

Augmenting Object-Based Audio With Internet of Things

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This article focuses on exploring new possibilities in augmenting immersive audio by combining object-based audio workflow with the assistance from internet of things techniques: an object-based pipeline from recording to listening is first introduced, leading to the system's capabilities and limitations, where the concept of Internet of Things is discussed to cover the pipeline's future opportunities.

Keywords: Immersive Audio, Internet of Things, Object-Based Audio

Introduction

Object-Based Audio Pipeline

Internet of (Music) Things

Conclusion