



Submission to 25CSS Immersive Audio

February 25, 2013

MDA AUDIO

- MDA is an object-based audio format
- Audio objects comprise audio essence and associated metadata
- Object duration may be as short as single sample or last the entire program
- Objects extent can range from point source to span the entire sphere
- Objects may be directed to positions in 3D space based on x-y-z coordinates or may be directed to specified speakers (L, R, C, Ls, Rs, etc...)
- Output speaker locations are not constrained
- Each object may be rendered directly or diffusively in accordance with the “coherent property” parameter

MDA BITRATE

- MDA is not an audio codec. The bitrate of the audio essence is that of the source PCM times the number of objects being presented at a given moment
- The bitrate of the metadata can vary depending on the nature of the mix, but is on the order of 1% of the audio essence