2D sound transmission to listener

Listener

Point source
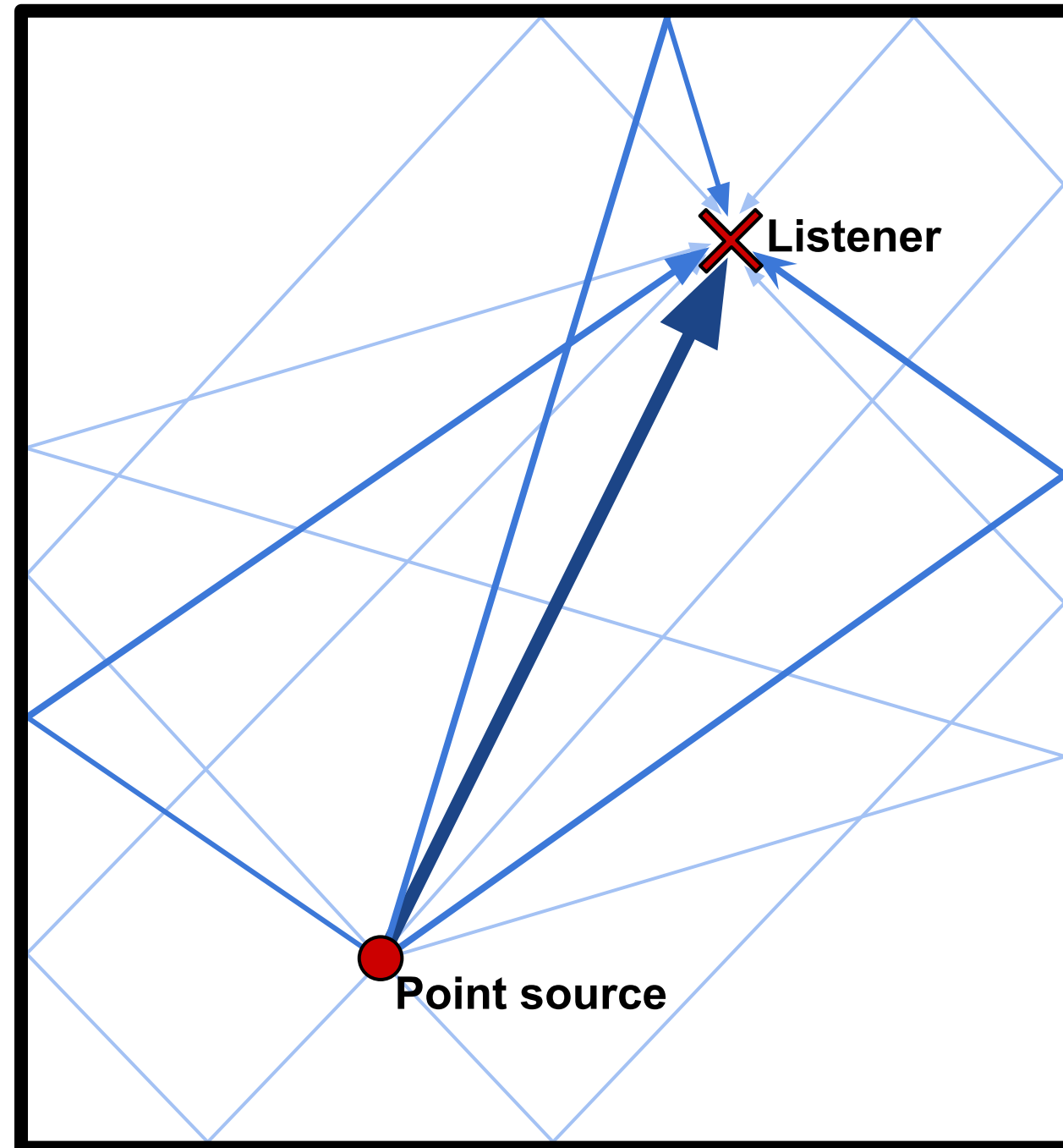
Received sound at listener

Intensity

Direct sound

Early sound reflections

Collection of many sound reflections (Reverberation)

Time