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SMPTE **Motion** **Imaging** **Journal**

Covering emerging technologies
in film, broadcast, and
the connected media ecosystem



AUDIO

Inside...

- ▶ The Future of Audio Post-Production Using Virtual 3D Scenes
- ▶ Scene-Based Audio Implemented with Higher Order Ambisonics
- ▶ Recipes for Creating and Delivering Next-Generation Broadcast Audio
- ▶ Understanding the Diverse Needs of Subtitle Users in a Rapidly Evolving Media Landscape
- ▶ Digital Television Backward Compatibility Based on Mixed Simulcast Using Independent Scalable Video Coding

Exclusive Articles Online

- ▶ Monitoring and Authoring 3D Immersive Next-Generation Audio Formats
- ▶ Object-Based Audio for Live TV Production