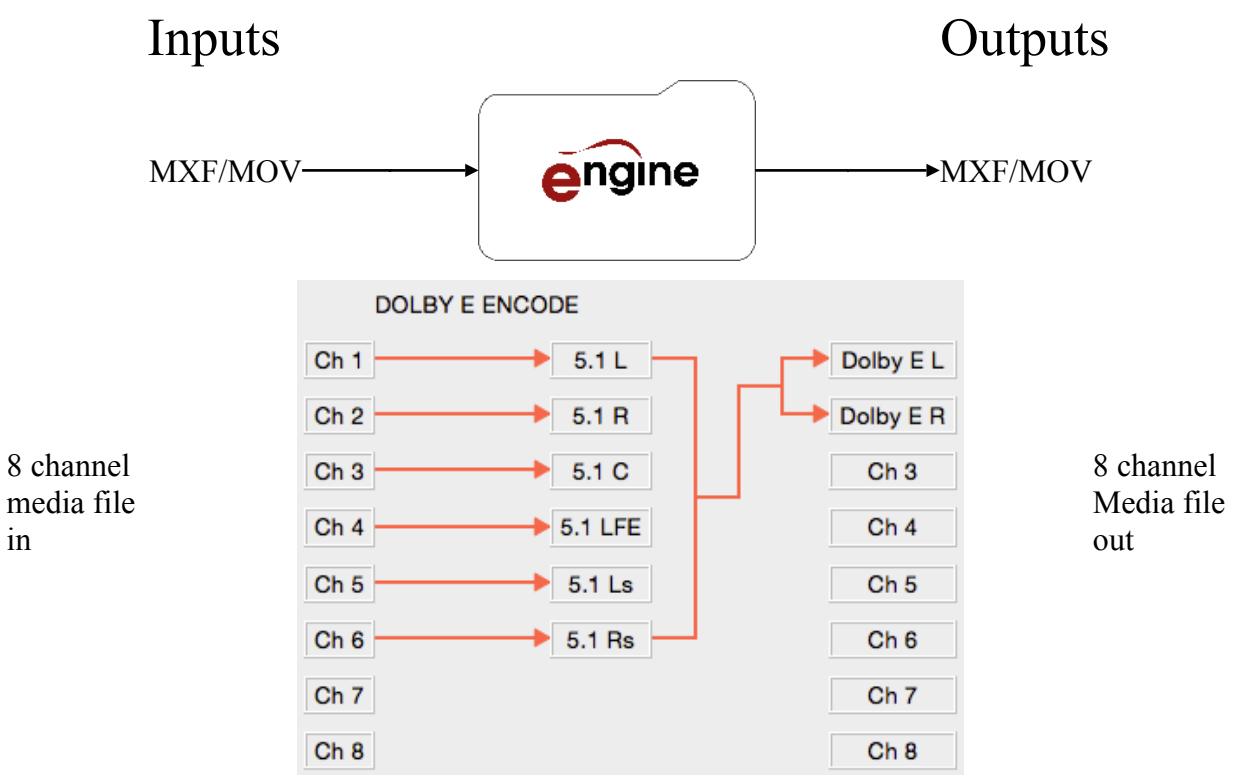
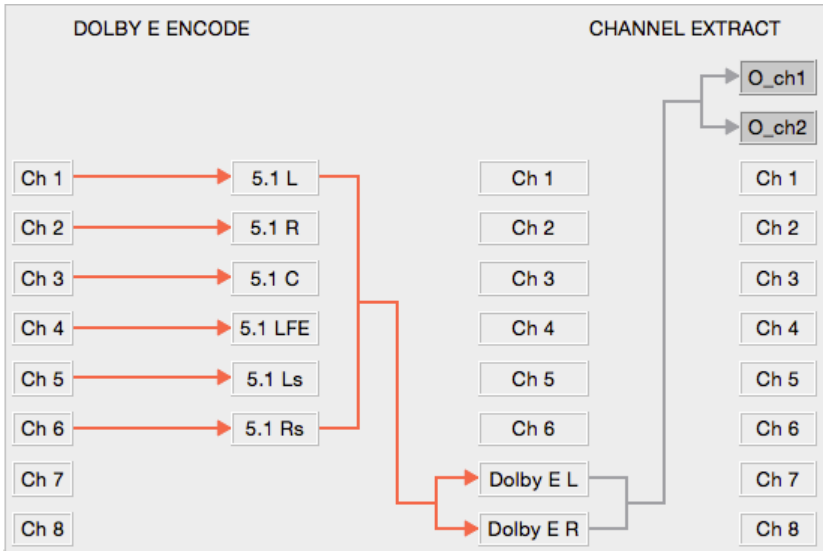
eNGINE Dolby Encode Options



Example 1

- This workflow uses an 8 channel file for input, and creates a new 8 channel file for output.
- This workflow would be compatible with MXF OP1A, MOV/QT, LXF, GXF, WAV and AIFF files. Note that WAV support includes BWAV and RF64. The output file type will be identical to the input file type.
- Although shown here with 8 channels, similar workflows could be created at any size from single channel, up to 64 channels.
- This example Dolby E encodes a 5.1 signal, but eNGINE can encode all valid Dolby E configurations, including four stereo, 5.1 + stereo, eight mono, and so on.
- Note that to encode more than 7 channels into Dolby E, you need to select 20 bits for the Dolby, which will require a 24 bit ‘space’ in the media file.
- When encoding Dolby E, the Dolby signal can be placed on any channel pair, not just on channels 1 & 2 as shown.
- When creating the workflow, you can configure a start timecode for the Dolby, and set the guardband to match the video video format.
- The Dolby E encoder provides access to all of the AC3 metadata.
- It is possible to auto insert a string into the Dolby Program name metadata, which can be based upon a user configurable string and the source filename.

8 channel media file in

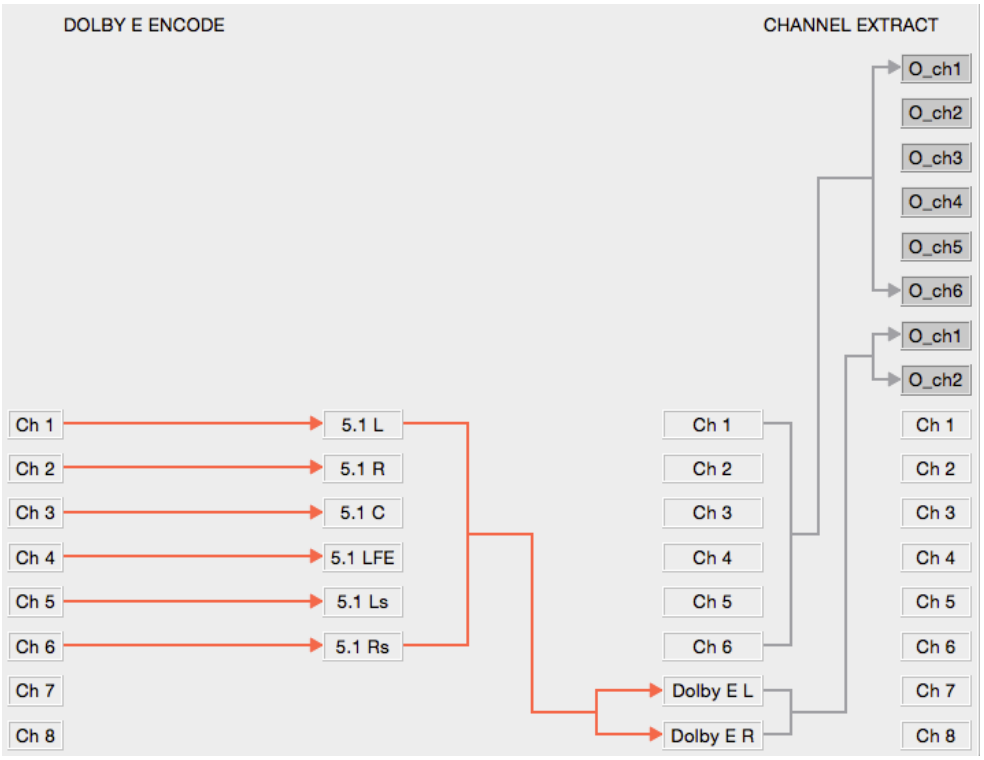


Dolby WAV out

8 channel Media file out

Example 2

- This workflow uses an 8 channel file for input, and creates a new 8 channel file of the same type, AND a two channel Dolby E WAV file.
- All general comments from Example 1 remain valid here.
- In this example, the new 8 channel file still contains the PCM 5.1 on channels 1 to 6, but also contains the Dolby E encoded data on channels 7 & 8. In addition, the Dolby E encoded data is output inside the two channel WAV file.

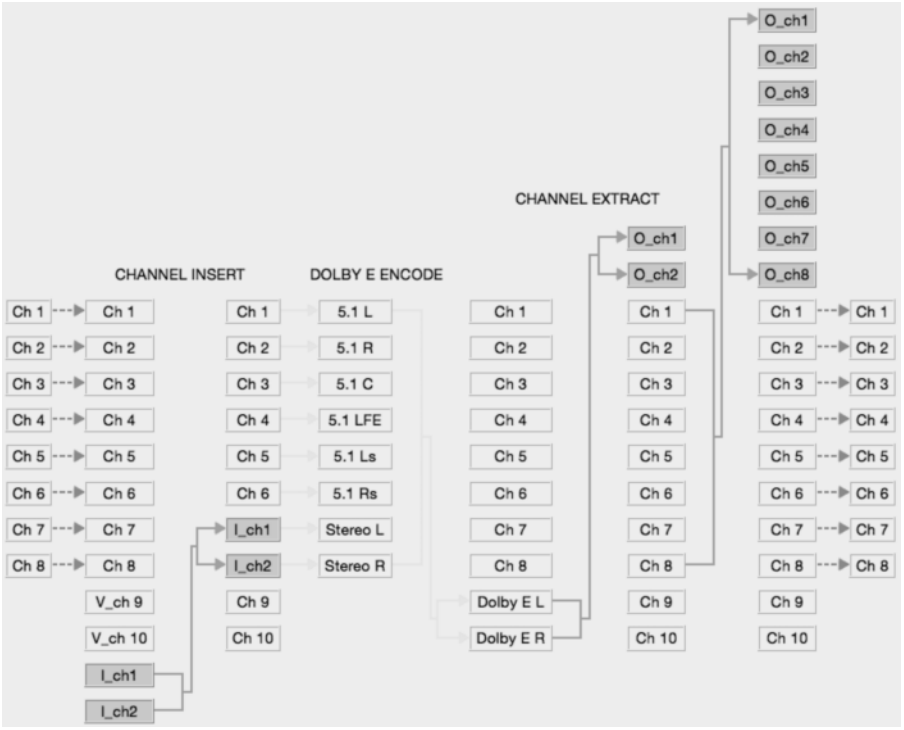


Example 3

- This workflow uses an 8 channel file for input, and creates a new 8 channel file for output, but in addition it creates two new WAV files. One contains the original 5.1 PCM data directly from the source, whilst the Dolby E data is contained in the two channel WAV.
- Although we have done a 5.1 encode, any valid Dolby E format is supported by eNGINE.
- Any combination of processed channels can be routed to WAV files, not just the combination shown.

8 channel media file in

Stereo WAV in



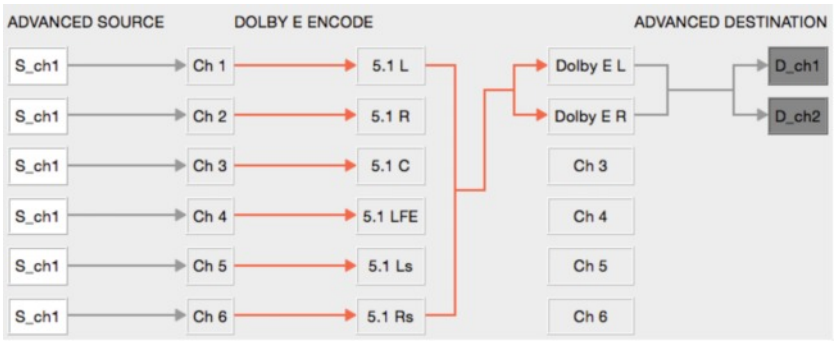
8 channel PCM WAV out

Dolby E WAV out

Example 4

- This workflow uses two input files. Specifically it is drawn with an 8 channel file as the 'main' input, with two more channels being supplied from a separate WAV file. Data from both files is combined and Dolby E encoded together.
- A two channel WAV file is created containing the Dolby E encoded audio.
- An eight channel WAV file is created containing the PCM 5.1 and PCM stereo.

6 mono
WAV in



2 channel
Dolby E
WAV out

Example 5

- This example starts with six mono WAV (or AIFF) files. They are combined in eNGINE, then Dolby E encoded. A new two channel WAV file is created containing the Dolby E.
- As with the previous examples, there is a great deal of flexibility for the format of the input(s) and output(s).