

DOLBY ATMOS®

MASTERING SUITE VS. PRODUCTION SUITE

	DOLBY ATMOS MASTERING SUITE (DAMS)	DOLBY ATMOS PRODUCTION SUITE (DAPS)
Use	Multi-system workflows for complex content productions (cinema, Blu-Ray and OTT productions)	Single system workflows for OTT productions and others (editorial, sound design and premixes) NOTE: System support will vary based on the single system CPU used, and project complexity
Availability	Dolby approved vendors	Avid Marketplace
Workflow support	Supports multi-system workflows where dialogue, FX, and music tracks are on dedicated Pro Tools Ultimate™ systems	Does not support multi-system workflows
Components	Software and hardware components Includes Dolby Atmos Renderer and 3x licenses for Dolby Atmos Production Suite	Software only Dolby Atmos Renderer only
External requirements	Yes. Requires external system with MADI or Dante I/O Supports Pro Tools® SYNC HD™ and ability to lock to external sync, LTC and video reference	No. In-the-box solution, runs on the same system as Pro Tools Ultimate Does not support external sync or video reference. Supports positioning via LTC plugin within Pro Tools Ultimate, and the Dolby Audio Bridge™
CPU/Rendering	External system allows CPU/rendering load to be offloaded without affecting Pro Tools Ultimate	CPU/rendering load is from the same Pro Tools Ultimate system
Operating system support	Supports Windows and Mac	Supports Mac only
Routing requirements	Uses physical output via MADI or Dante	Uses software-based routing with Dolby Audio Bridge or send/return plugin mode
Dolby Atmos Renderer Remote support	Yes	No
EQ and room calibration support	Yes	No
Array Mode for speaker support	Yes	No

[Dolby takes an in-depth look at their Production and Mastering Suites in this blog >](#)

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