HOFA-College 3D Audio Online Course

HOFA-College is now offering the new and officially certified online course “3D Audio”. The three-month course covers the fundamentals and practical aspects of immersive music production – from concept development to recording, mixing and mastering. The course is designed for anyone who wants to familiarize themselves with this increasingly important format in modern music production and expand their audio engineering skills. The course was developed in collaboration with renowned audio engineer and Dolby Atmos specialist Christoph Thiers, who has worked on Dolby Atmos productions and mixes for artists such as Robin Schulz, Seal, Moby, Ray Dalton, and Scooter.

Course content includes, among other things, the technical fundamentals of 3D audio, channel-based and object-based audio, and the use of beds and objects. Additionally, the course covers session architecture, concepts, and workflows in Dolby Atmos, as well as practical production techniques using budget-friendly DIY approaches and the creative and technical aspects of 3D mastering – including Atmos specifications and export formats. Recording for immersive audio productions is also part of the course.

The course can be taken flexibly from home via the multimedia HOFA Online Campus. A team of experienced audio engineers is available to answer participants’ questions via phone, chat, and email. As a practical exam, participants create their own 3D audio mix and receive individual feedback from the tutors. The course completes with the 3D Audio certificate.

Participation in the course does not require a complex speaker setup. The practical exercises in the course can also be easily done using headphones, making it simple to get started. The “3D Audio” online course is also part of the comprehensive HOFA AUDIO DIPLOMA sound engineering program. Participants can register on the website below.

www.hofa-college.com

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