

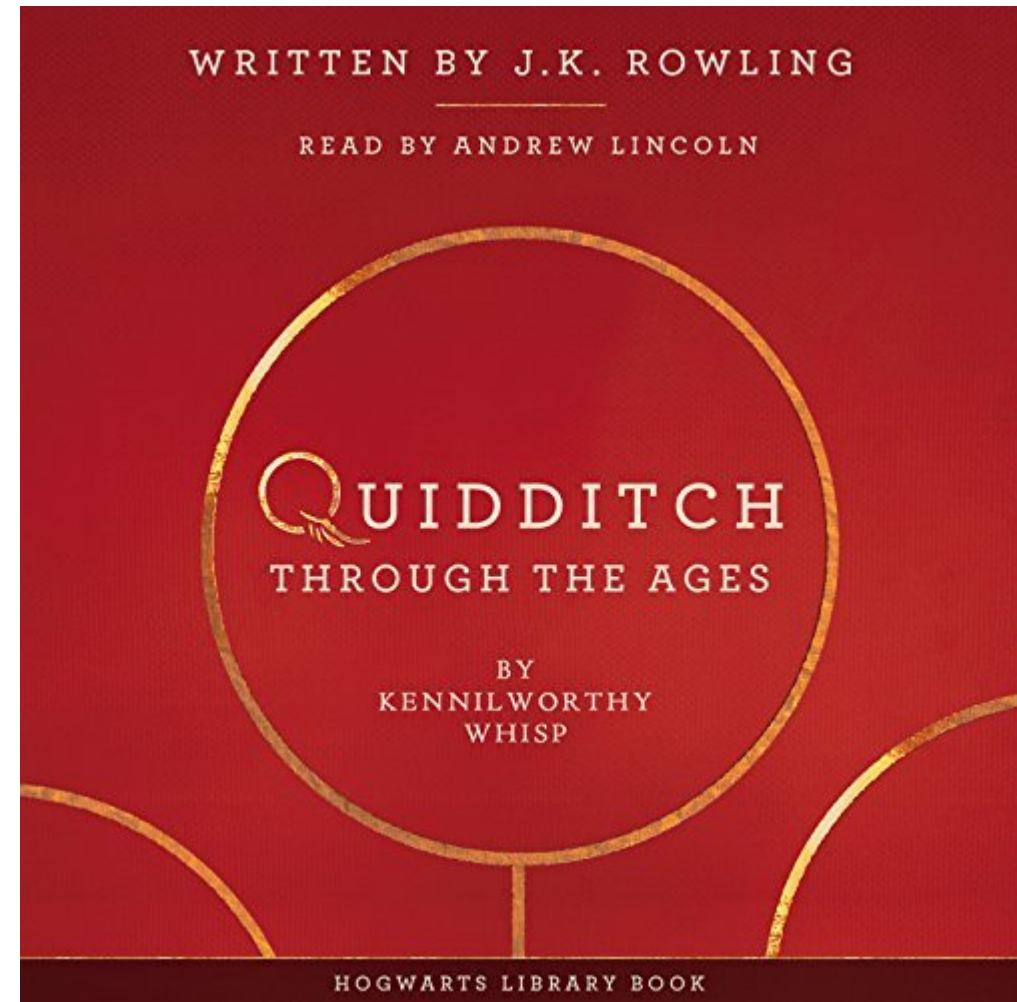
Presenters

Garry Haywood &
Stefan Kazassoglou



Title

Insights for 3rd Order
Ambisonic creation with
high-definition
production values



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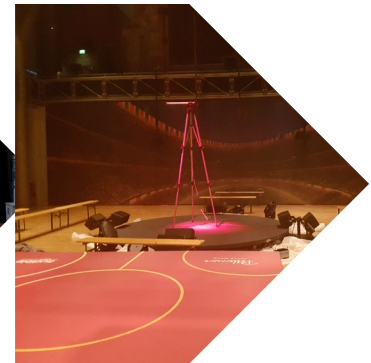
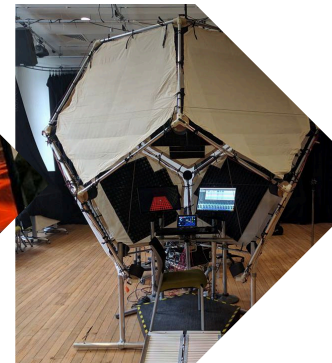
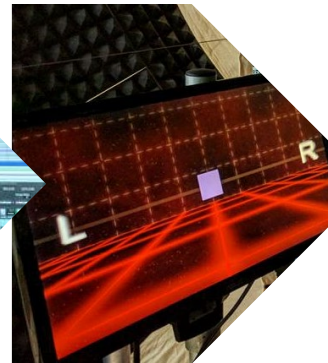
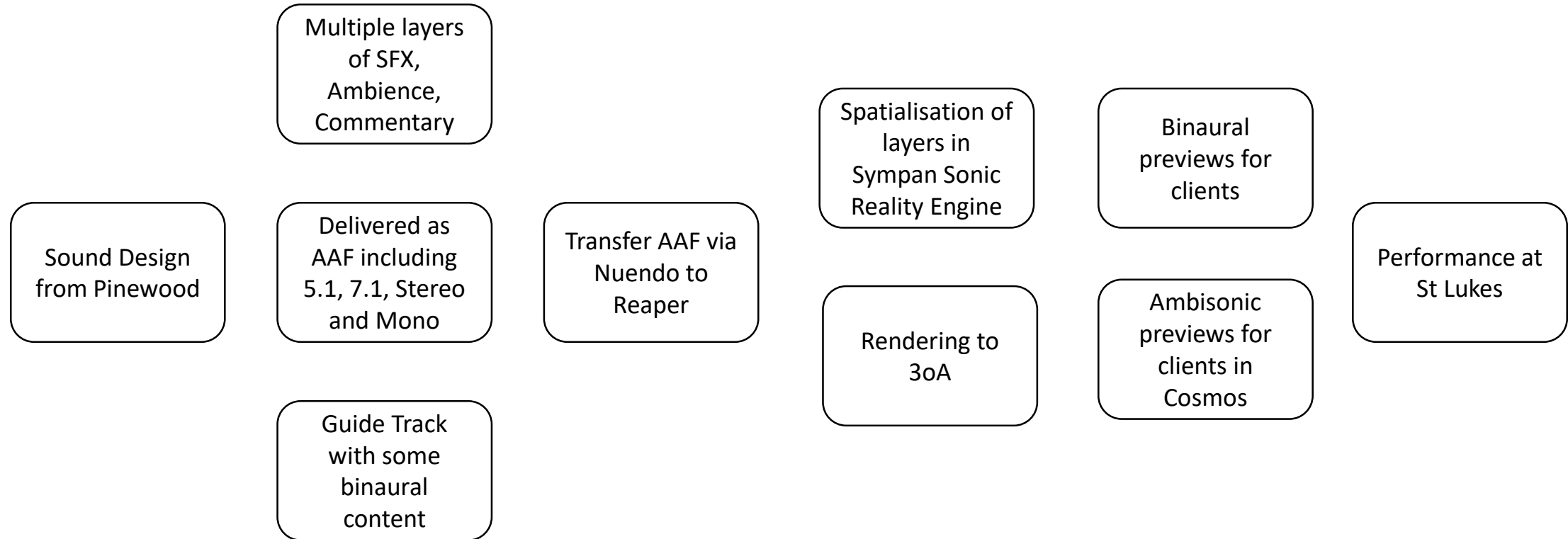
A Magical Spatial Audio Event



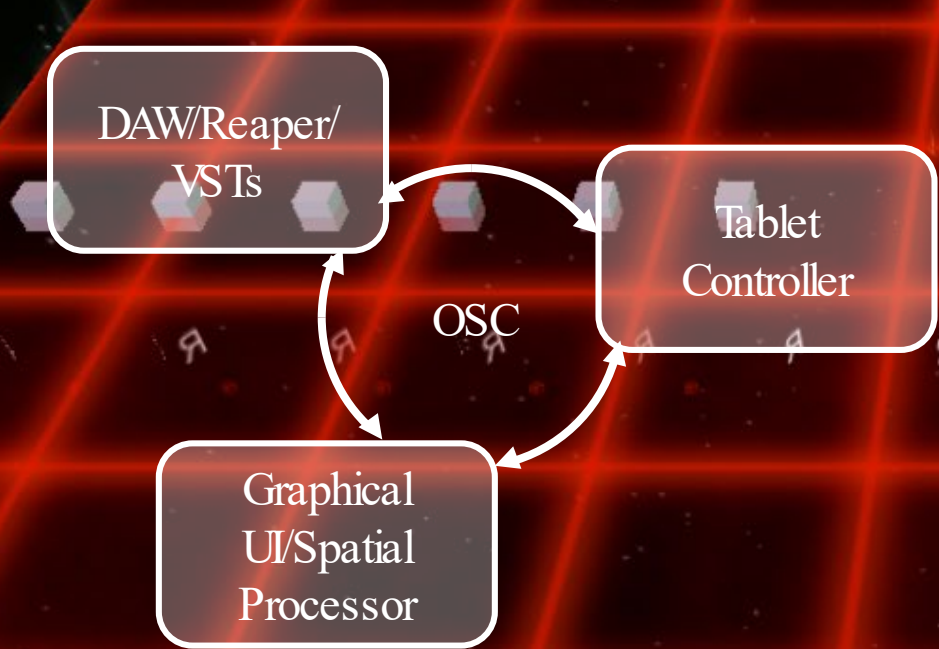
March 15th 2018

- Audible launch at LSO/St Luke's of an audiobook version of J.K. Rowling's *Quidditch Through The Ages*
- Published by Pottermore
- Read by Andrew Lincoln
- 90 Minutes of bonus material produced by Pinewood Studios multi-award winning audio team including a commentary and replay of an infamous Quidditch World Cup Final
- Kinicho to make a one-night-only installation of a 360° Audio version of the final for an audience of 200 people

An overview of the production process



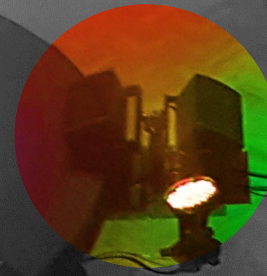
Sympan, the Sonic Reality Engine



- Object-Based Audio engine using 3rd Order Ambisonics
- Automatic Acoustic-Physics processing
 - Distance management
 - Doppler
- Quick editing & review
- Hi-Fi Quality Audio
- Low-latency playback

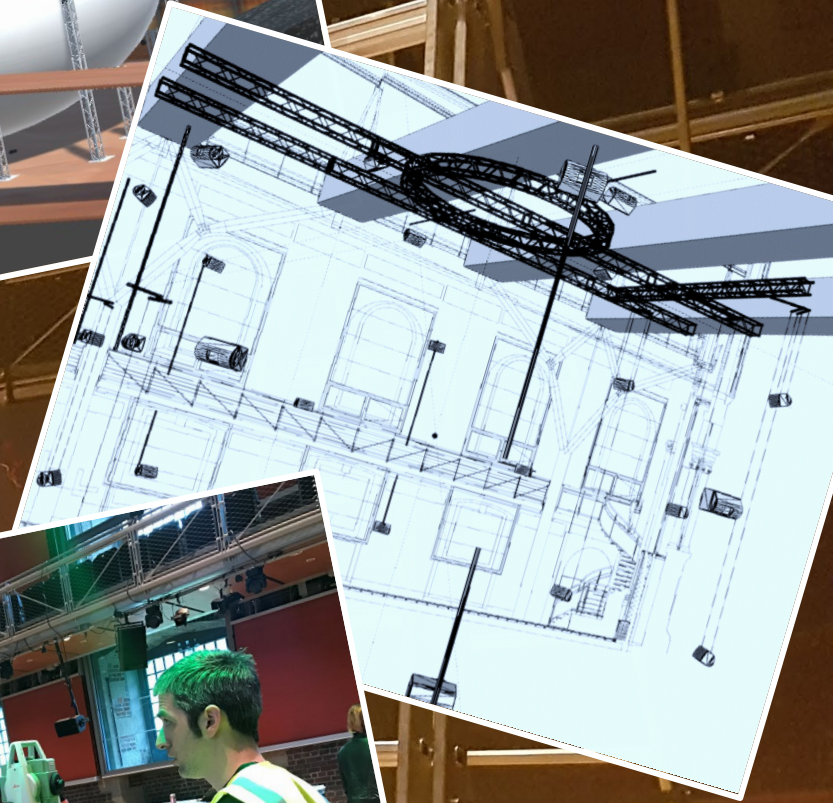
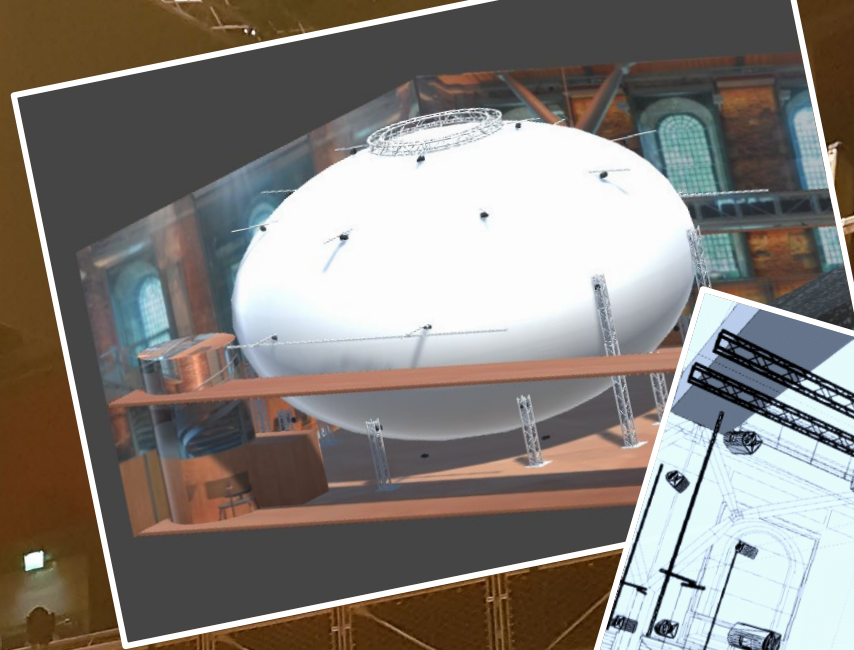
Handling diegetic material in an Ambisonic universe

- Having focused commentary for an audience in the round
- Creating a blend between the ambisonic array and a mono array



Designing & installing a 38 speaker array

- Spatially convincing, hi-fidelity sound-image
- 2 day rig & calibrate
 - 8 week design process
- 36x L-Acoustics 8X & 2x L-Acoustics SB18

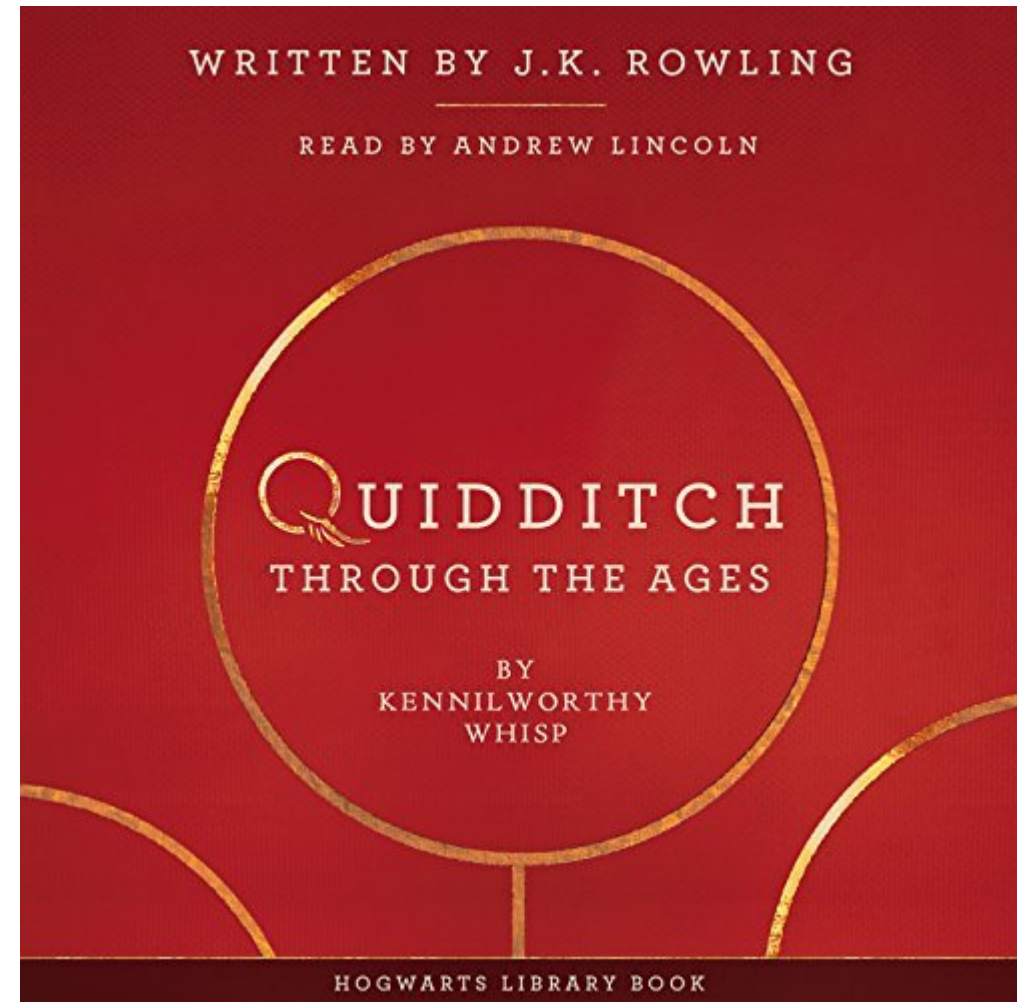


Let's have a listen...

Commentary of the 2014 Quidditch World Cup Final, written by J.K. Rowling for pottermore.com in 2014

Sound Design by Pinewood Studios

Spatial Mix by Kinicho Limited



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