

MPEG-H 3D Audio Authoring

Overview

The MPEG-H 3D Audio Authoring Processor is used to prepare audio and metadata for MPEG-H 3D Audio workflows. It provides an authoring stage with input and output metering for the audio path.

The Processor is intended for workflows where MPEG-H 3D Audio content is created or prepared before rendering, monitoring, or delivery.

Typical Applications

Typical applications include:

- MPEG-H 3D Audio authoring
- Preparation of immersive audio content
- Metadata-aware production workflows
- Input and output monitoring of authored audio

Included Modules

The Processor includes the following processing and measurement stages:

- Input Meter
- MPEG-H 3D Audio Authoring
- Output Meter

The signal flow is:

Input → Input Meter → MPEG-H 3D Audio Authoring → Output Meter → Output

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