



# QC Checklist

## — Dolby Atmos Delivery

Complete before each delivery

PROJECT	ARTIST	DATE	DIST.
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### 01 SESSION SETUP

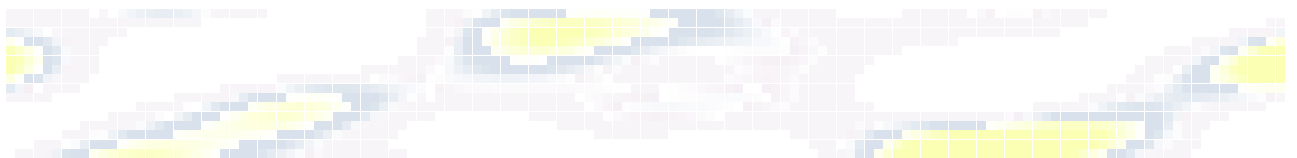
- Sample Rate** 48 kHz confirmed in PT > Setup > Session
- Bit Depth** 24-bit confirmed
- Frame Rate** Renderer and Pro Tools synced to 24 fps
- Renderer** Pro Tools connected to Renderer via localhost
- Routing bed** Main Bed 7.1.4 assigned in Renderer
- Routing objects** All objects routed to Renderer

### 02 LOUDNESS

- Integrated LUFS** Measured on binaural/5.1 render –  $\emptyset$  -18 LKFS
- True Peak global**  $\emptyset$  -1 dBTP on all channels
- True Peak LFE** LFE verified separately
- Loudness meter** Renderer Loudness Meter visible during mix
- Dialogue (if appl.)** -31 to -10 LKFS gated if speech >10%

### 03 BINAURAL METADATA

- LFE** LFE channel set to OFF – no binaural render
- Main Bed** Main Bed at MID as starting point
- Objects** Near/Mid/Far reviewed per object
- QC listen** Full mix listened in binaural with headphones
- Settings saved** Binaural settings saved in session / plug-in



#### 04 EXPORT ADM BWF

- Record via Renderer** Export recorded THROUGH the Renderer – not PT direct
- Naming** Artist\_Title\_ADM\_Master\_v01\_48k24.wav
- File size** Verified (>50MB for typical full track)
- Reimport** ADM BWF opened in Renderer and played in full
- Metadata** Routing and binaural metadata present

#### 05 STEREO REFERENCE

- Export** 48kHz / 24-bit WAV · normalized -14 LUFS
- Naming** Artist\_Title\_Stereo\_Ref\_v01\_48k24.wav
- Delta duration** ± 50ms difference from ADM BWF (Apple req.)
- Playback** Stereo listened in full · coherent with Atmos

#### 06 DELIVERY

- ISRC Atmos** Unique secondary ISRC – different from stereo
- ISRC stereo** Primary ISRC confirmed
- MD5 checksum** Generated and saved alongside the files
- Folder** Files in organized folder with correct naming
- Distributor** Distributor specs verified before upload
- Upload** Upload with margin – allow time for corrections

