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(54) Title: AN AUDIO ANIMATION SYSTEM

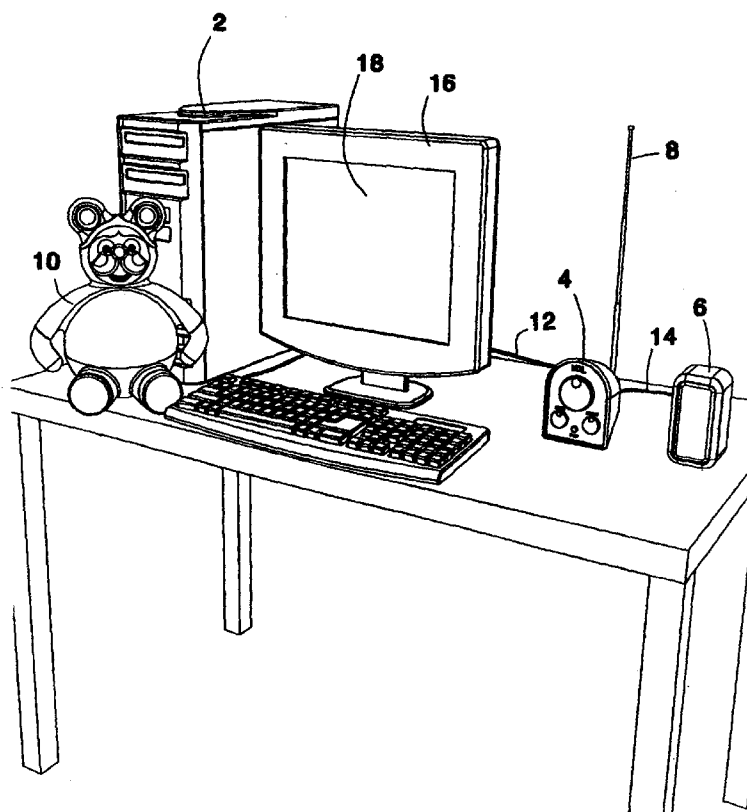


FIG 1

(57) Abstract: In one aspect, the present invention is directed to a system for rendering audio animation, the system comprising: two or more non-biotic figures; an audio player, having two or more audio sources correspondingly to the two or more non-biotic figures, for simultaneously playing the audio signals associated with the two or more non-biotic figures; and two or more speaker units correspondingly to the two or more audio sources. The system may further comprise means for wireless transmission of the audio signal of at least one of the audio sources to a remote speaker unit thereof. The means for wireless transmission may comprise a wireless transmission unit deployed at the audio player, and a wireless receiving unit deployed at the speaker unit. The non-biotic figure may be a two-dimensional, three-dimensional figure, and so on.