TILAK MAHARASHTRA VIDYAPEETH, PUNE
B.SC. IN PROFESSIONAL AUDIO TECHNOLOGY
EXAMINATION: DECEMBER – 2022
FIFTH SEMESTER
Sub: Dolby Workflows (BSCA19-5005)

Date : 19/12/2022	Total Marks : 40	Time: 10.00 am to 12.00 noon

Instruction:
All questions are compulsory.

Section 1   **(20 Marks)**

1. Which Component of the Dolby Atmos Renderer "renders" the Bed to the available speakers and the Object audio to spatial coordinates supplied by the OAMD?
2. True or False? Bed audio is recorded along with x, y, z positional coordinates.
3. True or False? Both Windows and Mac computers can be used to build a Rendering and Mastering Workstation.
4. What are extensions of a Dolby Atmos Master File format?
5. When creating a Dolby Atmos Master, how many inputs to the Dolby Atmos Renderer are dedicated to Bed audio?
6. True or False? In the Driver tab of Preferences or Settings, selecting Headphone Only mode supersedes any other speaker and headphone output setting previously established.
7. Which sample rate is supported for exporting Master Files to ADM BWF?
8. Which tab in the Renderer Preference settings will provide options for Spatial Coding Emulation?
9. In the Room Setup Window of the Dolby Atmos Mastering Suite, which feature does Array mode enable?
10. True or False? Speaker Delay can be set per speaker or globally.
11. What is the shortcut to sequentially map Object Outputs to the Renderer in Pro Tools?
12. What steps should be taken to create an I/O setup by pulling the input configuration from the Renderer?
13. For best performance, what should the Pro Tools buffer size be set to when utilizing the Dolby Atmos Renderer?
14. Which Object Control mode is the default, and what is the appearance of the control in this mode?
15. In Pro Tools | Ultimate, what is the meaning of a greyed-out Object or Bus assignment in the Object Column of a track?
16. What is the recommended method to control a Dolby Atmos mix to help meet loudness targets?
17. True of False? Using multiple Beds is a recommended practice and is key to efficiently generating stems and mastering-ready assets.
18. What are some traditional uses for objects?
19. What is a '2 Pop'?
20. What is the function of an FFOA when creating a Dolby Atmos Master?

Section 2 (1 Mark Each)   **(10 Marks)**

1. If the overload icon is red in the CPU Meter section of the Renderer Window, indicating that CPU usage is too high, what can be disabled to help ease the load?
2. True or False? Input amplitude and Object status are indicated by colours and rings.

3. In the Object View section of the Renderer Window, an Object will turn which colour indicating that it is currently touched for automation.
4. How are bed-channel groups indicated in the Input Status section of the Renderer Window?
5. True or False? The Master File section of the Renderer Window allows the FFOA to be set or changed.
6. Which channel-based deliverables must be QC'ed?
7. Which Renderer Encoding mode will allow the ability to select either 448 kbps or 768 kbps?
8. Which options are available for QC'ing MP4 Master files?
9. Which of the following is the Objective criteria when Qc'ing a Master file?
10. True or False? The Dolby Atmos Renderer is the only application on the market to import and QC Dolby Atmos files.

Section 3   **(10 Marks)**

1. Describe, with a figure, the primary components of a mac-based RMW system with MADI I/O.

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