

## Welcome to the RAZR workshop!

8.12.2017



### **RAZR**

RAZR - Room acoustics simulator



### **RAZR**

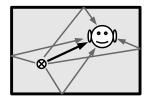
RAZR - Room acoustics simulator

### RAZR synthesizes

- Room impulse responses (RIRs)
- Binaural RIRs (BRIRs)
- Multichannel RIRs



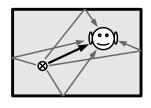
# Binaural room impulse responses (BRIRs)

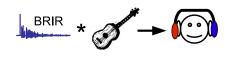






# Binaural room impulse responses (BRIRs)





#### **Applications**

- Psychoacoustic experiments
- Testing sig-proc-algorithms (e.g., for hearing aids)
- »Spatial« Entertainment, computer games

•





• [Room geometry + wall properties + HRTF]  $\mapsto$  BRIR



- [Room geometry + wall properties + HRTF]  $\mapsto$  BRIR
- [Room geometry + Measured RIR + HRTF]  $\mapsto$  BRIR



- [Room geometry + wall properties + HRTF]  $\mapsto$  BRIR
- [Room geometry + Measured RIR + HRTF]  $\mapsto$  BRIR
- Headphone and louspeaker-array rendering



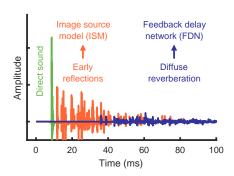
- [Room geometry + wall properties + HRTF]  $\mapsto$  BRIR
- [Room geometry + Measured RIR + HRTF]  $\mapsto$  BRIR
- Headphone and louspeaker-array rendering
- Access early and late reflections separately



- [Room geometry + wall properties + HRTF]  $\mapsto$  BRIR
- [Room geometry + Measured RIR + HRTF]  $\mapsto$  BRIR
- Headphone and louspeaker-array rendering
- Access early and late reflections separately
- ...



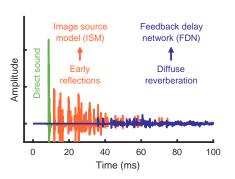
#### RAZR - Room acoustics simulator



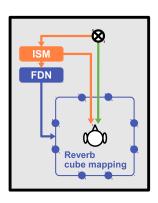
ISM: Allen and Berkley (1979) FDN: Jot and Chaigne (1991) RAZR: Wendt et al. (2014)



#### RAZR - Room acoustics simulator

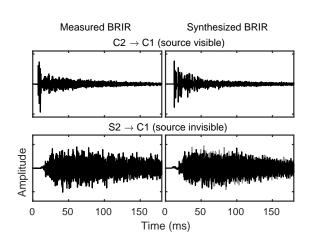


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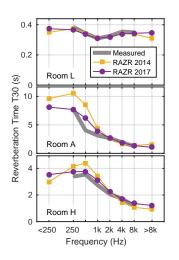


### Measured vs. synthesized



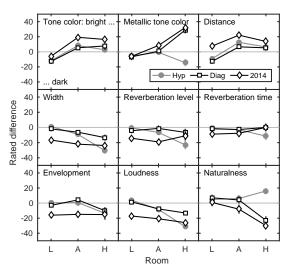


# **Accuracy of T30**





# **Perceptual ratings**





### **Basic usage concepts**

```
ir = razr(room, op);
```

```
ir = razr(room, op);
```

room.boxsize = [bx, by, bz];



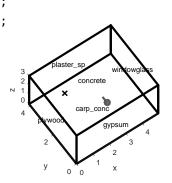
```
room.boxsize = [bx, by, bz];
room.materials = {'plaster', 'brick', ...
```

```
room.boxsize = [bx, by, bz];
room.materials = {'plaster', 'brick', ...
room.srcpos = [sx, sy, sz];
room.recpos = [rx, ry, rz];
room.recdir = [az, el];
```

```
room.boxsize = [bx, by, bz];
room.materials = {'plaster', 'brick', ...
room.srcpos = [sx, sy, sz];
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room.boxsize = [bx, by, bz];
room.materials = {'plaster', 'brick', ...
room.srcpos = [sx, sy, sz];
room.recpos = [rx, ry, rz];
room.recdir = [az, el];
...
scene(room)
```

```
room.boxsize = [bx, by, bz];
room.materials = {'plaster', 'brick', ...
room.srcpos = [sx, sy, sz];
room.recpos = [rx, ry, rz];
room.recdir = [az, el];
. . .
scene(room)
```



```
ir = razr(room, op);
```

```
op.ism_order = 3;
op.spat_mode = 'hrtf';
op.hrtf_database = 'fabian.sofa';
```

```
ir = razr(room, op);
```

```
op.ism_order = 3;
op.spat_mode = 'hrtf';
op.hrtf_database = 'fabian.sofa';
...
```

```
ir = razr(room, op);
```

```
op.ism_order = 3;
op.spat_mode = 'hrtf';
op.hrtf_database = 'fabian.sofa';
...
% See all options in:
get_default_options.m
```



```
<u>ir</u> = razr(room, op);
```

ir.sig ir.fs



```
\underline{ir} = razr(room, op);
```

```
ir.sig
ir.fs
...
% If op.return_rir_parts == true:
ir.sig_direct
ir.sig_early
ir.sig_late
```

```
ir.sig
ir.fs
% If op.return_rir_parts == true:
ir.sig_direct
ir.sig_early
ir.sig_late
% Analysis tools:
plot_ir(ir)
plot_irspec(ir)
out = apply_rir(ir); % auralize
```



## **Syntax alternatives**

```
ir = razr(room);
ir = razr(room, op);
ir = razr(room, Name, Value, ...);
ir = razr(room, op, Name, Value, ...);
```



### **Tutorials**

- 1 Basic exercises (recommended for all)
- 2 Advanced exercises (choose the ones you like)



### **Tutorials**

- 1 Basic exercises (recommended for all)
  - Becoming familiar with RAZR
- 2 Advanced exercises (choose the ones you like)



#### **Tutorials**

- 1 Basic exercises (recommended for all)
  - Becoming familiar with RAZR
- 2 Advanced exercises (choose the ones you like)
  - Recreate a measured BRIR
  - RAZR in AFC
  - VR-Lab
  - Synthesis options, ISM only
  - Coupled rooms
  - Scattering
  - Any wishes?

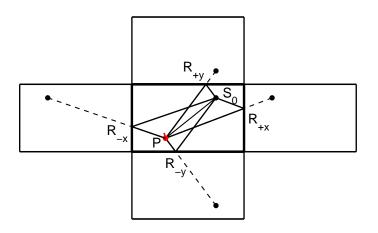


# **Appendix**



## Image source model (ISM)

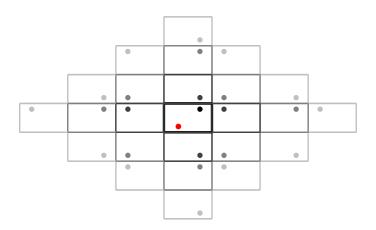
(Allen & Berkley, 1979)





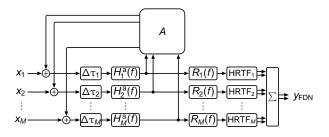
# Image source model (ISM)

(Allen & Berkley, 1979)





# Feedback delay network (FDN) (Jot & Chaigne, 1991)



Reverb cube mapping:

