

## Resources Document

Nick Cox

Spatial Hearing Mechanisms and Sound Reproduction

[http://www.york.ac.uk/inst/mustech/3d\\_audio/ambis2.htm](http://www.york.ac.uk/inst/mustech/3d_audio/ambis2.htm)

Binaural Sound Generation

<http://ask.metafilter.com/15356/Binaural-sound-generation>

C++ audio library, proteaAudio

<http://viremo.eludi.net/proteaAudio/>

Audio driver interface library, RtAudio

<https://ccrma.stanford.edu/software/stk/classRtAudio.html>

Interaural Time Difference

[http://en.wikipedia.org/wiki/Interaural\\_time\\_difference](http://en.wikipedia.org/wiki/Interaural_time_difference)

Spatial Placement using Interaural Time Difference and Interaural Level Difference

<http://alumnus.caltech.edu/~franko/thesis/Chapter3.html>

ITD and ILD equations (Section E.3)

[http://docs.oracle.com/cd/E17802\\_01/j2se/javase/technologies/desktop/java3d/forDevelopers/j3dguide/AppendixEquations.doc.html](http://docs.oracle.com/cd/E17802_01/j2se/javase/technologies/desktop/java3d/forDevelopers/j3dguide/AppendixEquations.doc.html)

Starkey Cetera binaural recording example

[http://www.4shared.com/mp3/nyXJ23u9/Virtual\\_Barbershop.html](http://www.4shared.com/mp3/nyXJ23u9/Virtual_Barbershop.html)