

**emotion**

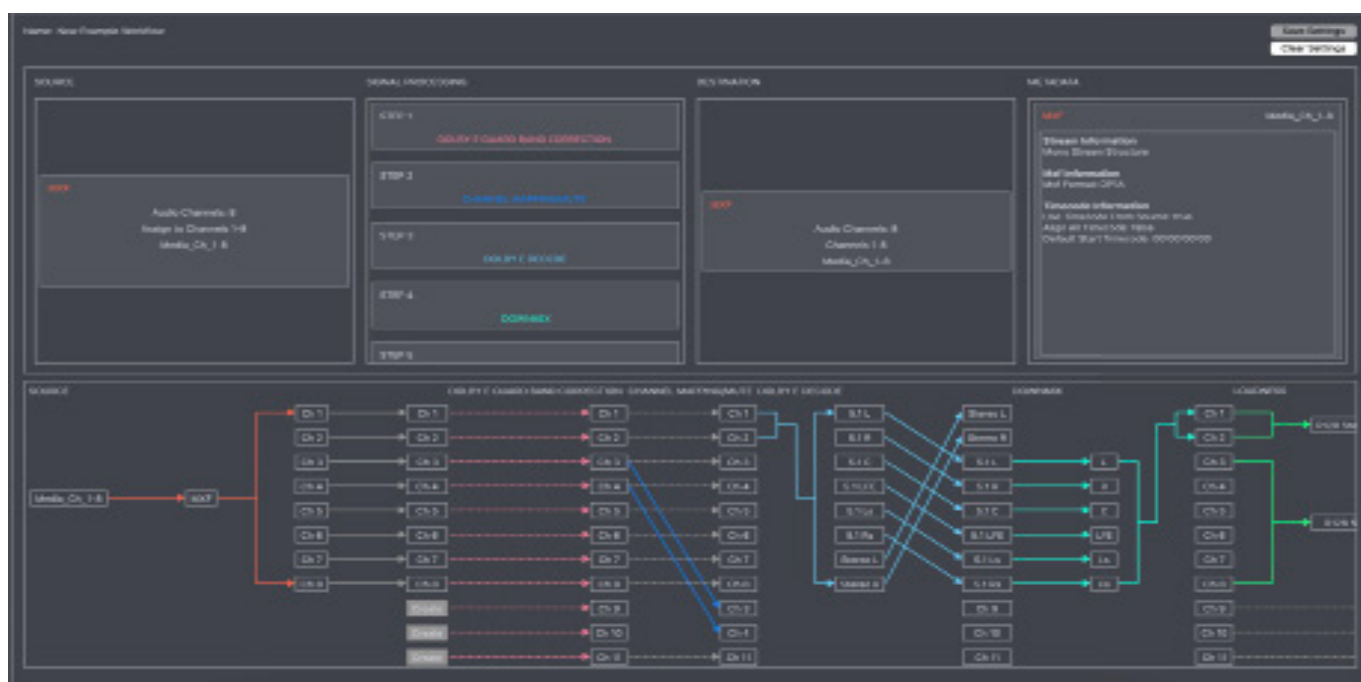
S Y S T E M S

**e**ngine  
DESKTOP

File-based Audio Processing  
for Content Delivery

Engine desktop replaces non-creative tasks that are commonly performed in an edit suite. These tasks include Loudness Processing, Dolby E transcoding, Stream Processing, File Wrapping, Audio Channel Add or Remove, Language Tagging, Pitch Correction, and other types of audio processing. Using workflows to perform these saves users time and money whilst allowing smaller content creators to deliver media to the correct house format.

Engine Desktop includes an easy-to-use graphical workflow creation tool that requires minimal training to become an expert, keeping you entirely in control.



## Engine Operation

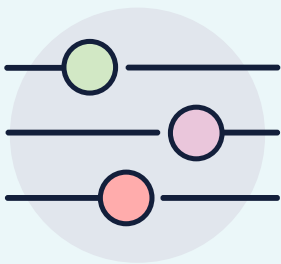
Engine desktop has been designed to provide consumer access to audio processing toolset, where complex workflows are necessary to meet delivery requirements, but processing at scale is not. Manual operation allows individual users to utilise all the audio processing benefits of Engine but at a lower cost.

- **Workflow Management:** Engine includes an easy to use graphical workflow creation tool, allowing users to control their processes with minimal training.
- **Faster than real-time processing:** Engine offers faster than real time processing. Helping users deliver more content whilst maintaining confidence that the audio complies to the required delivery specification.

## Engine Operation

- **Detailed Reporting:** Comprehensive PDF, XML, and CSV reporting facilities are part of the package, allowing users to gather necessary information and inform their clients of any issues encountered.
- **Operating Systems:** Engine is compatible with Windows, OSX, and Linux and supports virtual machine installation, making it flexible and versatile for various system environments.
- **Extensive Media File Support:** The software supports a wide range of professional media file types, from SD to UHD resolutions, MXF & MOV, making it adaptable to various formats.

## Available Modules:



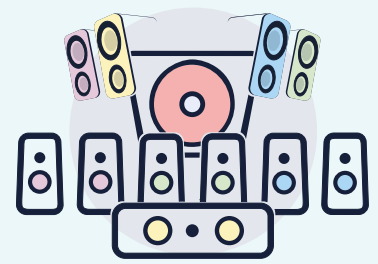
Loudness



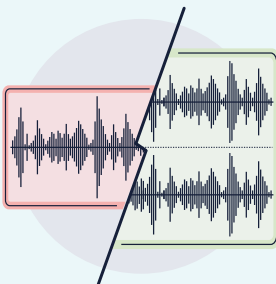
Audio Description



Pitch Correction



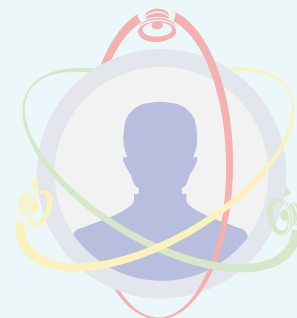
Immersive Mix



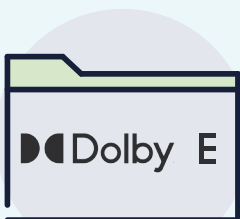
Mono to Stereo



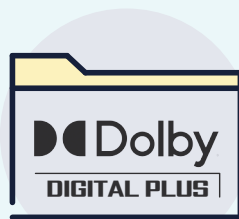
Audio Alignment



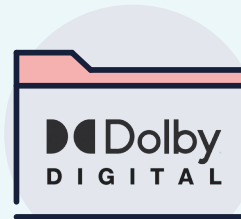
Binaural Mix



Dolby E Encode/  
Decode



Dolby Digital  
Encode



Dolby Digital Plus  
Encode



Dolby Guard Band  
Correction