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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 medias dans des environnements hétérogènes —

Partie 3: Audio 3D

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Foreword

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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).

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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.

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.

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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*[1]

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*

[1] ISO/IEC 23001-8 has been superseded by ISO/IEC 23091 (all parts).