Ohio
February 2019

The Section meeting on 21 February, held at the WBNS Digital Television plant in Columbus, was combined with the local Society of Broadcast Engineers Chapter 52. Forty members and guests were in attendance to hear guest speaker, Terry Douds, engineering operations supervisor for the public broadcasting TV station in Athens, OH, WOUB-TV. Douds, who also teaches classes in audio production at Ohio University, represents Public Broadcasting Service (PBS) on the S34-2, the audio subcommittee for the ATSC 3.0 next-generation broadcasting television standard, which considered and finally selected two immersive audio broadcasting standards from the various candidate standards submitted from firms around the world.

(L–R) Jason Knapp, WBNS TV Engineering; Terry Douds, Ohio University/WOUB-TV; and Gene Batey, Ohio Section-Secretary/Treasurer.

Douds began his presentation by defining the term *immersive audio* and going over the many audio object isolation enhancements made possible with several new technologies such as Dolby Atmos and MPEG-H. That includes a ceiling-surround-speakers-type layout called *7.1 plus virtual 4* and results in a unique sound objects isolation environment for the audio observer, as never before. He mentioned that past legacy audio broadcasting systems essentially just distributed general audio channels with limited sound fields of perception for the listener. For future legacy TV set viewers/listeners receiving the new immersive audio broadcasts with just a reduced number of speakers, etc., they too can experience a significant benefit due to the backward compatible features of Dolby Atmos and MPEG-H technologies. He went on to outline some of the various activities involved in the committee's audio standards work, which led to the final selections from the U.S. and around the world. For the U.S., the final selection eventually went to Dolby Atmos, and, for the rest of the world, it went to MPEG-H. He emphasized how these audio subcommittee selections went forward only after prudent and detailed considerations were made involving frank and, in some instances, very intense discussions between all of the interested parties.

Douds also pointed out how the corresponding next-generation ATSC 3.0 television receiving sets' tuners will be able to pass through both types of immersive audio standards signals, Dolby Atmos, and MPEG-H, depending on the country or market locality in which the receiving TV set viewer/listener is located.

A lively Q&A session followed Doud's very interesting and well-received presentation.

—Gene Batey
Secretary/Treasurer

Washington, D.C.
February 2019

Washington, D.C., Section members and their guests received grounding in putting the public cloud to use in the Section's second 2019 meeting, which took place in this

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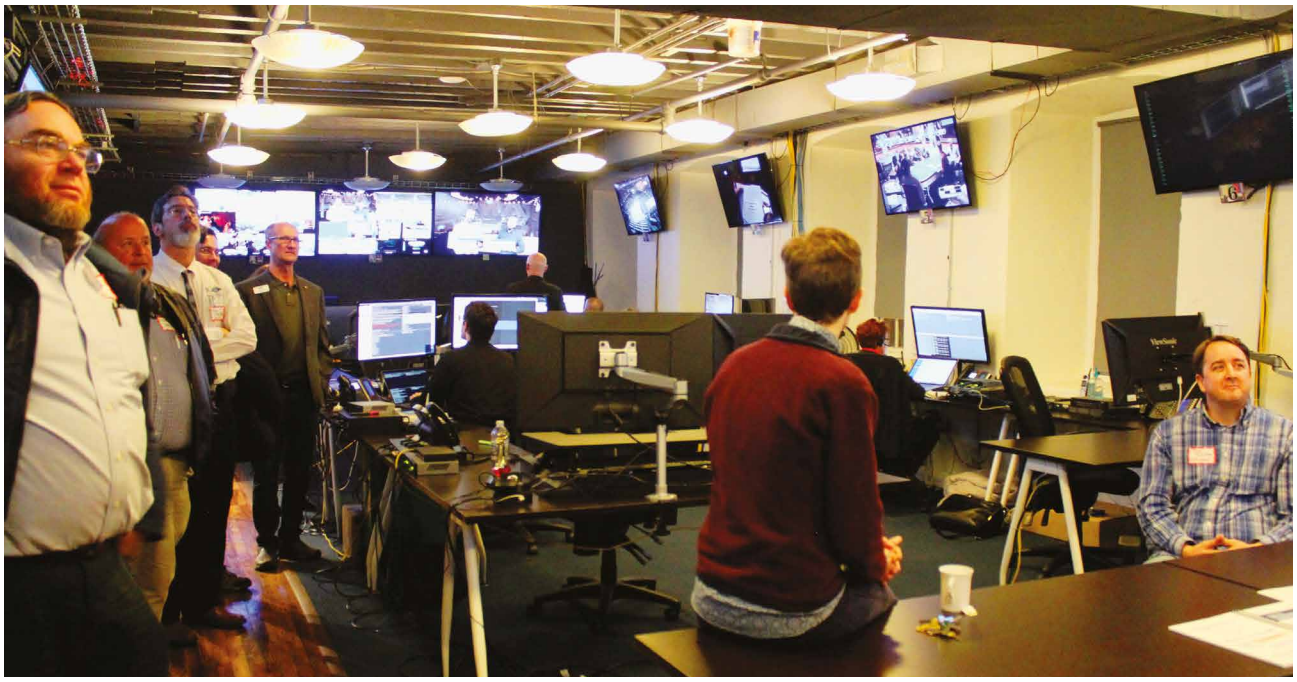


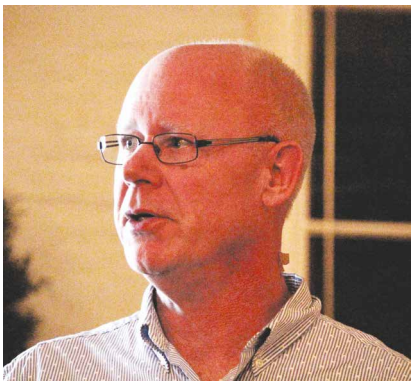
LTN Global's network operation center.

small community located between Washington and Baltimore. The setting was an old textile mill that was converted into a boutique shopping. It also serves as home to LTN Global Communications, a cloud facilitator for broadcast applications and one of the hosts of the 21 February meeting.

The program, "Sinclair's Kids-Click: A Cloud-Based, Multiplatform National Program Block," featured speakers from LTN, the Sinclair Broadcast Group, and Imagine Communications, who examined a recent cloud-use case in which a new 3-hr daily Sinclair children's diginet offering is making use of Microsoft's Azure cloud service in distribution of the content to television stations.

The evening's activities began with refreshments and a time for socializing and networking among the nearly 70 attendees. The formal proceedings of the evening began with Section Chair Tom Hackett conducting a short business meeting, and then the proceedings were turned over to the Section's Program Chair, Megan Wagoner, who introduced the first of the Evening's Speakers,

Jonathan Stanton.



Don Roberts.

Don Roberts, Sinclair's senior director of television systems.

Roberts enumerated the reasons for his company's move to cloud playout technology and third-party content distribution for the launch of the new 3-hr daily children's animated cartoon programming block and shared many lessons learned in connection with the broadcasting group's first large-scale venture into this new business and workflow model. Cassidy Phillips, an enterprise solutions architect for Imagine Communications, was next on the program and provided an overview of his company's involvement in the project, as well as a look at Imagine's software-based Versio playout platform that is designed for virtualized environments.

The final presenter of the evening, Jonathan Stanton, LTN Global's vice president of technology, described his company's part in Sinclair's cloud-based playout initiative—taking the Internet Protocol (IP) stream from the Azure cloud, delivering it to television stations that air the feed, as well as converting the IP packets to conventional serial digital interface signal format. A tour of the LTN Global network operations center followed the formal presentations.

Cassidy Phillips.

—James E. O'Neal
Section Manager