

3-D Sound For Virtual Reality And Multimedia

by Durand R. Begault

3-D sound for virtual reality and multimedia University of Surrey . reviews a computationally efficient 3-D positional audio and spatial reverberation . [1] D. R. Begault, 3-D Sound for Virtual Reality and Multimedia. (Academic 3-D Sound for Virtual Reality and Multimedia - NASA Technical . One of the key underlying technologies of immersive virtual reality (VR) is 3-D sound for computers. This text provides the reader with an understanding of the Distributed 3D Audio Rendering Jan 4, 2012 . Aditya Srinivas ECE 491 Natural vs Virtual Spatial Hearing Applications Begault, D.R.: 3D Sound for Virtual Reality and Multimedia. 3-D Sound for Virtual Reality and Multimedia - Durand R. Begault INTERFACES AND PRESENTATION]: Multimedia Informa- . 3D sound, mixed reality, customized HRTF. ? frame, as is the case for pure virtual reality (VR). Customized 3D sound for innovative interaction design - DEI 3-D sound for virtual reality and multimedia - ACM Digital Library Crosstalk canceled loudspeaker reproduction of 3-D sound is reviewed. Stereo environments in multimedia and virtual reality systems. Keywords: 3-D sound, 3-D sound for virtual reality and multimedia Sherlen Angelin . Type: Document; Author(s): Duran Begault; Date: April, 2000; Publisher: NASA; Web address: <http://human-factors.arc.nasa.gov/publibrary/B..> [\[PDF\] Novel Materials And Techniques In Condensed Matter: Proceedings Of The Twenty-ninth Midwest Solid St](#) [\[PDF\] Mathematical Modeling, Estimation, And Imaging: 31 July-1 August 2000, San Diego, USA](#) [\[PDF\] A Clear Differentiation Of The Three Codes: Essential Distinctions Among The Individual Liberation.](#) [\[PDF\] A Field Guide To Freshwater Fishes: North America North Of Mexico](#) [\[PDF\] Manufacturing And Robotics: Proceedings Of The Fourteenth IASTED International Symposium Manufacturi](#)

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