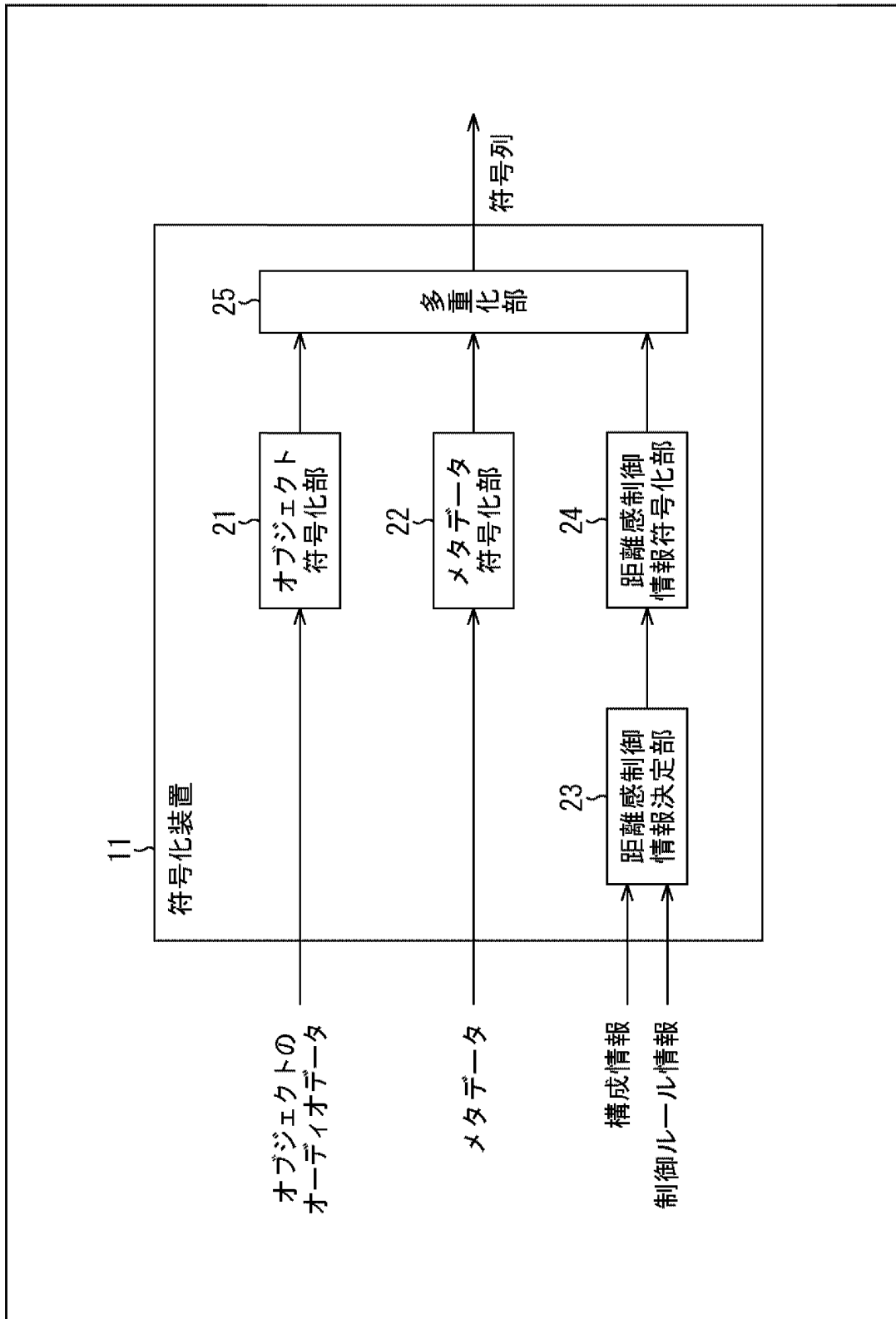
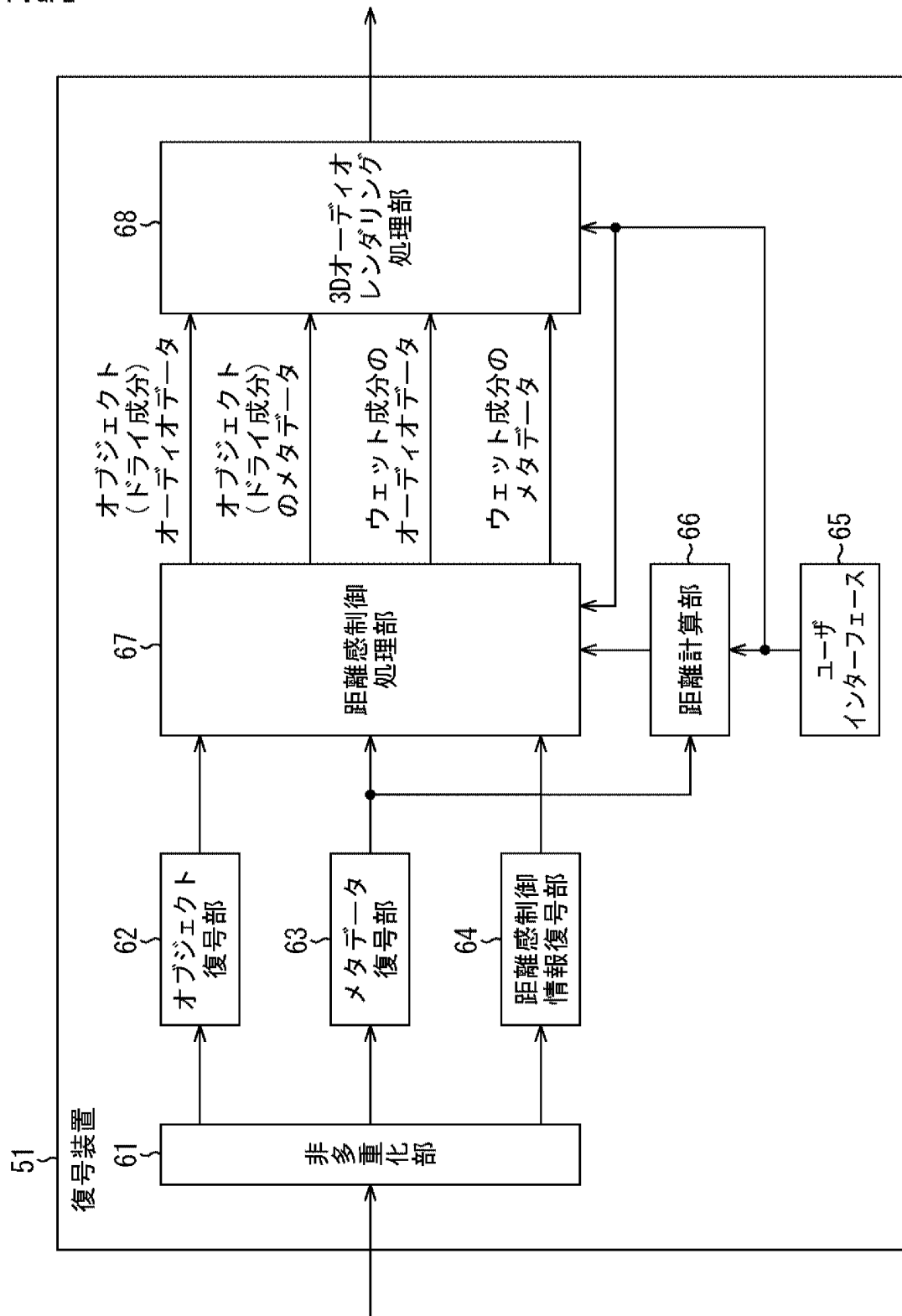


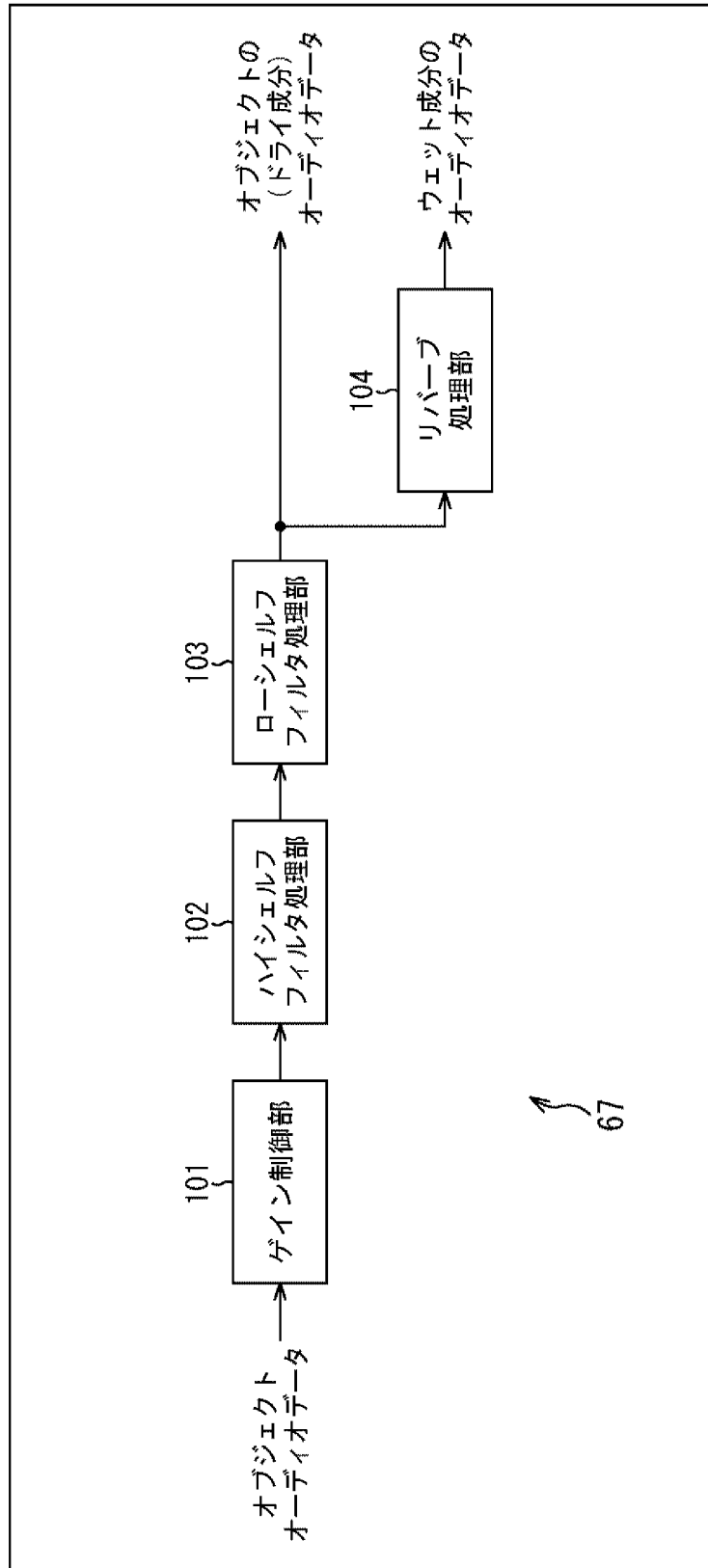
[図1]
FIG. 1



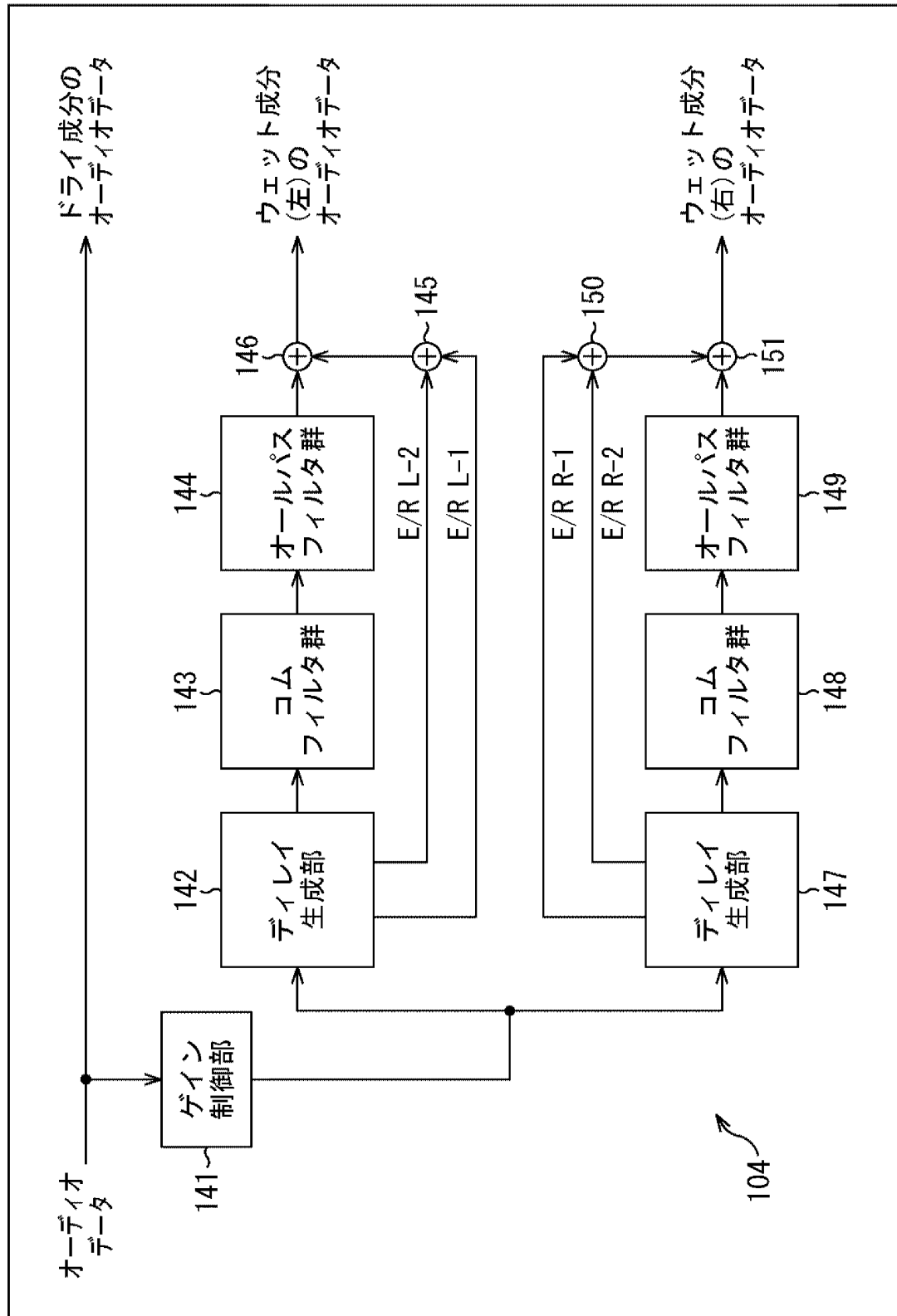
【図2】
FIG. 2



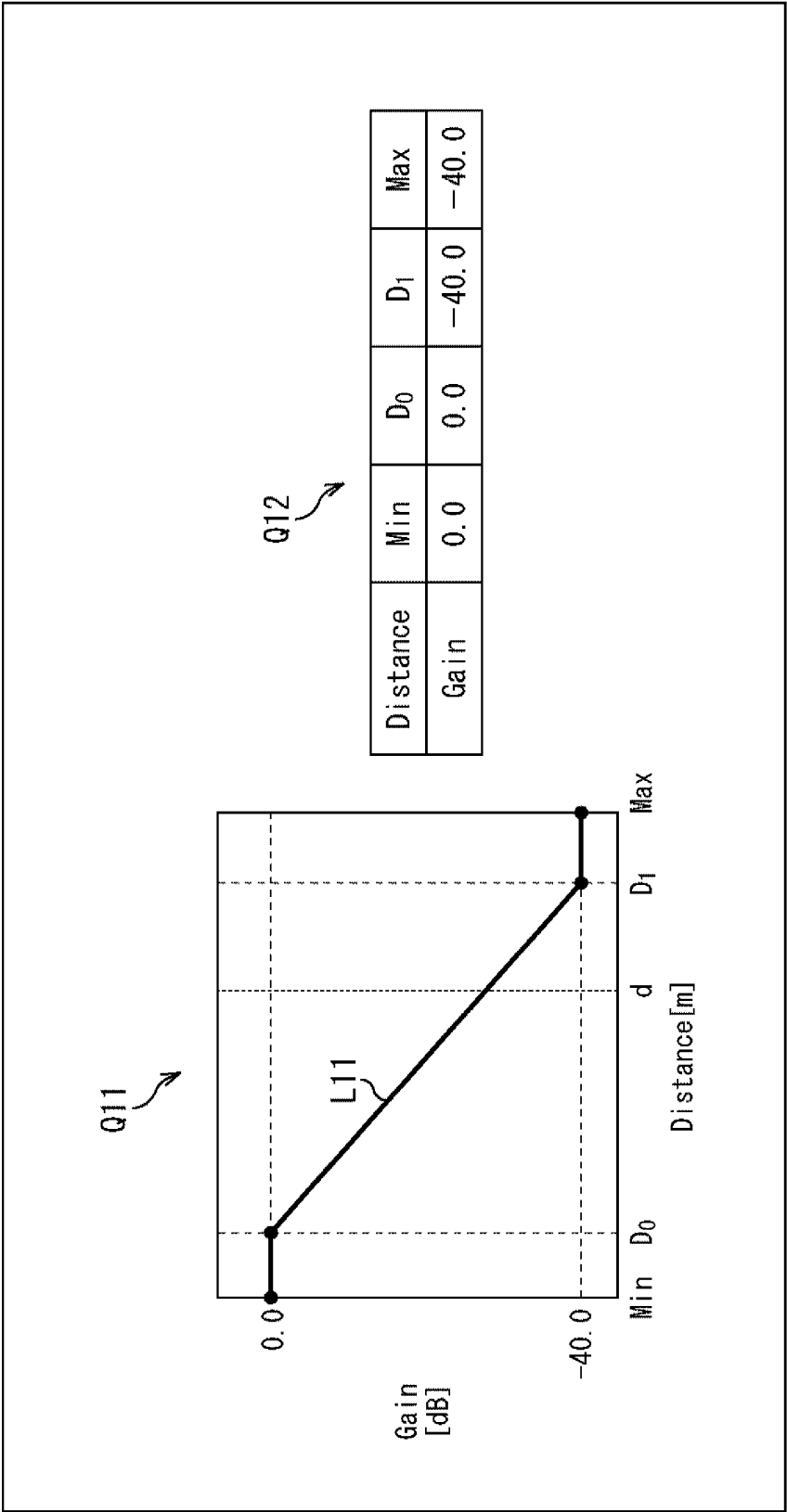
【図3】
FIG. 3



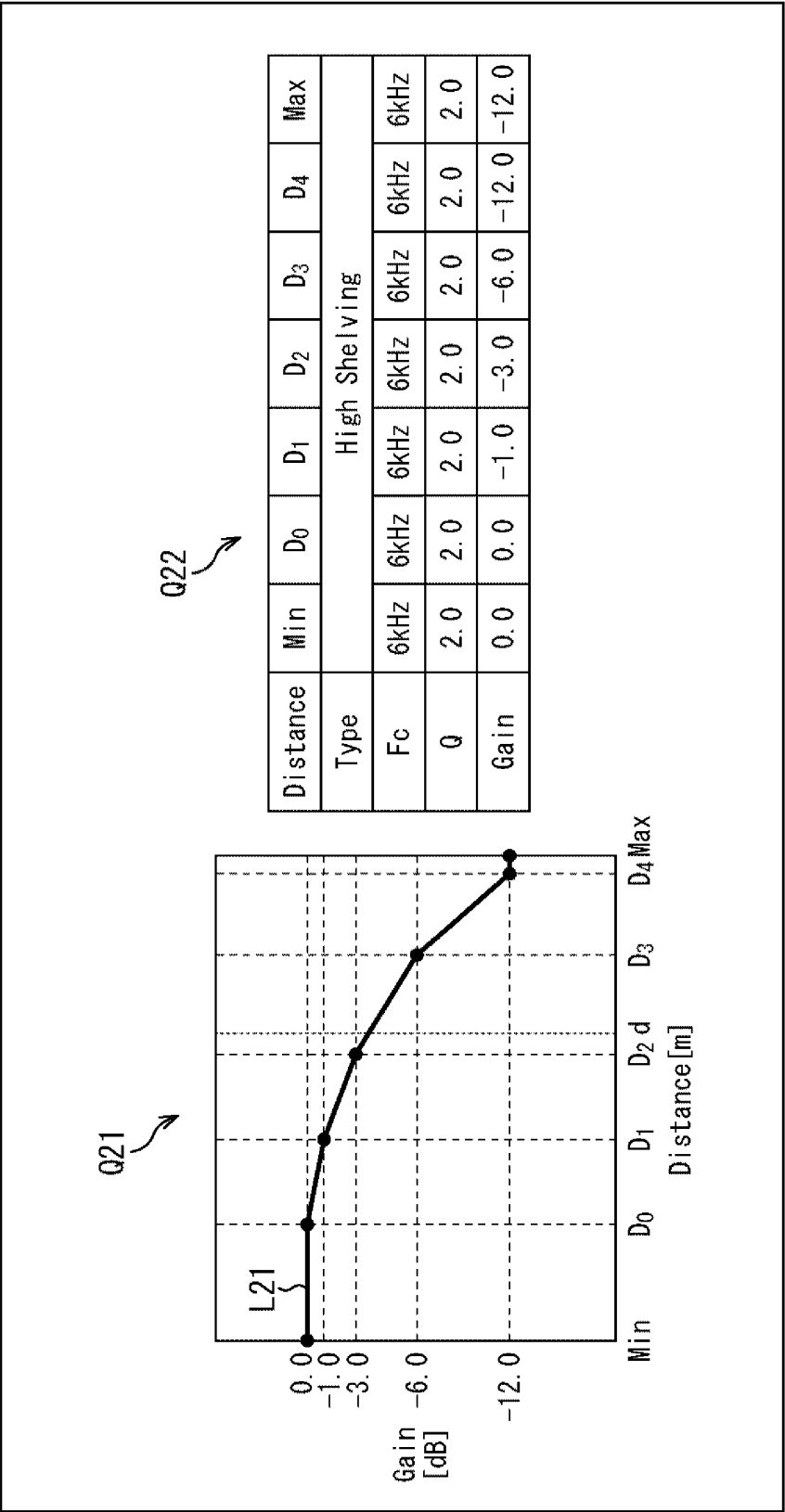
【図4】
FIG. 4



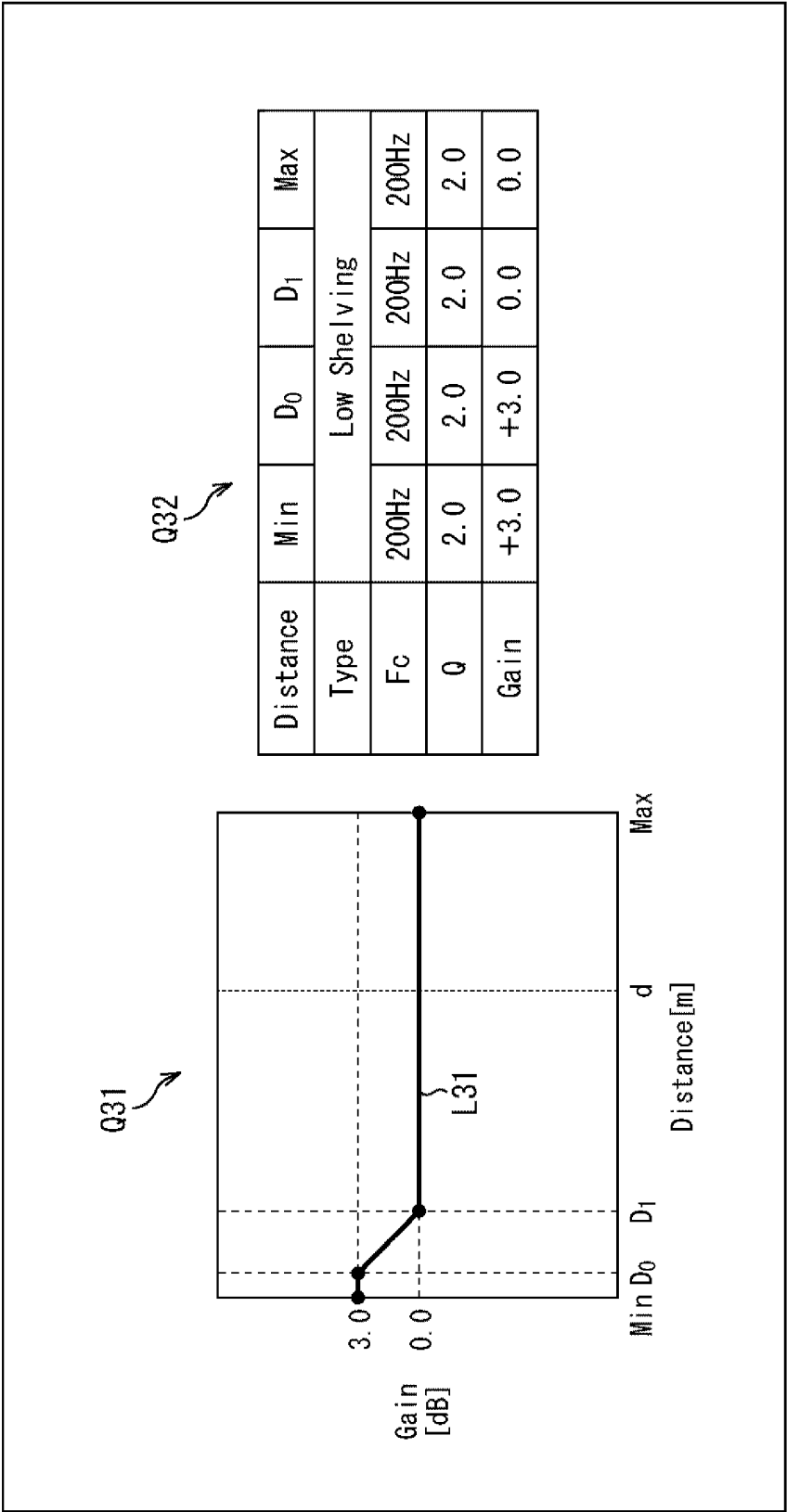
[図5]
FIG. 5



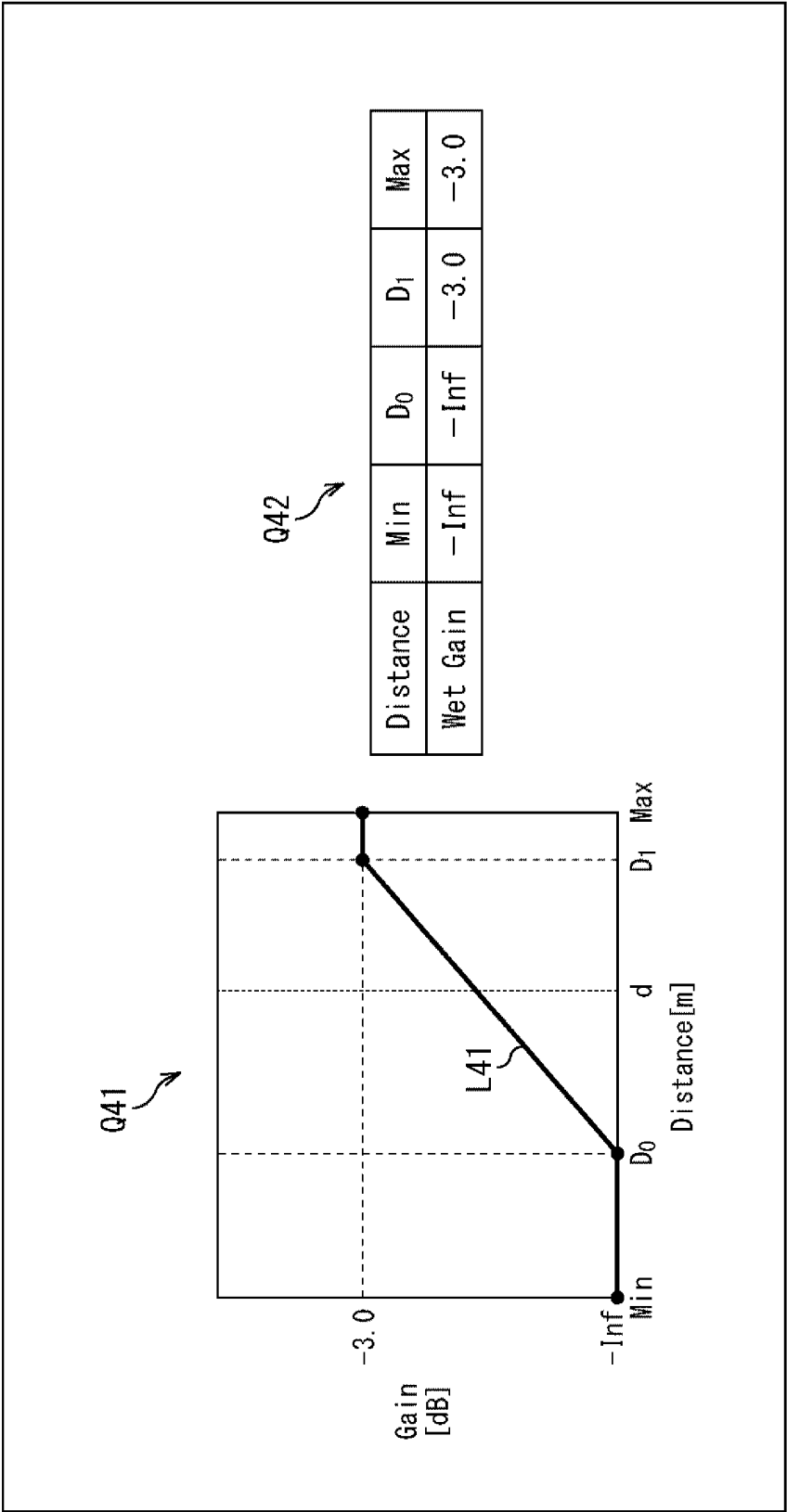
[図6]
FIG. 6



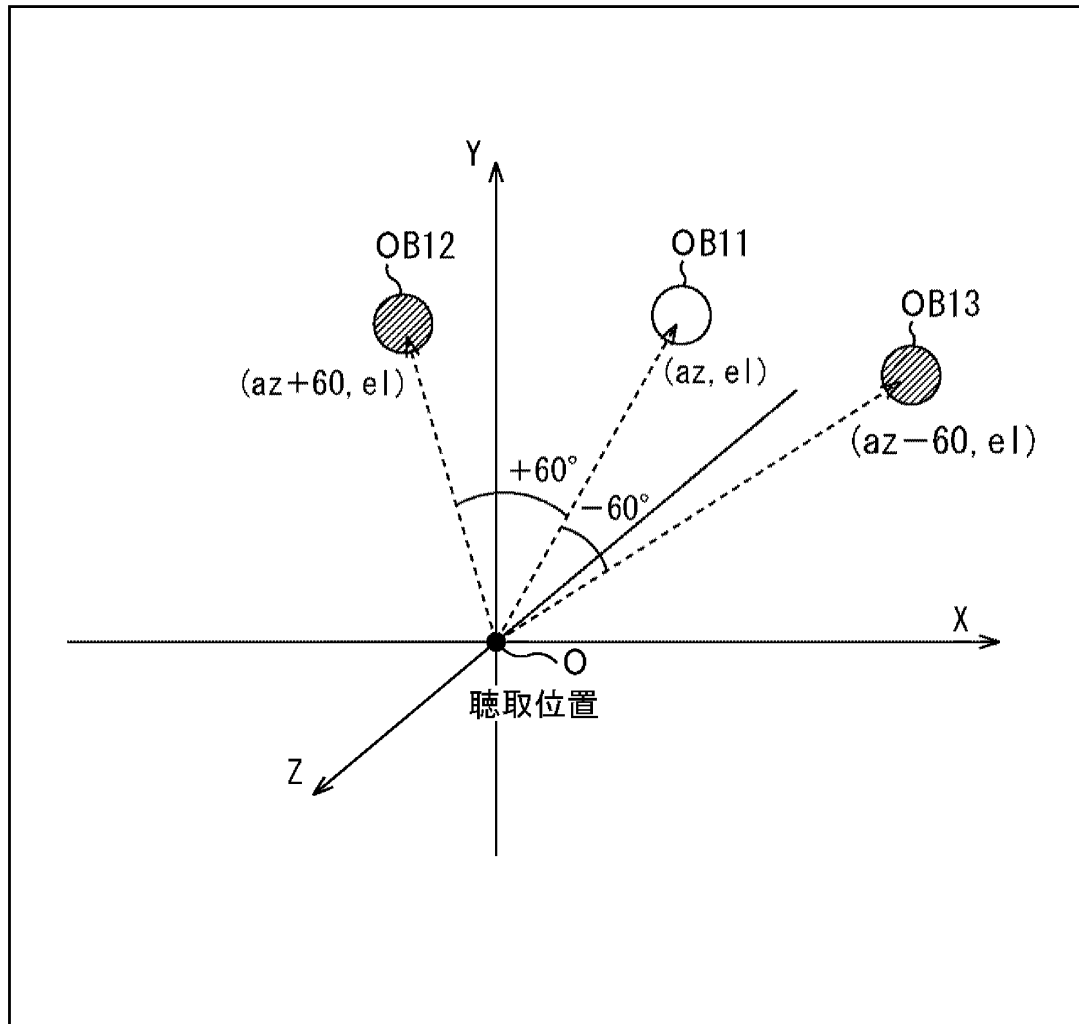
[図7]
FIG. 7



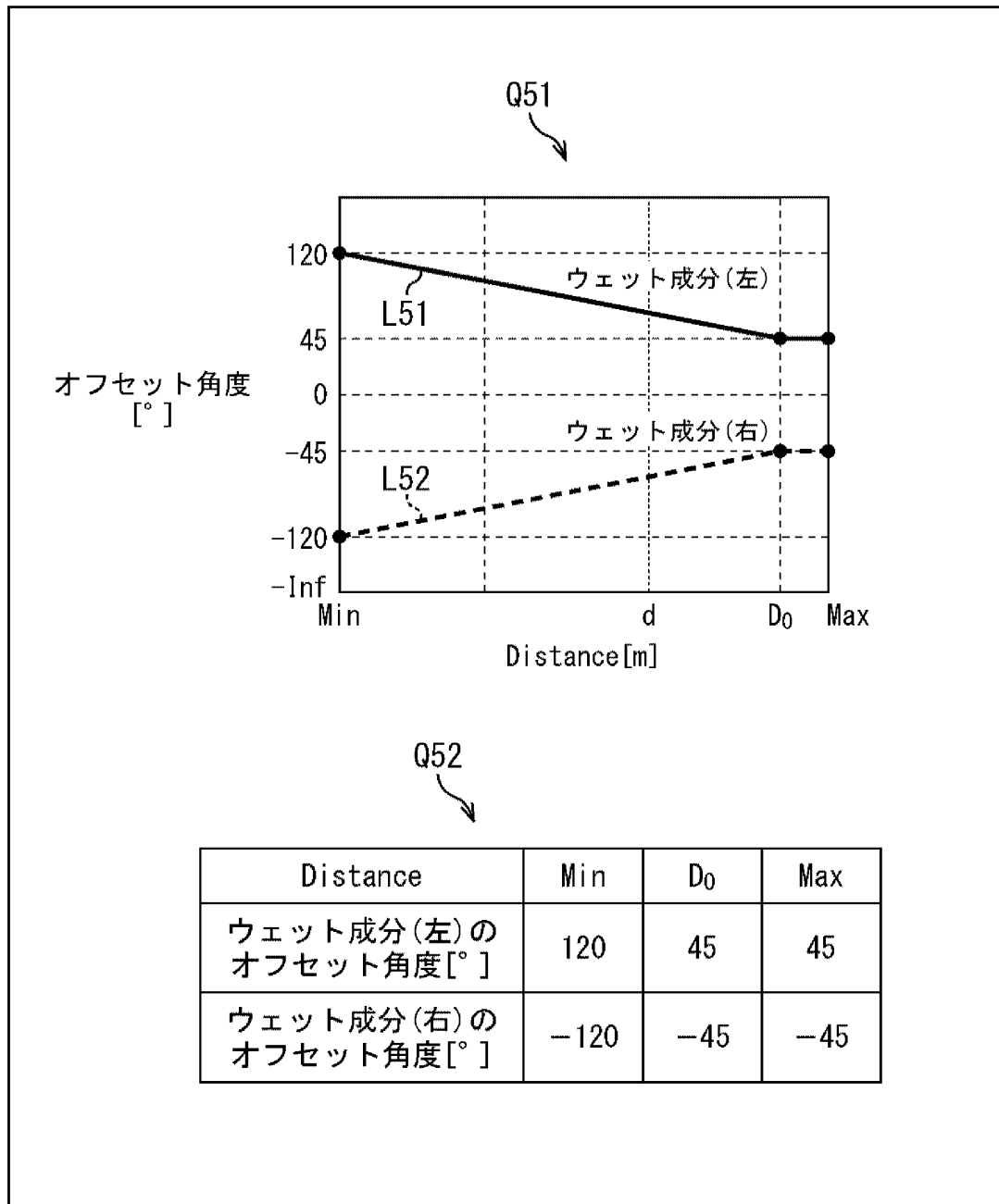
[図8]
FIG. 8



[図9]
FIG. 9



[図10]
FIG. 10



[図11]
FIG. 11

Syntax	No. of bytes	Data format
<pre>DistanceRender(){ DistanceRender_Attn(); DistanceRender_Filt(); DistanceRender_Filt(); DistanceRender_Revb(); }</pre>		

[図12]
FIG. 12

Syntax	No. of bytes	Data format
DistanceRender_Attn() { num_points ; for (i = 0; i < num_points; i++) { distance[i] ; gain[i] ; } }	1 4 4	unsigned char float float

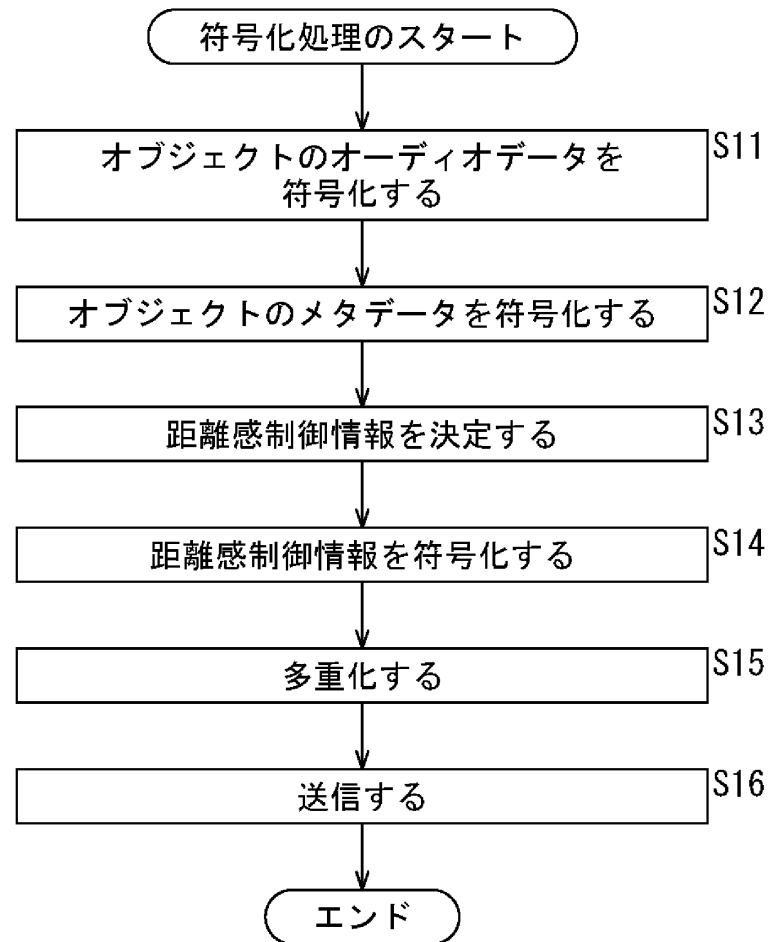
[図13]
FIG. 13

Syntax	No. of bytes	Data format
DistanceRender_Filt() { filt_type ; num_points ; for (i = 0; i < num_points; i++) { distance[i] ; freq[i] ; Q[i] ; gain[i] ; } }	1 1 4 4 4 4	unsigned char unsigned char float float float float

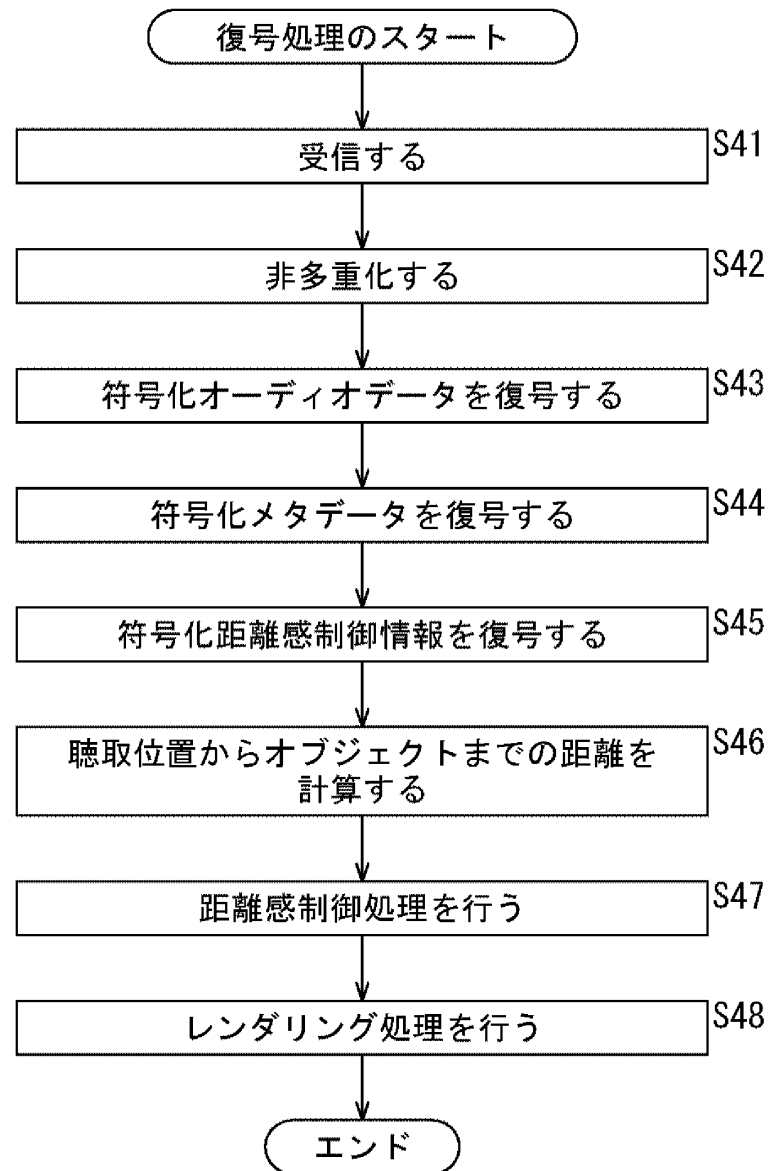
[図14]
FIG. 14

Syntax	No. of bytes	Data format
<pre>DistRender_Revb() { num_points; for (i = 0; i < num_points; i++) { distance[i]; wet_gain[i]; for (j = 0; j < num_wetobjs; j++) { wet_azimuth_offset[i][j]; wet_elevation_offset[i][j]; } } }</pre>	1 4 4 4 4	unsigned char float float float float

【図15】
FIG. 15



【図16】
FIG. 16



index	オブジェクトと聴取位置の距離 d [m]													
	Min	0.1	0.2	...	1.0	2.0	...	10.0	20.0	...	100.0	200.0	...	Max
0	Gain[dB] = 20*log10(1/d)													
1	Gain [dB] = 20*log10(1/d) ²													
2	10.0	10.0	6.99	...	0	-3.01	...	-10.0	-13.0	...	-20.0	-23.0	...	-Inf
3	20.0	20.0	14.0	...	0	-6.02	...	-20.0	-32.0	...	-46.0	-52.0	...	-Inf

[図18]
FIG. 18

Syntax	No. of bytes	Data format
DistanceRender_Attn() { index ; }	1	unsigned char

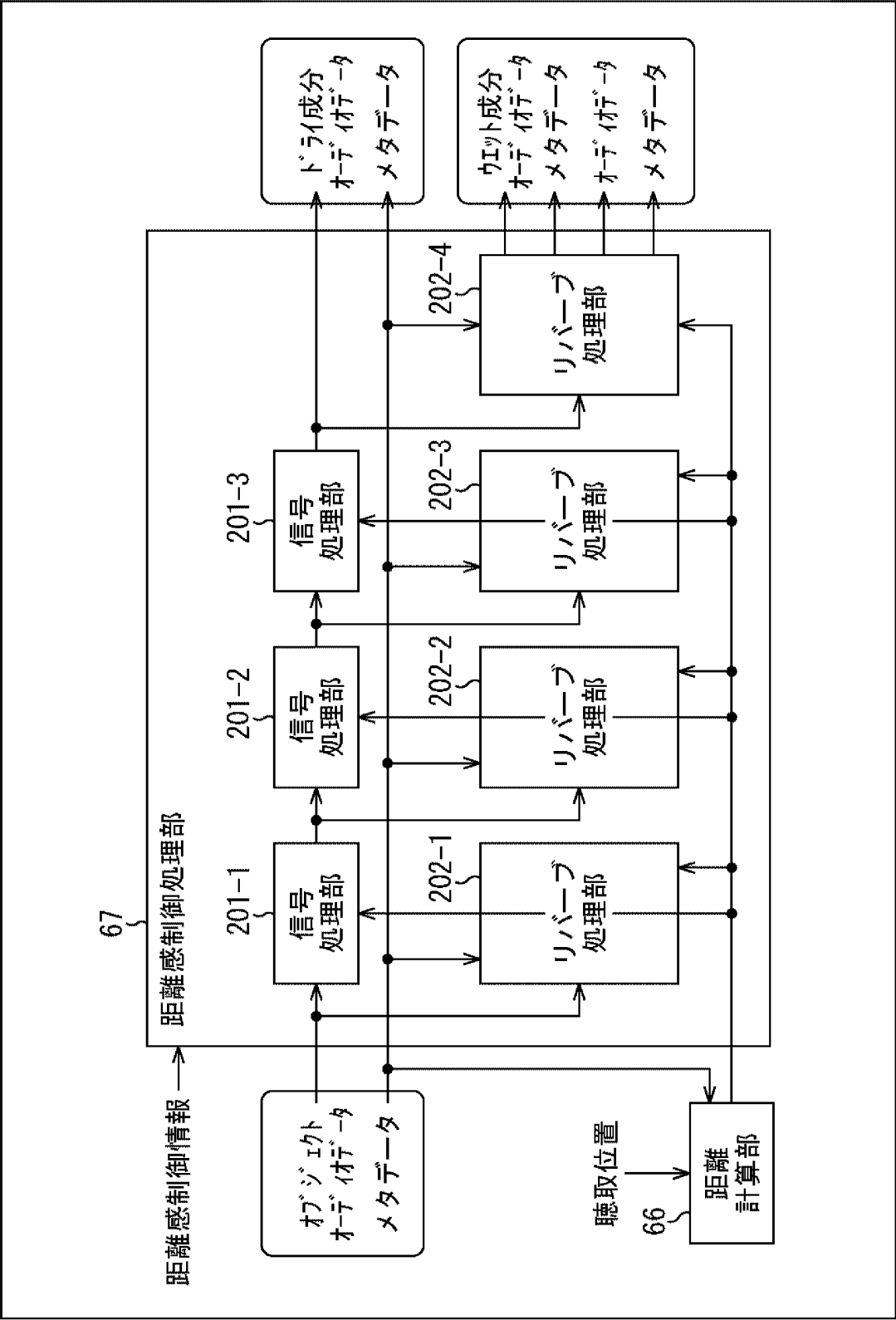
[図19]
FIG. 19

Syntax	No. of bytes	Data format
<pre>DistanceRender(){ for (i = 0; i < num_objs; i++) { isDistanceRenderFlg; if (isDistanceRenderFlg) { DistanceRender_Attn(); DistanceRender_Filt(); DistanceRender_Filt(); DistanceRender_Revb(); } } }</pre>	1	unsigned char

[図20]
FIG. 20

Syntax	No. of bytes	Data format
<pre>DistanceRender(){ for (i = 0; i < num_obj_groups; i++) { isDistanceRenderFlg; if (isDistanceRenderFlg) { DistanceRender_Attn(); DistanceRender_Filt(); DistanceRender_Filt(); DistanceRender_Revb(); } } }</pre>	1	unsigned char

[図21]
FIG. 21



[図22]
FIG. 22

Syntax	No. of bytes	Data format
<pre> DistanceRender() { for (i = 0; i < num_objs; i++) { isDistanceRenderFlg; if (isDistanceRenderFlg) { for (j = 0; j < 4; j++) { proc_id; switch(proc_id) { case ATTN: DistanceRender_Attn(); break; case FILT: DistanceRender_Filt(); break; case REVB: DistanceRender_Revb(); break; case USER_DEFINE: DistanceRender_UserDefine(); break; case NONE: break; } } } } } </pre>	1	unsigned char
	1	unsigned char

【図23】
FIG. 23

