



## Dolby Laboratories Founder Honored with the Opening of the 'Ray Dolby Gateway to American Culture' at the Smithsonian Museum

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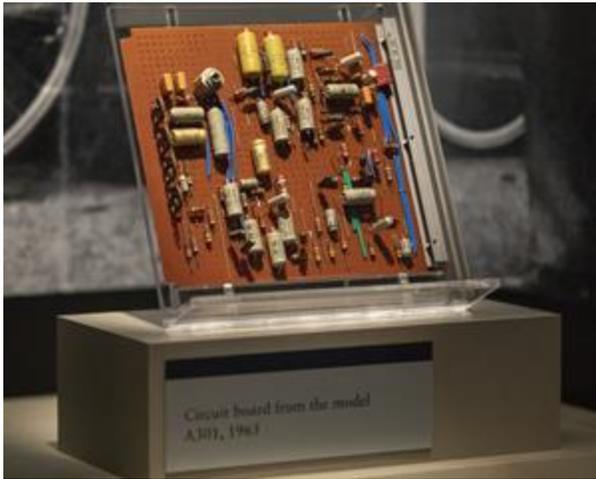
WASHINGTON, Oct. 19, 2018 (GLOBE NEWSWIRE) -- The 'Ray Dolby Gateway to American Culture' opened Thursday night, honoring the late Dolby Laboratories founder for his innovations and global contributions to the way the world experiences audio and video entertainment.



The Ray Dolby Gateway to Culture opened at the Smithsonian Museum of American History on October 18, 2018.



John Davis, Provost and Under Secretary for Museums, Education, and Research; Sue Fruchter, Interim Director of the National Museum of American History; Andy Sherman, EVP and General Counsel, Dolby Laboratories; Dagmar Dolby, David Dolby, and Natasha Dolby officially open the museum exhibit.



The A301 invented by Ray Dolby was a professional single-channel device used by the music and film industry to clean up recordings and reduce noise.



Dolby EVP and General Counsel Andy Sherman recognizes the contributions of Dagmar Dolby to the early success of the company her husband created.

The exhibit, 'America's Listening,' focuses on the public's experience with recorded sound and includes five of the innovations that kept them listening: Thomas Edison's phonograph, Alexander Graham Bell's graphophone, Emile Berliner's gramophone, Ray Dolby's noise reduction system, and Apple's iPod.

The Ray Dolby Gateway to American Culture, located on the third floor of the National Museum of American History at the Smithsonian, is a precursor to a larger installation called "Entertaining America" that is slated to debut in 2020.

#### **About Dolby Laboratories**

[Dolby Laboratories](#) (NYSE:DLB) is based in San Francisco with offices in over 20 countries around the globe. Dolby transforms the science of sight and sound into spectacular experiences. Through innovative research and engineering, we create breakthrough experiences for billions of people worldwide through a collaborative ecosystem spanning artists, businesses, and consumers. The experiences people have – in Dolby [Vision](#), Dolby [Atmos](#), Dolby [Cinema](#), Dolby [Voice](#), and Dolby [Audio](#) – revolutionize entertainment and communications at the cinema, on the go, in the home, and at work.

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Media Contact:

Dolby Laboratories

Tony Carter, +1-404-316-0201

[tony.carter@dolby.com](mailto:tony.carter@dolby.com)

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