



Dolby Atmos Production Suite

Quick start guide

Software version 2.5.1
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Confidential information

1 Introduction to the quick start guide

This guide introduces you to the Dolby Atmos Production Suite components and provides the steps needed to install the suite and then verify your setup by playing audio from an Avid Pro Tools session.

- [Dolby Atmos Production Suite installer components](#)
- [Installation workflow](#)
- [Contacting Dolby](#)

1.1 Dolby Atmos Production Suite installer components

The Dolby Atmos Production Suite installer provides the software applications and plug-ins required to mix and record Dolby Atmos content. These software components work with Pro Tools in a Dolby Atmos authoring environment.

Table 1: Dolby Atmos Production Suite installer software components

Tool	Description
Dolby Atmos Renderer	Application that renders audio and Dolby Atmos metadata from a Pro Tools session. The software supports various tasks, including listening to a Dolby Atmos mix, and recording or playing back the Dolby Atmos master.
Dolby Atmos Monitor application	Application that lets you visually monitor the Renderer as it renders audio and Dolby Atmos metadata, and provides controls for recording or playing back the Dolby Atmos master.

Table 1: Dolby Atmos Production Suite installer software components (continued)

Tool	Description
Dolby Atmos Panner plug-in	Plug-in that lets you position audio objects for a Dolby Atmos home theater mix. This panner plug-in lets you position audio objects in a three-dimensional audio field.
Dolby Atmos VR Spherical Panner plug-in	One of two plug-ins that let you position audio objects for a Dolby Atmos VR mix. This panner plug-in lets you position objects using a polar coordinate system.
Dolby Atmos VR XYZ Panner plug-in	One of two plug-ins that let you position audio objects for a Dolby Atmos VR mix. This panner plug-in lets you position objects in a three-dimensional audio field.
Dolby Renderer Send plug-in	Plug-in that sends object or bed source audio to the Renderer.
Dolby Renderer Return plug-in	Plug-in that receives Dolby Atmos audio and metadata from the Renderer, and then routes the rendered mix to Pro Tools outputs.
Dolby Atmos VR Transcoder	Application that enables you to encode Dolby Atmos content to Dolby Digital Plus (.ec3, .ec3 in .mp4 container) and B-format (Furse-Malham [FuMa], AmbiX) output formats. For information, see the <i>Dolby Atmos VR Transcoder guide</i> .

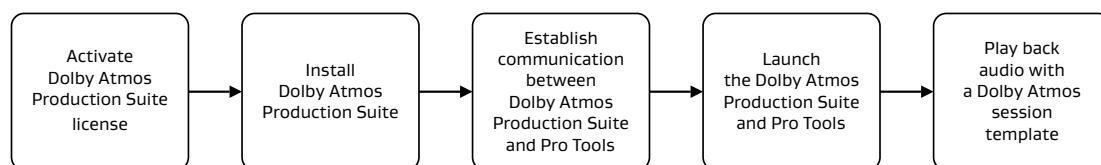
The installer also includes session templates and supporting documentation.

Supporting documentation

- *Dolby Atmos Production Suite guide*
- *Dolby Atmos Production Suite quick start guide*
- *Dolby Atmos Production Suite release notes*
- *Dolby Atmos VR Transcoder guide*

1.2 Installation workflow

This guide provides the steps to install the suite and then verify your setup by playing audio from an Avid Pro Tools session.



For detailed information on creating and editing Dolby Atmos content, see the Dolby Atmos Production Suite guide.

1.3 Contacting Dolby

You can contact Dolby regarding documentation.

If you have questions or comments about this document, please send an email to documentation@dolby.com.

2 Installing the Dolby Atmos Production Suite main components

Install the Dolby Atmos Production Suite main components on your Pro Tools workstation. The installer includes the Dolby Atmos Renderer, Dolby Atmos plug-ins, and the Dolby Atmos Monitor application.

- [System requirements](#)
- [Activating your Dolby Atmos Rendering and Mastering license](#)
- [Installing the Dolby Atmos Production Suite required components](#)

2.1 System requirements

Before installing Dolby Atmos Production Suite, ensure that your system configuration meets the requirements.

Dolby Atmos Production Suite has been tested in these configurations:

Pro Tools version	Mac OS X system
12.7	10.12
12.5.2	10.11.6

2.2 Activating your Dolby Atmos Rendering and Mastering license

Activate your Dolby Rendering and Mastering license to use the Dolby Atmos Production Suite. We recommend that you activate your license before you install the Production Suite.

Prerequisites

- Download the iLok License Manager from www.ilok.com.
- Ensure that you have iLok authorization for Dolby Rendering and Mastering.

About this task

This task is performed in the iLok License Manager.

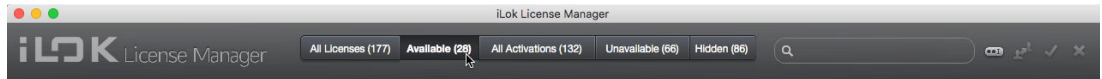
The Dolby Rendering and Mastering license includes an authorization for the Dolby Atmos Renderer software, and the Dolby Renderer Send and Return plug-ins.

Procedure

1. Launch the **iLok License Manager**.
2. In the iLok License Manager window, sign in to your account, and then click (highlight) your account name in the navigation bar.

Your account name is shown in the upper-left panel. Your host machine and iLok Universal Serial Bus (USB) devices are shown as icons in the panel below your account information.

3. Click the **Available** tab in the iLok License Manager header.



If you do not see the Available tab, widen the application window until the tab is visible in the header.

The available licenses are shown under the tabs.

4. Locate your license for Dolby Rendering and Mastering, and then drag and drop it to your host machine icon or to the iLok device icon on the left.

2.3 Installing the Dolby Atmos Production Suite required components

Install the Dolby Atmos Production Suite required components on a computer running a supported version of Pro Tools software. The installer also includes session templates and supporting documentation.

Prerequisites

- Ensure that Pro Tools is installed.
- Ensure that the machine meets system requirements.
- Activate your license for Dolby Rendering and Mastering.

About this task

The installer package includes required applications and plug-ins, as well as a choice for which panner plug-ins you install. Choose panner plug-ins based on your workflow:

- Dolby Atmos Panner plug-in (64-bit .aax file) for Pro Tools that is required for home theater workflows.
- Dolby Atmos VR panner plug-ins (64-bit .aax files) for Pro Tools that are required for VR workflows. This choice installs both the Dolby Atmos VR Spherical Panner and Dolby Atmos VR XYZ Panner.

Procedure

1. Quit Pro Tools if it is running.
2. If updating Dolby Atmos Renderer and supporting software, ensure the Dolby Atmos Monitor application and the Dolby Atmos Renderer are not running.
3. Double-click the Dolby Atmos Production Suite installer package (Dolby Atmos Production Suite-2.5.1.pkg).
4. Follow the onscreen instructions.
5. Complete installation.

Results

- All items selected for installation are installed.

- When you install the Dolby Atmos Renderer, templates automatically install in the Pro Tools session templates folder:
 - Home theater templates: ~/Documents/Pro Tools/Session Templates/Dolby Atmos Production Suite
 - VR templates: ~/Documents/Pro Tools/Session Templates/Dolby Atmos VR Production Suite
- When you install documentation, the documentation set is installed on your local drive at ~/Documents/Dolby/Dolby Atmos Renderer Production Suite.

What to do next

- Establish communication between the Dolby Atmos Renderer and Pro Tools.
- If you are planning to work with VR content, install the Dolby Atmos VR Player on a qualified device. Refer to documentation included with the player. You can download the Dolby Atmos VR Player installer along with the Dolby Atmos VR Player guide from www.dolby.com/vrtools.

3 Establishing communication between the Dolby Atmos Renderer and Pro Tools

Start and configure the Dolby Atmos Monitor application to enable communication between the Dolby Atmos Renderer and Pro Tools.

About this task

You only need to perform this task the first time you use the Dolby Atmos Renderer and Monitor application (or if you subsequently change the Internet Protocol (IP) address or host name in the Dolby Atmos Monitor).

The Dolby Atmos Renderer and the Dolby Atmos Monitor application are located in the Applications/Dolby folder.

Procedure

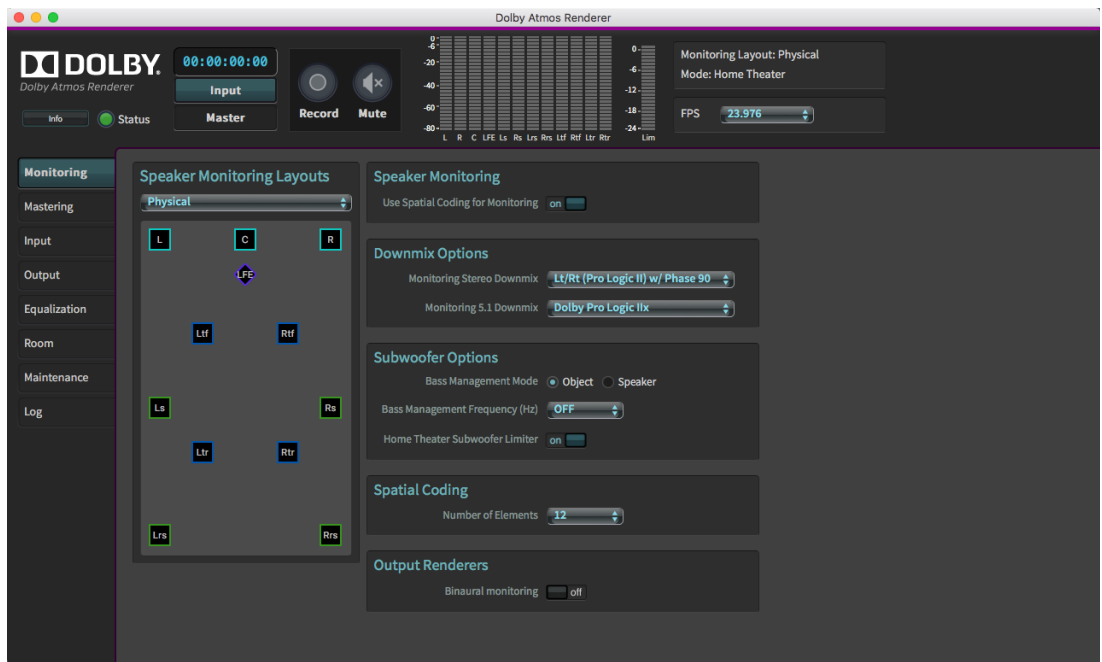
1. Click the Dolby Atmos Renderer icon to launch the renderer.



Dolby Atmos
Renderer

The Renderer window appears.

Figure 1: Dolby Atmos Renderer window

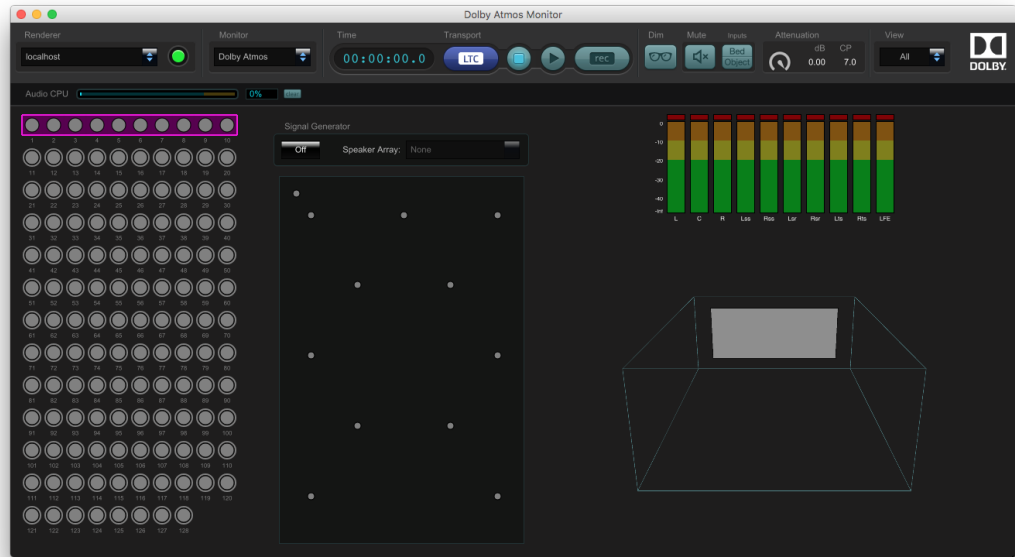


2. Click the Dolby Atmos Monitor icon to launch the Monitor application.



Dolby Atmos
Monitor


The Monitor application appears.

Figure 2: Dolby Atmos Monitor window

3. In the **Renderer** section, ensure that the IP address or host name field is set to your local host (typically, localhost).

Results

The status indicators turn green on both the Dolby Atmos Monitor application and the Renderer window, and the room configuration displays in the center of the Dolby Atmos Monitor window. This indicates that the Monitor and the Renderer are connected. The connection enables communication between the Dolby Atmos Renderer and Dolby Atmos plug-ins in Pro Tools.


 **Note:** The Monitor application does not need to be open for subsequent use of the Dolby Atmos authoring software.

4 Playing back audio with a Dolby Atmos session template

You can use one of the pre-installed templates provided by Dolby to confirm playback of audio.

Procedure

1. Launch the Dolby Atmos Renderer.
2. Launch Pro Tools.
3. In Pro Tools, choose **File > Create New**.
4. In the Dashboard dialog, choose one of the templates from the Dolby Atmos VR Production template group.

- a) Click **Create**.
 - b) Check **Create From Template**.
 - c) Click the **Template Group** drop-down menu, and choose one of the pre-installed Dolby templates.
 - For home theater content creation workflows, templates are located in the template group named **Dolby Atmos Production Suite**.
 - For VR content creation workflows, templates are located in the template group named **Dolby Atmos VR Production Suite**.
5. After the session opens, perform one of these steps to add audio to the session:
- Open a Finder window and drag and drop a mono audio file from your computer onto the Object 11 audio track.
 - Import audio into the Pro Tools session using the **File > Import > Audio** command.
6. Start playback.
7. Listen to the headphone Left and Right channels, which are routed to your Pro Tools stereo output path.
-  **Note:** If you do not hear audio from your Pro Tools output, stop playback and verify that your headphone mapping is correct in input/output (I/O) setup.
8. Stop playback.

Glossary

ASCII

American Standard Code for Information Interchange.

B-format

A speaker-independent representation of a soundfield.

container

A formatted file (such as an MP4 file) comprising one or more multiplexed elementary streams and including format-specific metadata. A container demultiplexer uses container metadata to extract the constituent elementary streams, but this metadata is generally not sufficient to decode these streams. A container format is a specification (such as MPEG-4) describing the architecture of a container.

CPU

Central processing unit.

dBFS

Decibels full scale. The amplitude of a signal relative to a digital full-scale signal.

Dolby Digital Plus

An advanced perceptual audio-coding system that expands and improves Dolby Digital coding technology, with higher bandwidth efficiencies, support for additional channels, and enhanced metadata capabilities.

DSP

Digital signal processor. A specialized microprocessor optimized for digital signal processing.

EQ

Equalization. The adjustment of audio frequency responses for practical or aesthetic reasons.

FFOA

First frame of action. The point on a film reel or corresponding file at which the program content begins.

fps

Frames per second. The number of unique consecutive images (frames) an imaging device produces in one second.

frame

In audio, a series of PCM samples or encoded audio data representing the same time interval for all channels in the configuration. Metadata pertaining to the frame can be carried within the frame or separately, depending on context.

HMD

A display device, worn on the head, with display optics in front of the eyes.

HDMI

High-Definition Multimedia Interface. A high-speed, high-capacity format for transferring digital information and the specific hardware interface for the format.

I/O

Input/output. The communication between a system and an entity outside the system, such as another system or a human being.

IP address

Internet Protocol address. A numerical identifier assigned to a device that is a member of a network that uses the Internet Protocol for communication.

LTC

Linear timecode. A timecode developed by the Society of Motion Picture and Television Engineers (SMPTE) that provides a time reference for editing, synchronization, and identification.

LFE

Low-Frequency Effects. A band-limited channel specifically intended for deep, low-pitched sounds.

MADI

Multichannel Audio Digital Interface. A communications protocol for an interface that carries multiple channels of digital audio, defined by the Audio Engineering Society. Also known as AES10.

object

An audio signal plus associated object audio metadata.

PCM

Pulse code modulation. A standard method used to digitally represent sampled analog signals. PCM is the standard form of digital audio in computers, compact discs, digital telephones, and other digital audio applications.

playlist

An extended .m3u8 file that contains one or more uniform resource identifiers (URIs). A URI can point to another playlist or to a media file.

rendering

Processing of audio content to adapt it to specific speaker layouts, such as 5.1- and 7.1-speaker feeds, or headphones and sound bars.

UI

User interface.

USB

Universal Serial Bus. A standard that defines the cables, connectors, and communications protocols used in connections between computers and electronic devices.

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