Fiedler Audio OBAM



Fiedler Audio, a company with expertise in immersive audio innovation, is set to revolutionize the spatial audio production landscape with the release of version 1.6 of the Dolby Atmos Composer - introducing OBAM, the world’s first plug-in interface for immersive audio mixing and mastering. This groundbreaking addition unlocks the full creative and technical potential of true 128-channel master bus processing of your entire Dolby Atmos mix by opening the door to third-party developers. Leading the charge into this new frontier is the acclaimed audio software company Toneboosters, debuting their support for the new OBAM plug-in standard with a specially optimized version of their flagship TB Equalizer Pro plug-in.

“This marks a defining moment for immersive audio production,” said Thomas

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Fiedler, CEO Fiedler Audio. “For the first time, creators have access to a true mixing and mastering environment that embraces the full object-based complexity of modern immersive delivery formats, starting with Dolby Atmos and opening up for MPEG-H, Apple Spatial Audio, and the expected soon-to-be-released Google Eclipsa further down the road.” Toneboosters, makers of the OBAM-ready EQ Pro: "Toneboosters are proud to be the first to support this breakthrough. With the new OBAM plugin-interface in Fiedler Audio's Dolby Atmos Composer, our Equalizer Pro can now process all the audio signals of an entire Atmos mix at a level of detail that was previously out of reach.“

Until now, immersive audio production has always happened in the channel-based domain and has therefore been limited in terms of workflow, creative freedom, and accessibility. With the new OBAM plug-in interface, the Dolby Atmos Composer 1.6 becomes the first platform to provide full access to object-level processing - empowering engineers, sound designers, and producers with precision, depth, and spatial creativity that was previously unattainable. This release is more than an update - it’s a new chapter for immersive audio, enabling tailored master bus processing for mixes and masters that keep pace with evolving delivery formats and audience expectations.

The updates of the Dolby Atmos Composer 1.6 and gravitas MDS 1.0.5 (with OBAM compatibility) are free to all existing users. For new customers Fiedler Audio runs a special "OBAM-introductory" sale from June 2nd to June 30th 2025 with the following prices:

- Dolby Atmos Composer 1.6: 149,- USD/EUR (equals 40% discount).
- gravitas MDS 1.0.5: 99,- USD/EUR (equals 50% discount).
- Dolby Atmos Composer and gravitas MDS bundle: 199,- USD/EUR (equals 43% discount)

To celebrate the release of OBAM all the other Fiedler Audio Immersive Tools are also available for a discount of up to 33%. For decades, audio production workflows, plug-ins and DAWs were all targeted at channel-based formats such as mono, stereo, 5.1, etc. While these fixed layouts served their purpose and had their corresponding workflows, they present significant limitations for the new world of 3D audio production. Not only are they inflexible and inferior to object-based delivery formats like Dolby Atmos, MPEG-H, and others, they also introduce unnecessary workflow complexity and potential confusion for even the most seasoned professionals on the production side. Not to mention the dilemma for the musicians and producers.

OBAM addresses these issues head-on by providing a fully object-based workflow, adequate for modern object-based delivery formats. This next-generation plug-in architecture enables the exchange of audio signals along with rich, descriptive metadata, including precise spatial positioning. This eliminates the need for fixed channel layouts in most parts of the production workflow and puts an end to the long-standing confusion around differing channel orders across platforms, DAWs

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and plug-in formats. “With OBAM, we’re not just handling audio - we’re handling intelligible audio objects,” said the OBAM development team. “This paradigm shift empowers professionals to work with immersive content in a way that’s more intuitive, future-proof, creatively flexible, and will up the ante of the sonic impact of immersive experiences on the customer side of things.”

Key Features of OBAM, availability and 3rd party access:

- Metadata-Enhanced Audio Exchange: Incoming and outgoing audio signals carry detailed metadata, including 3D spatial position and semantic information.
- Future-Proof Flexibility: Object-based production means mixes can be rendered to any output format - now or in the future.
- Dynamic Spatial Processing: OBAM enables innovative processing capabilities - such as spatially modulated delay or volume-driven position automation - previously unimaginable in traditional formats.
- Human-Centric Workflow: By treating audio as objects, OBAM offers workflows that remain understandable and transparent, even as complexity increases.
- Compatible with everything: Supports unlimited numbers of input and output channels/objects and any channel layout, present or future, with any given channel order. Plus
- Ambisonics up to 10th order.

The first OBAM-compatible host is the Dolby Atmos Composer, where OBAM plug-ins can be used in the Master Channel to process full Atmos mixes or specific elements with unprecedented precision and flexibility. The OBAM SDK is now available free of charge for all third-party developers wishing to create or adapt plug-ins for the OBAM platform. Interested developers can request access via the contact form on the fiedler audio website,

www.fiedler-audio.com

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