



July 2017

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

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

## **AUDIO**

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- ▶ Loudspeaker Requirements in Object-Based Cinema
- ▶ Building the World's Most Complex TV Network: A Test Bed for Broadcasting Immersive and Interactive Audio
- ▶ Audio for Television—How AES67 and Uncompressed 2022/2110/TR03 Video Fit Together
- ▶ High Frame Rates and the Visibility of Motion Artifacts
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