INTERNATIONAL STANDARD

ISO/IEC 23003-4

Second edition
2020-06

Information technology — MPEG audio technologies —

Part 4: Dynamic range control

Technologies de l'information — Technologies audio MPEG —

Partie 4: Contrôle de gamme dynamique

Reference number
ISO/IEC 23003-4:2020(E)

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Published in Switzerland

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Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information Technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia, and hypermedia*.

This second edition cancels and replaces the first edition (ISO 23003-4:2015), which has been technically revised. It also incorporates the Amendments ISO 23003-4:2015/Amd.1:2017 and ISO 23003-4:2015/Amd.2:2017. The main changes compared to the previous edition are as follows:

— Amendments to the previous edition that include enhancements, definitions of profiles and levels, reference software, and conformance are integrated.

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Introduction

Consumer audio systems and devices are used in a large variety of configurations and acoustical environments. For many of these scenarios, the audio reproduction quality can be improved by appropriate control of content dynamics and loudness.

This document provides a universal dynamic range control tool that supports loudness normalization. The DRC tool offers a bitrate efficient representation of dynamically compressed versions of an audio signal. This is achieved by adding a low-bitrate DRC metadata stream to the audio signal. The DRC tool includes dedicated sections for clipping prevention, ducking, and for generating a fade-in and fade-out to supplement the main dynamic range compression functionality. The DRC effects available at the DRC decoder are generated at the DRC encoder side. At the DRC decoder side, the audio signal may be played back without applying the DRC tool, or an appropriate DRC tool effect is selected and applied based on the given playback scenario.

Loudness normalization is fully integrated with DRC and peak control to avoid clipping. A metadata-controlled equalization tool is provided to compensate for playback scenarios that impact the spectral balance, such as downmix or DRC. Furthermore, the DRC tool supports metadata-based loudness equalization to compensate the effect of playback level changes on the spectral balance.

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Information technology — MPEG audio technologies —

Part 4:
Dynamic range control

1 Scope

This document specifies technology for loudness and dynamic range control. It is applicable to most MPEG audio technologies. It offers flexible solutions to efficiently support the widespread demand for technologies such as loudness normalization and dynamic range compression for various playback scenarios.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 14496-12, *Information technology — Coding of audio-visual objects — Part 12: ISO base media file format*

ISO/IEC 14496-26:2010, *Information technology — Coding of audio-visual objects — Part 26: Audio Conformance*

ISO/IEC 23008-3:2019, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 3: 3D audio*

ISO/IEC 23091-3, *Information technology — Coding-independent code points — Part 3: Audio*

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