

# Prolight + Sound 2012

**Fraunhofer Institute for Digital Media Technology**

## Prolight + Sound 2012

### Fraunhofer Audio Modules – Step by Step to Perfect 3D Sound

Press Release Mar 16, 2012

The Thuringian Fraunhofer Institute for Digital Media Technology IDMT creates with its modular system "SpatialSound Toolkit" distinctive sound quality in any room. Whether for live events, theme parks or product presentations – Fraunhofer IDMT provides audio modules for any application scenario. The SpatialSound modules can be individually integrated into existing audio networks and extend existing systems with new sound and 3D audio effects. For the first time Fraunhofer IDMT presents its SpatialSound Toolkit at Prolight + Sound in Frankfurt, March 21 to 24, 2012, in hall 8, booth H20.

The SpatialSound Toolkit from Fraunhofer IDMT provides with its modules and module packages the latest generation of 3D audio technology e. g. for directed sound, scene automation and spatial sound reproduction. "For the first time, our innovative sound concepts and audio tools can be integrated into existing audio networks, mixers or audio processors extending previous functionalities by impressive sound effects, either in single use or combined with each other. This opens up unique opportunities for DJs or large event organizers to work creatively with three-dimensional sound", comments René Rodigast, Head of Professional Audio at Fraunhofer IDMT.

With "SpatialSound Stage" and "SpatialSound Wave", Fraunhofer's modular system offers two directly adoptable module packages for 3D worlds. SpatialSound Stage allows directed sound reproduction and scene automation for stage shows and live events. The audience is totally immersed into the stage action, can follow actor's movements acoustically and always perceive soloists from the right perspective.

SpatialSound Wave is a package for spatial sound reproduction supplied by Fraunhofer IDMT. For stages, conferences, clubs and in entertainment, the audience experiences a naturally immersive sound scenario, where acoustic effects always come from the right direction and distance in any seat.

In addition to these module packages, also individually adaptable modules like a dynamic acoustic room simulation can be integrated into audio platforms according to requirements and the acoustics of the location. Whether conference center or showroom – the audience experiences the acoustic impression of a great concert hall. And even music reproduction and intelligibility of speakers can be significantly improved by integrating these modules.

Meet us in hall 8 at booth H20 and experience music scenarios with even better sound and impressive 3D sound effects created by the SpatialSound Toolkit.

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