METHODS AND DEVICES FOR GENERATING OR DECODING A BITSTREAM COMPRISING IMMERSIVE AUDIO SIGNALS

ABSTRACT

The present document describes a method (500) for generating a bitstream (101), wherein the bitstream (101) comprises a sequence of superframes (400) for a sequence of frames of an immersive audio signal (111). The method (500) comprises, repeatedly for the sequence of superframes (400), inserting (501) coded audio data (206) for one or more frames of one or more downmix channel signals (203) derived from the immersive audio signal (111), into data fields (411, 421, 412, 422) of a superframe (400); and inserting (502) metadata (202, 205) for reconstructing one or more frames of the immersive audio signal (111) from the coded audio data (206), into a metadata field (403) of the superframe (400).

Fig. 2