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(54) **RENDERING METHOD OF PREVENTING
OBJECT-BASED AUDIO FROM CLIPPING
AND APPARATUS FOR PERFORMING THE
SAME**

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(71) Applicant: **Electronics and Telecommunications
Research Institute, Daejeon (KR)**

(72) Inventors: **Yong Ju LEE, Daejeon (KR);
Jae-hyoun YOO, Daejeon (KR); Dae
Young JANG, Daejeon (KR); Soo
Young PARK, Daejeon (KR); Young
Ho JEONG, Daejeon (KR); Kyeongok
KANG, Daejeon (KR); Tae Jin LEE,
Daejeon (KR)**

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(73) Assignee: **Electronics and Telecommunications
Research Institute, Daejeon (KR)**

(57) **ABSTRACT**

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A rendering method of an object-based audio signal and an apparatus for performing the same are provided. The rendering method of an object-based audio signal includes obtaining a rendered audio signal, performing clipping prevention on the rendered audio signal using a first limiter, mixing a signal output by the first limiter using a mixer, and performing clipping prevention on the mixed signal using a second limiter.

