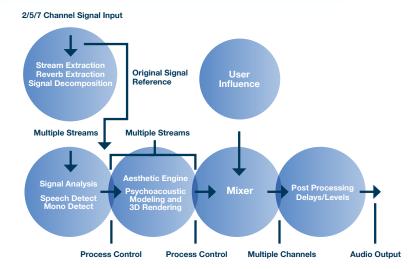




Harman is pushing QLS technology even further by introducing QuantumLogic Surround 3D (QLS-3D). An extension of the revolutionary QLS audio technology, QLS-3D provides a truly three-dimensional surround sound experience through the addition of overhead speakers and the intelligence of the QLS algorithm to direct the right audio information to those speakers while still retaining the integrity of the original recording.



QuantumLogic uses proprietary algorithms to extract audio streams (voices, instruments and spatial information) from the music source. The Aesthetic Engine, the brain behind QLS psychoacoustic intelligence, identifies and sends those audio streams to the appropriate speaker locations depending on the listening environment.

By design, QLS uses only sources from the original material and does not add special effects, like artificial reverberation, to create a three-dimensional surround experience. Embedded spectral and spatial qualities are maintained in a way that remains true to the integrity of the original recording.

QuantumLogic 3D Advantages:

- Works with all audio source material 2 channel,
 5.1 channel, or 7.1 channel.
- No need to update existing audio library.
- Adapts to any surround architecture by matching output to available speakers (QLS-3D requires overhead speakers).
- Three-dimensional surround experience, coupled with our intelligent algorithm brings out details not discernible with other systems.
- Applicable to home AVR, theatre, auditorium, automotive applications or any location where unmatched three-dimensional surround experience is desired.
- Does not add special effects or artificial sounds like reverberation to create surround audio. Audio is true to original recording.

QuantumLogic Surround 3D

QuantumLogic 3D extends QLS's powerful core processing abilities to accurately identify and redistribute audio streams with additional audio streams that are reproduced via multiple overhead speakers to create an unmatched three-dimensional surround experience.

