DTS-X : SPATIALIZED SOUND

PREFACE

DTS-X is a technology developed by the DTS to enhance the capabilities of spatial sound.

In the theater, there are several speakers. The usual ones behind the screen, the other ones on the sides and at the back of the room, and sometimes on the ceiling as well (and on the floor too ?).

The DTS-X technology follows the SMPTE **Immersive Audio Bitstream (IAB)** standard as a common basis and standardizes its data structure to create the DTS-X technology within IAB-compliant DCP.

To understand how it works, refer to the chapter Immersive Audio Bitstream

NOTES

- DTS-X specificities: *« "...rather than define a fixed number of channels, one for each speaker, allows the "location" (direction from the listener) of "objects" (audio tracks) to be specified as polar coordinates" »* -- Conférence Immersive Audio - Steve LLamb (2019)
- Difference between Atmos and DTS-X : https://history-computer.com/dolby-atmos-vs-dtsx/
- The oldest DCP version of DTS-X do not use IAB specifications and use AuxData to store data. If you have an old DTS-X MXF, I'm interested 😊