

# Spatial Audio toolbox v.1.0

## VBAP & VDP Documentation

### 1. Function VBAP\_stereophony(theta\_zero,theta)

This function returns the gains for two speakers in stereophony.

- Input parameters:

**theta\_zero** – the angle between the central plane and each of the speakers in degrees.

**theta** – the angle between the sound source and the central plane in degrees.

- **Example**

- input:

```
theta_zero=30;  
theta=15;  
gains= VBAP_stereophony(theta_zero,theta)
```

- output:

```
gains = 0.9391 0.3437
```

### 2. Function VBAP\_original(num\_speakers,speaker\_coord,source\_pos)

This function calculates the gains of each speaker using VBAP and returns them in array.

- Input parameters:

**num\_speakers** – number of speakers used MUST BE 3! This parameter is only to show that VBAP uses 3 speakers to pan a sound source

**speaker\_coord** – the coordinates of each speaker in polar coordinate system. The format is following:

*speaker\_coord(i,1) = 1; % Distance must be in meters*

*speaker\_coord(i,2) = 0; % Azimuth angle of the speaker*

*speaker\_coord(i,3) = 90; % Elevation angle of the speaker*

*i is the speaker's number.*

**source\_pos** – the position of the sound source in polar coordinate system. The format is following:

*source\_pos(1,1) = 1; % Distance must be in meters*

*source\_pos(1,2) = 45; % Azimuth angle of the source*

*source\_pos(1,3) = 30; % Elevation angle of the source*

- **Example**

- input:

```
num_speakers = 3;  
speaker_coord(1,1) = 1; % Distance must be in meters  
speaker_coord(1,2) = 0; % Azimuth angle  
speaker_coord(1,3) = 90; % Elevation angle
```

```
speaker_coord(2,1) = 1; % Distance must be in meters
speaker_coord(2,2) = 0; % Azimuth angle
speaker_coord(2,3) = 0; % Elevation angle
```

```
speaker_coord(3,1) = 1; % Distance must be in meters
speaker_coord(3,2) = 41.9; % Azimuth angle
speaker_coord(3,3) = 0; % Elevation angle
```

```
source_pos(1,1) = 1; % Distance must be in meters
source_pos(1,2) = 10; % Azimuth angle
source_pos(1,3) = 10; % Elevation angle
```

```
sp_gain=VBAP_original(3,speaker_coord,source_pos)
```

▪ output:

```
sp_gain =
```

```
0.5732  0.7148  0.4007
```

### 3. Function VDPgain\_dist(num\_speakers,speaker\_coord,source\_pos)

This function calculates the gains for each speaker using VDP method and returns them in array.

• Input parameters:

**num\_speakers** – number of speakers. Here it can be any number, it is not restricted like in VBAP!

**speaker\_coord** –the coordinates of each speaker in polar coordinate system. The format is following:

*speaker\_coord(i,1) = 1; % Distance must be in meters*

*speaker\_coord(i,2) = 0; % Azimuth angle of the speaker*

*speaker\_coord(i,3) = 90; % Elevation angle of the speaker*

*i is the speaker's number.*

**source\_pos** – the position of the sound source in polar coordinate system. The format is following:

*source\_pos(1,1) = 1; % Distance must be in meters*

*source\_pos(1,2) = 45; % Azimuth angle of the source*

*source\_pos(1,3) = 30; % Elevation angle of the source*

• **Example**

▪ input:

```
num_speakers = 3;
```

```
speaker_coord(1,1) = 1; % Distance must be in meters
```

```
speaker_coord(1,2) = 0;
```

```
speaker_coord(1,3) = 90;
```

```
speaker_coord(2,1) = 1; % Distance must be in meters
```

```
speaker_coord(2,2) = 0;
```

```
speaker_coord(2,3) = 0;
```

speaker\_coord(3,1) = 1; % Distance must be in meters  
speaker\_coord(3,2) = 41.9;  
speaker\_coord(3,3) = 0;

speaker\_coord(4,1) = 1; % Distance must be in meters  
speaker\_coord(4,2) = 94.6;  
speaker\_coord(4,3) = 0;

speaker\_coord(5,1) = 1; % Distance must be in meters  
speaker\_coord(5,2) = 150.6;  
speaker\_coord(5,3) = 0;

speaker\_coord(6,1) = 1; % Distance must be in meters  
speaker\_coord(6,2) = -152.4;  
speaker\_coord(6,3) = 0;

speaker\_coord(7,1) = 1; % Distance must be in meters  
speaker\_coord(7,2) = -94.5;  
speaker\_coord(7,3) = 0;

speaker\_coord(8,1) = 1; % Distance must be in meters  
speaker\_coord(8,2) = -44.0;  
speaker\_coord(8,3) = 0;

speaker\_coord(9,1) = 1; % Distance must be in meters  
speaker\_coord(9,2) = 0;  
speaker\_coord(9,3) = 28.3;

speaker\_coord(10,1) = 1; % Distance must be in meters  
speaker\_coord(10,2) = 90;  
speaker\_coord(10,3) = 27.2;

speaker\_coord(11,1) = 1; % Distance must be in meters  
speaker\_coord(11,2) = 180;  
speaker\_coord(11,3) = 26.7;

speaker\_coord(12,1) = 1; % Distance must be in meters  
speaker\_coord(12,2) = -90;  
speaker\_coord(12,3) = 27.5;

speaker\_coord(13,1) = 1; % Distance must be in meters  
speaker\_coord(13,2) = -45;  
speaker\_coord(13,3) = -29;

speaker\_coord(14,1) = 1; % Distance must be in meters  
speaker\_coord(14,2) = 45;  
speaker\_coord(14,3) = -30;

```
speaker_coord(15,1) = 1; % Distance must be in meters
speaker_coord(15,2) = 135;
speaker_coord(15,3) = -25.9;
```

```
speaker_coord(16,1) = 1; % Distance must be in meters
speaker_coord(16,2) = -135;
speaker_coord(16,3) = -27.8;
```

```
source_pos(1,1) = 1;
source_pos(1,2) = 45;
source_pos(1,3) = 30;
```

```
sp_gain= VDPgain_dist(16,speaker_coord,source_pos)
```

▪ output:

sp\_gain =

Columns 1 through 9

0.1833 0.2365 0.6778 0.2089 0.0743 0.0502 0.0553 0.0931 0.4096

Columns 10 through 16

0.4042 0.0693 0.0699 0.0738 0.1833 0.0752 0.0458

#### 4. Function **V\_delay(num\_speakers,speaker\_coord,source\_pos,fs,SoundSpeed);**

This function returns the delay in samples for each speaker regardless of the method used for calculating gains.

• Input parameters:

**num\_speakers** – number of speakers. Here it can be any number, it is not restricted like in VBAP!

**speaker\_coord** – The coordinates of each speaker in polar coordinate system. The format is following:

*speaker\_coord(i,1) = 1; % Distance must be in meters*

*speaker\_coord(i,2) = 0; % Azimuth angle of the speaker*

*speaker\_coord(i,3) = 90; % Elevation angle of the speaker*

*i is the speaker's number.*

**source\_pos** – the position of the sound source in polar coordinate system. The format is following:

*source\_pos(1,1) = 1; % Distance must be in meters*

*source\_pos(1,2) = 45; % Azimuth angle of the source*

*source\_pos(1,3) = 30; % Elevation angle of the source*

**fs** – Sample rate

**SoundSpeed** – The speed of sound

• **Example:**

▪ input:

```
num_speakers = 3;
```

```
speaker_coord(1,1) = 1; % Distance must be in meters
```

```
speaker_coord(1,2) = 0; % Azimuth angle
```

```

speaker_coord(1,3) = 90; % Elevation angle

speaker_coord(2,1) = 1; % Distance must be in meters
speaker_coord(2,2) = 0; % Azimuth angle
speaker_coord(2,3) = 0; % Elevation angle

speaker_coord(3,1) = 2; % Distance must be in meters
speaker_coord(3,2) = 41.9; % Azimuth angle
speaker_coord(3,3) = 0; % Elevation angle

source_pos(1,1) = 1; % Distance must be in meters
source_pos(1,2) = 10; % Azimuth angle
source_pos(1,3) = 10; % Elevation angle
fs=44100;
SoundSpeed=340.25;
sp_delay=V_delay(3,speaker_coord,source_pos,fs,SoundSpeed);

```

▪ output:

```
sp_delay =
```

```
129.6106 129.6106    0
```

## 5. Function Voutputfiles(source\_f,f,sp\_delay,sp\_gain,num\_sp,filename);

This function generates output channels for each speaker from given input wave file. It writes separate wave file for each speaker. The input file should be mono wave file.

• Input parameters:

**f\_source** – original mono wave file.

**f** – Sample rate

**sp\_delay** – array with the delays for each channel

**sp\_gain** – array with the gains for each channel

**num\_sp** – number of the speakers.

**filename** – main file name. For each channel the number of the channel will be added at the end.

• **Example:**

*sp\_gain and sp\_delay are used from previous examples.*

▪ input

```

fs=44100;
SoundSpeed=340.25;
filename='C:\work\Vout';
[source_f, f] = wavread('C:\work\test.wav');
Voutputfiles(funky,f,sp_delay,sp_gain,16,filename);

```

▪ Output

The output files will be saved in 'C:\work\' with filenames:

test1.wav – for the first channel

test2.wav – for the second

.....

## 6. Function Vplot(speaker\_coord,source\_pos,show\_sphere,num\_sp)

This function visualizes speakers' positions. It can also plot a sphere with radius 1 unit (meter).

- Input parameters:

**num\_speakers** – number of speakers. Here it can be any number, it is not restricted like in VBAP!

**speaker\_coord** – The coordinates of each speaker in polar coordinate system. The format is following:

*speaker\_coord(i,1) = 1; % Distance must be in meters*

*speaker\_coord(i,2) = 0; % Azimuth angle of the speaker*

*speaker\_coord(i,3) = 90; % Elevation angle of the speaker*

*i is the speaker's number.*

**source\_pos** – the position of the sound source in polar coordinate system. The format is following:

*source\_pos(1,1) = 1; % Distance must be in meters*

*source\_pos(1,2) = 45; % Azimuth angle of the source*

*source\_pos(1,3) = 30; % Elevation angle of the source*

**show\_sphere** – if 1 plots a sphere with radius 1 unit (meter).

- **Example 1**

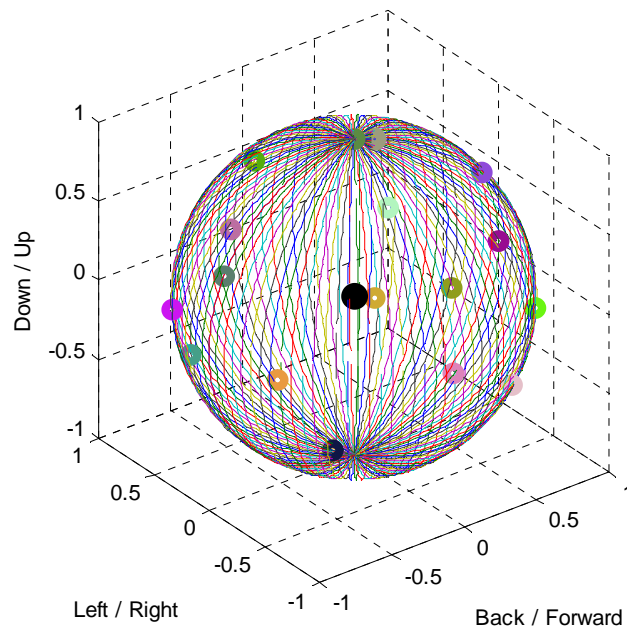
- input:

*speaker\_coord* and *source\_pos* are used from previous examples.

*show\_sphere=1;*

*num\_sp=16;*

- output:



- **Example 2**

- input:

*speaker\_coord* and *source\_pos* are used from previous examples.

show\_sphere=0;

num\_sp=16;

- output:

