**WORLD NAVIGATION HAT – HUMAN SENSORY ALGORITHMS**

**Potential parameters of audio cues:** Frequency, Volume, Texture

* **Targeted selection** – Only a selective section of the environment is converted into audio cues, switches between selections can be triggered by hand gestures
  + **Complete surrounding** – The whole front view of the user is translated into audio cues, the depth is mapped to volume, the vertical placement is mapped to frequency, and the horizontal placement is mapped to Binaural channels. This audio map is however smoothened out to give a general and summarized environment
  + **Close Focus** – The visual close to the center of the user is translated to audio cues and gradually fades off has it goes away from the origin point
  + Movement Highlighting – The diff