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## BACKGROUND

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The following section provides a background on virtual acoustic environments and their application in this project as well as other projects where they have been utilised...

### 1.1 Virtual Acoustic Environments

A **VAE!** (**VAE!**) has been previously described [?] as follows:

*“Virtual acoustic environments look to immerse a listener in an almost real acoustic environment, synthesizing wave fronts with physical methods and rendering them through loudspeaker arrays”*

#### 1.1.1 Real RIRs

#### 1.1.2 Synthetic RIRs

##### 1.1.2.1 Geometrical Methods

This is a method

### 1.2 Ambisonics