



ORPHEUS AUDIO NEWS June 2017

Editorial

Dear reader,

In the first half of 2017 the ORPHEUS project has achieved significant progress. As the articles in this third edition of our ORPHEUS Newsletter show, the project made further important steps towards realizing the partners' joint vision of object-based audio production.

In the first article, Werner Bleisteiner from BR provides a thorough lab report on immersive object-based broadcast experiments at BR.

In the events part, you will find an article on the 1st ORPHEUS workshop that was held at the BBC in London on 13 June 2017. Further events include an EBU seminar, where ORPHEUS was represented, and the NAB show in Las Vegas, where ORPHEUS partner b-com had a stand.

The major upcoming event in the second half of 2017 is the IBC 2017 in Amsterdam, where ORPHEUS will have a strong presence - read more about it in this edition.

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

Project Highlights



[Toddling into new dimensions – immersive object-based broadcast experiments at BR](#)

Audio is in the DNA of a broadcaster. And German broadcasters can take a claim on history, that HiFi-stereophony got first applied in wartime Berlin 1944, Haus des Rundfunks Studio No.1, when Beethoven's 5th piano concerto was captured on a 2-track tape machine. 30 years later, in 1973, ARD introduced Dummy Head Stereo as first 3DAudio broadcasting technology, and within ...

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Events



[1st ORPHEUS workshop at the BBC in London](#)

Mid-June was the hot phase of preparing ORPHEUS pilot 1, and we found it to be the right time for our first project workshop. BBC R&D kindly co-organised and hosted this one-day meeting at BBC's impressive New Broadcasting House in London

on 13 June 2017. We had invited a handpicked group of 30 participants, stakeholders and partners from the broadcasting ...

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[ORPHEUS at EBU seminar on object-based audio in Geneva](#)

On 17-18 May 2017, The ORPHEUS team presented selected project results on object-based audio at an EBU seminar in Geneva. The

European Broadcasting Union, EBU, is the world's leading alliance of public service media, representing 73 broadcasters in 56 countries. It is mainly known for organizing the Eurovision Song Contest, but it plays also an essential role for European collaboration ...

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[Strong Interest in ORPHEUS at NAB Show in Las Vegas](#)

Nicolas Epain, research engineer for advanced media coding at b-com, gave interested visitors an overview on the ORPHEUS project at the NAB Show 2017. (photo courtesy of b-com) This year's NAB Show on 24 – 27 April 2017 attracted more than 102,000 registered participants from over 160 countries to the Las Vegas Convention Center. They wanted to see what the ...

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Upcoming Event

[ORPHEUS presence at upcoming IBC 2017 in Amsterdam](#)



The ORPHEUS project will have a major presence at IBC 2017, which takes place in Amsterdam from 14 to 19 September. IBC is the world's leading media, entertainment and technology show. In 2016 it attracted 55,000 attendees from more than 170 countries. ORPHEUS will be strongly represented both in the conference and in the exhibition. In the conference, ORPHEUS will ...

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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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