R O D R I G O   M E I R E L L E S

Sonic Artist | Sound Supervisor
Assistant Professor | Tenure track @asufilmschool
Affiliate Professor @asupopmusic
Sonora Immersive Audio Lab @sonoraaudiolab Director @asumixcenter

I work with **creative minds** who want to undertake the **power of sound** to tell **stories**, build **worlds** and revamp the **human life** experience.

Full name: Rodrigo Corrêa Meirelles
Pronouns: he/him/his
Birth: Feb 9th, 1977 || Rio de Janeiro, Brazil
Living in: Mesa, AZ, USA
E-mail: meirelles@asu.edu

https://isearch.asu.edu/profile/3528471

SHORT BIO

Rodrigo Meirelles is a Sonic Artist and Assistant Professor at the Sidney Poitier Film School at Arizona State University (USA). He runs Sonora Audio Lab at the Media and Immersive eXperience (MIX) Center at ASU, with research and creative work on the immersive and transdisciplinary aspects of Sound. At ASU, he also serves as an Affiliate Professor in the School of Music, Dance and Theatre, advancing interdisciplinary collaborative work especially in the fields of Popular Music and Sound Art. Rodrigo has been working for more than 20 years in the audio industry in various art forms, from music to sound for picture and emerging media. He worked from 2009 to 2019 as the Sound Executive Supervisor for Globo, one of the world's largest media companies, which holds 17 International Emmy awards. During his 10 years of appointment he actively led milestones such as the multichannel audio production for digital television, the Brazilian Loudness standardization (Portaria 354), the restructure of production and post-production teams and sonic processes, as well as the implementation of immersive audio formats such as Dolby Atmos and MPEG-H. As a member of the UHD research and implementation group at Globo, the Audio Engineering Society (AES) and Brazilian Society of Television Engineering (SET), he contributed to the first live streaming in Dolby Atmos worldwide and the first Brazilian content mixed in Dolby Atmos released in a movie theater, milestones that gave him an international recognition by Dolby Laboratories with the Dolby Atmos Award earned in 2020. Rodrigo acclaimed excellence in public speaking made him the spokesperson and sound evangelist for Globo, presenting in the major audio conventions, industry meetings and workshops in the Latin America and the United States.

Meirelles' research investigates questions such as whose voices are included in the immersive experiences' content creation and how to include the unheard ones; how the available canvas (movie theaters, streaming platforms, VRs, XRs, Installations etc.) can interconnect and create more robust cross-disciplinary workflows and tools; and how immersion is actually accessed and perceived by listeners. His recently created laboratory, Sonora, serves as a hub for advancing creative work, research, diversity and inclusion in the field of immersive sound. Sonora's immersive sound research has 3 main pillars in its core: the Artist, the Experience and the Listener. Rodrigo's first book, co-written with two researchers in the field of sound studies, "Sonic Immersion in Cinema", will be published in Portuguese in late 2023. His research has been published in the Audio Engineering Society's journals and, most recently in the "Music, Sound, and the Moving Image" journal (Liverpool, UK).

As an Artist, Rodrigo is interested in exploring the subtle instances of sound in multimodal settings. Whether it's a headphone-driven streaming experience, an interactive mix, or an immersive installation with multiple speakers, designing the aesthetic approach in collaborative ways, engaging with different art forms, while investigating the sensory impacts of creative and spatial decisions in the listeners, is what drives his inspiration. Being a musician since 13 years old, exposed to a diverse set of genres and sonic cultures, Rodrigo tries to incorporate soundscapes in his art with awareness to listening positionally, aiming for projecting unheard voices and highlight thematics on the lenses of whom have their voice's projected. His creative work goes from the awarded shows he did Sound Supervising for Globo, and Audio Engineering for renowned Brazilian musicians, a VR Carnival experience for a motion/haptics Positron chair showcased at National Association of Broadcasters' show in Las Vegas, to recent experimental work and immersive installations based on field recordings such as co-authored work Soundscape / Sound Escape at MIX Center's Enhanced Immersion Studio, and the three co-signed Ethnographic works part of the XIV Anthropology Meeting of Mercosur 2023, re-rendered to 7.1 from Dolby Atmos for a sound-only exhibition in a Movie Theater in Rio de Janeiro, Brazil.

Rodrigo holds BAs in Electronics & Computing Engineering, and Music Recording & Production, and pursue a Master of Arts in Education and Media. Other than ASU, his experience in Education counts on 8 years of teaching in Brazil, and the work as a founder and director of ProClass, the first training center fully homologated by Avid as a certified learning partner in the country. There, Rodrigo also worked as a Pro Tools Certified Instructor, title that he keeps up to date and active until the moment. Meirelles a Full member of the Audio Engineering Society, volunteering in the Education and Equity, Diversity and Inclusion Committees, and an Associate member of the Cinema Audio Society.

EDUCATION

Master's degree in Education awarded by the Pontifical Catholic University of Rio de Janeiro, Brazil, 2011.

> Area of research: Education and Media
>
> Theme: TV Digitization and the Cultural Contexts

Bachelor's degree in Electronics and Computing Engineering awarded by the Federal University of Rio de Janeiro, Brazil, 2006.

> Area of specialization: Digital Audio Signal Processing
>
> Final Project: Real-time 3D Sound Tool (Binaural Audio)

Bachelor's technologist degree in Recording and Music Production awarded by the Estacio University of Rio de Janeiro, Brazil, 2001.

HONORS AND AWARDS

Dolby Atmos Awards 2020 - LAC

Dolby Laboratories

2020. São Paulo, BRA.

Recognition for the essential contribution for the first live broadcasting in Dolby Atmos, in 2020. Awarded during the online event Dolby Atmos Awards Latin America 2020, on 12/12/2020.

ALUMNI Diamond Medal

Estacio University

2015. Rio de Janeiro, BRA.

Rodrigo was nominated and awarded for the collection of his work. The Diamond Alumni Medal aims to honor students and alumni Estacio who have relevant activities in social, educational, cultural and entrepreneurial initiatives. Those who experienced stories of personal and professional growth, overcoming, acts of bravery, that carried out relevant volunteer work, acted in times of public calamity and other actions for the benefit of society and that serve as inspiration and motivation for the entire Estacio community.

Technology Award - Technical and Operational Quality

Globo

2015. Rio de Janeiro, BRA.

Rodrigo was personally nominated and awarded by leading the "Audio Plan" project, with regards to its significant audio quality improvement at Globo Studios. This recognition prize is given annually during the Globo's Technology division end-of-year event.

ASSOCIATION MEMBERSHIPS & COMMUNITY ACTIVITIES

AES - Audio Engineering Society.

International

Member #79932, since May 18th, 2009.

Los Angeles Section, Brazil Section

Peer reviewed upgrade from Associate to Full Member in June 2021

Active Board Member of the Education Committee, since April 2021

Active Board Member of the Diversity and Inclusion Committee, since October 2022

Jury member of the AES Europe 2022 and AES International 2022 and 2023 Students Recording Competition

CAS - Cinema Audio Society

USA (Los Angeles)

Associate Member #3288, since October 2019.

Member of the Student Recognition Awards' Committee since 2022.

ABC - Brazilian Association of Cinematography

Brazil

Member since November 24th, 2020.

A3ps - Post Production Sound Professionals Association

Brazil

Member E047 since March 17th, 2021

RECENT EMPLOYMENT

Arizona State University, ASU (2019 - Present), Full-time

- Assistant Professor (Aug 2023 - Present), Tenure-track.

    Assistant Professor of Sound at The Sidney Poitier New American Film School (Herberger Institute for Design and the Arts).

    Research Interests: Immersive Audio, Spatial Audio, Spatial Hearing, Experience Design, Multisensory and Auditory Perception, Sound & Neuroscience, Sound Cognition, Soundscapes, Field Recording, Sound Art, Sound Studies, Experiential Learning, Interdisciplinarity.

    Principal Investigator of Sonora Immersive Audio Lab at ASU's MIX Center.

- Affiliate Professor (Jan 2024 - Present), Affiliated.

    Affiliate Professor at The School of Music, Dance and Theatre (Herberger Institute for Design and the Arts). Serving as PI and Co-PI on sponsored research projects originating in the school, interdisciplinary teaching and committees.

- Clinical Assistant Professor (Aug 2019 - May 2023)

    Clinical Assistant Professor of Sound Design for Film and Media at The Sidney Poitier New American Film School (Herberger Institute for Design and the Arts). Highlights:

    Teaching:

    - Teaching Sound and Film Production classes

    - Curriculum development: developed 8 new courses in Sound, including in-person hybrid and online modalities.

    - More than 80 5-min video tutorials designed, recorded and edited during 2020-2021

    - Vice-chair of Film curriculum committee

    - Mentorship: Individualized Instruction, with outstanding achievements such as a sophomore student 2x awarded with Gold Medal by the Audio Engineering Society

    - Creation of a student-based sound department, working in an average of 10 short-films per semester with acclaimed results

- Interdisciplinary collaboration with Music, Theater and Arts Media and Engineering, having the music composition collaboration for a remote experiential learning environment presented as a case study at the AES 2021 convention

Service:

- Media and Immersive eXperience (MIX) Center. Led the Film Faculty Industry Advisory board in Audio for the state-of-the-art facility ASU at Mesa City Center, a $73.5 million budget partnership between ASU and the city of Mesa. Consulting for equipment specifications, workflow and educational concept for 3x 7.1.4 Dolby Atmos control rooms, one of those a 25-seats classroom with a speaker-based ambisonics hybrid, ADR and Foley stage, 2x Dolby Atmos movie theaters with mixing capability, a 30-seats audio-forward computer lab, 4x sound stages and an Enhanced Immersion Space for live performances.
- ASU at California Center (Los Angeles campus) consulting for audio equipment and course development
- Community services such as the Arizona Film Association, (AFA) festival's jury board, Cinema Audio Society's Student Recognition Award committee, Audio Engineering Society's Education, and Diversity and Inclusion Committees

Creative Work and Research:

- Grant awarded as a Co-PI for a Sound Art Installation (HIRBI, 2021)
- Interdisciplinary sound design for Dreamscape Learn VR experience and Meteor Studios (ongoing)
- Presentation of student case studies for immersive audio at Audio Engineering Society convention (2021, 2022)
- Production Audio and Costume design interdisciplinary effort - presented at SETC 2021

Globo (2009 - 2019)

- Sound Executive Supervisor (2014 - 2019)

    Head of the Audio Producer's team (~10 people). Leading a high performance team, created to supervise both technical and artistic aspects of sound from pre production to post production. Deep involvement in the creative process. The audio producer is a new role in the Brazilian industry and its successful implementation at Globo was a case study presented by Rodrigo in the Brazilian Association of Cinematography (ABCINE) annual conference in 2017. The project that created the audio producer role, called "Audio Plan", gave Rodrigo the 2015 Globo Technology's Award for Technical and Operational Quality.

    Rodrigo is also in the Globo's UHD research and implementation group, in charge of immersive audio technologies such as Dolby Atmos and MPEG-H 3D Audio. Other than lectures and publications about this subject, some milestones were achieved. For instance, the first live streaming in Dolby Atmos worldwide and the first Brazilian content mixed in Dolby Atmos released in a movie theatre.

    In-company educational projects such as the Audio School of the Technology Academy and the Artistic Concepts of Sound course of the Entertainment Academy were also led by Rodrigo during this period. Rodrigo also represents often Globo in universities over the "Globo University" program, a division of the company in charge of partnerships with universities all over the country.

- Post Production Sound Supervisor (2012 - 2014)

    Head of the Sound Editing, Mixing and Audio Post Production team (~40 people). Leadership and team management roles as well as supervising the sound editing for all of the entertainment productions. New post production sound rooms were designed and the episodical drama series and telenovelas started to be mixed in surround 5.1. Sound designing case studies for these surround 5.1 content were presented by Rodrigo in conferences. From this period to nowadays, he was also part of the Globo University project, which is a company's partnership with Brazilian Universities to approximate both industry and academy. He taught post production and audio classes in the Engineering school at UFRJ (RJ) and in Audiovisual and Media Convergence postgraduate specialization course at UNISINOS (RS).

- Audio Engineering Coordinator (2009 - 2012)

    Leading the audio engineering processes and workflows for Post Production, with about 40 editors in 24 workstations and sound rooms, including a THX certified Film mixing room. Some achievements were: migration from tape to file-based workflow in Post Production, 5.1 mixing format for TV implementation, investment in high performance up-to-date systems in audio post production and the development of customized training for the sound editors. During this time, Rodrigo was part of the Brazilian Technical Committee for loudness standardization that resulted in the Order 354/2012 of the Brazil's Ministry of Communications.

ProClass Training (2008 - 2015)

- Founder and Chief Executive Officer

    Founded the company, headed the marketing, sales and educational coordination teams, developed internal audio, video and IT curriculum, developed international partnerships and started a new facility, in Copacabana, in 2013.

    In that period, ProClass became the:

    - First simultaneously Avid and Apple certified training center in Brazil.
    - First Pro Tools 100 and 200 level training center in Brazil.
    - First Avid Media Composer Training center in Brazil.
    - Reference in training solutions for digital music production, film and broadcast industries, being part of the career of various people all over Brazil.

- Instructor

    Instructor of the Pro Tools curriculum of the Avid Learning Partner program, as an Avid Certified Instructor with all certifications, including Pro Tools Expert Music, Pro Tools Expert Post and Pro Tools 400 (ACSR - Avid Certified Support Representative). Other than Pro Tools courses, Rodrigo has taught workshops and classes about audio and sound design in general.

Preliminary experiences:

Nas Nuvens Studio (2005)

- Audio Engineer

    Audio Engineer, Music Studio, working with the renowned Music Producer Liminha. Some of the highlighted recording projects / albums are:

    > Hoje (2005). Artist: Os Paralamas dos Sucesso. Won the 2006's Latin Grammy as the best rock algum in the Portuguese language.

    > Até Onde Vai (2005). Artist: Jota Quest. Indicated to 2006's latin grammy as the best pop album in the Portuguese language. "Na Pista - Paralamas do Sucesso"

    > Na Pista etc. (2005). Artist: Djavan

    > Teoria Dinâmica Gastativa (2005). Artist: Forfun.

Estacio University (2004 - 2012)

- Professor

    Taught in the following programs (schools): Music Production, Film, Audiovisual Production, Radio and TV, Games and Multimedia Production.

    Taught the following courses: Sound Editing, Sound Design, Pro Tools, Recording and Miking Techniques.

Ground Control Professional Audio (2002 - 2008)

- Training Director (2006 - 2008)

    Ground Control is an audio engineering company that does studio installations, training and maintenance. During this period, Rodrigo was the director of the training division.

    He started Digidesign Pro Tools official certification in Brazil. Lately, it became the ProClass training center.

    He also developed a partnership with IAV School (Instituto de Áudio e Vídeo, SP) for audio engineering courses.

Ground Control training became a reference in Pro Tools courses in Brazil.

- Engineering internship (2002 - 2006)

    Pro Audio equipment general maintenance, Sound Studios Installation, Digidesign Repair Center for hardware and software (Pro Tools) and Customer Training.

RECENT PROJECTS, CREATIVE WORK AND RESEARCH

Soundscape, Sound Escape: an interactive installation (2021 - Present)

Herberger Institute Research-Building Investment (HIRBI). Co-Project Investigator. $10k Grant.

Collaborator: Fernanda Navarro, PhD (School of Music, Dance and Theatre, Arizona State University).

Soundscape / Sound escape is a multi-modal work, supported by the Herberger Institute through the Herberger Institute Research Building Investment grant. The principal investigator is Fernanda Aoki Navarro. Rodrigo Meirelles is the co-pi, and Jean Howard was the student-assistant. The work is in continuous expansion, and its first Chapter (Chapter 1: Arizona) was co-created by Fernanda Aoki Navarro, Rodrigo Meirelles and Jean Howard, with the invaluable support of Ryan Pottle. This first iteration of the work will be presented as an interactive audiovisual installation, featuring field recordings of metropolitan areas and nature preserves in Arizona, such as the Chiricahua National Monument (photo above). The field recordings encompass High Order Ambisonics diffused through a 7.1 multichannel system that works in tandem with infrared cameras that are activated by audience participation. The audience is also immersed in large-scale visual elements, exhibited through a 270º sonically transparent screen.

Soundscapes / Sound Escapes - Chapter 1: Arizona was premiered on November 3, 2023, 7pm, at the Enhanced Immersion Studio, at the Media and Immersive eXperience, in Mesa, Arizona.

Sound Exposure at the XIV Anthropology Meeting of Mercosur 2023 (2023)

Sound Design, Spatial Conceptualization and Mixing

Sound Art Exhibition of 4 pieces, exhibited in a Dolby Surround 7.1 movie theater (sound only). Three of the Ethnographic works co-signed by Meirelles with collaborators in the Anthropology and Music fields. They were all edited and mixed by me in Dolby Atmos and re-rendered in 7.1 for the Theater. Those works serve as an example of how Immersive/Spatial Audio technologies can be used as a support for ethnographic work and take Humanities research and Storytelling to new horizons. The fourth work was a piece made by one of the world's references in the anthropology of sound, Steven Feld.

More info: Acoustemology is the term created by the anthropologist Steven Feld to reflect on the experience of sound knowledge in the world. In addition to an anthropology of music and sound, the master invites us to carry out an anthropology in sound. Such a process involving ethnographic experiments in sound affirms the importance of recording quality, editing and editing processes for the final composition.

The Image and Sound Commission of the XIV RAM – Anthropology Meeting of Mercosur – reconnections and challenges from the global south creates in this edition an unprecedented and special curatorship, and invites all, all, anthropologists, researchers/ es/us and general public for the sound experience, to be spatialized in 7.1 in the UFF Arts Center cinema space.

The creation of the pieces is asserted in a collective and dialogic way, pointing to the importance of the transdisciplinary of knowledge in ethnographic compositions. Between far and near, sound experiences of otherness with themes that begin with the rain in a tropical forest in Bosavi, Papua New Guinea, to enter and guide paths of urban waters, ending with the strong impact of a Samba School Drums

Pieces:

Urban Mangrove - 6' - 2023

The sound installation recreates a journey through the urban mangroves of Guanabara Bay. The piece brings together sounds recorded in the Suruí/Magé and Jequiá/Ilha do Governador environmental protection areas. In the montage, traditional fisherman activities are mixed – the journey of the Caíco boat with a motor and rowing, the slow steps over the mud and the installation of traps for crabs, – animals that inhabit the bay – birds such as herons, rails, "saracuras", "quero-quero" – and the cars, motorcycles and aircraft that occupy the busy urban streets of the metropolitan area of Rio de Janeiro. The sound tension that marks the work points out to the conflict between urban expansion and the life of fishermen and animals in Guanabara Bay.

Thiago da Costa Oliveira (Amazonian Future Lab / Ethnological Museum of Berlin) , Camila Pierobon (SDSU, USA), Marlucia Santos, Rafael Santos and Vagner Souza (Association of Crabs and Friends of Mangue de Magé, ACAMM) and Rodrigo Meirelles (ASU, Poitier Film School, Media and immersive eXperience Center, USA).

Taking care of the waters - 5' - 2023

Water can be taken care of, arranged, produced, planted, stored, piped, until it reaches the taps of a house. It can be diverted, obstructed, rationed, polluted, treated. This sound essay accompanies collective management of alternative drinking water access systems in Florianópolis, Santa Catarina Island. We follow the caretakers of these waters and their soundscapes through lagoons, aquifers, waterfalls, springs, wells, pipes, reservoirs and faucets. We seek approximation with rhythms and intensities of the forms of water expressing itself together with the inhabitants of hills, swamps, mangroves and lake shores in this island territory.

Viviane Vedana (UFSC), Rafael Devos (UFSC), Luana Ferraz (undergraduate student in social anthropology, UFSC), Gabriel Luz Siqueira de Aquino Vieira (undergraduate student in Social Sciences, UFSC), Priscila Oliveira dos Anjos (PhD student in Social Anthropology, UFSC) and Rodrigo Meirelles (ASU, Poitier Film School, Media and immersive eXperience Center, USA).

Na Bossa da Bateria - 5' - 2023

Immersive sound/musical piece created from the rhythmic/creative elaborations of the drummers of the Samba School Acadêmicos do Salgueiro. It is a reissue of original phonographic material collaboratively produced by Felipe Barros, Guilherme Oliveira and Gustavo Oliveira, for doctoral research with the same name as the piece, defended in 2016 at the PPGSA/UFRJ. In 2023, this material was taken up again by the participants of the recording and by Rodrigo Meirelles, for a collaborative re-edition which seeks to demonstrate the creative and rhythmic power of the drums, through immersive sound technologies. The piece seeks to demonstrate the complexity of the aesthetics of the drums, emphasizing the rhythmic dialogue between the different pieces (instruments) of the percussion set.

Felipe Barros (IFRJ), Guilherme Oliveira (Drum Master Acadêmicos do Salgueiro), Gustavo Oliveira (Drum Master Acadêmicos do Salgueiro) and Rodrigo Meirelles (ASU, Poitier Film School, Media and immersive eXperience Center, USA).

MILES: Music Immersive Learning ExperienceS (2024)

Herberger Institute Research-Building Investment (HIRBI). Co-Project Investigator. $10k Grant.

The Music Immersive Learning ExperienceS project brings together faculty and students from departments across ASU's School of Music, Dance and Theatre (MDT), Arts Media and Engineering (AME), and The Sidney Poitier New American Film School to create an immersive, virtual learning experience that guides students in developing a fundamentally transdisciplinary understanding of sound and music. Upon completion of the project, the learning experience will be integrated into Basic Music Theory (MTC 125), a required course for all music majors and minors. By reframing music theory, a subject traditionally perceived by students as frustrating and challenging, with a fun, multimodal, and immersive experience centered on timbre—music's most accessible parameter—we aim to increase student motivation, engagement, and growth mindset. In creating this experience, we also anticipate that our team will make discoveries and innovate in transdisciplinary pedagogy, immersive and spatialized audio, and virtual reality technologies. We are committed to representing musical cultures and instruments from around the globe in a socially responsible way, and to building cultural competency into our pedagogical design. The end goal for the project is to produce a complete 45-minute experience, broken into three 15-minute segments, which we refer to in this grant as "Acts." Within the timeframe of the HIRBI, we will deliver the conceptual design and narrative plan for all three segments and will fully realize the experience for one of the three segments.

Choro at Museum xyz (Cryptovoxels Metaverse) (2022 - present)

Part of collaboration with Graduation program of the Federal University of Rio de Janeiro (UFRJ)

Collaborators: Caio Loures (UFRJ) and Felipe Barros.

Caio Loures is a grad student of the School of Communication's Creative Media Program at UFRJ. In this piece, part of the first years of his research, we recorded a Choro group in Ambisonics + spot mics for a virtual immersive installation about the language of Choro music in the XYZ Museum at Cryptovoxels Metaverse. This is an ongoing project.

Sonic Portraits (Mesa) (2022 - present)

Sonic Portraits is a conceptual art project, in which pictures of a community or landscapes inspire the elaboration of a soundtrack designed only with sounds recorded in the surroundings of where the picture was taken. The recorded sounds are freely manipulated, and the result is, instead of a realistic soundscape, a subjective sonic interpretation for the visual object. Like a painting carries the subjectivity of the painter, the sonic portraits carry the intent of its makers. The final piece won't necessarily carry recognizable and realistic original soundscapes. Those pieces can be showcased in various formats, from immersive installations to experiences with headphones. It's an ongoing project in collaboration with the MIX Center's community engagement team, involving students, where we're on the stage of development. Showcase format tbd by 2023.

Sonic Challenges in the Wardrobe - an interdisciplinary study (2022)

Southeastern Theatre Conference - SETC (Memphis, TN). Convention Workshop

Collaborator: Suellen Coelho (Resident Costume Designer at Hollins University). Interdisciplinary workshop which will explore ways in which better communication and collaboration between Costume Design and Sound Design can lead to enhanced performance and better results. For instance, by providing options of fabric that do not rustle in the planning stage, or a simple hidden pocket for the RF transmitter, designers can avoid critical impacts in the audio post-production in movies. On the other hand, by thoughtfully understanding the complexities of the costume design, sound practitioners can help to keep the integrity of the costumes. Within this empathetic collaboration and knowledge sharing, we establish a healthy and creative ecosystem between sound and costume design. Presented at SETC 2022 in Memphis/TN, on March 13th.

Dreamscape Learn Tech Demo - Mars Rover Launch Experience (2021 - present)

In a collaboration with the Meteor Studio at the ASU's School of Arts, Media and Engineering, Rodrigo is leading experiences with a students' Sound Design team for the Mars Rover launch experience immersive virtual reality learning tech demo. Dreamscape Immersive is the world's leading virtual reality company and Dreamscape Learn is its partnership with Arizona State University, merging the emotional power of the best Hollywood storytelling with the nation's leader in online and digitally enhanced education to deliver fully immersive VR learning systems to the ASU community and beyond.

Media and Immersive eXperience (MIX) Center project (ASU at Mesa City Center) (2019 - 2022)

Arizona State University state-of-the-art facility designed to offer programs from Herberger Institute for Design and the Arts, home of the Sidney Poitier New American Film School, and feature spaces for entrepreneurship and community collaboration. It's a multimillionaire partnership between ASU and the city of Mesa and the project includes a large exhibition gallery, screening theaters, production studios, a fabrication lab and a cafe that will be open to the public. The upper floors include classrooms and spaces for collaborations with community and industry. Rodrigo was directly involved in the project as a faculty consultant and leader of the audio industry advisory board, which members are from the local community as well as the Los Angeles Film and Streaming Industry. Working with the leadership, consultants, system integrators, industry advisors and manufacturers with regards to the sound technology part of the project. More here.

Classes taught at Arizona State University (2019 - Present)

Sound Design: From Hollywood to Independent Film	Principles of Production Technology
Avid Certification Course: Pro Tools I and II	Orientation Film/Dance/Theatre(Recitation)
Sound Design for Film and Media I and II	Individualized Instruction
Advanced Sound Design Film and Media	Senior Project
Dolby Atmos Study Group	
Film Production Capstone II	

Curriculum Development at ASU (2019 - Present)

On going: Sound Concentration degree's major map as part of the service for Poitier Film School' curriculum committee (2023)

Past:

>   Sound Design: From Hollywood to Independent Film - full course
>   Advanced Sound Design Film and Media - full course
>   Avid Certification Course: Pro Tools I - online asynchronous content (~50 videos, assignments, Canvas LMS page)
>   Avid Certification Course: Pro Tools II - online asynchronous content (~70 videos, assignments, Canvas LMS page)
>   New courses in the sound area: Sound Aesthetics, Production Audio, Recordings in Post, Immersive Aspects of Sound, Advanced Mixing

Globo Studio's Productions - Sound Supervisor (2009 - 2019)

Globo Studios produces Globo's Entertainment content. It's over 3000 episodes a year, with about 100 million viewers everyday. Rodrigo, in the position of sound supervisor, is responsible and involved creatively and technically within the Globo Studio's productions. He started leading the post production sound team (~40 people, between dialog editors,

sound effects, Foley artists, mixers & re-recording and technical staff) and, since 2014, leads the audio producers team (~10 people, in charge of sound from pre production, recording and post production). By 2019, Globo holds 10 International Emmy in Entertainment.

Following are some of the remarkable productions in terms of sound design during these years:

Deus Salve o Rei (2018)

"God Save the King" was the first Globo's medieval themed telenovela, with a lot of creative challenges. The premiere happened in 7 cities around Brazil, in Dolby Atmos equipped movie theaters. Rodrigo was responsible for the sound of this release, which was the fist Brazilian theatrical mix screened in a Dolby Atmos theater. After that, a Dolby Atmos for Home version was remixed and officially displayed by Dolby in their booth at NAB 2018 trade show in Las Vegas (USA) as an example of the future of home sonic experience with Atmos enabled soundbars.

Justiça (2017)

Located in the city of Recife (BRA), with four parallel stories that intersect, has been used in cinema in films like Short Cuts - Scenes of Life , Crash and Babel, "Justiça" used a realistic narrative with the soundscapes as a relevant aesthetic device. The role of a "Field Recordist", part of Rodrigo's team and the outcomes of the "Audio Plan" evolution, dedicated to sound effects and ambiences recording and editing, was a key resource to achieve the creative and artistic goals. Before the TV premiere, the first four episodes were released in advance to Globo Play subscribers (Globo's on-demand video platform). It was also a challenge in terms of a seamless sonic viewer experience.

Liberdade Liberdade (2016)

"Lady Revolution" is a great example of the "Audio Plan" maturity. With a dedicated audio producer, the new models for location sound quality evaluation and report during technical scouts, sound effects recording on set and the integration between the sound department and other areas such as the wardrobe department, set designers and visual effects were so acclaimed that became a case study and also the theme of a panel in the 4th National Meeting of Film Sound Professionals (listed in the "Lectures and Presentations" section of this document).

Verdades Secretas (2015)

The 2016 International Emmy Award winner "Hidden Truths" was one of the first Globo Studio's productions covered by the "Audio Plan" project, led by Rodrigo. A deep immersion in the production sound workflow, identifying challenges and opportunities, guaranteed not only the improvement of the overall sound quality but also the decisions made for the following productions in the Studios.

Lado a lado (2012)

"Side by Side", the 2013 International Emmy Award winner, was the first daily telenovela broadcasted in Surround 5.1. The challenge was finding a way to edit and mix in 5.1 in Pro Tools using the same time slot as the regular stereo version (1 day for each ~40 min episode). Rodrigo was directly involved in mixing and editing processes and how to artistically create a compelling stereo and surround experience for the viewers and listeners. After that, the following productions began to use the same workflow and mindset. It was also a case study presented in the AES Brazil Section and SET conferences.

As Cariocas (2010)

It was the first drama episodical series released in 5.1 Surround Sound in Brazilian television. Each episode is located in a popular Rio de Janeiro's neighborhood with a different female leading character. "Carioca", in the title, is how people who were born in Rio are called. Once it was the first 5.1 surround drama, Rodrigo and the post production team created surround soundscapes so they could describe sonically each neighborhood with surround sound. This series was presented as case study in many of Rodrigo's Surround 5.1 speeches and lectures all over Brazil in 2011 and 2012.

Immersive Audio Content Production - Dolby Atmos (2017 - 2019)

At Globo, Rodrigo is part of an innovation team in charge of new formats for UHD TV (ultra high definition television) and new platforms. Rodrigo has been leading the Entertainment content production initiatives in the immersive audio formats such as Dolby Atmos for the Home. Rodrigo and the group achieved some milestones, listed below:

- Rio Carnival 2017 - **first remote mixing** in Dolby Atmos **(Feb, 2017)**
- Rock in Rio 2017 - **first live streaming for portable devices** in Dolby Atmos **(Sep, 2017)**
- God Save the King Telenovela 2018 - **first Brazil's theatrical screening in Dolby Atmos for Film** and a demo showcase with soundbars at NAB Show 2018 Dolby's booth in Las Vegas **(Jan, 2018)**
- Soccer 2018 - **first experimental live broadcasting** in Dolby Atmos **(Jan, 2018)**
- Sao Paulo's Carnival 2018 - first remote mixing and **live streaming to a connected TV (Feb, 2018)**

- World Cup 2018 - remote and live mixing for the matches and an **immersive sound installation** in Rio de Janeiro Tomorrow's Museum exhibition called "No Campo da Inovação" (in the innovation field) **(Jul, 2018)**
- Iron Island (series) - Rodrigo was invited by Dolby to present a **mixing showcase about the Dolby Atmos clip of the series "Iron Island"**, created exclusively for the 2019 NAB Show's soundbar experience demonstration in their booth in Las Vegas **(Apr, 2019)**

360 Audio Production for Virtual reality (VR) in Rio Carnival (2018)

In a partnership between Globo's R&D division and Intel Corporation, Rodrigo led the 360 sound design for a VR experience with a 360 camera during the carnival parade in 2018. With an ambisonics microphone and the implementation of a dedicated post production workflow, Rodrigo and his team designed a realistic 360 sound experience with head-tracking for VR headsets with headphones. The results were shown by Intel in their booth at 2018 NAB Show in Las Vegas, together with the Dunkirk Film VR trailer, in an experience with a Positron VR chair.

Artistic Concepts of Image, Sound and Visual Effects - Entertainment Academy (2018 - 2019)

Entertainment Academy is a Globo's educational project for in-company training, which aims to artistically discuss the concepts of image, sound and visual effects with all of the roles in the creative process. Rodrigo was one of the leaders of the project, responsible for the curatorship over the whole content. He was also in charge of the development and teaching the sound design module as well as writing the sound workbook. During 2018, the course has got around 700 students.

Sound School - Technology Academy (2014 - 2019)

Technology Academy is a Globo's educational project for in-company training, which aims to have the technology teams up to date with regards to processes and technologies in Rio de Janeiro and Sao Paulo facilities. Rodrigo was one of the leaders of the sound school, responsible for the curriculum development and also teaching the post production and sound design disciplines.

Audio Plan (2014 - 2018)

"Audio Plan" was the given name to the audio quality improvement project at Globo Studios that started in 2014. Rodrigo led this award winner project, and the main achievements were:
- Recognized improvement of the sound quality by the artistic directors (video testimonials 1 year after the implementation)
- Creation of the new "Audio Producer" role, supervising sound during all of the production stages and life cycle
- Creation of internal policies related to diversity, equity and inclusion
- Creation of a dedicated Field Recordist for soundscapes in the audio producer's team
- Creation of the Sound Executive Supervisor to head the audio producer's team (Rodrigo's role)
- 3 new contractors of the industry to perform in the audio producer's team
- Acclaimed internal partnerships (wardrobe department, set designers and visual effects, for instance)
- Benchmark with internationally recognized companies and industry professionals that lead to relevant investments in production sound equipment
- Significant reduction of the viewers complaints about sound
- Internal recognition (2015's Globo division of Technology Award winner)
- Recognition of the local industry (the Audio Producer creation as case study in the most important Film Conference in Brazil)

Trupe Cena (theatre) (2016 - 2018)

Trupe Cena is a Globo project aimed at the young talent. It's a series of workshops which aims to develop talents (actors and actresses) artistically. The project offers classes in body, voice, costumes, set design and theater history. At that time, with the company's mindset fortunately having already sound as a part of the performance, Rodrigo was invited to collaborate with the voice coaches, and his team had a decisive participation training the new actors and actresses. After the good experience, it became a pre production practice in many regular drama productions.

Post Production Sound Stages (2013 - 2014)

Between 2013 and 2014 Globo created new stages for Audio Post Production. Rodrigo, as the Sound Supervisor for Post Production in that period, led the project implementation and the release of this decisive step forward with regards to sound editorial and mixing quality improvement at Globo. Some of the achievements in this project are listed below:
- International industry standard sound stages

- Acoustic project by the internationally renowned company WSDG
- Significant improvements in acoustic isolation between the rooms
- Redesign of the seats and logistics
- High quality audio equipments in the rooms (pre-amps, mixing consoles, digital audio workstations and plug-ins)
- File-based workflow
- 4x new 5.1 Surround Sound Mixing Rooms in the first 2 years
- 4x new 5.1 Surround Sound Effects Editing rooms in the first 2 years
- Integrated ADR and Foley for each mixing + sfx room

Brazilian Loudness Standardization (2011 - 2013)

Rodrigo was part of the Brazilian Technical Committee for loudness standardization that resulted in the Order 354/2012 of the Brazil's Ministry of Communications. Some relevant achievements in this project are listed below:

- Participation in meetings in the Ministry of Communications in Brasilia (BRA) with a content creation perspective
- Active participation in the publication process of the Order 354/2012 - the "Brazilian Loudness Standard"
- As a consequence of the workgroup, significant reduction of viewers complaints about volume difference between program and commercial advertisements
- Rodrigo did lectures about the subject, aimed to educate the industry about the new standard and production tools

SELECTED PUBLICATIONS

BOOKS:

MEIRELLES, Rodrigo; OPOLSKI, D. R. ; CARREIRO, R. C. . **A imersão sonora no cinema.** 1. ed. São José dos Pinhais (PR): Estronho, 2022. v. 1. 196p . ISBN: 9786587071459. Recife, Brazil.

PAPERS:

MEIRELLES, Rodrigo; OPOLSKI, D. R. ; CARREIRO, R. C. . **Sound of Metal: an immersive analysis**. Music Sound And The Moving Image, **2023**. Liverpool, UK.

ISSN/ISBN: 17530776

MEIRELLES, Rodrigo; NAVARRO, Fernanda; CEDANNA, Janaki. "**Transdisciplinarity in Sound Design and Music Composition for Film Post-Production: an Experiential Remote Learning Case Study**". *Audio Engineering Society Convention e-brief*. Engineering Brief 664, Presented at the 151st Convention, October 20–23, 2021, Las Vegas (virtual), USA.

CARREIRO, Rodrigo, OPOLSKI, Débora, MEIRELLES, Rodrigo. **O SOM DO SILÊNCIO: uma análise imersiva. (Sound of Metal: an immersive analysis)** Em: Anais do 30° Encontro Anual Da Compós . Campinas : Galoá. Available at: https://proceedings.science/compos/compos-2021/papers/o-som-do-silencio--uma-analise-imersiva?lang=pt-br. July 2021, São Paulo, Brazil.

SÁ, MIGUEL. "**Áudio imersivo - Entrevista com Rodrigo Meirelles**". An interview series with four brazilian audio professionals that the magazine's editors consider reference in the immersive audio subject. Published at Backstage Magazine, June 2021, Brazil.

CARREIRO, Rodrigo. "**A Pós-Produção de Som no Audiovisual Brasileiro**". "The Post Production Sound in the Brazilian Audiovisual". An e-book published in 2019 with interviews with 12 Brazilian Post Production Sound Professionals preceded by an introductory chapter that synthesizes the main results of the research. Chapter 13, pages 219-231, is an interview with Rodrigo Meirelles. ISBN # 978-85-67732-96-1. 2019, Paraíba, BRA.

MEIRELLES, Rodrigo; KUWABARA, Helio; RONCONI, Carlos. **"Immersive Audio and Remote Mixing of Rio's Carnival 2017 - Live Experience"**. *UHD case studies. Proceedings of NAB Broadcast Engineering and Information Technology Conference.* April 7 – 12, 2018. ISBN # 978-0-89324-010-3. Presented at NAB Show 2018 in Las Vegas, USA.

MEIRELLES, Rodrigo. **"Áudio imersivo: Evolução da experiência sonora, viável e para todos."**. "Immersive Audio: Evolution of the sound experience, feasible and for all". Article published in the *Brazilian Society of Television Engineering (SET) Magazine.* August 2017, Issue 172, Year XXVI, p.48.

MEIRELLES, Rodrigo. **"Áudio imersivo: nova experiência em áudio para ambientes domésticos"**. "Immersive Audio: a new experience in audio for the home". Article published in the *"Home Theater & Casa Digital" Magazine.* November 2017, Issue 258.

MEIRELLES, Rodrigo; KRUSZIELSKI, Luiz. **"A Broadcast Film Leader with Audio Channel, Frequency and Synchronism Test Properties"**. *Audio Engineering Society Convention e-brief 286.* Presented at the 141st Convention, September 29–October 2, 2016, Los Angeles, USA.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 1"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia"[1] Magazine.* March 2011, Issue 234.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 2"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia" Magazine.* April 2011, Issue 235.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 3"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia" Magazine.* May 2011, Issue 236.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 4"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia" Magazine.* June 2011, Issue 237.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 5"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia" Magazine.* August 2011, Issue 239.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 6"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia" Magazine.* September 2011, Issue 240.

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[1] "Áudio, Música e Tecnologia" (1995-2017) was the most popular professional audio magazine in Brazil.

MEIRELLES, Rodrigo. **"Processamento de áudio - Reverberadores, parte 6"**. Article published on "Plug-ins etc" audio software column in the *"Áudio, Música e Tecnologia" Magazine*. September 2011, Issue 240.

MEIRELLES, Rodrigo. **"AES Brasil 2010"**. *Article published in the "Áudio, Música e Tecnologia" Magazine*. July 2010, Issue 226.

MEIRELLES, Rodrigo. **"TV Digitization and the Cultural Contexts"**. Master's dissertation presented to the Post-Graduation Program in Education of PUC-Rio as a partial requirement to obtain a Master's degree in Education. Advisor: Maria Apparecida Campos Mamede Neves. Rio de Janeiro, Brazil, June 2010.

MEIRELLES, Rodrigo. **"AES NY 2009"**. Article published in the *"Áudio, Música e Tecnologia" Magazine*. December 2009, Issue 219.

MEIRELLES, Rodrigo; TYGEL, Alan. **"O conceito de plug-in de software - parte 1"**. Article published in the digital edition of *"Áudio, Música e Tecnologia" Magazine*. February, 2009.

MEIRELLES, Rodrigo; TYGEL, Alan. **"O conceito de plug-in de software - parte 2"**. Article published in the digital edition of *"Áudio, Música e Tecnologia" Magazine*. March, 2009.

MEIRELLES, Rodrigo; TYGEL, Alan; HAMMERSCHLAG, Julio. **"Digital Audio Workstations - onde estamos pisando? - Parte 1"**. Article published in the digital edition of *"Áudio, Música e Tecnologia" Magazine*. October 2008.

MEIRELLES, Rodrigo; TYGEL, Alan; HAMMERSCHLAG, Julio. **"Digital Audio Workstations - onde estamos pisando? - Parte 2"**. Article published in the digital edition of *"Áudio, Música e Tecnologia" Magazine*. December, 2008.

MEIRELLES, Rodrigo. **"Real-time 3D Sound Tool"**. Audio Signal Processing Final Project, presented to obtain Bachelor's degree in Electronics and Computing Engineering of UFRJ. Advisor: Luiz Wagner Pereira Biscainho. Rio de Janeiro, Brazil, May 2006.

MEIRELLES, Rodrigo. **"Por Dentro do Formato Wave – Parte 1"**. Article published in the *"Áudio, Música e Tecnologia" Magazine*. April 2004, Issue 152.

MEIRELLES, Rodrigo. **"Por Dentro do Formato Wave – Parte 2"**. Article published in the *"Áudio, Música e Tecnologia" Magazine*. May 2004, Issue 153.

TRAINING AND CERTIFICATION

Certification: **ACI - Avid Certified Instructor**
Issue organization: **Avid Technology**

Description: certified as an Avid Certified Instructor for Pro Tools, the industry standard

digital audio workstation. Last update: May 2023.

Certification: **Pro Tools Expert Post**

Issue organization: **Avid Technology**

Description: certified as an expert in Pro Tools for Post Production (Film), the industry standard for digital audio workstation, officially by its manufacturer. 2010, Avid HQ, San Francisco, USA. Last update: May 2021

Certification: **Pro Tools Expert Music**

Issue organization: **Avid Technology**

Description: certified as an expert in Pro Tools for Music Production, the industry standard for digital audio workstation, officially by its manufacturer. 2010, Avid HQ, San Francisco, USA.

Certification: **Pro Tools Operator Post**

Issue organization: **Avid Technology**

Description: certified as an operator in Pro Tools for Post Production (Film), the industry standard for digital audio workstation, officially by its manufacturer. 2010, Avid HQ, San Francisco, USA. Last update: May 2021.

Certification: **Pro Tools Operator Music**

Issue organization: **Avid Technology**

Description: certified as an operator in Pro Tools for Music Production, the industry standard for digital audio workstation, officially by its manufacturer. 2010, Avid HQ, San Francisco, USA.

Certification: **Pro Tools ACSR**

Issue organization: **Avid Technology**

Description: certified as an Avid Certified Support Representative in Pro Tools, the industry standard for digital audio workstation, officially by its manufacturer. 2013, Avid HQ, San Francisco, USA.

Training: **VENUE Live Sound**

Issue organization: **Avid Technology**

Description: trained as an operator in VENUE system for live sound, officially by its manufacturer. 2010, Avid HQ, San Francisco, USA.

Certification: **Netmix Pro**

Issue organization: **Creative Networks Design (CND)**

Description: certified as a Netmix Operator, a media asset management for sound effects and music libraries, officially by its manufacturer. 2010, Avid HQ, San Francisco, USA.

Training: **Sennheiser Professional Systems Seminar**

Issue organization: **Sennheiser**

Description: trained in wireless microphones, professional audio systems and workflows and immersive audio production tools. 2018, Sennheiser's HQ, Wedemark, Germany.

Training: **5.1 Surround Sound Mixing**

Issue organization: **Video Symphony**

Description: trained in 5.1 surround sound mixing by Video Symphony pro school of media production in Hollywood. 2012, Video Symphony, Los Angeles, USA.

Training: **Leadership**

Issue organization: **FDC. Fundação Dom Cabral**

Description: trained in leadership by the school "Fundação Dom Cabral" at Globo, Rio de Janeiro, Brazil.

LECTURES & PRESENTATIONS

"Dolby Atmos Music"

Full-day workshop for "We Make Noise" International Organization

December 2023, Mesa, AZ, USA

"Immersive Noisemaking" at Taliesin West

Guest lecture at Professor Serena Ferrando's field trip at Taliesin West.

Noisemakers! Tracing the History of Modern Music in Italy. School of International Letters and Cultures

November 2023, Scottsdale, AZ, USA.

"Immersive Sound Workshop"

4-days workshop taught at ProClass Training and Pipoca Sound audio post house

July 2022, Rio de Janeiro, Brazil.

Co-presenters: Caio Loures (UFRJ)

"Sonic Challenges in the Wardrobe - an interdisciplinary study

Workshop Presented at Southeastern Theatre Conference - SETC Convention

March 2022, Memphis/TN, USA.

Co-presenters: Suellen Coelho (Hollins University), Zak Gutzwiler (ASU mentee).

"Transdisciplinarity in Sound Design and Music Composition for Film Post-Production: an Experiential Remote Learning Case Study".

Presented at the 151st Audio Engineering Society Convention,

October 2021, Las Vegas (virtual), USA.

O SOM DO SILÊNCIO: uma análise imersiva. SOUND OF METAL: an immersive analysis.

COMPÓS -The Brazilian National Association of Graduate Programs in Communication. Presentation at the annual conference.

July 2021. São Paulo, Brazil. Virtual.

"Dolby Atmos Music - Como e por quê?"
Audio Seminars Live Class 037.
June 30th, 2020. Virtual.

"Transitioning to Immersive Audio: from 5.1 to Atmos in the Mixer's perspective."
Conference Panel: AES LAC 2020. Audio Engineering Society Latin America Virtual 2020.
September 22nd, 2020. Virtual. Moderator/Speaker.

"**Calibragem de sistemas de monitoração em estúdios de produção de áudio**". Invited by the speaker manufacturer Genelec to perform a studio alignment and calibration webinar with their GLM system.
Genelec Masterclass (online)
January 8th, 2020. Tempe, AZ, USA.

"Dolby Atmos for Broadcast". Globo's Dolby Atmos mixing case studies for drama, sports and live shows.
Mixer Talk event at Dolby Lab's booth at the NAB Show 2019.
April 9th, 2019. Las Vegas, USA.

"Áudio Imersivo". Immersive Audio concepts, content creation and technology.

Workshop for British Council and Oi Futuro's ASA Project (Women in Sound), in partnership with British institutions Lighthouse and Shesaid.so.

December 1st, 2018. Rio de Janeiro, BRA.

"Audio Inmersivo. Una mirada a la producción de contenidos en Brasil". Immersive Audio, an overview of content production in Brazil.
AES LAC. Audio Engineering Society Latin America Conference 2019.
September 25th, 2018. Montevideo, URU. Panelist

"Estándar de Loudness en Broadcast en Brasil". Brazilian loudness standard for broadcasting.
TEDx event at AES LAC. Audio Engineering Society Latin America Conference 2019.
September 26th, 2018. Montevideo, URU.

"Pós-Produção". Post Production lecture.

"Audiovisual and Media Convergence" post graduate specialization course at UNISINOS university.
August 31st and September 1st, 2018. Porto Alegre, BRA.

"A Experiência do Áudio Imersivo na TV - Dramaturgia". Experimenting immersive audio in drama content creation on TV.

Communication week event at Casper Libero university.
August 31st, 2018. São Paulo, BRA.

"Produção de Áudio Imersivo". Immersive Audio Content Production <u>conference panel</u>.

<u>SET Expo 2018</u>. Content and Media Production Trade Show and Conference.

August 30st, 2018. São Paulo, BRA. Moderator, Chairman.

"O Áudio na Criação em Realidade Virtual". Audio for Virtual Reality (VR) content creation. Conference about the use of technology on immersive storytelling.

BUG Lab event at Oi Futuro Cultural Center.

August 30st, 2018. Rio de Janeiro, BRA.

"O som em dispositivos portáteis: desafios e oportunidades para a criação de conteúdo". Lecture about the sound on portable devices, its challenges and opportunities for content creation.

<u>SET Sudeste 2018</u>. Brazilian Society of Television Engineering Southeast Regional Conference.

May 10th, 2018. Rio de Janeiro, BRA.Panelist.

"Immersive Audio for Drama Production". Lecture about Dolby Atmos experiences and opportunities to the content creation for drama (Film and Episodical).

AES Expo 2018. Audio Engineering Society Convention - Brazil Section.

May 24th, 2018. São Paulo, BRA. Panelist.

"Produção de Conteúdo Sonoro para Realidade Virtual. Conference panel about Sound Content Production for Virtual Reality (VR)

AES Expo 2018. Audio Engineering Society Convention - Brazil Section.

May 23rd, 2018. São Paulo, BRA. Moderator, Chairman.

"Experimentações com Dolby Atmos no Brasil". Lecture about the experiences with Dolby Atmos for Movie Theatre and Dolby Atmos for Home in Brazil at the Sound Conference Panel.

<u>Semana ABC 2018</u>. Brazilian Association of Cinematography (ABCINE) Annual Conference[2].
May 11th, 2018. São Paulo, BRA. Panelist.

"Produção de Áudio no Audiovisual - desafios e tendências". Keynote for Film and Music Production students about the challenges and trends in sound production for audiovisual media.

Estacio University Fall Event.
May 6th, 2018. Rio de Janeiro, BRA. Keynote Speaker.

"Immersive Audio and Remote Mixing of Rio's Carnival 2017 - Live Experience". Presentation of the National Association of Broadcasters Engineering and Information Technology <u>Conference Paper</u> for UHD case studies.

NAB Broadcast Engineering and Information Technology Conference.

April 8th, 2018. Las Vegas, USA. Panelist.

"**Produtor de Som: novos conceitos para a realização sonora no audiovisual"**. In 2017, the ABCINE Annual conference sound panel was dedicated to a case study about the role of the "audio producer", implemented at Globo led by Rodrigo, and a discussion with regards to the creation of this new role overall in the Brazilian Film industry.
<u>Semana ABC 2017</u>. Brazilian Association of Cinematography (ABCINE) Annual Conference.

May 12th, 2017. São Paulo, BRA. Panelist

"Produção de Áudio - desafios do som no audiovisual". Keynote for Social Communication students of Unicarioca about the challenges in sound production for audiovisual media and the careers in Sound.

Unicarreira - Unicarioca university event about careers.

May 18th, 2017. Rio de Janeiro, BRA. Keynote Speaker.

"Áudio em Dramaturgia". Lecture about "sound for drama productions" at the audio engineering regional meeting on UFRJ - Federal University of Rio de Janeiro's campus.

Audio Engineering Society & COPPE/UFRJ Regional Meeting
November 18h, 2016. Rio de Janeiro, BRA.

"**A Broadcast Film Leader with Audio Channel, Frequency, and Synchronism Test Properties**". Presentation of the Audio Engineering Society's e-brief <u>Convention Paper</u>.

141st Audio Engineering Society International Pro Audio Convention - Engineering e-brief 286.

September 30th, 2016. Los Angeles, USA.

"The case study of "Liberdade Liberdade". A conference panel with a case study about the sound of the Globo's historic drama production (telenovela) called "Liberdade Liberdade".

4th National Meeting of Film Sound Professionals.
September 9th, 2016. Conservatória, BRA.

"Pós Produção de Áudio". Lecture about audio post production for the short-film documentary class, with students from all over Brazil that enrolled the Globo University's project.

₂ ABCINE's Annual Conference is the most popular Film Industry Conference in Brazil.

"Curtas Universitários" short-film documentary production project of Globo.

June 18th, 2015. October 31st, 2014. Rio de Janeiro, BRA.

"O Som nas Séries de TV". Lecture about Sound on Globo's episodical drama TV Series and a discussion about sound on Film and TV at the ABCINE's Sound Conference Panel.

Semana ABC 2015. Brazilian Association of Cinematography (ABCINE) Annual Conference.

May 14th, 2015. São Paulo, BRA.

"Pós-Produção". Post Production lecture.

"Audiovisual and Media Convergence" post graduate specialization course at UNISINOS university. Globo University Project.

May 10th, 2015. Porto Alegre, BRA.

"Som e Produção de Áudio para Cinema e TV". Inaugural lecture about Sound at Estacio University's Film School.

Estacio University Film School's Spring 2015 inaugural event.

March 26th, 2015. Rio de Janeiro, BRA. Keynote Speaker.

"Pós-Produção". Post Production lecture.

"Audiovisual and Media Convergence" post graduate specialization course at UNISINOS university. Globo University Project.

May 16th, 2014. Porto Alegre, BRA.

"5.1 em Séries de TV: desenho de som, técnicas e processos". Lecture about 5.1 Surround Sound content creation for TV. Sound design, techniques and processes.

AES Expo 2014. Audio Engineering Society Convention - Brazil Section.

May 13th, 2014. São Paulo, BRA.

"Edição e Finalização de Som no Audiovisual". Lecture about sound editing and post-production for audiovisual media at the Brazilian Conservatory of Music.

CBM - Brazilian Conservatory of Music

April 25th, 2014. Rio de Janeiro, BRA.

"Pro Tools software para Pós-Produção". Webinar about using Pro Tools for Audio Post Production (Film and TV). published in the manufacture's official Brazilian channel.

Webinar for Avid Technology

December 22nd, 2014. Rio de Janeiro, BRA. Guest Speaker.

"Edição de Imagem e Som". Lecture about Sound Design and Editing for Film at Rio Market,

part of the biggest audiovisual festival in Latin America.

Rio Market 2013 (Rio de Janeiro's Film Festival)

October 8th, 2013. Rio de Janeiro, BRA. Guest Speaker.

"Novas Ferramentas de pós-produção de áudio". Trends in audio processing tools for post production, with international guests from Fraunhofer IIS, Wohler, Solid State Logic and TC Electronics.

SET Expo 2013. Content and Media Production Trade Show and Conference.

August 19th, 2013. São Paulo, BRA. Panelist

"Áudio Imersivo". Conference panel about Immersive Audio technologies and future perspectives regarding sound for film, tv, installations and multiple media formats, with international guests from Dolby Laboratories US and IOSONO GmBH .

AES Expo 2013. Audio Engineering Society Convention - Brazil Section.

May 8th, 2013. São Paulo, BRA. Moderator, Chairman.

"Ferramentas de Processamento de Áudio – aplicações em mixagem". Conference panel about applications of digital audio processing tools in sound mixing, with international guests from TC Electronic and Solid State Logic manufacturers.

AES Expo 2013. Audio Engineering Society Convention - Brazil Section.

May 8th, 2012. São Paulo, BRA. Moderator, Chairman.

"Áudio 5.1 para TV". Lecture about 5.1 Surround Sound implementation for television.

AES Expo 2012. Audio Engineering Society Convention - Brazil Section.

May 8th, 2012. São Paulo, BRA. Panelist

"Loudness". Lecture in the conference panel about the loudness standardization in Brazil. 2012 was a decisive year for this subject and Rodrigo was part of Brazilian the technical committee for loudness standardization and had a prominent role in its specifications and education.

AES Expo 2012. Audio Engineering Society Convention - Brazil Section.

May 8th, 2012. São Paulo, BRA. Panelist

"Áudio 5.1 para TV". Lecture about 5.1 Surround Sound implementation for television.

Audio Engineering Society - Brazil Section Regional Meeting

November 21st, 2011. Rio de Janeiro, BRA. Panelist.

"Áudio 5.1 em TV". Lecture in the "Surround Sound" conference panel about 5.1 Surround Sound implementation for television.

SET Expo 2011. Content and Media Production Trade Show and Conference.

August 24th, 2011. São Paulo, BRA. Panelist

"Áudio 5.1 em TV". Lecture about 5.1 Surround Sound implementation for television.

SET Nordeste 2011. Brazilian Society of Television Engineering Northeast Regional Conference.

July 13rd, 2011. Recife, BRA. Panelist.

"Áudio 5.1 em TV". Lecture about 5.1 Surround Sound implementation for television.

SET Sul 2011. Brazilian Society of Television Engineering South Regional Conference.

June 14th, 2011. Porto Alegre, BRA. Panelist.

"Pro Tools e Produção Musical no Século XXI". Lecture about "Pro Tools and Music Production in the 21st Century" at the Brazilian Conservatory of Music.

CBM - Brazilian Conservatory of Music

August, 2010. Rio de Janeiro, BRA. Guest Speaker.

"3D Sound"

Electronics Engineering Week, Federal University of Rio de Janeiro (UFRJ)

May, 2007. Rio de Janeiro, BRA. Guest Speaker.

"A Tecnologia em Estúdios de Gravação". Lecture about Technology in Music Recording Studios.

AES Expo 2005. Audio Engineering Society Convention - Brazil Section.

May, 2005. São Paulo, BRA. Panelist.

"Processamento de Plug-ins em DAW". Lecture about "plug-in processing in digital audio workstations" at the Audio Engineering Society's regional meeting.

Audio Engineering Society - Brazil Section Regional Meeting

November, 2004. Rio de Janeiro, BRA. Panelist.