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08. 01. 2019

Trinnov Audio announces the addition of DTS:X Pro immersive audio technology support to the high-end Altitude processor range, a first for the high-end residential market according to the company.

DTS:X is an immersive object-oriented audio format. As used in high-end commercial cinemas, DTS:X utilises up to 64 uniquely-rendered channels (plus LFE) for high spatial resolution and realism. However, the residential version of DTS:X has been limited to a total of 11.1 channels, meaning 7 "bed" channels at listener level, an LFE channel, and 4 upper channels above the listening area.

Trinnov claims the Altitude surround processors are the first to offer DTS:X Pro to the high-end residential market. The Altitude32 supports up to 32 uniquely-rendered DTS:X Pro channels, making it the only surround processor able to render more than 12-16 uniquely rendered channels, allowing for greatly increased spatial resolution and realism.

Object-oriented audio liberates sound designers from the limitation of fixed loudspeaker channels, be it 5.1 or 7.1. Instead, "sound objects" move freely within the 3-dimensional space above and around the listener, as rendered to the available loudspeakers by the surround processor. The sound objects comprise whatever sound the designer creates, along with metadata describing the location and size over time. Thus, a ricocheting bullet might be tiny while shooting quickly past your ear, while thunder might roll slowly around you as it bounces off the nearby hills.

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