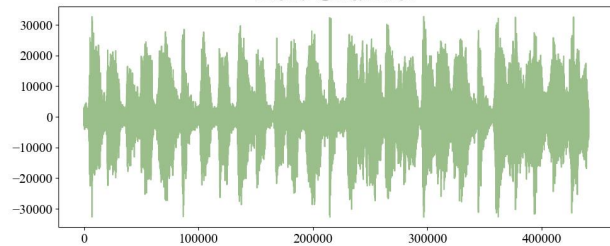
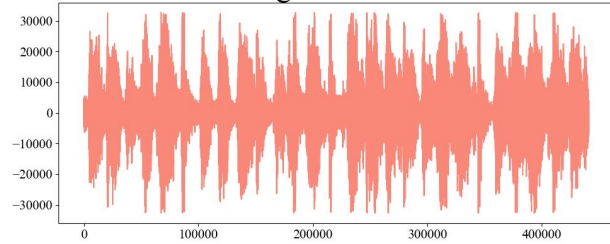


Stereo Audio Waveform

Left Channel



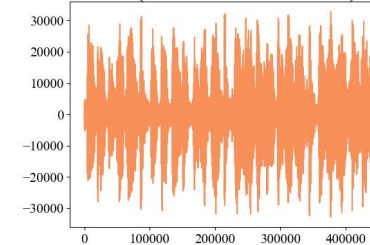
Right Channel



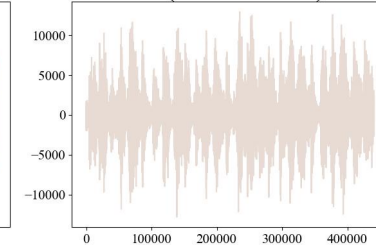
Audio Before Rotation

FOA Audio Waveform

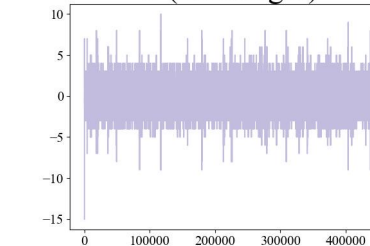
W (Omnidirectional)



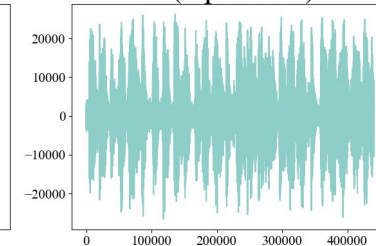
X (Front/Back)



Y (Left/Right)

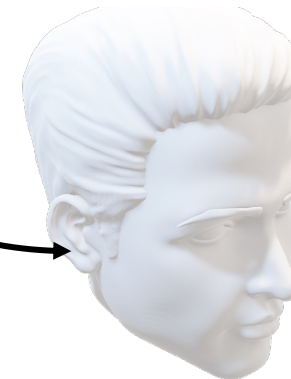


Z (Up/Down)



After Rotation (Stereo Audio)

Even with rotation, the relative position of the sound source changes, yet the perceived effect **remains unchanged.**



After Rotation (FOA Audio)

After rotation, the relative position of the sound source shifts, leading to a **corresponding change in the perceived effect.**