INAX® SOUND: FEELTIN YOUR BONES

Customized Listening Environment:

Creating an immersive sound experience starts with the actual design and composition of the theatre. IMAX uses its theatre design patents to equip its theatres with better soundproofing and more effective speaker placement to create an optimal listening environment.

Perfect Pitch:

Great sound requires frequent tuning – that's why **IMAX** uses a proprietary microphone system to monitor each channel in the sound system and performs daily tuning calibrations to ensure that the sound you hear is always perfectly tuned.

**** **Pin-Point Accuracy:**

Every IMAX[®] loudspeaker is laser-aligned to deliver sound so accurate it could hit a bulls eye from 100 feet away. So not only can you hear a pin drop from across the room - you will know exactly where it fell.

Heard the Way the **Filmmaker Intended:**

In IMAX[®], the soundtrack itself has been enhanced through IMAX's Digital Re-Mastering process. Our sound experts go back to the original tracks from the movie and work with filmmakers to create a unique and optimized soundtrack exclusively for the IMAX sound system.

Earth-Shattering Sound:

IMAX builds its sound systems from the ground up and customizes them for each theatre. Using directional loudspeakers to distribute audio more evenly throughout the theatre, you no longer have to search to find the "sweet spot".

STANDARD



The Best Sound, Every Time:

IMAX's Network Operation Centre runs 24x7x365 monitoring every IMAX® theatre around the globe to ensure each system is always running at optimal performance. The system is so robust that if someone at the theatre attempts to adjust the volume manually, the IMAX team is notified and can reset it remotely.



IMAX.com

AX® is a registered trademark of IMAX Corporati

The Most Visceral Movie Experience:

IMAX delivers IOx more dynamic range than standard sound systems. This means you get to hear higher highs for those edge-of-your-seat "goosebump" moments and lows so low they're as much vibrations as sounds.