

TECH

## Grand Central opens immersive audio studio

By Jake Bickerton | 7 December 2017

High-end space for spatial audio work



Grand Central Recording Studios (GCRS) has opened a purpose-built immersive audio sound design and mixing studio for 360/VR audio. The studio, called Audio Lab 2, is built around Dolby Atmos and something called 'third-order' Ambisonics.

The facility said the studio is “equipped to produce unrivalled integrated, immersive soundscapes”. It is equipped with 32+1 Atmos speakers and an additional 16 lower level speakers.

AKA Design’s Guy Wilson created a semi-modular system for the room, enabling flexibility for future developments, while David Bell of Whitemark Acoustics oversaw the acoustics and Matt Dobson of Exigy worked on speaker design to “provide optimum wide dispersion sound levels in the studio.”

Ivor Taylor, technical director and co-founder of GCRS, said: “We have been exploring the opportunities around Dolby Atmos and spatial audio for many years now. The culmination of this is a ground-breaking sound design and mix facility, that not only caters for contemporary film, commercial and VR projects but has the capacity to evolve as new technologies and techniques emerge in future.”

“It sounds absolutely amazing and will dramatically enhance the way both our engineers and clients are able to work on film and 360/VR projects,” adds Carole Humphrey, managing director and co-founder, GCRS.

