**Headphone-bases Spatial Sound**

The most important cues

1)Interaural difference cues

2)Room effects

3)Dynamic cues produced by head motion

Problems

1)The complexity of natural sound fields

2)The person to person variations in HRTFs

3)The limitations of the transducers

4)The usual cost of computation

5)Bandwidth

6)Storage

Vocab: exploit : faydalanmak

Headmotion cues…

HRTF based models : can handle translation as well as rotation but require seperate signals for every sound source and must employ room models to account for the complex reflection and reverberation patterns found in real accouistic spaces.

MTB based methods : only hadnles rotation by sampling and reconstructing the actual sound field in the vicinity of the head, they exchange a simulation problem for a sampling and reconstruction problem.