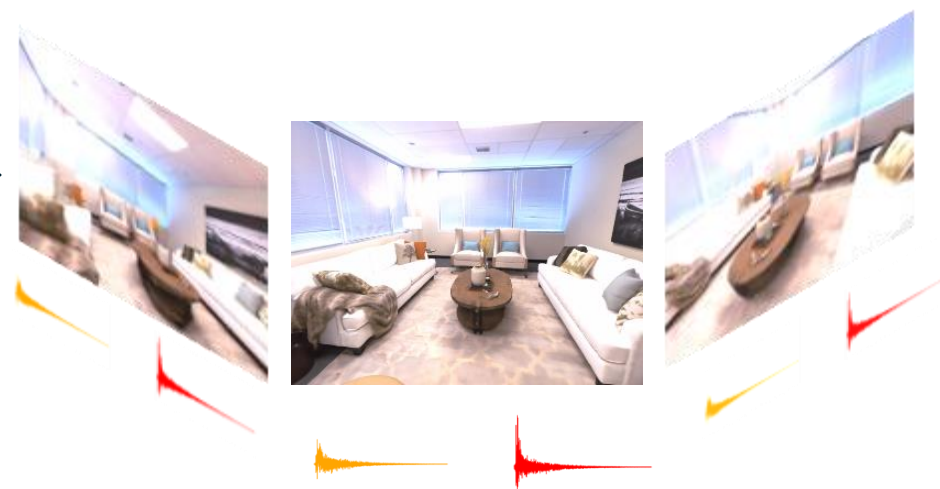


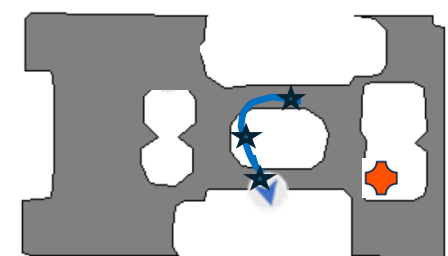
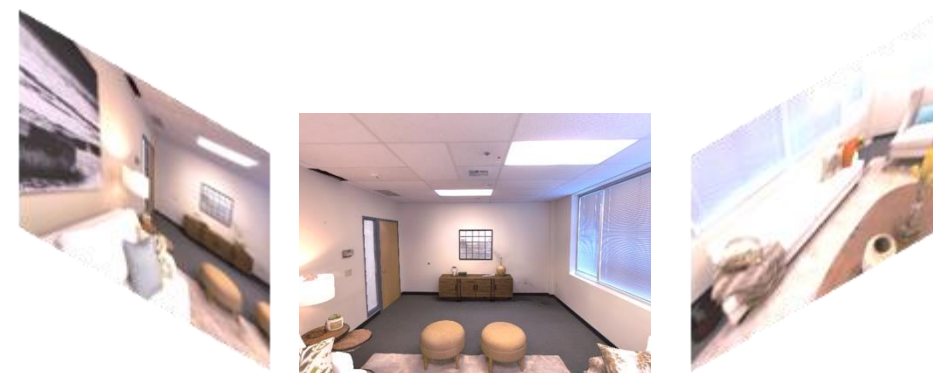
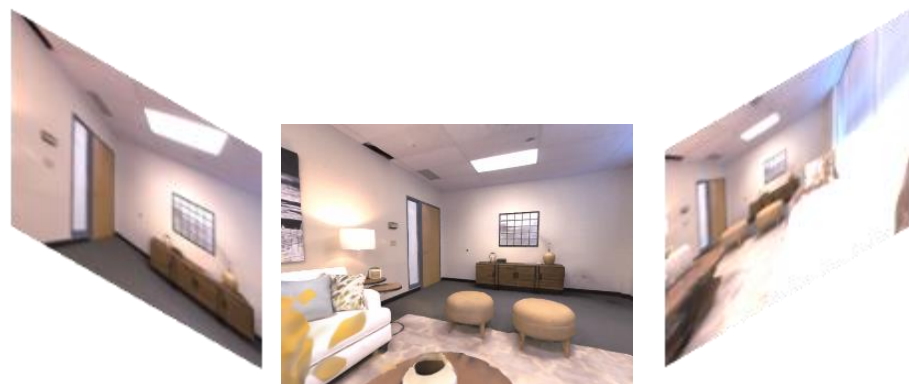
Input Videos and Binaural RIRs



Rendered Videos and Binaural RIRs



a



b



camera start position

audio source position

sampled view point