

Trinnov Immersive Audio at ISE 2020

Written by Frederick Douglas
04. 03. 2020

ISE 2020 sees Trinnov Audio demonstrates the DTS:X Pro capabilities of the Altitude32 and Altitude16 processors with a purpose-built 15-seat 15.3.10 channel immersive audio system.



Built in partnership with co-exhibitors Procella Audio and Kaleidescape, the setup consists of an Altitude32 processor and Amplitude8 power amplifiers handling the playback system, together with 28 Procella loudspeakers, Procella amplifiers, a Kaleidescape Strato and a Sony VPL-W5000ES projector.

The demonstration consists of two unique bits of program material-- a Cinema Trailerer and Music Machine One, a combination of images from an imagined music machine and a dynamic soundtrack taking full advantage of the capabilities of immersive audio. To do so it uses multiple, active objects and DTS:X Pro playback utlising all loudspeakers in the room.

The DTS:X Pro software upgrade is available free of charge for both new and existing owners of Altitude32 and Altitude16 processor. Being software-based the Trinnov platform requires no

Trinnov Immersive Audio at ISE 2020

Written by Frederick Douglas
04. 03. 2020

hardware changes, and the upgrade is available as a simple online download. The Trinnov DTS:X implementation enables discrete rendering of the full DTS:X complement of 30.2 channels, up to the channel capacity of each individual processor.

Unlike processors based on traditional DSP-based platforms limited to 16 discrete channels, the Altitude32 processor is capable of rendering the 26 unique channels of the ISE demonstration system. Introduced back in 2014, it is capable of up to 32 discretely rendered channels for home theatre and up to 64 independent channels to include multi-amplified speakers and multiple subwoofers when used with a separate Altitude48ext. The more modest Altitude16 renders 16 discrete channels. Both models carry Trinnov patented technologies, including Speaker/Room Optimiser and 2D/3D loudspeaker remapping.

Go [Trinnov Audio](#)