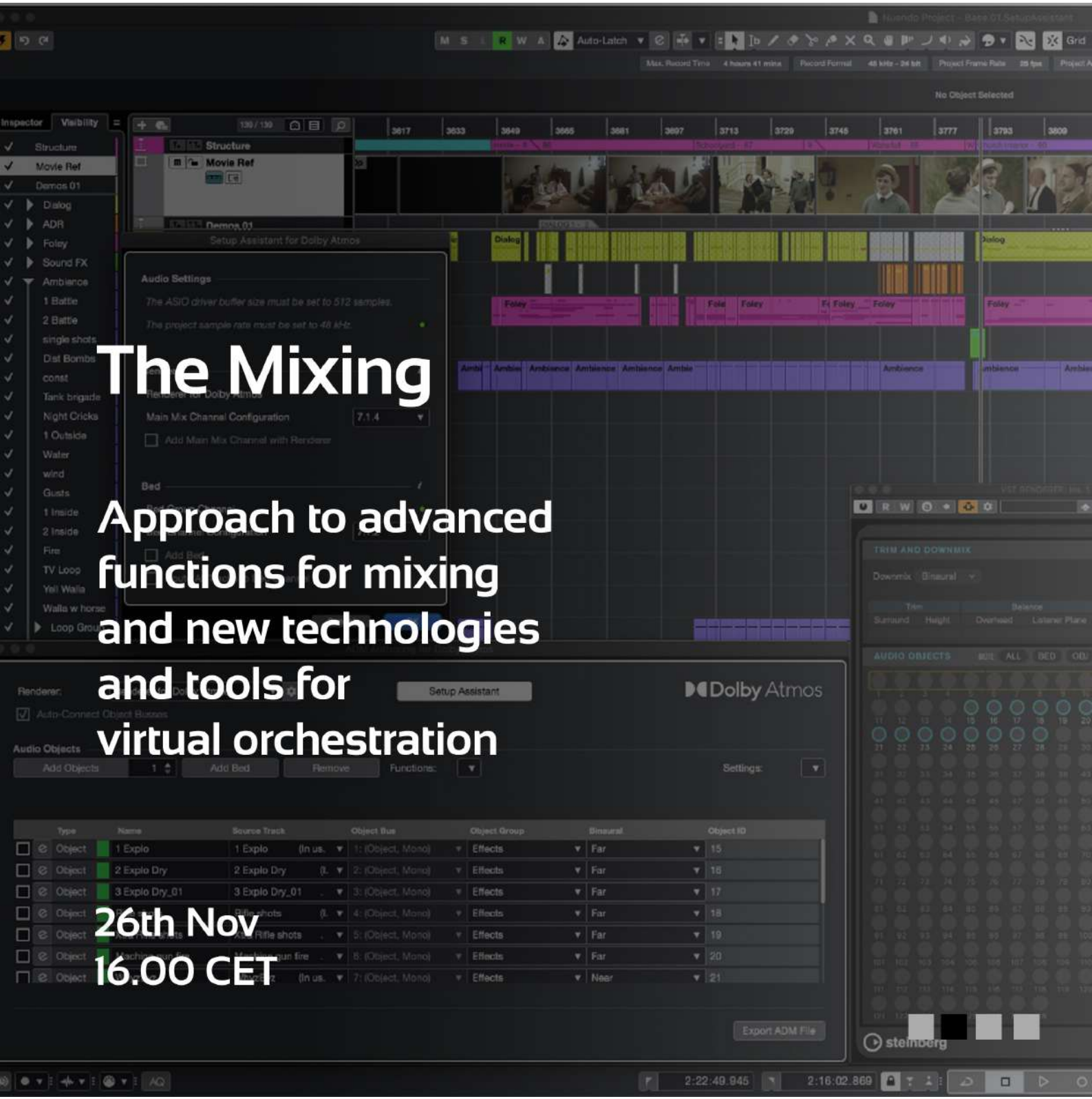
Immersive audio:

Fundamentals of programming
for Dolby Atmos, Binaural and
Ambisonic formats

Virtual reality and modification
of the perception of sound
sources with the use of HMD

25th No
16.00 CET





The Mixing

Approach to advanced functions for mixing and new technologies and tools for virtual orchestration

26th Nov
16.00 CET

Type	Name	Source Track	Object Bus	Object Group	Binaural	Object ID
Object	1 Explo	1 Explo	(In us. 1: (Object, Mono)	Effects	Far	15
Object	2 Explo Dry	2 Explo Dry	(. 2: (Object, Mono)	Effects	Far	16
Object	3 Explo Dry_01	3 Explo Dry_01	. 3: (Object, Mono)	Effects	Far	17
Object	Rifle shots	(. 4: (Object, Mono)	Effects	Far	18	
Object	Assault Rifle shots	. 5: (Object, Mono)	Effects	Far	19	
Object	Machine gun fire	. 6: (Object, Mono)	Effects	Far	20	
Object	Handgun fire	(In us. 7: (Object, Mono)	Effects	Near	21	

Export ADM File

TRIM AND DOWNMIX

Downmix: Binaural

Trim: Surround, Height, Overhead, Lateral Plane

AUDIO OBJECTS

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

steinberg

2:22:49.945 2:16:02.869

Advanced softwares:

Cubase - Nuendo

In Collaboration with

