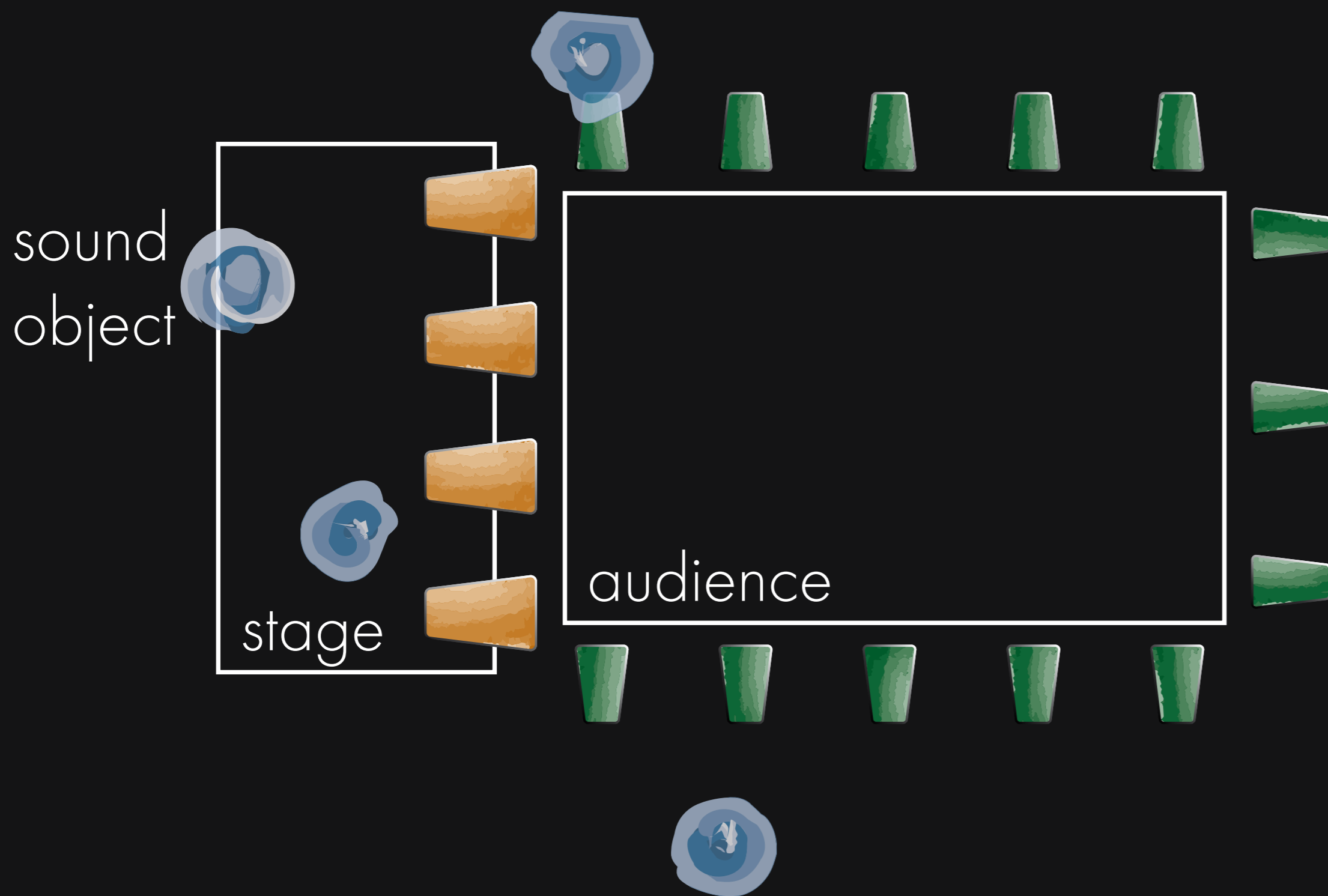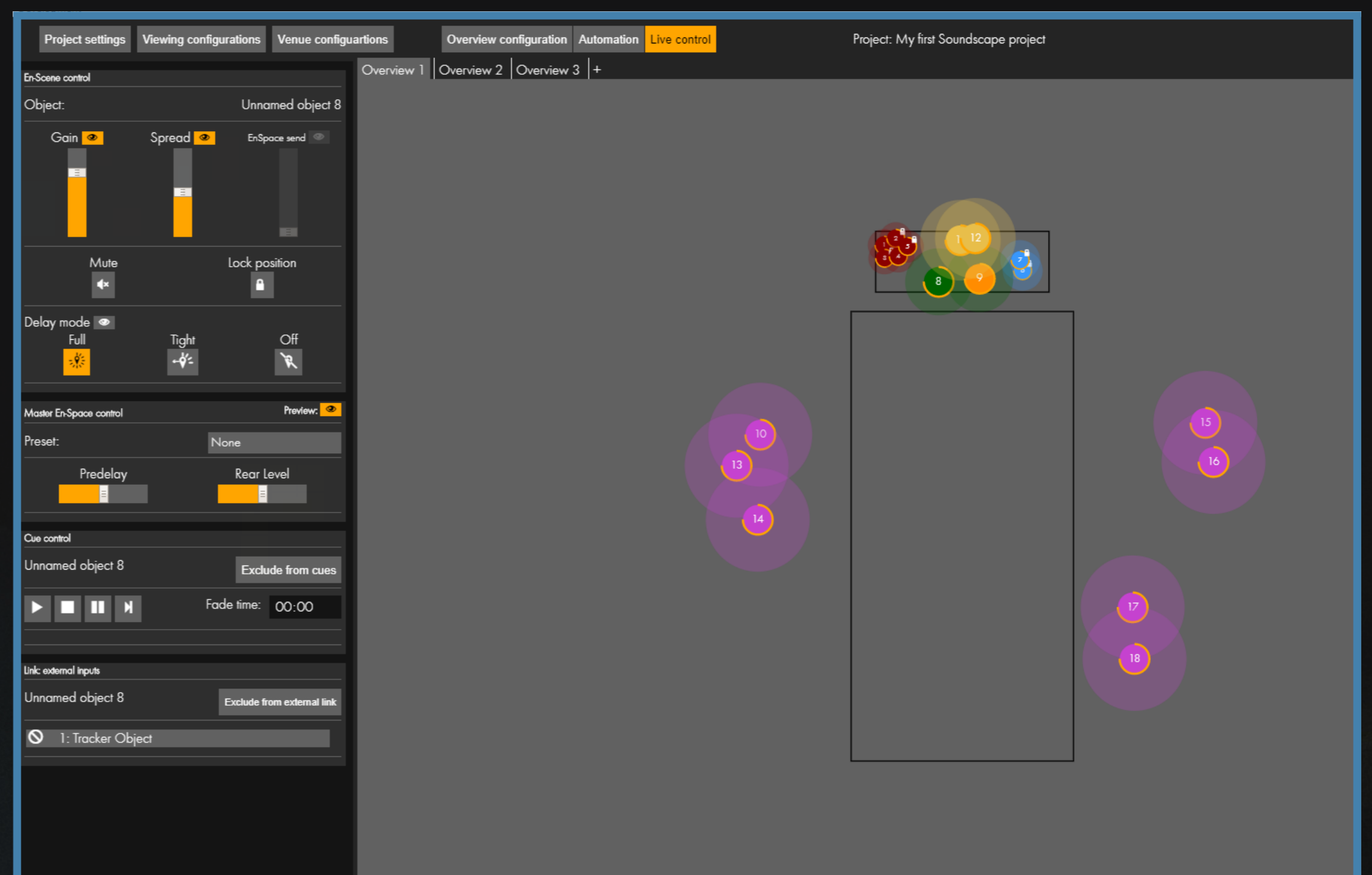# Designing an immersive audio mastering application

Immersive audio is an upcoming innovation within the world of live professional audio reinforcement. The amount of possibilities of enhancing the listening experience is enlarged drastically by setting up arrays of speakers in front of and around the audience.

Object-based audio mixing allows the rendering of audio channels for an immersive audio system, and brings the mixer close to the listening experience.

Research is done into the requirements for mastering immersive audio. It is bundled and developed into a concept for an object-based mixing tool, which is worked out in a **visual mock-up**.

d&b audiotechnik®

Stan Vugs
Concept development for an immersive audio mastering application.
6/5/2020
Integrated Product Design

TU Delft

Faculty of Industrial Design Engineering   **Delft University of Technology**