

# INTERNATIONAL STANDARD

ISO/IEC  
23008-3

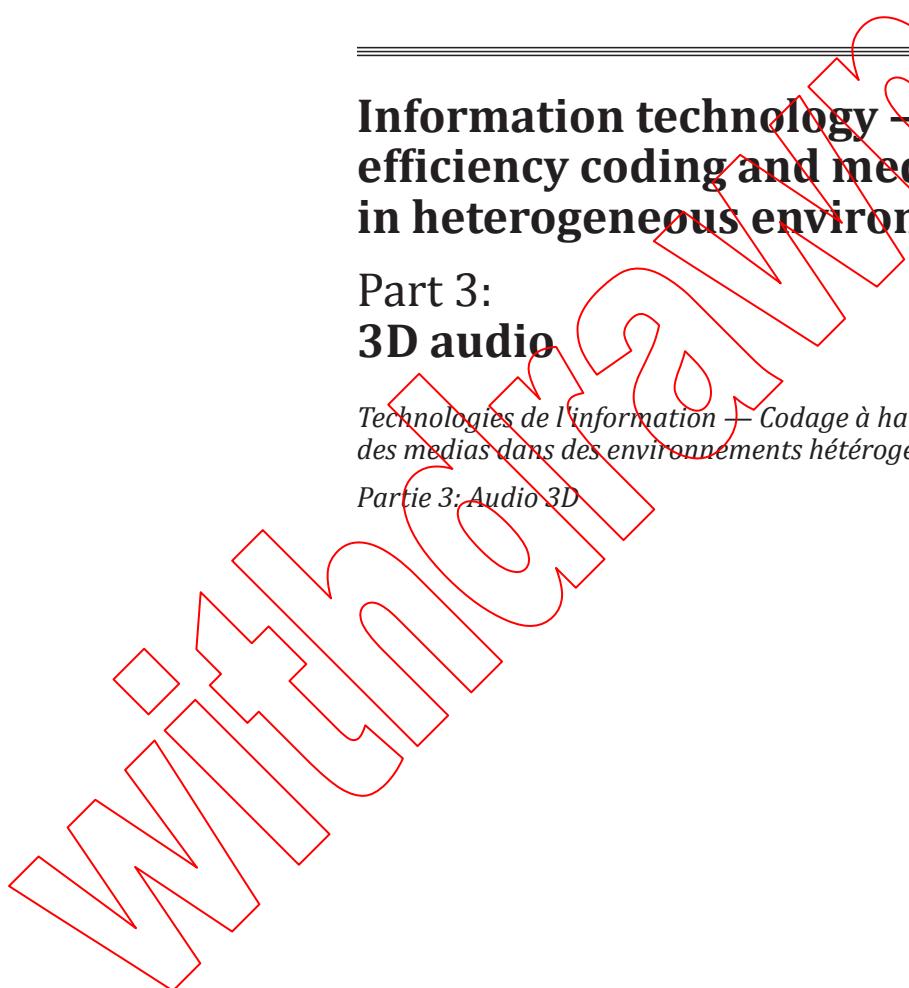
Second edition  
2019-02

## Information technology — High efficiency coding and media delivery in heterogeneous environments —

### Part 3: 3D audio

*Technologies de l'information — Codage à haute efficacité et livraison des médias dans des environnements hétérogènes —*

*Partie 3: Audio 3D*



Reference number  
ISO/IEC 23008-3:2019(E)

© ISO/IEC 2019

Withdrawn



## COPYRIGHT PROTECTED DOCUMENT

© ISO/IEC 2019

All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office  
CP 401 • Ch. de Blandonnet 8  
CH-1214 Vernier, Geneva  
Phone: +41 22 749 01 11  
Fax: +41 22 749 09 47  
Email: [copyright@iso.org](mailto:copyright@iso.org)  
Website: [www.iso.org](http://www.iso.org)

Published in Switzerland

# Contents

	Page
<b>Foreword .....</b>	<b>x</b>
<b>Introduction.....</b>	<b>xii</b>
<b>1 Scope .....</b>	<b>1</b>
<b>2 Normative references.....</b>	<b>1</b>
<b>3 Terms, definitions, symbols, abbreviations and mnemonics.....</b>	<b>2</b>
<b>3.1 Terms, definitions, symbols and abbreviated terms .....</b>	<b>2</b>
<b>3.2 Mnemonics.....</b>	<b>2</b>
<b>4 Technical overview .....</b>	<b>2</b>
<b>4.1 Decoder block diagram .....</b>	<b>2</b>
<b>4.2 Overview over the codec building blocks.....</b>	<b>3</b>
<b>4.3 Efficient combination of decoder processing blocks in the time domain and QMF domain .....</b>	<b>6</b>
<b>4.4 Rule set for determining processing domains .....</b>	<b>9</b>
<b>4.4.1 Audio core codec processing domain .....</b>	<b>9</b>
<b>4.4.2 Mixing .....</b>	<b>9</b>
<b>4.4.3 DRC-1 Operation domains (DRC in rendering context).....</b>	<b>10</b>
<b>4.4.4 Audio core codec interface domain to rendering .....</b>	<b>10</b>
<b>4.4.5 Rendering context .....</b>	<b>10</b>
<b>4.4.6 Post-processing context .....</b>	<b>10</b>
<b>4.4.7 End-of-chain context .....</b>	<b>11</b>
<b>4.5 Sample rate converter .....</b>	<b>11</b>
<b>4.6 Decoder delay .....</b>	<b>11</b>
<b>4.7 Contribution mode of MPEG-H 3D audio .....</b>	<b>12</b>
<b>4.8 MPEG-H 3D audio profiles and levels .....</b>	<b>12</b>
<b>4.8.1 General.....</b>	<b>12</b>
<b>4.8.2 Profiles.....</b>	<b>12</b>
<b>5 MPEG-H 3D audio core decoder .....</b>	<b>22</b>
<b>5.1 Definitions .....</b>	<b>22</b>
<b>5.1.1 Joint stereo .....</b>	<b>22</b>
<b>5.1.2 MPEG surround based stereo (MPS 212) .....</b>	<b>22</b>
<b>5.2 Syntax.....</b>	<b>22</b>
<b>5.2.1 General.....</b>	<b>22</b>
<b>5.2.2 Decoder configuration .....</b>	<b>23</b>
<b>5.2.3 MPEG-H 3D audio core bitstream payloads .....</b>	<b>41</b>
<b>5.3 Data structure.....</b>	<b>60</b>
<b>5.3.1 General.....</b>	<b>60</b>
<b>5.3.2 General configuration data elements .....</b>	<b>61</b>
<b>5.3.3 Loudspeaker configuration data elements .....</b>	<b>63</b>
<b>5.3.4 Core decoder configuration data elements .....</b>	<b>65</b>
<b>5.3.5 Downmix matrix data elements.....</b>	<b>69</b>
<b>5.3.6 HOA rendering matrix data elements .....</b>	<b>72</b>
<b>5.3.7 Signal group information elements .....</b>	<b>74</b>
<b>5.3.8 Low frequency enhancement (LFE) channel element, mpegh3daLfeElement() .....</b>	<b>75</b>
<b>5.4 Configuration element descriptions.....</b>	<b>75</b>
<b>5.4.1 General.....</b>	<b>75</b>
<b>5.4.2 Downmix configuration .....</b>	<b>76</b>
<b>5.4.3 HOA rendering matrix configuration .....</b>	<b>81</b>
<b>5.5 Tool descriptions.....</b>	<b>86</b>
<b>5.5.1 General.....</b>	<b>86</b>
<b>5.5.2 Quad channel element.....</b>	<b>86</b>
<b>5.5.3 Transform splitting .....</b>	<b>88</b>

5.5.4	MPEG surround for mono to stereo upmixing.....	95
5.5.5	Enhanced noise filling .....	97
5.5.6	Audio pre-roll .....	121
5.5.7	Fullband LPD.....	124
5.5.8	Time-domain bandwidth extension.....	135
5.5.9	LPD stereo coding.....	148
5.5.10	Multichannel coding tool.....	155
5.5.11	Filterbank and block switching.....	166
5.5.12	Frequency domain prediction.....	166
5.5.13	Long-term postfilter .....	169
5.5.14	Tonal component coding.....	175
5.5.15	Internal channel on MPS212 for low complexity format conversion.....	184
5.5.16	High resolution envelope processing (HREP) tool.....	196
5.6	Buffer requirements.....	202
5.6.1	Minimum decoder input buffer.....	202
5.6.2	Bit reservoir .....	203
5.6.3	Maximum bit rate .....	203
5.7	Stream access point requirements and inter-frame dependency .....	203
6	Dynamic range control and loudness processing .....	205
6.1	General .....	205
6.2	Description.....	205
6.3	Syntax .....	205
6.3.1	Loudness metadata.....	205
6.3.2	Dynamic range control metadata.....	205
6.3.3	Data elements .....	206
6.4	Decoding process .....	207
6.4.1	General .....	207
6.4.2	Dynamic range control .....	209
6.4.3	Usage of downmixId in MPEG-H .....	209
6.4.4	DRC set selection process .....	210
6.4.5	DRC-1 for SAOC 3D Content .....	212
6.4.6	DRC-1 for HOA content .....	212
6.4.7	Loudness normalization .....	214
6.4.8	Peak limiter .....	214
6.4.9	Time-synchronization of DRC gains .....	214
6.4.10	Default parameters .....	214
7	Object metadata decoding.....	215
7.1	General .....	215
7.2	Description.....	215
7.3	Syntax .....	216
7.3.1	Object metadata configuration.....	216
7.3.2	Top level object metadata syntax .....	217
7.3.3	Subsidiary payloads for efficient object metadata decoding.....	218
7.3.4	Subsidiary payloads for object metadata decoding with low delay .....	222
7.3.5	Enhanced object metadata configuration.....	227
7.4	Data structure .....	230
7.4.1	Definition of ObjectMetadataConfig() payloads .....	230
7.4.2	Efficient object metadata decoding.....	230
7.4.3	Object metadata decoding with low delay .....	239
7.4.4	Enhanced object metadata .....	244
8	Object rendering.....	247
8.1	Description.....	247
8.2	Terms and definitions .....	247
8.3	Input data .....	248
8.4	Processing .....	249
8.4.1	General remark .....	249
8.4.2	Imaginary loudspeakers .....	249
8.4.3	Dividing the loudspeaker setup into a triangle mesh .....	250

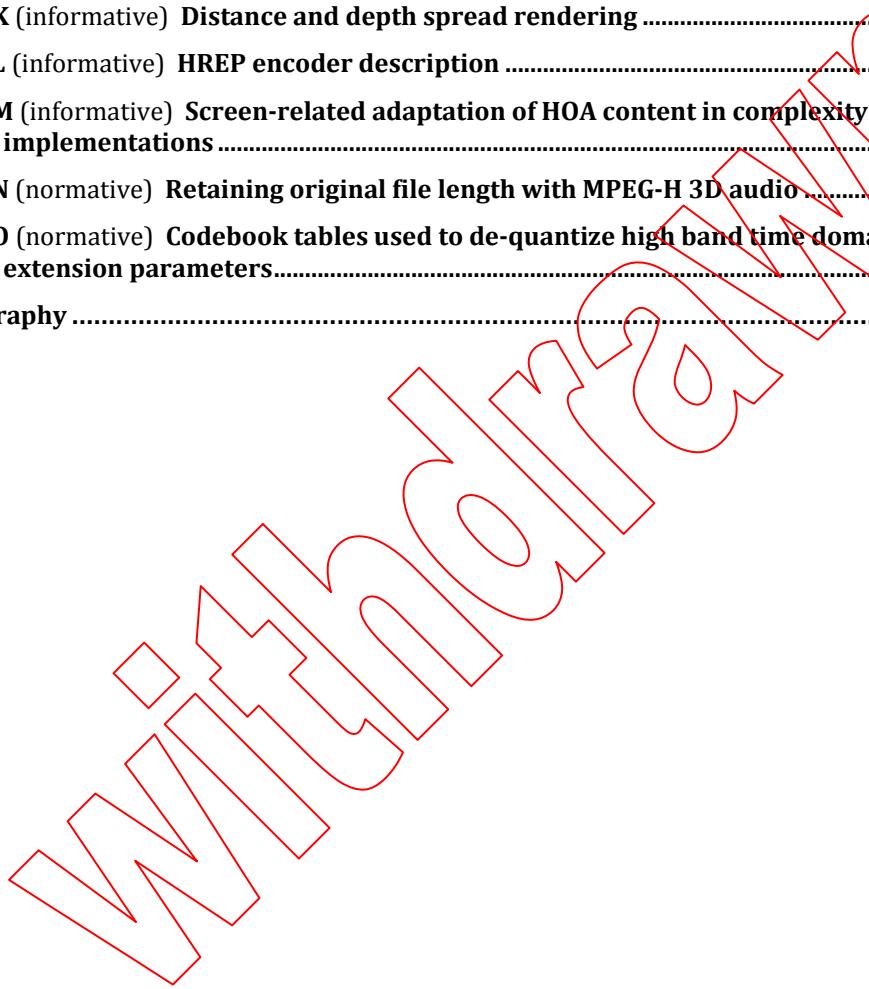
8.4.4	Rendering algorithm .....	252
9	SAOC 3D .....	256
9.1	Description .....	256
9.2	Definitions .....	256
9.3	Delay and synchronization .....	258
9.4	Syntax.....	258
9.4.1	Payloads for SAOC 3D .....	258
9.4.2	Definition of SAOC 3D payloads .....	262
9.5	SAOC 3D processing.....	264
9.5.1	Compressed data stream decoding and dequantization of SAOC 3D data .....	264
9.5.2	Time/frequency transforms .....	264
9.5.3	Signals and parameters.....	264
9.5.4	SAOC 3D decoding .....	266
9.5.5	Dual mode.....	271
10	Generic loudspeaker rendering/format conversion .....	272
10.1	Description .....	272
10.2	Definitions .....	273
10.2.1	General remarks.....	273
10.2.2	Variable definitions.....	273
10.3	Processing.....	274
10.3.1	Application of transmitted downmix matrices .....	274
10.3.2	Application of transmitted equalizer settings .....	278
10.3.3	Downmix processing involving multiple channel groups .....	278
10.3.4	Initialization of the format converter.....	279
10.3.5	Audio signal processing .....	294
11	Immersive loudspeaker rendering/format conversion .....	299
11.1	Description .....	299
11.2	Syntax.....	301
11.3	Definitions .....	301
11.3.1	General remarks.....	301
11.3.2	Variable definitions.....	302
11.4	Processing.....	303
11.4.1	Initialization of the format converter.....	303
11.4.2	Audio signal processing .....	343
12	Higher order ambisonics (HOA) .....	350
12.1	Technical overview .....	350
12.1.1	Block diagram.....	350
12.1.2	Overview of the decoder tools .....	351
12.2	Syntax.....	353
12.2.1	Configuration of HOA elements .....	353
12.2.2	Payloads of HOA elements .....	356
12.3	Data structure.....	368
12.3.1	Definitions of HOA Config .....	368
12.3.2	Syntax of getSubbandBandwidths() .....	373
12.3.3	Definitions of HOA payload .....	373
12.4	HOA tool description .....	381
12.4.1	HOA frame converter .....	381
12.4.2	Spatial HOA decoding .....	398
12.4.3	HOA renderer .....	428
12.4.4	Layered coding for HOA .....	436
13	Binaural renderer .....	439
13.1	General.....	439
13.2	Frequency-domain binaural renderer .....	439
13.2.1	General.....	439
13.2.2	Definitions .....	441
13.2.3	Parameterization of binaural room impulse responses.....	445
13.2.4	Frequency-domain binaural processing .....	457

13.3	Time-domain binaural renderer .....	464
13.3.1	General .....	464
13.3.2	Definitions .....	465
13.3.3	Parameterization of binaural room impulse responses .....	467
13.3.4	Time-domain binaural processing .....	471
14	MPEG-H 3D audio stream (MHAS) .....	472
14.1	Overview .....	472
14.2	Syntax .....	472
14.2.1	Main MHAS syntax elements .....	472
14.2.2	Subsidiary MHAS syntax elements .....	474
14.3	Semantics .....	475
14.3.1	mpeghAudioStreamPacket() .....	475
14.3.2	MHASPacketPayload() .....	475
14.3.3	Subsidiary MHAS packets .....	477
14.4	Description of MHASPacketTypes .....	477
14.4.1	PACTYP_FILLDATA .....	477
14.4.2	PACTYP_MPEGH3DACFG .....	477
14.4.3	PACTYP_MPEGH3DAFRAME .....	477
14.4.4	PACTYP_SYNC .....	478
14.4.5	PACTYP_SYNCGAP .....	478
14.4.6	PACTYP_MARKER .....	478
14.4.7	PACTYP_CRC16 and PACTYP_CRC32 .....	479
14.4.8	PACTYP_DESCRIPTOR .....	479
14.4.9	PACTYP_USERINTERACTION .....	479
14.4.10	PACTYPLOUDNESS_DRC .....	479
14.4.11	PACTYP_BUFFERINFO .....	479
14.4.12	PACTYP_GLOBAL_CRC16 and PACTYP_GLOBAL_CRC32 .....	480
14.4.13	PACTYP_AUDIOTRUNCATION .....	480
14.4.14	PACTYP_AUDIOSCENEINFO .....	481
14.5	Application examples .....	481
14.5.1	Light-weighted broadcast .....	481
14.5.2	MPEG-2 transport stream .....	482
14.5.3	CRC error detection .....	482
14.5.4	Audio sample truncation .....	483
14.6	Multi-stream delivery and interface .....	483
14.7	Carriage of generic data .....	486
14.7.1	Syntax .....	486
14.7.2	Semantics .....	487
14.7.3	Processing at the MPEG-H 3D audio decoder .....	487
15	Metadata audio elements (MAE) .....	488
15.1	General .....	488
15.2	Syntax .....	489
15.3	Semantics .....	496
15.4	Definition of mae_metaDataElementIDs .....	509
15.5	Loudness compensation after gain interactivity .....	510
16	Loudspeaker distance compensation .....	512
17	Interfaces to the MPEG-H 3D audio decoder .....	513
17.1	General .....	513
17.2	Interface for local setup information .....	513
17.2.1	General .....	513
17.2.2	WIRE output .....	513
17.2.3	Syntax for local setup information .....	514
17.2.4	Semantics for local setup information .....	514
17.3	Interface for local loudspeaker setup and rendering .....	514
17.3.1	General .....	514
17.3.2	Syntax for local loudspeaker signalling .....	515
17.3.3	Semantics for local loudspeaker signalling .....	516

17.4	Interface for binaural room impulse responses (BRIRs) .....	517
17.4.1	General.....	517
17.4.2	Syntax of binaural renderer interface.....	517
17.4.3	Semantics.....	521
17.5	Interface for local screen size information .....	525
17.5.1	General.....	525
17.5.2	Syntax.....	525
17.5.3	Semantics.....	525
17.6	Interface for signaling of local zoom area .....	526
17.6.1	General.....	526
17.6.2	Syntax.....	526
17.6.3	Semantics.....	526
17.7	Interface for user interaction .....	527
17.7.1	General.....	527
17.7.2	Definition of user interaction categories .....	527
17.7.3	Definition of an interface for user interaction .....	527
17.7.4	Syntax of interaction interface .....	528
17.7.5	Semantics of interaction interface.....	529
17.8	Interface for loudness normalization and dynamic range control (DRC) .....	531
17.9	Interface for scene displacement data .....	532
17.9.1	General.....	532
17.9.2	Definition of an interface for scene-displacement data .....	532
17.9.3	Syntax of the scene displacement interface .....	533
17.9.4	Semantics of the scene displacement interface .....	533
17.10	Interfaces for channel-based, object-based, and HOA metadata and audio data .....	534
17.10.1	General.....	534
17.10.2	Expectations on external renderers.....	534
17.10.3	Object-based metadata and audio data (object output interface) .....	534
17.10.4	Channel-based metadata and audio data .....	540
17.10.5	HOA metadata and audio data .....	543
17.10.6	Audio PCM data.....	545
18	Application and processing of local setup information and interaction data and scene displacement data .....	546
18.1	Element metadata preprocessing.....	546
18.2	Interactivity limitations and restrictions.....	551
18.2.1	General information.....	551
18.2.2	WIRE interactivity .....	551
18.2.3	Position interactivity.....	552
18.2.4	Screen-related element remapping and object remapping for zooming.....	552
18.2.5	Closest loudspeaker playout.....	553
18.3	Screen-related element remapping.....	553
18.4	Screen-related adaptation and zooming for higher order ambisonics (HOA) .....	556
18.5	Object remapping for zooming .....	557
18.6	Determination of the closest loudspeaker .....	558
18.7	Determination of a list of loudspeakers for conditioned closest loudspeaker playback.....	559
18.8	Processing of scene displacement angles for channels and objects (CO) .....	561
18.9	Processing of scene displacement angles for scene-based content (HOA) .....	562
18.10	Determination of a reduced reproduction layout based on excluded sectors .....	564
18.11	Diffuseness rendering.....	565
19	MPEG-H 3D audio profile definition .....	566
20	Carriage of MPEG-H 3D audio in ISO base media file format.....	567
20.1	General.....	567
20.2	Random access and stream access .....	567
20.3	Overview of new box structures .....	567
20.4	MHA decoder configuration record .....	567
20.4.1	Definition .....	567
20.4.2	Syntax.....	568
20.4.3	Semantics .....	568

20.5	MPEG-H audio sample entry.....	568
20.5.1	Definition .....	568
20.5.2	Syntax.....	569
20.5.3	Semantics .....	569
20.6	MPEG-H audio MHAS sample entry .....	570
20.6.1	Definition .....	570
20.6.2	Syntax.....	571
20.7	MHA dynamic range control and loudness.....	571
20.7.1	Definition .....	571
20.7.2	Syntax.....	571
20.7.3	Semantics .....	573
20.8	MHA multi-stream signalling .....	573
20.8.1	Definition .....	573
20.8.2	Syntax.....	574
20.8.3	Semantics .....	574
20.9	Audio scene information .....	575
20.9.1	MHA group definition .....	575
20.9.2	MHA switch group definition .....	577
20.9.3	MHA group preset definition.....	578
20.9.4	MHA group description text label .....	579
20.9.5	MHA scene information .....	581
20.10	Track references.....	582
21	Sub-parameters for the MIME type 'Codecs' parameter.....	582
21.1	General.....	582
21.2	'Codecs' parameter for MPEG-H 3D audio .....	582
22	Timing considerations and decoder behaviour.....	582
23	Multi-stream handling.....	582
23.1	Restrictions on extension payloads.....	583
24	Low complexity generic loudspeaker rendering/format conversion .....	584
24.1	Description.....	584
24.2	Definitions.....	585
24.2.1	General remarks .....	585
24.2.2	Variable definitions .....	586
24.3	Processing .....	586
24.3.1	Application of transmitted downmix matrices .....	586
24.3.2	Application of transmitted equalizer settings.....	591
24.3.3	Downmix processing involving multiple channel groups.....	591
24.3.4	Initialization of the format converter .....	592
24.3.5	Audio signal processing.....	607
25	Low complexity immersive loudspeaker rendering/format conversion .....	610
25.1	Description.....	610
25.2	Syntax .....	611
25.3	Definitions.....	611
25.3.1	General remarks .....	611
25.3.2	Variable definitions .....	612
25.4	Processing .....	613
25.4.1	Initialization of the format converter .....	613
25.4.2	Audio signal processing.....	654
26	MPEG surround.....	657
26.1	Technical overview .....	657
26.2	Syntax and data structure .....	658
26.3	Tool description.....	658
Annex A (normative) Tables for arithmetic decoding of IGF information.....		659
Annex B (normative) SAOC 3D Decorrelator pre-mixing matrices .....		663

<b>Annex C</b> (informative) Encoder tools.....	669
<b>Annex D</b> (normative) Peak limiter for unguided clipping prevention.....	716
<b>Annex E</b> (normative) Compact template downmix matrices .....	717
<b>Annex F</b> (normative) HOA tables.....	718
<b>Annex G</b> (informative) Low complexity HOA rendering .....	759
<b>Annex H</b> (informative) Information on delay and complexity of time-domain binauralization .....	773
<b>Annex I</b> (informative) Determination of a rotation matrix for processing of scene displacement data.....	778
<b>Annex J</b> (informative) Decorrelation filtering for 'diffuseness' processing .....	779
<b>Annex K</b> (informative) Distance and depth spread rendering .....	780
<b>Annex L</b> (informative) HREP encoder description .....	782
<b>Annex M</b> (informative) Screen-related adaptation of HOA content in complexity constrained implementations .....	786
<b>Annex N</b> (normative) Retaining original file length with MPEG-H 3D audio.....	787
<b>Annex O</b> (normative) Codebook tables used to de-quantize high band time domain bandwidth extension parameters.....	789
<b>Bibliography</b> .....	798



## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see [www.iso.org/directives](http://www.iso.org/directives)).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see [www.iso.org/patents](http://www.iso.org/patents)).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see [www.iso.org/iso/foreword.html](http://www.iso.org/iso/foreword.html).

This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC 23008-3:2015), which has been technically revised. It also incorporates ISO/IEC 23008-3:2015/Amd.1:2016, ISO/IEC 23008-3:2015/Amd.2:2016, ISO/IEC 23008-3:2015/Amd.3:2017 and ISO/IEC 23008-3:2015/Amd.4:2016.

The main changes compared to the previous edition are as follows:

- unreadable equations have been corrected;
- profiles have been defined;
- transport of MPEG-H 3D audio in MPEG-4 ISO Base Media File Format has been defined;
- coding efficiency, especially for low bitrate coding modes, has been improved (for scene-based as well as for object-based and for multichannel-based content);
- descriptive metadata has been added;
- MHAS description has been updated;

- usage of MPEG-H 3D audio in broadcasting applications has been greatly improved;
- a tool for Advanced Loudness Control has been added;
- a layered coding mode for coding of scene-based content has been added;
- carriage of systems metadata has been defined.

A list of all parts in the ISO/IEC 23008 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at [www.iso.org/members.html](http://www.iso.org/members.html).



## Introduction

3D sound systems are able to realize a significantly enhanced sound experience relative to current widespread 5.1 channel audio programs and playback systems. These systems demand high quality audio coding and error-free transmission in order to keep the timbre, sound localization and sound envelopment of the original audio program. Presentation over headphones with suitable spatialization are also considered.

This document provides means for all scenarios where there is a need to compress a multi-channel audio program (e.g. 22.2 channel program) and to render it to the native target number of loudspeakers. In order to reach a wide market, a 3D audio program is able to be downmixed to a lower hierarchy of loudspeakers, for example 10.1 or 8.1 channels. In addition, all scenarios support a level of random access to facilitate broadcast break-in, and “trick modes” such as fast forward when playing from stored media.

This document focuses on applications such as audio for home theatres where the audio presentation is immersive, involving many loudspeakers (e.g. from 10 to more than 20) surrounding the listener and placed below, at and above ear-level. Moreover, applications as personal TV, TV for smartphones and multi-channel audio-only programs are envisioned. These require that 3D audio encoding/decoding systems are able to operate at low bitrates appropriate for efficient transmission over a cellular channel. At the same time, the sense of envelopment and accurate sonic localization even for systems having a tablet-sized visual displays with loudspeakers built into the device and headphone listening are maintained.

The International Organization for Standardization (ISO) and International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of patents. ISO and IEC take no position concerning the evidence, validity and scope of these patent rights.

The holders of these patent rights have assured ISO and IEC that they are willing to negotiate licences under reasonable and non-discriminatory terms and conditions with applicants throughout the world. In this respect, the statements of the holders of these patent rights are registered with ISO and IEC. Information may be obtained from:

Electronics and Telecommunications  
Research Institute (ETRI)

218 Gajeong-ro, Yuseong-gu, Daejeon, 34129, KOREA

Koninklijke Philips N.V.

High Tech Campus 5, 5656AE Eindhoven, THE NETHERLANDS

Thomson Licensing

Suite 303, 4 Research Way, Princeton, NJ 08540, USA

Wilus Inc.

48 Mabang-ro, Seocho-gu, Seoul, 137-894, KOREA

Fraunhofer Gesellschaft zur Foerderung  
der angewandten Forschung e.V.

Am Wolfsmantel 33, 90158 Erlangen, GERMANY

Qualcomm Incorporated

5775 Morehouse Drive, San Diego, CA 92021, USA

Dolby Laboratories Licensing Corporation 100 Potrero Avenue, San Francisco, CA 94103-4938, USA

Dolby International AB

999 Brannan Street, San Francisco, CA 94103-4938, USA

# Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 3: 3D audio

## 1 Scope

This document specifies technology that supports the efficient transmission of immersive audio signals and flexible rendering for the playback of immersive audio in a wide variety of listening scenarios. These include home theatre setups with 3D loudspeaker configurations, 22.2 loudspeaker systems, automotive entertainment systems and playback over headphones connected to a tablet or smartphone.

## 2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 13818-1, *Information technology — Generic coding of moving pictures and associated audio information — Part 1: Systems*

ISO/IEC 14496-3:2009, *Information technology — Coding of audio-visual objects — Part 3: Audio*

ISO/IEC 14496-11, *Information technology — Coding of audio-visual objects — Part 11: Scene description and application engine*

ISO/IEC 23001-8, *Information technology — MPEG systems technologies — Part 8: Coding-independent code-points<sup>1</sup>*

ISO/IEC 23003-1:2007, *Information technology — MPEG audio technologies — Part 1: MPEG Surround*

ISO/IEC 23003-2, *Information technology — MPEG audio technologies — Part 2: Spatial Audio Object Coding (SAOC)*

ISO/IEC 23003-3:2012, *Information technology — MPEG audio technologies — Part 3: Unified speech and audio coding*

ISO/IEC 23003-4:2015, *Information technology — MPEG audio technologies — Part 4: Dynamic range control*

IETF RFC 4122, July 2005, *A Universally Unique IDentifier (UUID) URN Namespace*

<sup>1</sup> ISO/IEC 23001-8 has been superseded by ISO/IEC 23091 (all parts).