Abstract – Rock in Rio is a music festival with around 100,000 people in the festival site and millions of people watching by TV, live streaming and other media. TV Globo’s production provided a “being there” experience, using Audio over IP to send all the microphones to our facility at Globosat, seven miles away from the festival site. The production workflow highlighted next-generation concepts: mixing in immersive audio and delivering the festival content in different media formats simultaneously, such as over-the-air ISDB-Tb, 5G FeMBMS in Dolby Atmos and MPEG-H Audio, VR experiences in MPEG-H and live to a VIP Area with Dolby Atmos.
Who are we?

We want to be the environment where everyone meets up and find information, entertainment and culture, essentials features for a society that looks for happiness for everyone and each one

We are a Mediatech company Present in almost 100% of Brazilian homes thru open and over the air TV, pay TV, Streaming Service, Social Media

We not only provide viewers with information, education, knowledge and entertainment, but we also give them good stories, our true vocation.
Rock in Rio Big Numbers

• 19 editions in 4 countries;
• 2,038 artists;
• 9.5 Million attendees;
• 73 Million Trees Donated to Amazon;
• 212,500 jobs;
• 12 Million On-line Fans
• 112 Days of festival;
• 143 Millions of persons on social media;

https://rockinrio.com/rio/en/history/
Rock in Rio 2019 in Globo group

- Watched by 11 million people in pay TV;
- 404 million of impressions in social media;
- 115 million of views of Festival content on social media;
- TT 48 times in Brazil and 32 times in world during the festival;

Our experiences in Rock in Rio

• Remote mixing to Multidelivery In Immersive Audio
• ISDB-Tb and 5G FeMBMS Transmission of HD-HDR Video and Immersive Audio in Dolby Atmos and MPEG-H
• Pay TV Transmission in UHD1 (4k HDR) and Dolby Atmos
• VR Experience
• Immersive Rooftop
Diagram of the experience
ISDB-Tb with HD-HDR and Immersive Audio

In our revision of standard we add like option features HD-HDR and Immersive Audio. This transmission was received in a Commercial TV set with no issue in vídeo (caused by HDR) and this TV Set was able to decode de Dolby Atmos PID.
PAY TV in UHD-1 HDR and Dolby Atmos – VR Experience
Immersive Rooftop

• Used the 5.1.4 mixing sent to Pay TV
• Delay Adjusted to the P.A. Signal
• Inside the rooftop 5.1.4 experience
• Outside direct sound from P.A
Globoplay Booth

Immersive Rooftop VR Experience

UHD and HD HDR reception
This paper is available in the 2020 BEIT Conference Proceedings

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