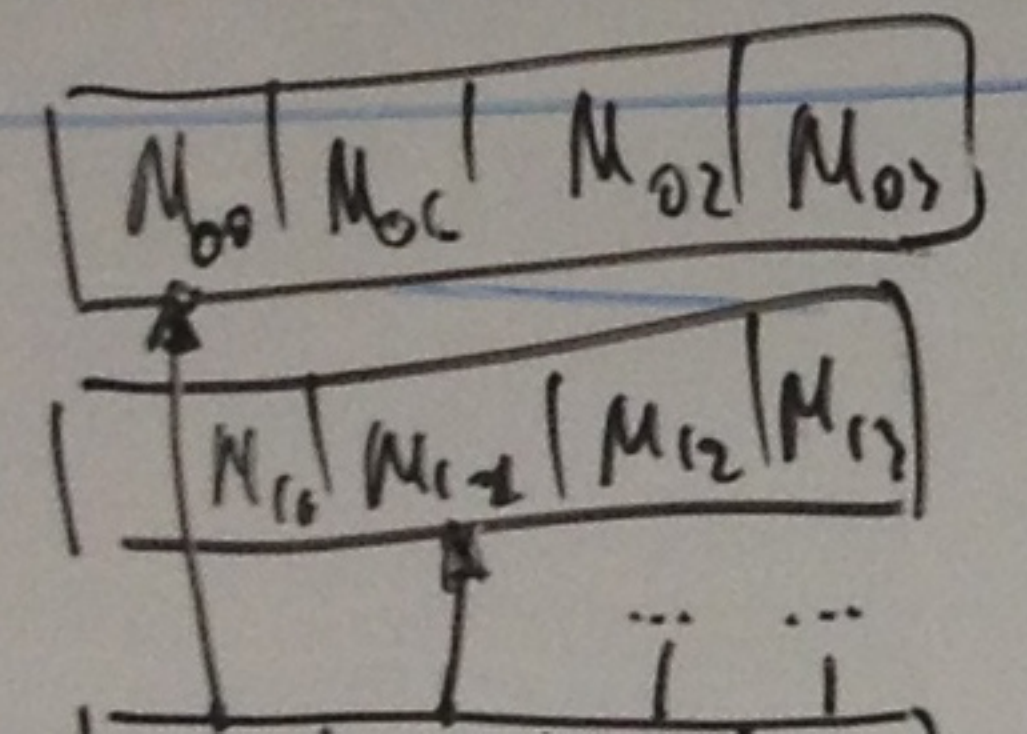


Sound Propagation System

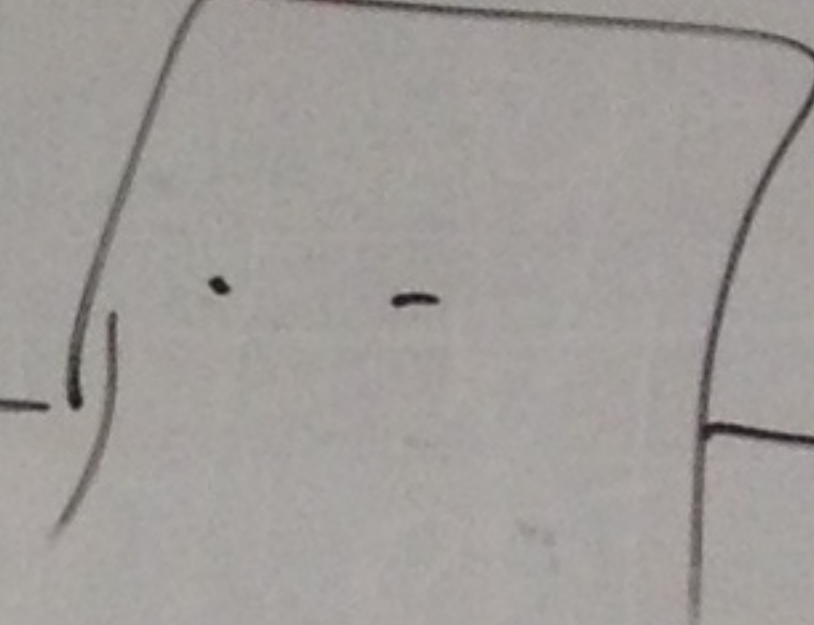
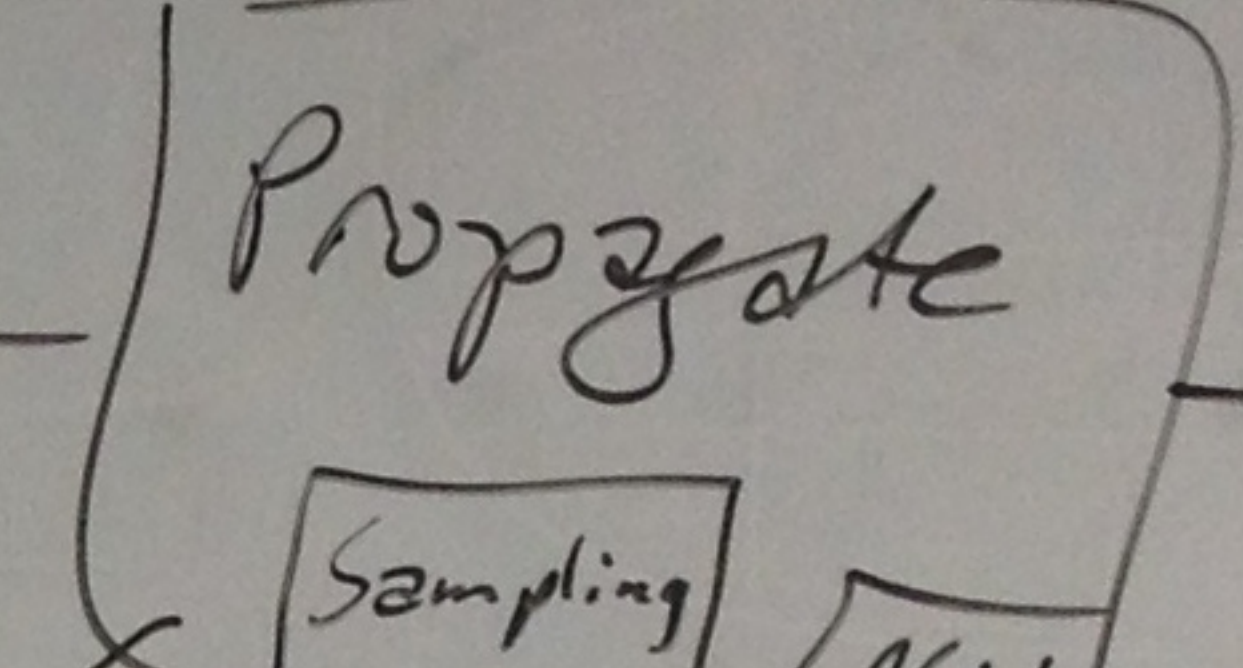
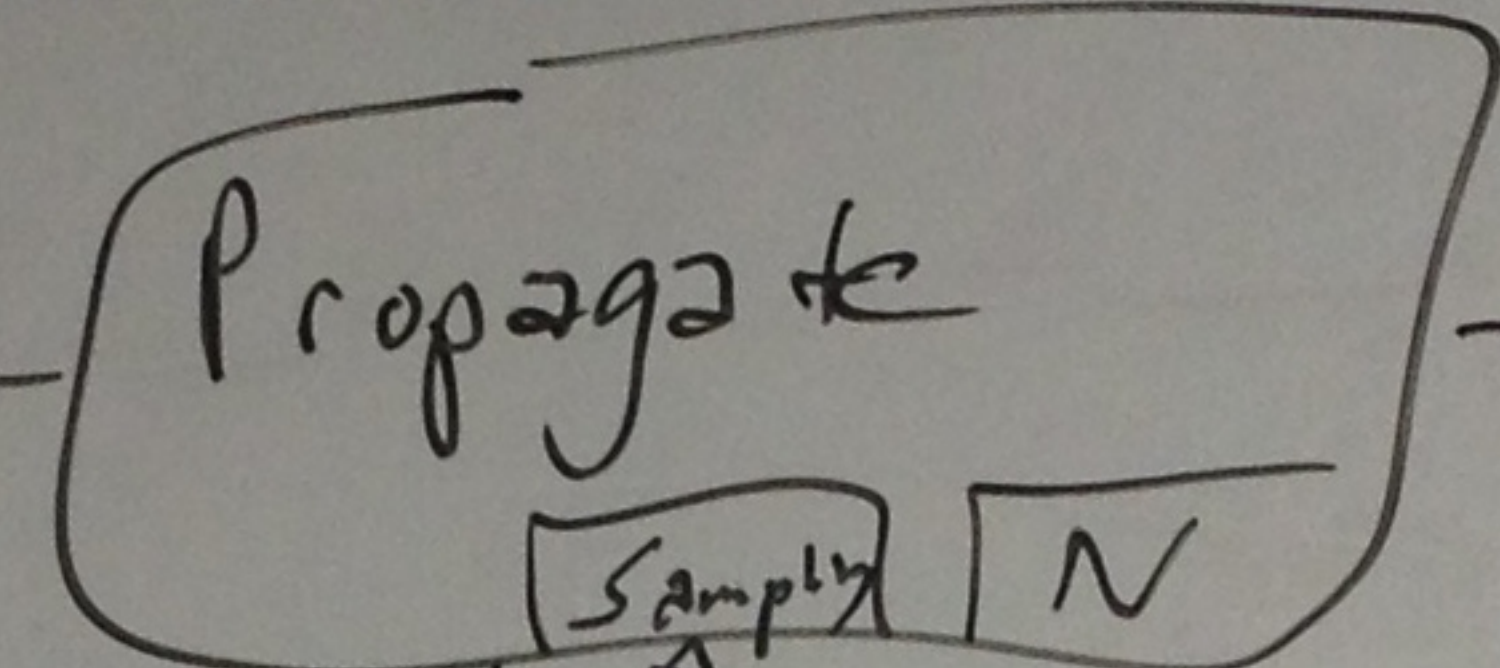
do Sound Propagation ()
 update Listener IR ()

→ Listener Renderer

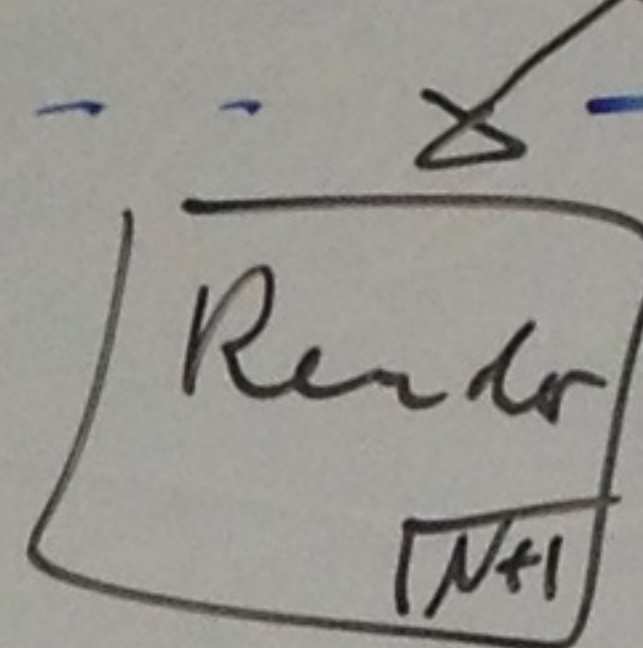
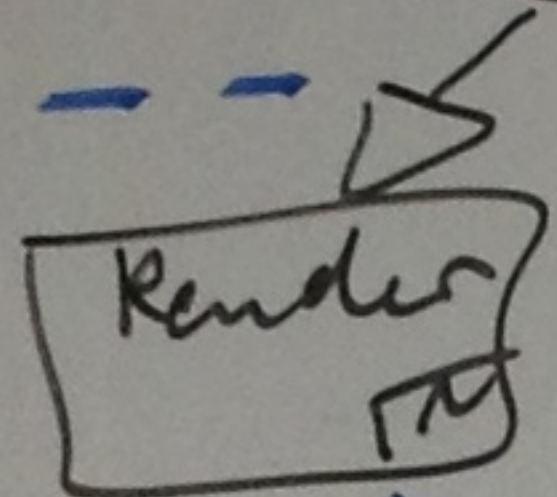
path
 + direction
 + source



Sound

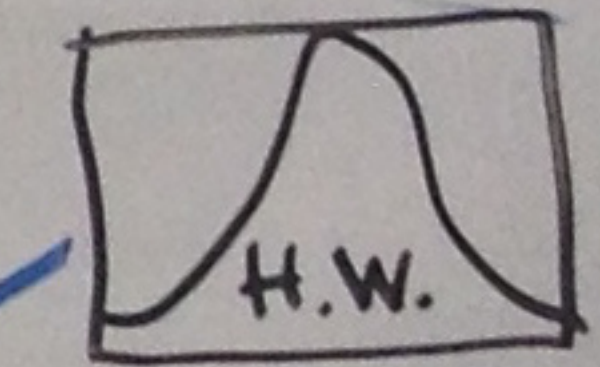
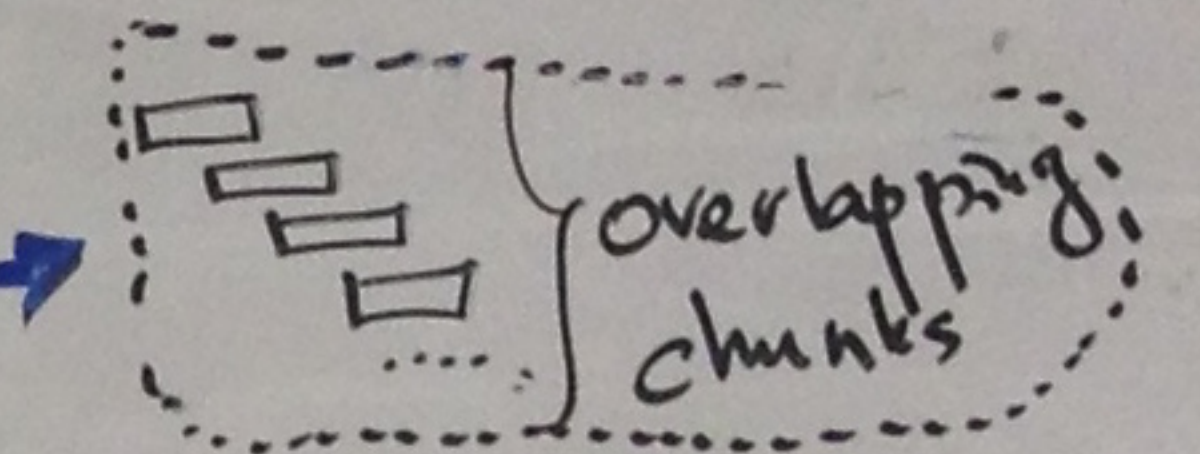


Thread

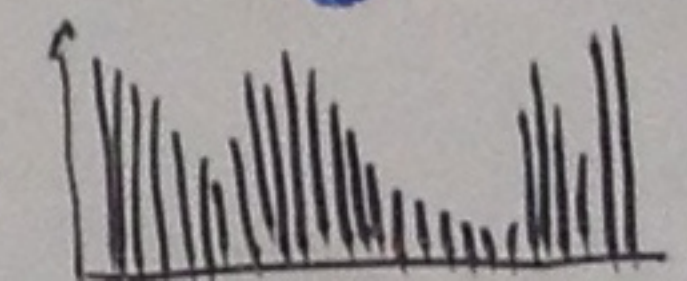


Loudness
 amount of masking

Sound file wav ogg



PPT



$P(\omega)$ Power spectrum

cess