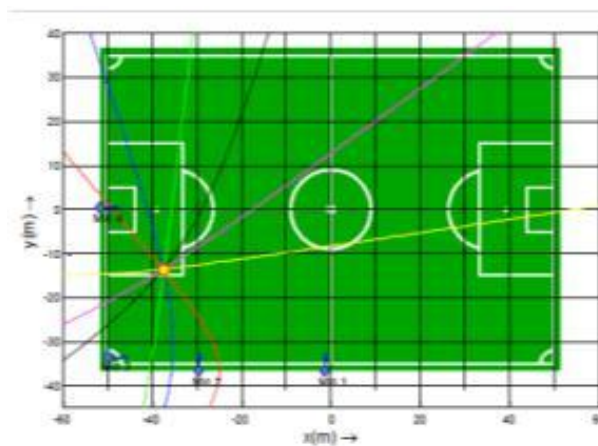
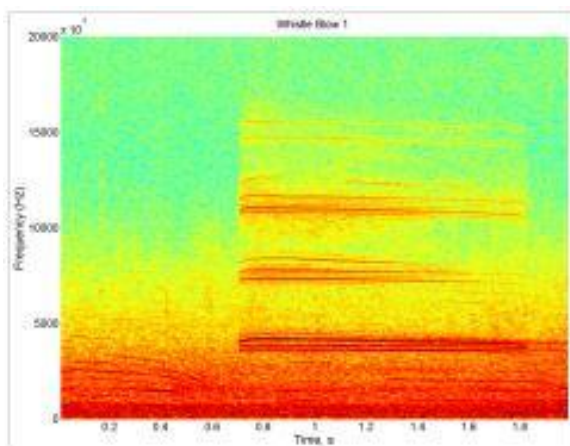


Developed by Dr Ben Shirley & Rob Oldfield, Acoustics, Audio & Video Group

This software enables key sounds contained within live sport broadcast feeds (e.g. the kicking of a football or the referee's whistle) to be identified, extracted and spatially located on the pitch. As well as automated sound mixing, similar technology can be the future basis to enable individuals to self-edit the audio feed of a broadcast for an immersive experience.

- Automatic storage of individual “audio objects”
 - Objects can be recombined for a specific listener experience
 - Individual sounds can be amplified for dramatic effect
- Automates live mixing conventionally requiring experienced sound engineer
 - Operates in pseudo real-time (< 1 second delay)
 - Physical origin of sounds located to within 30 cm
- Prototype system has been demonstrated with Premier League broadcast feed



Sound object automatically identified via spectrum analysis & spatially located on pitch

Seeking:

Commercial partnership for further development and trials, with option of exclusive rights to license the technology.

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