

## ORPHEUS AUDIO NEWS December 2017

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### Editorial

Dear reader,

The second half of 2017 has been an exciting time for the ORPHEUS project. As the articles in this fourth edition of our ORPHEUS Newsletter show, the project made further important steps towards realizing the partners' joint vision of object-based audio production.

The first article in our Highlights section presents Quality of Experience tests performed at the JOSEPHS Open Innovation Lab in Nuremberg. In the second article, we highlight a major result from pilot phase 2, in which we introduced programs of variable length in MAGIX Sequoia.

The event highlight of the year for ORPHEUS was IBC 2017 in Amsterdam, where we had a very visible presence in the exhibition at different partner booths and the EBU booth as well as paper presentations in the conference. The major upcoming event in 2018 will be the ORPHEUS workshop in Munich, Germany, on 15 May 2018. Read the preliminary report in this newsletter.

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,

The ORPHEUS project team

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### Project Highlights



#### [Quality of User Experience Tests Launched at JOSEPHS in Nuremberg](#)

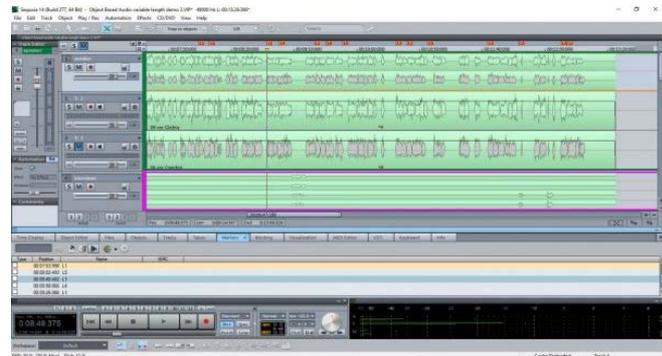
In ORPHEUS, we have defined the scope of Quality of Experience (QoE) by identifying different aspects and research foci of our partners. In this context, we recognized that for

'object-based' media a multi-dimensional approach is to be taken. On the one hand, many of the new qualities affecting audio have to be evaluated with perception examinations in the lab. On ...

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## MAGIX Sequoia – Introducing programs of variable length



For pilot phase 2 of the project the ORPHEUS team decided to implement and demonstrate an important interactive use case: Programs with a variable length. In practice this means, that, given a certain level of interest, the same program can be listened to at different degrees of content depth and therefore different lengths. During production the content is to be ...

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## Event Report



## Strong ORPHEUS Presence at IBC 2017

IBC, the International Broadcasting Convention in Amsterdam's RAI trade fair centre, is the biggest annual broadcast technology event in Europe. This year it celebrated the 50th anniversary with a new record of 1,700 exhibitors and 57,000 visitors

from all over the world during 5 days of the exhibition. In addition, the IBC conference covers all aspects of media technology in more ...

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## Upcoming Event

## 2nd ORPHEUS Workshop at IRT



## in Munich - 15 May 2018

Object-based media is the ultimate approach for creating and deploying interactive, personalised, scalable and immersive content. It allows media objects to be assembled in novel ways to create new and enhanced user experiences, being responsive to user needs as well as environmental and platform-specific

factors. This technology is also an essential component for Radio/TV/Online cross-media demands. Moreover, it is capable ...

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## 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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