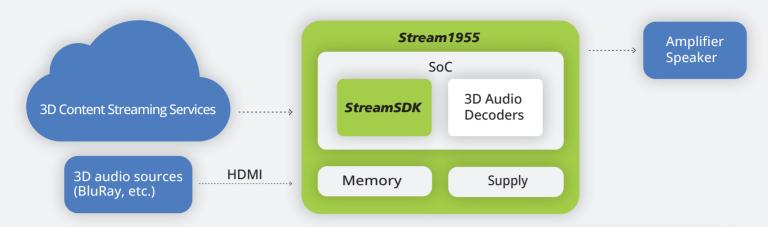
## Immersive Audio



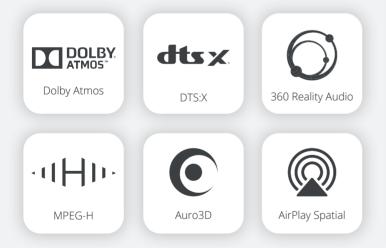
**Years of Connectivity for Things** 



Playback of 3D Audio formats — including AirPlay Spatial, Dolby Atmos, DTS:X, 360 Reality Audio, MPEG-H, and Auro3D — is supported via SoC decoding (no DSP required) using the Stream1955 and the StreamSDK Connectivity Platform.

Immersive sound brings 3D audio into the consumer home setup, meeting the growing demand for immersive speakers and connected soundbars — with support for film, voice assistants, and online music streaming services.

StreamUnlimited combines online connectivity and immersive audio in one integrated platform.



## Lower cost benefit

- ▶ No external DSP required
- ▶ No additional DSP software needed
- ► Simplified architecture (only one software stack to update)

## **Advantages**

- ▶ The Stream1955 module and StreamSDK enable 3D audio decoding directly in SoC — no external DSPs required.
- ▶ Multi-dimensional StreamSDK supports immersive audio designs with voice assistants, music services, and connected systems like soundbars, AVRs, and premium speakers.
- ► Hardware-agnostic: compatible with a variety of platforms and silicon vendors.
- ► Flexible and customizable: supports music services, multiroom streaming, and voice control.
- ▶ Backed by a proven engineering team with a portfolio of premium connected audio and voice assistant products.

**StreamUnlimited**, founded in 2005, is a supplier of software solutions and hardware modules for connected audio and IoT products, with over 120 employees at office locations in Vienna, Bratislava, Shenzhen, Osaka and San Francisco. As the de facto global system integrator offering its own IP and engineering services, StreamUnlimited development partnerships include all major semiconductor companies and technology providers in the consumer electronics and IoT channel. StreamUnlimited works with a global cross-section of high-end audio, CEDIA-channel, premium and mainstream consumer electronics and smart home manufacturers.

