

Controlling the Rendering

Holo-Edit

ambicontrol

algorithmic generators

swarm simulator,

ambimonitor

SpatDIF

virtual sound sources positions

room effects

Audio Scene Description

DIRAC

Ambisonics B-format

MPEG-surround

Encoded Audio Protocol

CoreAudio

Port Audio

Jack

Decoded Audio Protocol

computers

sound cards

loudspeakers

Physical Layer