

Grand Central Studios launches new facility with Ambisonics immersive audio design

Audio Lab 2 set to be world's first Dolby Atmos Theatrical and 3rd order Ambisonics facility

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London-based Grand Central Recording Studios has launched Audio Lab 2 – a purpose-built facility offering Dolby Atmos Theatrical and 3rd order Ambisonics (TOA) immersive audio sound design and mixing.

Following on from the successful establishment of GCVRS – the Soho studio's specialist VR arm – the opening of Audio Lab 2 brings together capabilities for both film and 360/VR audio. With almost 10 years of research and development informing the build, the studio is equipped to produce integrated and immersive soundscapes.

Grand Central mixes cinema trailers for the likes of Universal, Studio Canal and Working Title, among others. Leveraging off the 32+1 Atmos speakers, GCRS also added an additional 16 lower level speakers enabling the world's first mixed Dolby Atmos Theatrical and TOA studio for VR work.

Ivor Taylor, technical director & co-founder, GCRS, said: “We have been exploring the opportunities around Dolby Atmos and spatial audio for many years now, learning a huge amount and making working discoveries throughout the process that have since been validated. 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.”

As a pioneer in the area of spatial audio technology, Richard Furse of Blue Ripple Sound collaborated with David Bell on the Ambisonic design. Overcoming some of the challenges in 360/VR sound design workflows, clients will now be able to hear mixes develop in live-time from a dedicated work area.

Carole Humphrey, managing director & co-founder, GCRS, added: “We have invested significantly in developing Audio Lab 2, seeking out the best talent and technology to put behind this project as part of our ongoing commitment to our clients and the wider sound design industry. It is an exceptional facility which sounds absolutely amazing and it will dramatically enhance the way both our engineers and clients are able to work on film and 360/VR projects.”

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