# "SimplePanner" DSP Graph

Source 1

Panner

FanOut

DryMix

RevMix

Stereo
Reverb

OutMix

Out

FiltMix

Split

LPF

LPF

Join

Per-source
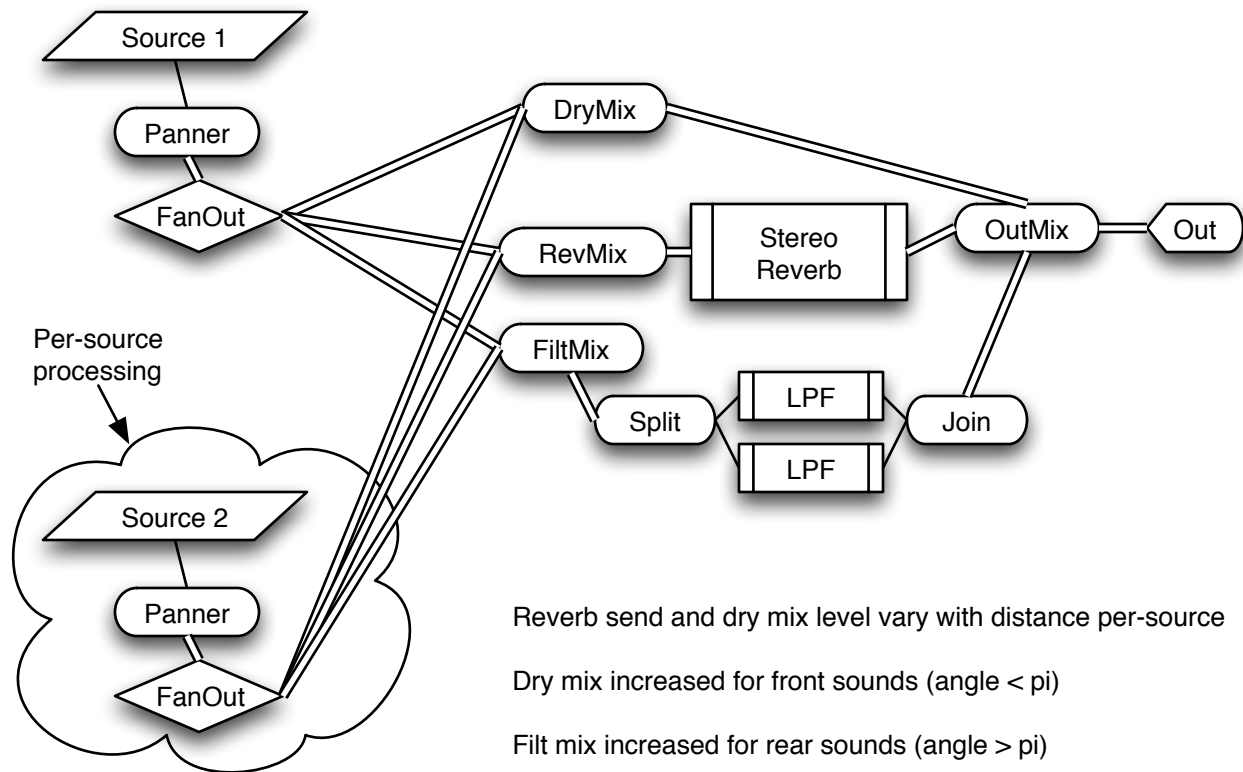processing

Source 2

Panner

FanOut

Reverb send and dry mix level vary with distance per-source

Dry mix increased for front sounds (angle < pi)

Filt mix increased for rear sounds (angle > pi)

Each new sound has a spatial source, panner and fanOut,
as shown in the "cloud"

This graph could even be run in parallel with an Ambisonic or
HRTF-based spatial panner

stp@FASTLabInc.com - March, 2010