

To explain the problem statement briefly, consider a real-life scenario. A person configured the orientation and volume levels of my sound system to get perfect surround sound at some position where he usually sit. However, now he wants to change his sitting position or even arrangement to some other part of my room which can be far right or left or may be forward or backward from the last sitting arrangement. In this case, to get perfect surround sound, he will need to reconfigure speakers again, like their orientation and volume levels as per the new seating position either with the technician or self's help, which is mostly manual adjustments.

To overcome this scenario, we experimented with a combination of stereo vision and hardware technology which responds to real-time movements of a listener and dynamically adjust the sound pocket. This system uses the OpenCV face detection algorithm and simple geometrical formula to calculate depths and angles for an individual speaker to introduce dynamically adjusted surround sound. Since the system avoids the heavy usage of hardware, complex algorithms, and machine learning approaches, it can be implemented on low-powered microprocessors and the same processors used by sound systems.