

PRESS RELEASE

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Fraunhofer IIS licenses MPEG-H 3D Audio patents to Sony

Erlangen, Germany – Fraunhofer IIS, primary developer of the MPEG-H 3D Audio standard, announced today that Sony Corporation (Sony) has become a licensee of Fraunhofer's MPEG-H 3D Audio patents, allowing Sony to manufacture products that feature MPEG-H 3D Audio.

MPEG-H 3D Audio is the leading Next Generation Audio system used for immersive music streaming and TV broadcasts. Sony's 360 Reality Audio offers a new music ecosystem utilizing an object-based spatial sound technology based on MPEG-H 3D Audio. Now, artists and music creators can bring a spatial musical experience to music enthusiasts. When listeners hear content produced in the new format for 360 Reality Audio, they can be immersed in a field of sound exactly as intended by artists and creators. 360 Reality Audio music services are available from multiple streaming service providers worldwide, including Amazon Music HD, Deezer, nugs.net, Sony Select and TIDAL.

The MPEG-H 3D Audio system is also specified in TV broadcast standards such as ATSC 3.0 and Digital Video Broadcasting (DVB) and has been on air as part of South Korea's terrestrial UHDTV service since May 2017. Moreover, MPEG-H 3D Audio has been selected to enhance the ISDB-Tb broadcast system in Brazil and as the basis of the China 3D Audio broadcasting standard. Several major sports events and music shows have been broadcasted using MPEG-H 3D Audio in many European countries whose digital television systems are based on DVB.

Shinji Okazaki, General Manager at Sony Home Entertainment & Sound Products Inc. said, "The partnership with Fraunhofer on MPEG-H 3D Audio allows us to enable 360 Reality Audio in a wide variety of products from Sony. We expect to expand the ecosystem of 360 Reality Audio together with Fraunhofer."

"We are delighted to welcome Sony as a licensee of our MPEG-H 3D Audio patents," said Stefan Geyersberger, Head of Patents & Licensing at Fraunhofer IIS. "360 Reality

Head of Corporate Communications

Thoralf Dietz | Phone +49 9131 776-1630 | thoralf.dietz@iis.fraunhofer.de | Fraunhofer Institute for Integrated Circuits IIS | Am Wolfsmantel 33 | 91058 Erlangen, Germany | www.iis.fraunhofer.de |

Head of Marketing Communications Audio and Media Technologies

Mandy Garcia | Phone +49 9131 776-6178 | amm-info@iis.fraunhofer.de | Fraunhofer Institute for Integrated Circuits IIS | www.iis.fraunhofer.de

US Contact

Jan Nordmann | Phone +1 408 573 9900 | Cell +1 408 390 6698 | press@dmf.fraunhofer.org | Fraunhofer USA, Inc. | Digital Media Technologies* | 100 Century Center Court | Suite 504 | San José, California 95112 | www.dmf.fraunhofer.org

Audio is adding a new dimension to music streaming, and we look forward to the launch of many more MPEG-H-enabled Sony products in the future.”

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About MPEG-H 3D Audio

MPEG-H 3D Audio, substantially developed by Fraunhofer IIS, is the industry’s most advanced audio system for UHD-TV and streaming. It supports both immersive sound and the ability for users to adjust elements in the audio to their preferences. MPEG-H 3D Audio has been on the air since 2017 on all TV networks in South Korea under the new ATSC 3.0 standard. It has also been selected for new broadcast standards to be launched in China and Brazil and is the distribution format of the 360 Reality Audio ecosystem for immersive music streaming services. Fraunhofer offers MPEG-H software implementations for many popular CPU, SoC and DSP platforms. It is widely deployed today in TV sets, premium soundbars and high-end smart speakers.

About Fraunhofer IIS

For over 30 years, the institute’s Audio and Media Technologies division has been shaping the globally deployed standards and technologies in the fields of audio and moving picture production. Starting with the creation of mp3 and continuing with the co-development of AAC and the Digital Cinema Initiative test plan, almost all consumer electronic devices, computers and mobile phones are equipped with systems and technologies from Erlangen today. Meanwhile, a new generation of best-in-class media technologies – such as MPEG-H Audio, xHE-AAC, EVS, LC3/LC3plus, Symphoria, Sonamic and upHear – is elevating the user experience to new heights. Always taking into account the demands of the market, Fraunhofer IIS develops technology that makes memorable moments.