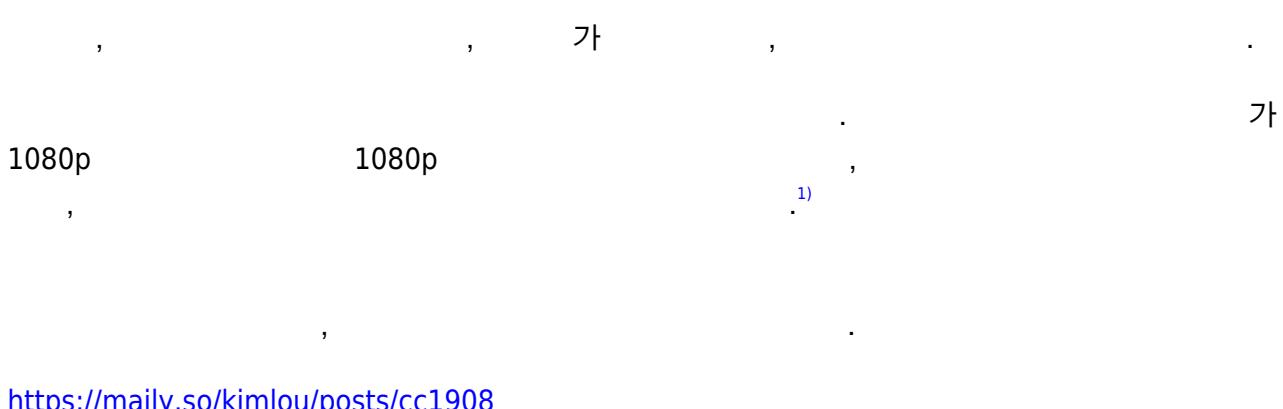




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<https://maily.so/kimlou/posts/cc1908>

Streaming

Streaming is a technology that transmits audio, video, and other content to users' devices over a communication network for playback. Streaming involves real-time **bitrate** adjustment based on the transmission status of the network. Therefore, if the network conditions are poor or there is a high user demand, it may impact the playback quality.

Streaming tailors the transmission of content to match the playback specifications of the playback device. For example, if the playback device has a resolution of 1080p, the video is encoded in real-time at 1080p for transmission. When streaming to smaller screens like smartphones, the resolution of the content is encoded smaller to reduce data transmission volume.

In cases of music streaming in coffee shops or large stores, where performance and transmission rights related to **copyright** are involved, the fees may differ from regular streaming services.

LUFS reference



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Loudness Normalization

reference

LUFS	Integrated(Program) LUFS
) -10LUFS .(Integrated LUFS -10LUFS
.)	

Platform	(LUFS)	(LU)	
EBU R128 ⁴⁾	-23LUFS	0LU	$\pm 1LU^5)$
⁶⁾	-24LUFS	-1LU	$\pm 2LU^7)$
iTunes	-16LUFS	7LU	
Tidal	-14LUFS	9LU	
Spotify	-14LUFS	9LU	
YouTube	-14LUFS	9LU	

2020-9-06

LUFS reference

- Facebook
- Twitter
- Email

- Facebook
- Twitter
- Email

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3)

4)

<https://tech.ebu.ch/docs/r/r128.pdf>

5) 7)

6)

[2014. 11. 29.] [

2014-87 , 2014. 11. 28.,]



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