



UNIVERSAL MUSIC GROUP

**Dolby Atmos Audio
Servicing Asset Specification
Version 1.0.2**

Table of Contents

1.0 CHANGE HISTORY	3
2.0 SUBMISSION GUIDELINES	4
2.1 QUALITY CONTROL	4
2.2 FILE SUBMISSION METHOD	4
3.0 FILE NAMING CONVENTIONS	5
3.1 GENERAL FILE NAMING REQUIREMENTS	5
3.2 DOLBY ATMOS AUDIO NAMING CONVENTION	5
4.0 DOLBY ATMOS AUDIO	6
4.1 DOLBY ATMOS SERVICING FILE SPEC	6
4.2 DOLBY ATMOS SERVICING FILES – ADDITIONAL REQUIREMENTS	6

1.0 CHANGE HISTORY

Deliberately Blank.

2.0 SUBMISSION GUIDELINES

2.1 Quality Control

- UMG's expectation is that content has passed a QC stage at its place of origin prior to submission, and will meet the requirements outlined in this document. Please ensure this is true before upload.

2.2 File Submission Method

- There is one submission method: Ci Media Cloud File Request Link
 - If you have not received a project specific File Request Link, please contact your label representative and one will be created for you.
 - **UMG cannot accept any files from a third-party site (IE. DROPBOX / WETRANSFER). Content SHALL be submitted via the provided File Request Link.**
- Files SHALL be uploaded as individual tracks within one master folder and NOT zipped / compressed.
- Please see [Section 3.0](#) for specific file naming restrictions.

3.0 FILE NAMING CONVENTIONS

3.1 General File Naming Requirements

- File names SHALL only contain allowable characters (a-z, A-Z, 0-9, and underscores), and SHALL NOT contain any special characters such as dashes, spaces, forward slashes, back slashes, accents, &, @, #, etc.
- File names SHALL NOT begin with an underscore.
- File name length SHALL NOT exceed 120 characters.
- **Blank spaces SHALL NOT be present within the folder names in your file path.**

3.2 Dolby Atmos Audio Naming Convention

3.2.1 Dolby Atmos Project Root Folder Naming Convention

- Assets SHALL be delivered in a project root folder whether the delivery is for a standalone single or an album.

Primary Folder Naming Mask: ArtistName_ProjectTitle_MixerInitials_DateofDeliveryYYYYMMDD

Example: *JaneDoe_MySong_AB_20220125*

3.2.2 Dolby Atmos Single Track File Naming Convention

- **File Naming Mask:** ArtistName_Title_AtmosMix_MixerInitials_StudioLocation.wav

Example: *JaneDoe_MySong_AtmosMix_AB_MagicStudioLA.wav*

3.2.3 Dolby Atmos Album Track File Naming Convention

- **File Naming Mask:** ArtistName_TrackNumber_Title_AtmosMix_MixerInitials_StudioLocation.wav

Example: *JaneDoe_01_MySong_AtmosMix_AB_MagicStudioLA.wav*

3.3 File Resubmission Naming Convention

- For file resubmissions, please use the standard applicable File Naming Convention outlined above for the base file name, but append ‘_v2,’ ‘_v3,’ etc. to the end of the file name as illustrated below.

Example: *JaneDoe_01_MySong_AtmosMix_AB_MagicStudioLA_v2.wav*

4.0 DOLBY ATMOS AUDIO

4.1 Dolby Atmos Servicing File Spec

Dolby Atmos Audio	
File Container	
Container	ADM BWF
Attributes	
First Frame of Action (FFOA)	Prohibited
Duration	Matched to corresponding stereo asset
Frame Rate	24
Max Number of Channels	128
Bit Depth	24
Sample Rate	48 kHz or 96 kHz* <i>*When natively created in 96 kHz</i>
5.1 Downmix Mode	Direct Render
Binaural Metadata	Required (Not all "Off")
Max Integrated Loudness	-18.0 LKFS
Max True Peak	-1.0 dBTP

4.2 Dolby Atmos Servicing Files – Additional Requirements

- All deliverables SHALL conform to the [Dolby Atmos Music Master Specification](#) and the [Dolby Atmos Master ADM Profile](#).
- If present, audio in the LFE channel of the deliverable SHALL be band limited using a low pass filter with a cut off frequency of between 100 and 150 Hz.
- The Integrated (Average) Loudness for a track SHOULD NOT fall below -31.0 LKFS, as measured by BT.1770-4 loudness analysis run on a 5.1 downmix of the ADM BWF with 5.1 downmix mode and trim controls set as they are in the final deliverable.