

Tutorial 6: Interactive motion-tracked binaural rendering

Summary

Create an interactive “multi-player” radio drama. Walk and talk through your virtual environment. You will use multiple independent receivers, motion controlled by game controllers and wireless head tracking.

What will I learn?

- How to apply head motion tracking to virtual binaural receivers
- Delay compensation for own-voice processing
- How to connect *everything* (says Maartje)

What can I use it for?

- Interactive auralization
- In-ear monitoring

