Source-Connect 4



Source Elements has announced that Source-Connect 4 has become the industry's first remote collaboration solution to achieve Dolby Atmos certification with metadata connection to the Dolby Atmos Renderer. With 128 audio streaming channels supporting any combination of beds and objects - plus full metadata integration - the update connects immersive environments like never before. Mixers, directors, and stakeholders can now attend Dolby Atmos playback and mixing sessions from their preferred location or setup, unlocking new possibilities for remote collaboration.

Dolby Atmos reveals depth, clarity, and detail like never before - a sound experience you can feel all around you. As a critical requirement for modern sound delivery across cinema, television, music, audiobooks, and podcasts, this integration with Source-Connect allows producers and engineers to collaborate remotely with the smoothest workflow and highest quality. No additional re-renders or limited channel counts are required, making it ideal for working across a wide range of physical Dolby Atmos speaker configurations. As the only solution capable of true remote Dolby Atmos cinema workflows, Source-Connect enables a client on a cinema mix stage in London to stream directly to a cinema mix stage in Los Angeles—and because Source-Connect streams the full Dolby Atmos project rather than a real-time re-render, the source setup never limits the destination. A mixer working in headphones can deliver to a 40-speaker cinema rig without compromise.

Source-Connect is the long-standing industry standard professional remote audio recording and collaboration software for the broadcasting, music, and voiceover industries. It provides high-quality, low-latency audio streaming between studios,

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voice artists, and producers over the internet along with a variety of unique features such as DAW timeline synchronization and guaranteed perfect remote recordings directly to the DAW timeline.

As the only certified solution - now available for download - Source-Connect 4 with Dolby Atmos Renderer (purchased separately from Dolby) enables users to stream audio and metadata between multiple Dolby Atmos rendering environments. This goes far beyond high channel counts: full beds, objects, and metadata are streamed in perfect synchronization using Source Elements' custom synchronization technology. The result conforms to the Dolby specification - not linear audio mapped to speakers. No rendered mix-downs required, no re-rendering for each endpoint.

With Source-Connect’s proprietary Remote Transport Sync protocol, full synchronization is possible between a studio and up to 5 reviewers and their DAWs. Currently available for macOS, this solution additionally requires the standalone Dolby Atmos Renderer, available from the Dolby Professional Store. Contact us if you’d like to know about Windows support.

www.source-elements.com

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