

Read me

Welcome

Thank you for downloading the RedSphere Immersive Spatial Library Rolling Thunder demo file.

The goal of the library recordings is to enable sound designers to create immersive listening experiences that allow listeners to feel present in the thunderstorm—as if they were standing there. This demo file is intended to give you a sense of that presence, presented in an abbreviated format.

This particular sound clip was not included in the final library because it also captures me catching my breath after running for shelter under a spruce tree.

Playback & Channel Layout

All recordings were captured using **10 discrete microphones**, but the delivered files contain **12 channels**. The channel layout is as follows:

L/R/C/LFE/Lss/Rss/Lrs/Rrs/Ltf/Rtf/Ltr/Rtr

The Center (C) and Low Frequency Effects (LFE) channels were not recorded. They are added as silent tracks to maintain compatibility with a **7.1.4 Dolby Atmos object bed configuration**. All files are provided as 12 channel, 96kHz / 24-bit WAV files.

Because these recordings represent a complete sound field, incorrect channel routing may not immediately be obvious. However, incorrect routing will reduce the accuracy of the spatial image and the overall listening experience. Please use the included **Channel Guide** multichannel wav file to verify your entire signal chain, from library software and DAW through your playback system.

The channel layout is specified in the **ChannelLayout** metadata field. This field is intended to inform library management software how channels should be interpreted and routed. However, many applications do not read this metadata field and use their own internal routing assumptions. In particular, **Side Surround and Rear Surround channels are frequently swapped between different applications**. In addition, the field iXMLTrackLayout contains information used by some library applications for track labeling. Therefore, the order should match the ChannelLayout field.

The recordings were captured using the RedSphere Immersive MASS microphone system, designed to preserve spatial detail through discrete microphone channels. Specifically, the combination of six microphones covering the horizontal plane and four height channels covering the vertical plane provides increased spatial precision and resolution, resulting in a more accurate and natural three-dimensional sound field.

Recording Location

The recordings for this library were made in **Tyresö**, located approximately 20 km south of Stockholm, Sweden. The microphone was located under a large spruce tree to protect it from the rain to some degree. Luckily the rain was never that heavy.

Metadata

The metadata includes standard descriptive fields, such as **Description**, which provides a concise summary of the recording content.

Because these recordings capture a full 360° sound field, additional spatial metadata has been included: **MicPerspective** and **SoundEventDirection**.

The **MicPerspective** field consists of three parts, describing the perspective of prominent sound events and the surrounding ambience relative to the microphone position:

Perspective

- SURR = Surrounding ambience
- SPOT = Focused sound source

Environment

- EXT = Exterior
- INT = Interior

Distance

- CLOSE
- MID
- FAR

The **SoundEventDirection** field indicates the direction of prominent sound events relative to the microphone position:

Front, Left, Right, Above, Behind, Below, 360

360 = Surrounding from all directions

If the SoundEventDirection is empty, it's because there are no prominent sounds.

Please read the included metadata guide for more details.

Creative Philosophy

Every sound in this library originates from real-world recordings.

- This library contains only authentic field recordings — no synthetic or AI-generated sound sources, and no processing such as stereo widening, AI enhancement, multichannel upscaling, or similar techniques.
- Processing is limited to editing and where necessary low-frequency EQ attenuation to preserve the tonal balance and overall character of the original acoustic experience.

The goal is to preserve the feeling of being present at the original recording location.

Support

contact@redsphereimmersive.se

Library Version: 1.0

Release Date: July 2026