

S-ADM Renderer

Overview

The S-ADM Dolby Renderer is a Processor for rendering S-ADM content for monitoring and output measurement. It combines S-ADM rendering with a linked monitor controller and loudness measurement.

The Processor is intended for immersive audio workflows where S-ADM content must be rendered and monitored in a controlled output format.

Typical Applications

Typical applications include:

- S-ADM rendering
- Immersive audio monitoring
- Renderer output loudness measurement
- Production and quality-control monitoring workflows

Included Modules

The Processor includes the following processing and measurement stages:

- Input Meter
- S-ADM Renderer
- Monitor Controller Linked
- Loudness Measurement

The signal flow includes S-ADM rendering, linked monitor control, and output loudness measurement.

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