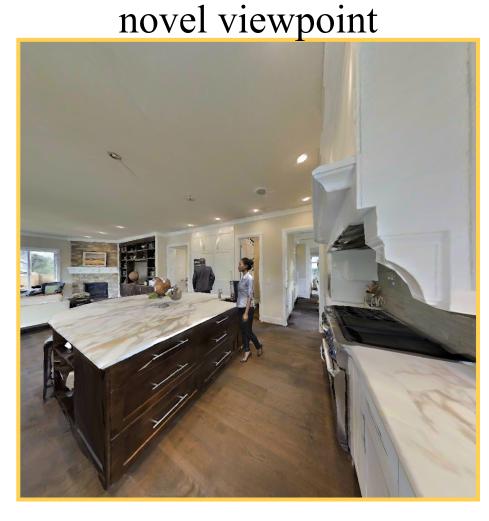


ground truth

novel-view audio



(a) input

recorded viewpoint

(b) dry sound estimation

(c) acoustic synthesis