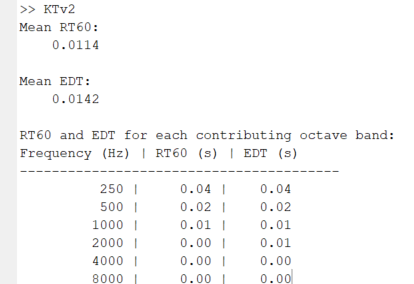
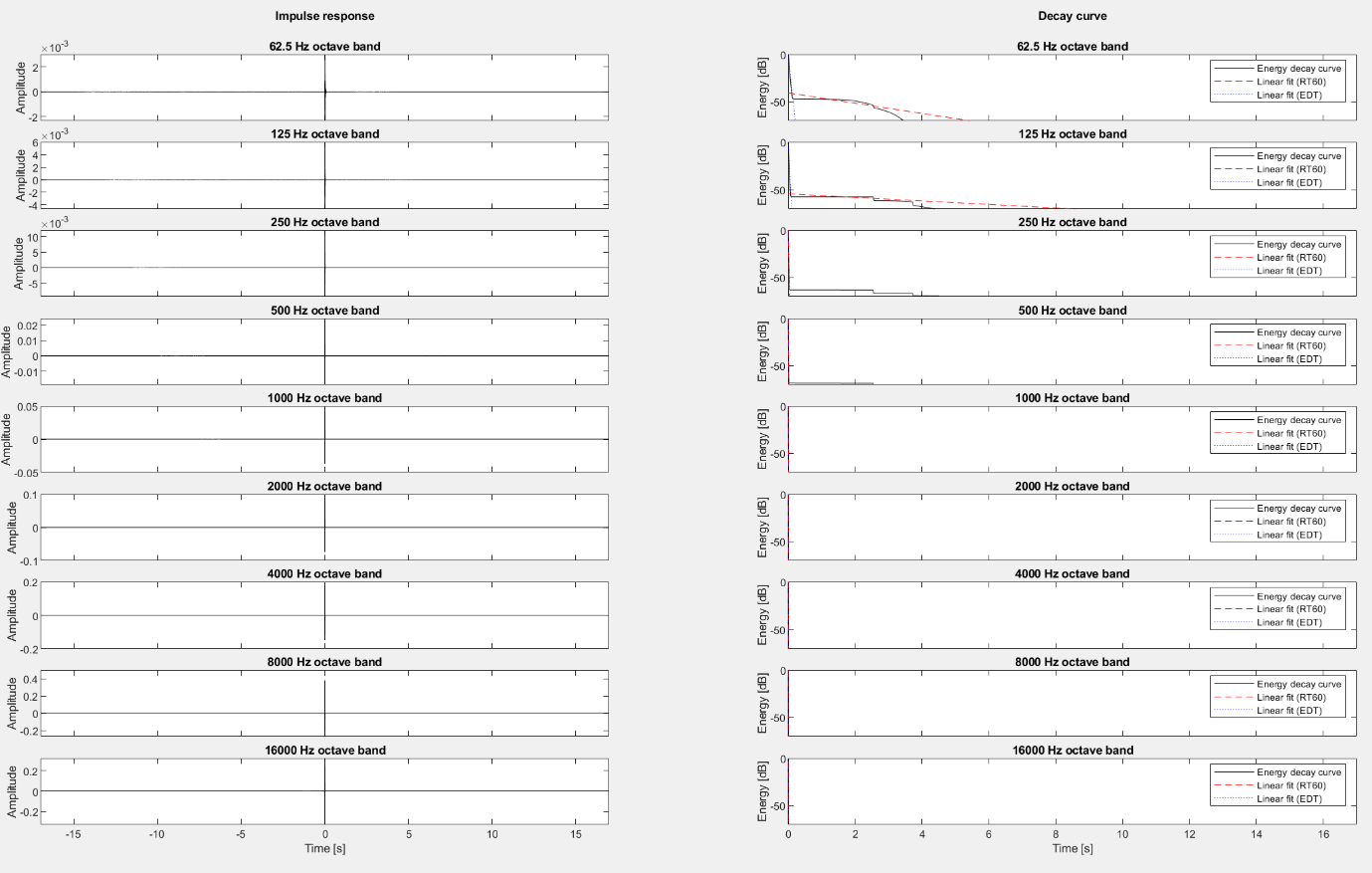
# Monday, 19 August 2024

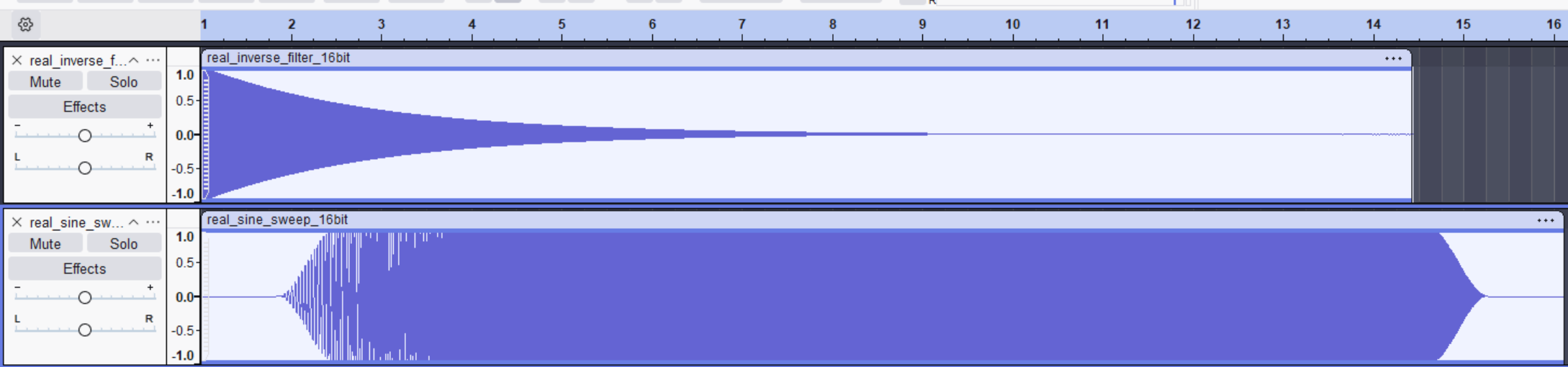
Tested RIR using generated sweep as recorded sweep:



Im assuming this anomaly (floor) is due to inaccurate inverse filter thus causing problem after deconvolve.

Instead of generating the sine sweep and inverse filter ourselves, let’s try using audacity plugin instead for

Old sine sweep and inverse filter:



# Tuesday, 20 August 2024

## Meeting w/ Dr Hansung Kim:

### What I did last 2 weeks:

Implemented direct Unity audio recording  
Created test scenes to isolate Steam Audio issues