



ORPHEUS AUDIO NEWS August 2016

Editorial

Dear reader,

The ORPHEUS project has now been up and running for eight months. Time to present some highlights of what the project achieved in this first edition of our bi-annual newsletter ORPHEUS Audio News.

In the first article, Werner Bleisteiner from Bavarian public broadcaster BR explains the work of ORPHEUS on the foundations of an object-based production system for live radio.

Related to this, we present summaries of the two public technical reports, which have been published so far.

In the Events section, you will find articles on a workshop with British spatial audio researchers in Erlangen and on the ORPHEUS involvement in the Web Audio conference 2016 in Atlanta.

We hope you find the information in our newsletter interesting and valuable, and we look forward to any questions or comments you may have.

Kind regards,

Milon Gupta, Eurescom

Editor

Project Highlights



Foundations of an object-based production system for live radio

Photo - Copyright: Daniel Delang, Munich; published with kind permission by the photographer and BR in the first half of 2016, the ORPHEUS project team completed work on two reports that laid the foundations of an object-based production system for live radio. The new approach developed by ORPHEUS will revolutionize the future of broadcast through object-based technology, changing the way ...

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ORPHEUS report D3.1 – Requirements, designs and workflows of an object-based production environment

Radio has been produced since the 1920s, during which time the process has evolved with emerging technology. However, the process has remained broadly similar since then and has not yet fully exploited the opportunities presented by modern networking, semantic audio and data management technology. In considering how to design a new object-based production environment, it is important to consider the ...

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ORPHEUS report D4.1 – Requirements for representation, archiving and provision of object-based audio

This report describes the requirements for representation, archiving and provision of object-based audio. Representation includes file and streaming formats for object-based audio. Provision is the distribution to end-user, including IP delivery, unicast streams and file downloads. For both file and streaming formats interoperable metadata have to be used. Among the requirements for the different

formats are metadata support, existing standards, ...

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Events



Workshop with British spatial audio researchers in Erlangen

On 16 June 2016, ORPHEUS coordinator Fraunhofer IIS held a workshop with British spatial audio researchers from the S3A project. 30 people participated in the workshop at IIS headquarters in Erlangen, Germany, which explored audio-related technical research topics of mutual interest. The S3A project, full name: Future Spatial Audio for an Immersive Listener Experience, explores a number of subjects ...

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ORPHEUS at Web Audio Conference 2016

Two member of the core team were presenting ORPHEUS related work at this year's Web Audio Conference in Atlanta, GA: Frank Melchior from BBC R&D sketched "Brave New World – Experiences in Next Generation Audio Broadcasting" as a keynote to kick off the conference on Monday. Frank focused on the challenges and ample opportunities for traditional broadcasters to adapt to a ...

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Upcoming Event

TMT29 - Tonmeistertagung 2016

Cologne, Germany | 17 - 20 November 2016

[TMT29 website](#)

Meet us at TMT29 in Cologne. There will be a presentation and a booth by ORPHEUS.

About ORPHEUS

ORPHEUS is a European research project under Horizon 2020 dedicated to improving the management of audio content. It will develop, implement and validate a new end-to-end object-based media chain for audio content.

Orpheus started on 1st December 2015 and has a duration of 30 months. It receives funding from the European Commission under the Horizon 2020 programme.

The consortium consists of 10 partners from 4 countries: Fraunhofer IIS (DE - coordinator), Eurescom (DE), BBC (UK), IRT (DE), Guppies in the Dark (NL), Trinnov (FR), B-COM (FR), IRCAM (FR), BR (DE), Magix (DE).

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