

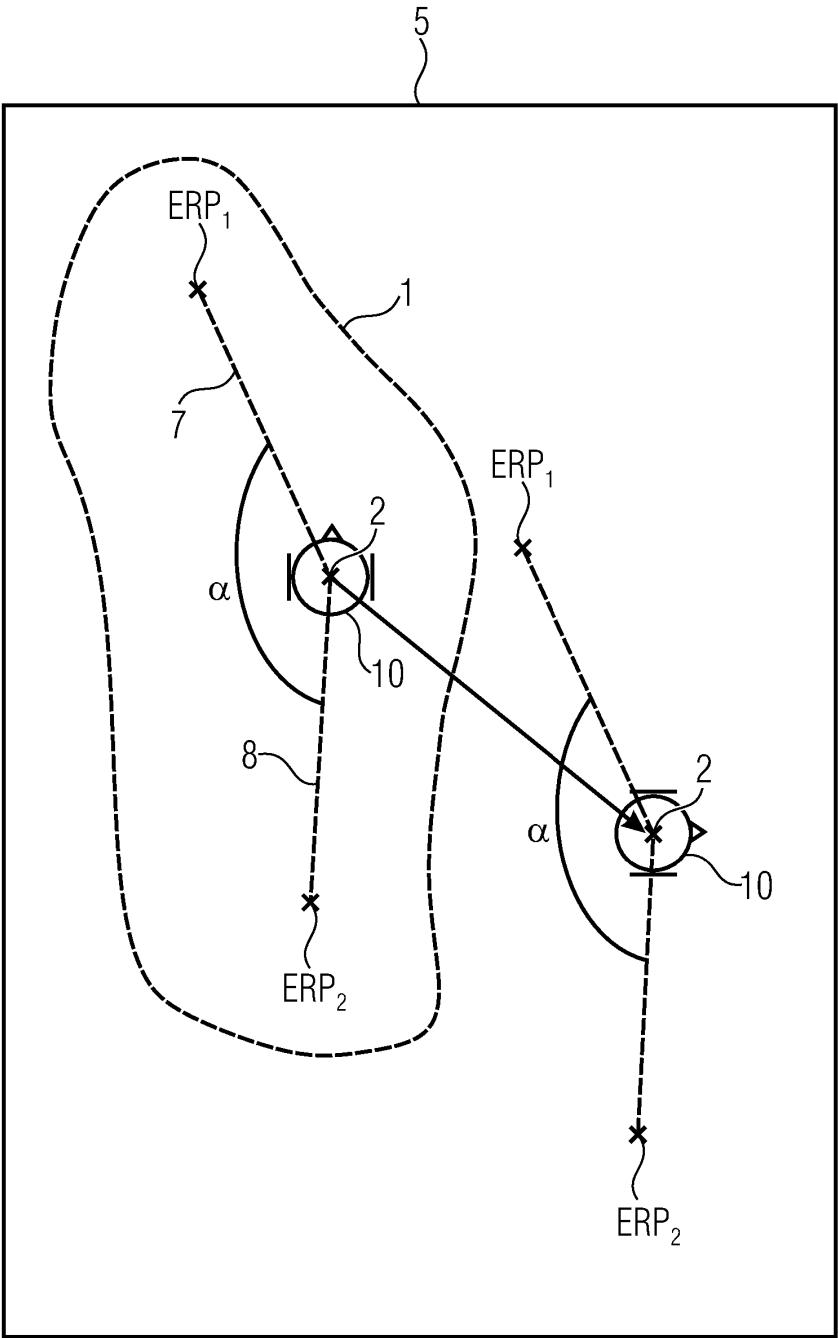


Fig. 1

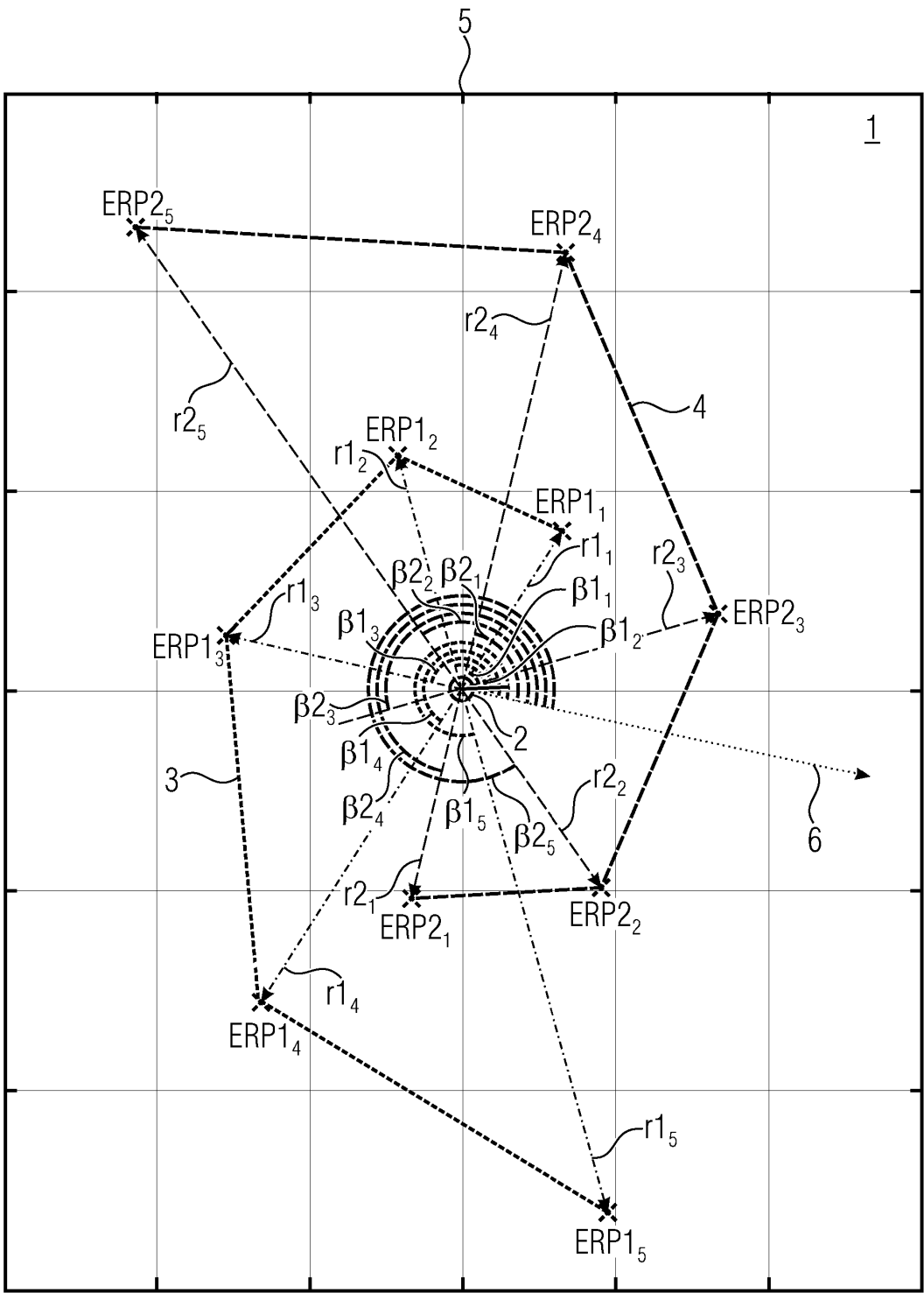


Fig. 2

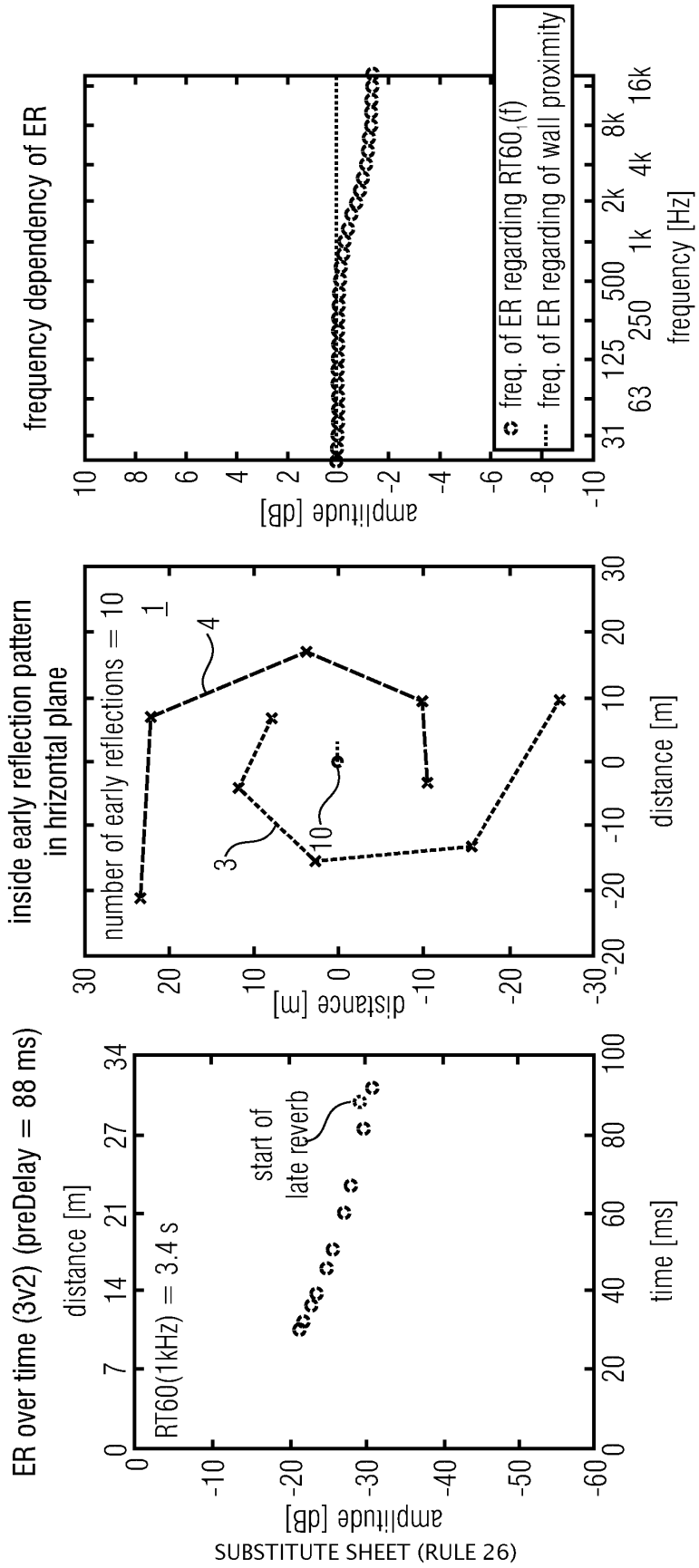


Fig. 3(a)

Fig. 3(b)

Fig. 3(c)

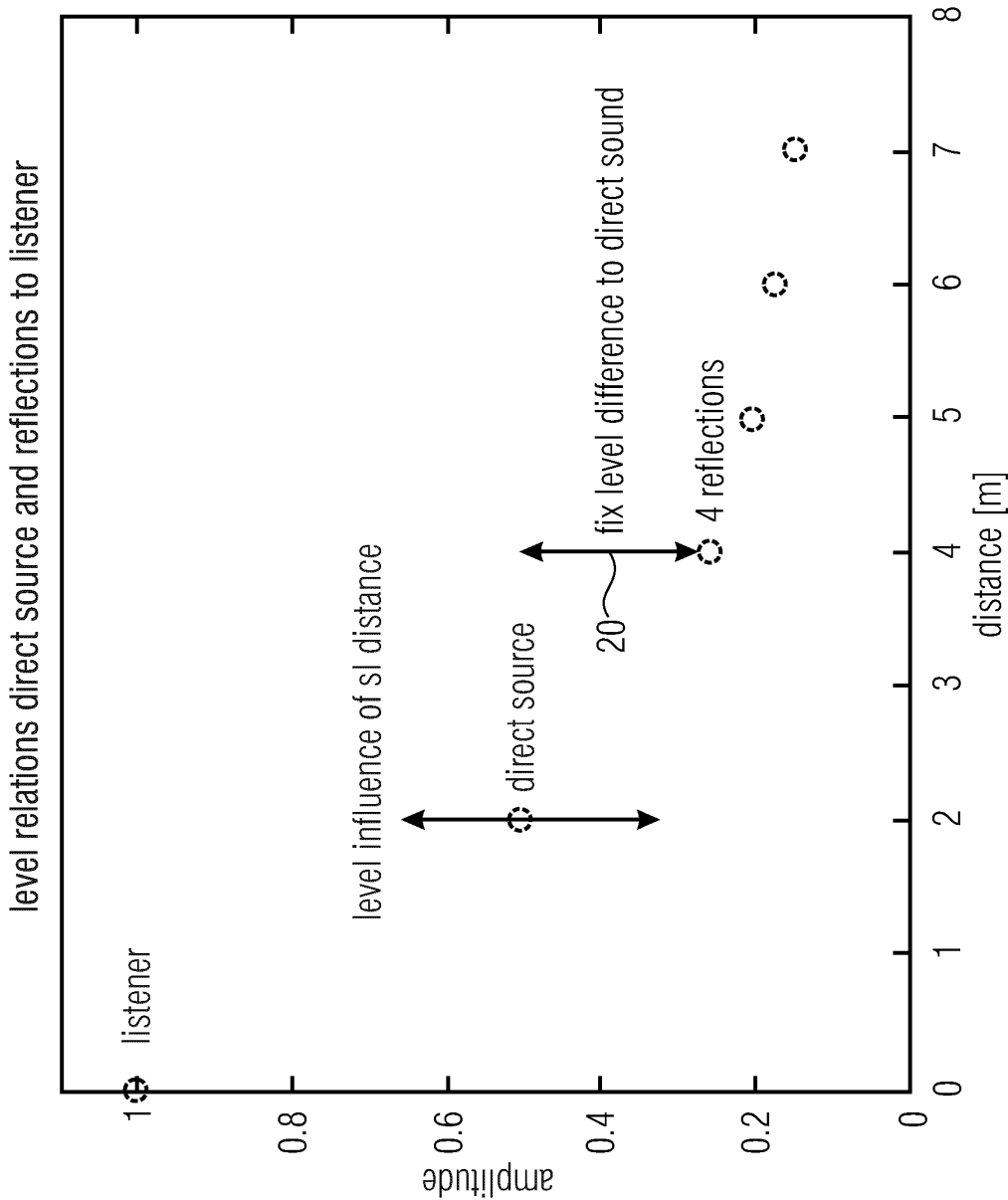


Fig. 4

encoder	analyse if predefined ER pattern should be used (for every single environment)			yes	no
	indoor scene?			no	
bit-stream decoder/renderers	yes	make geometrical analysis	transmitted data: config data for outdoor pattern	calc predefined outdoor ER pattern	make new analysis and calculate new ER parameters
	no data to be transmitted				transmitted data: new ER parameters
	calc indoor ER pattern from room acoustical data				calc new ER pattern
	summarize different sound sources under consideration of different source listener distances				
	render Simple ER dependent				

Fig. 5

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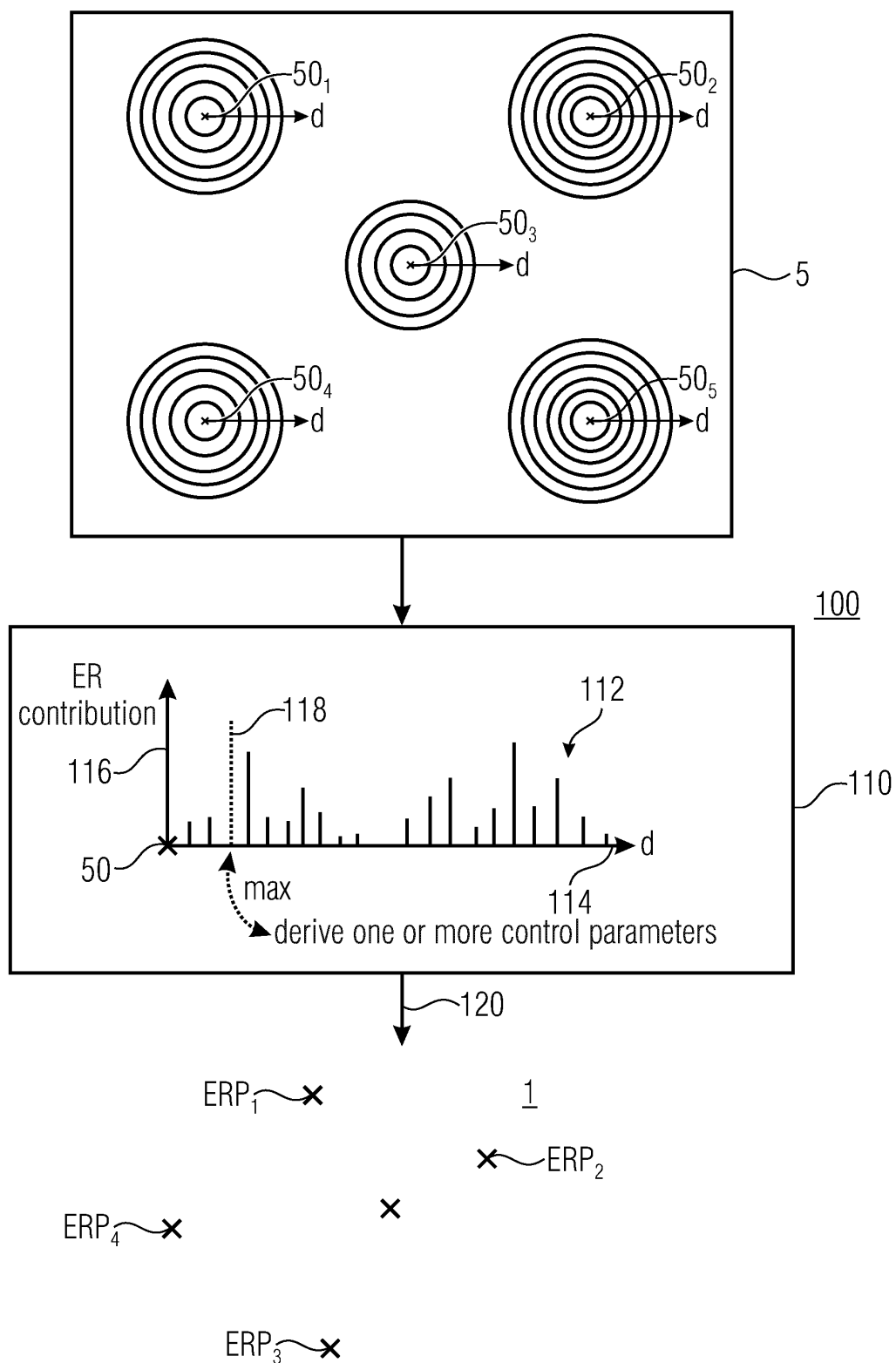


Fig. 6

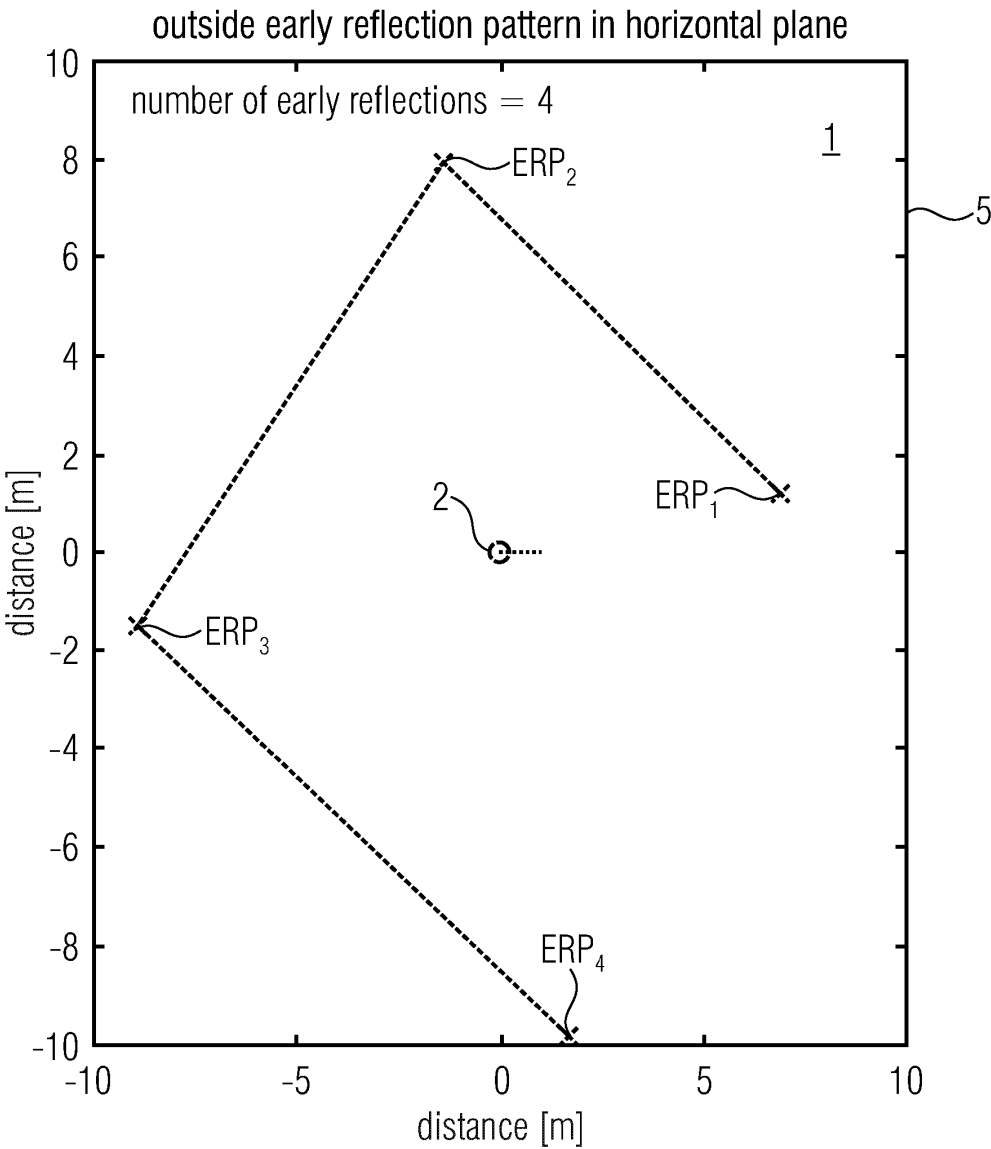


Fig. 7

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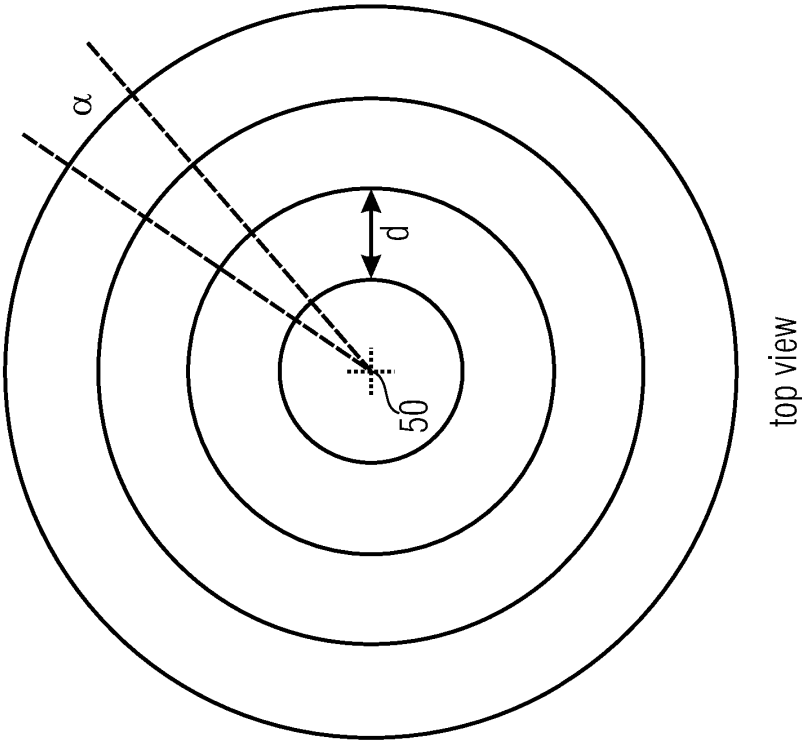


Fig. 8(a)

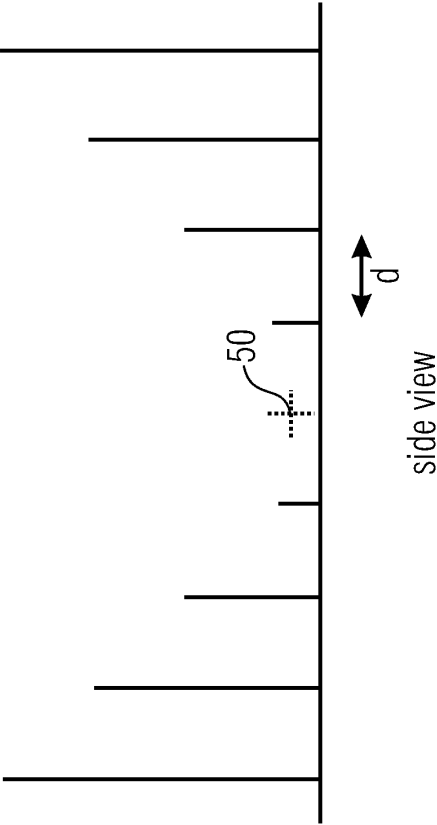


Fig. 8(b)

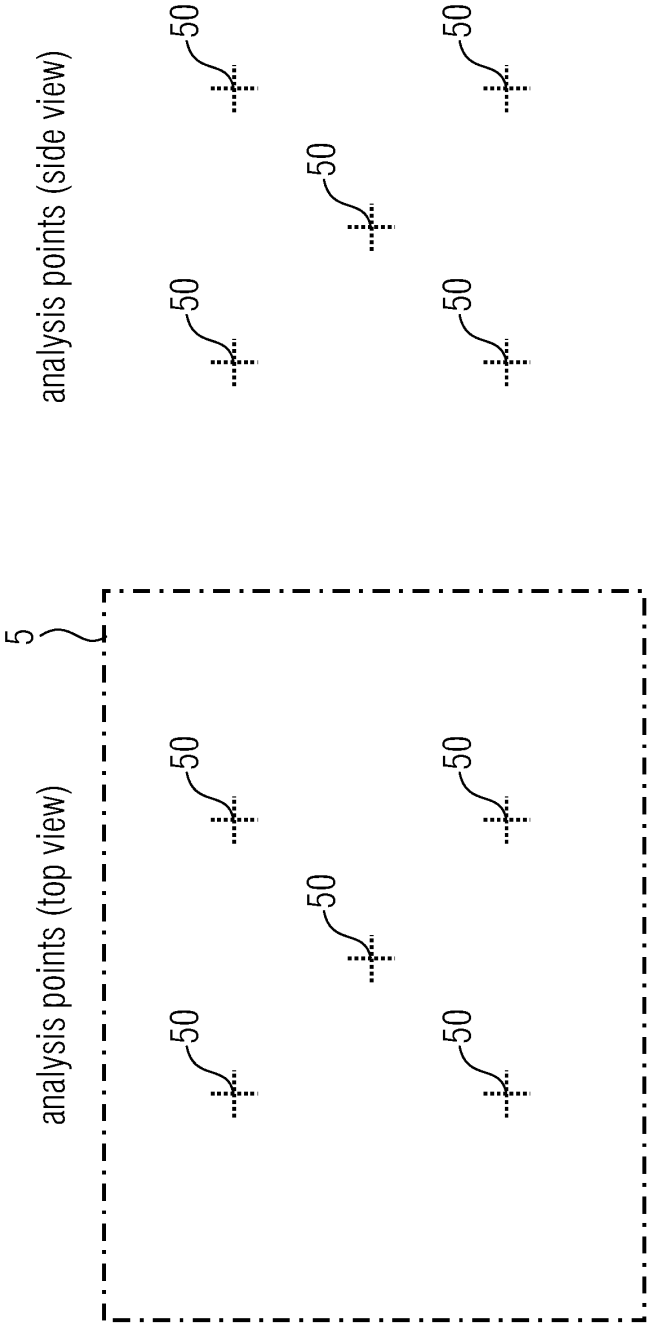


Fig. 9(b)

Fig. 9(a)

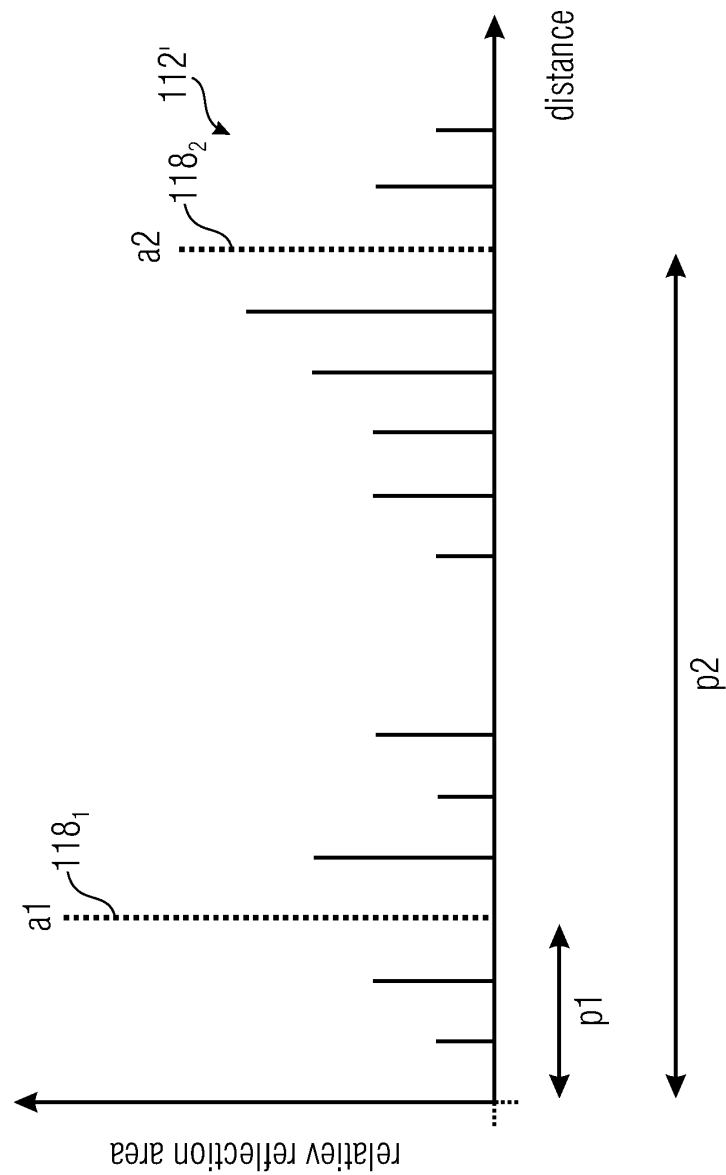


Fig. 10

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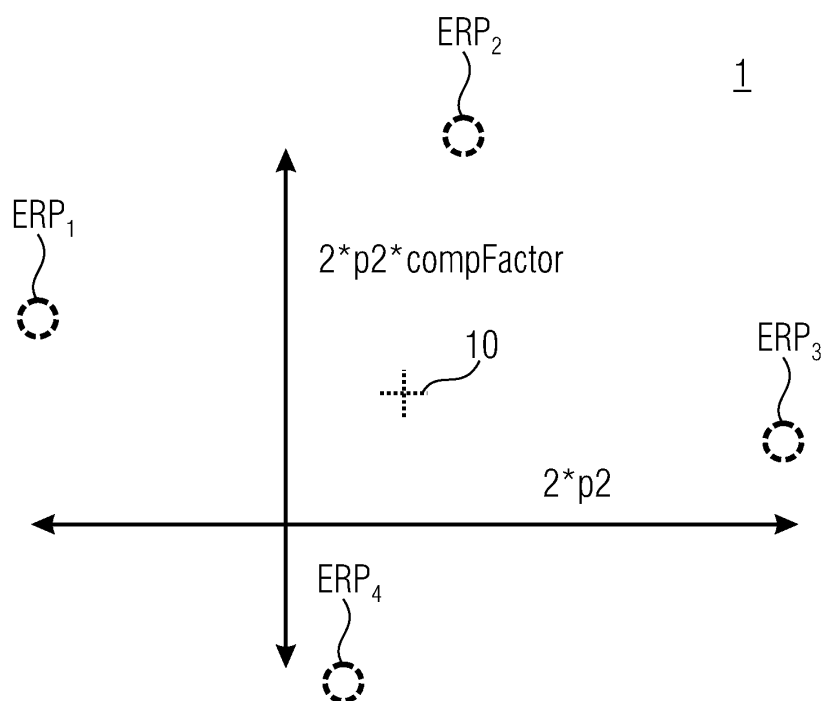


Fig. 11(a)

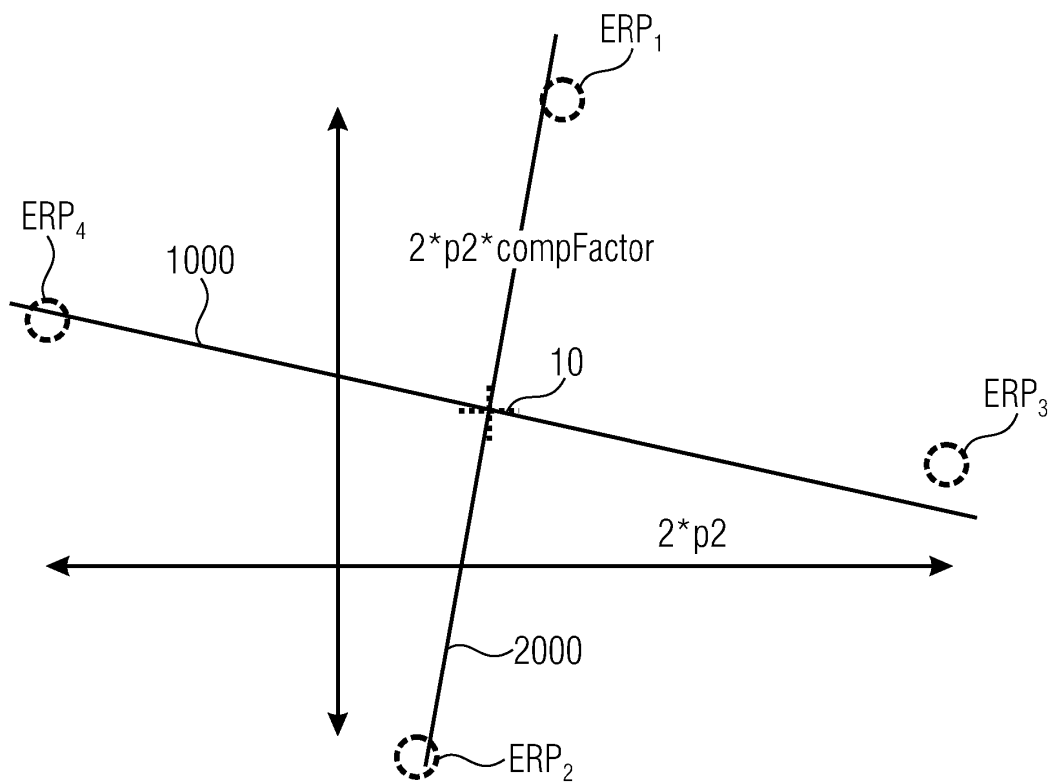


Fig. 11(b)

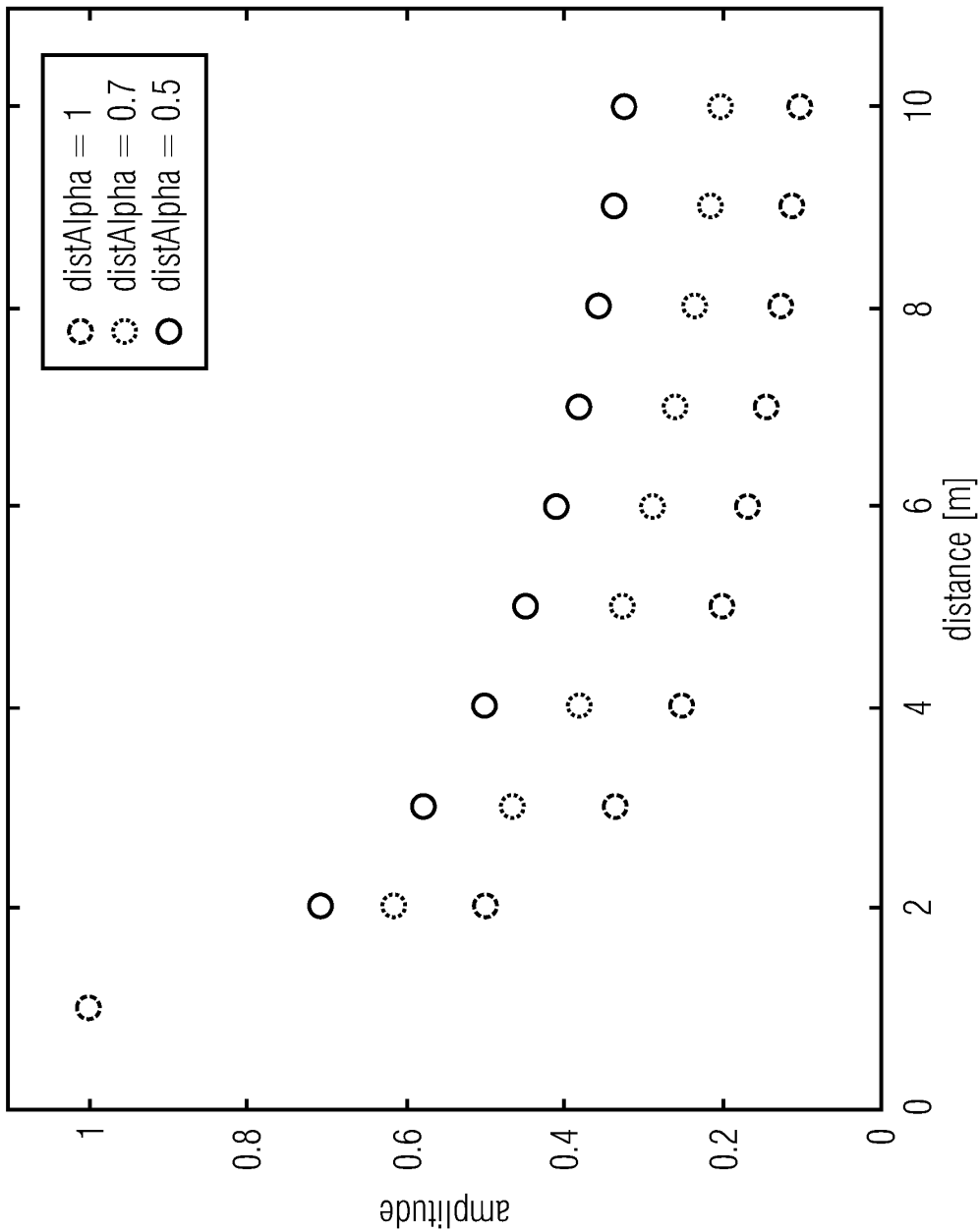


Fig. 12

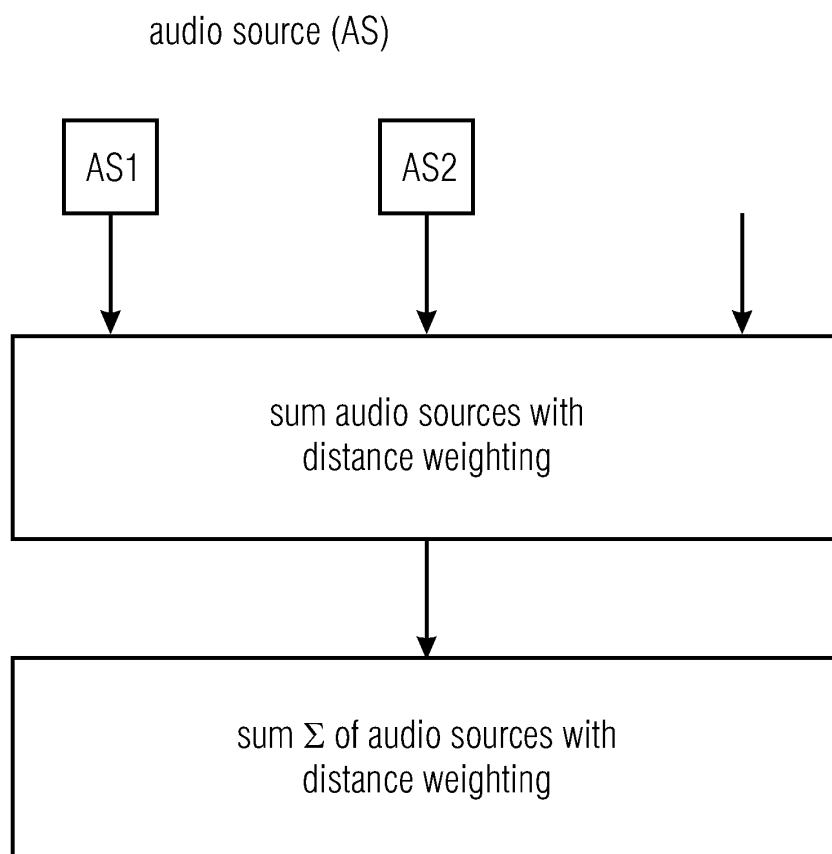


Fig. 13

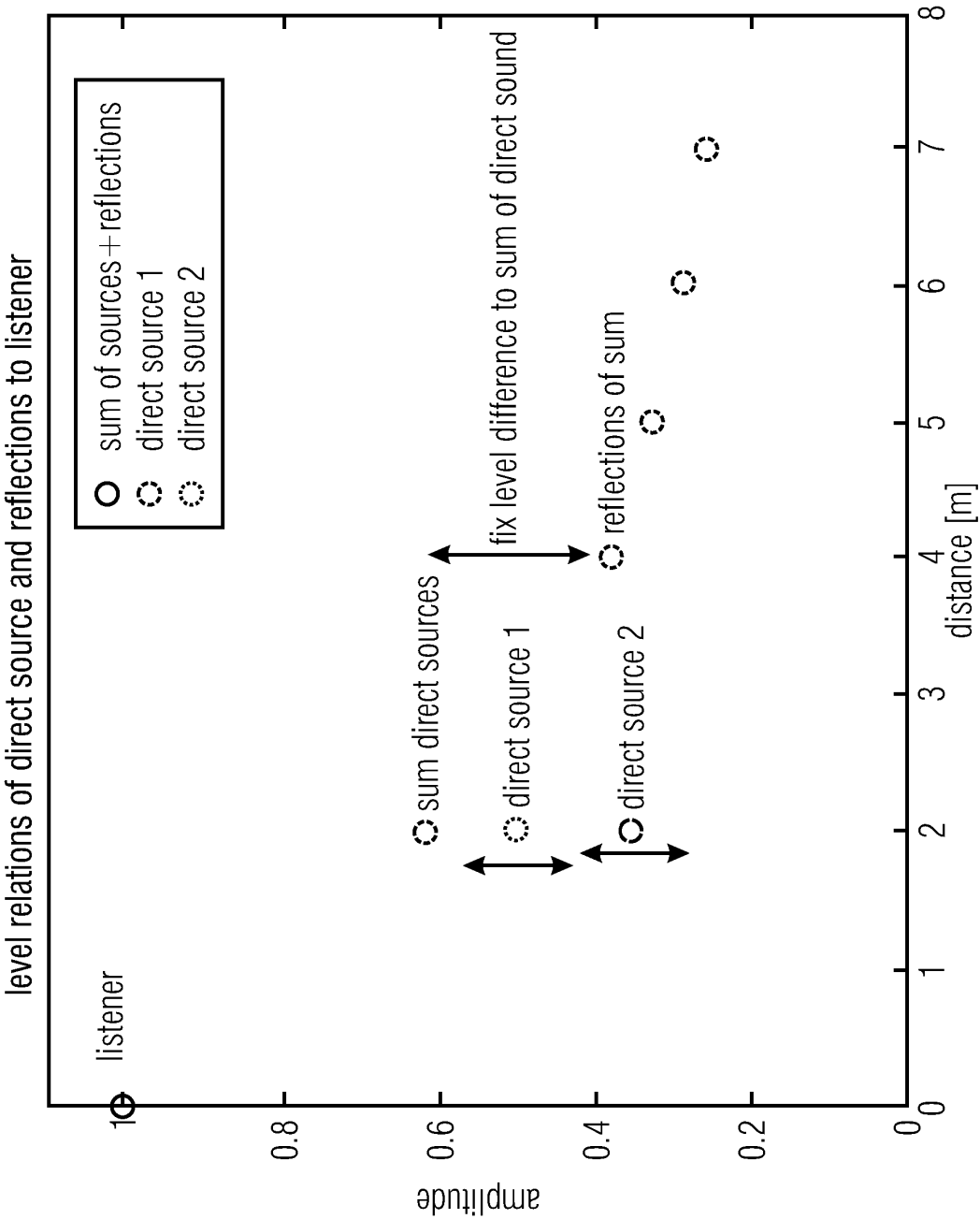


Fig. 14

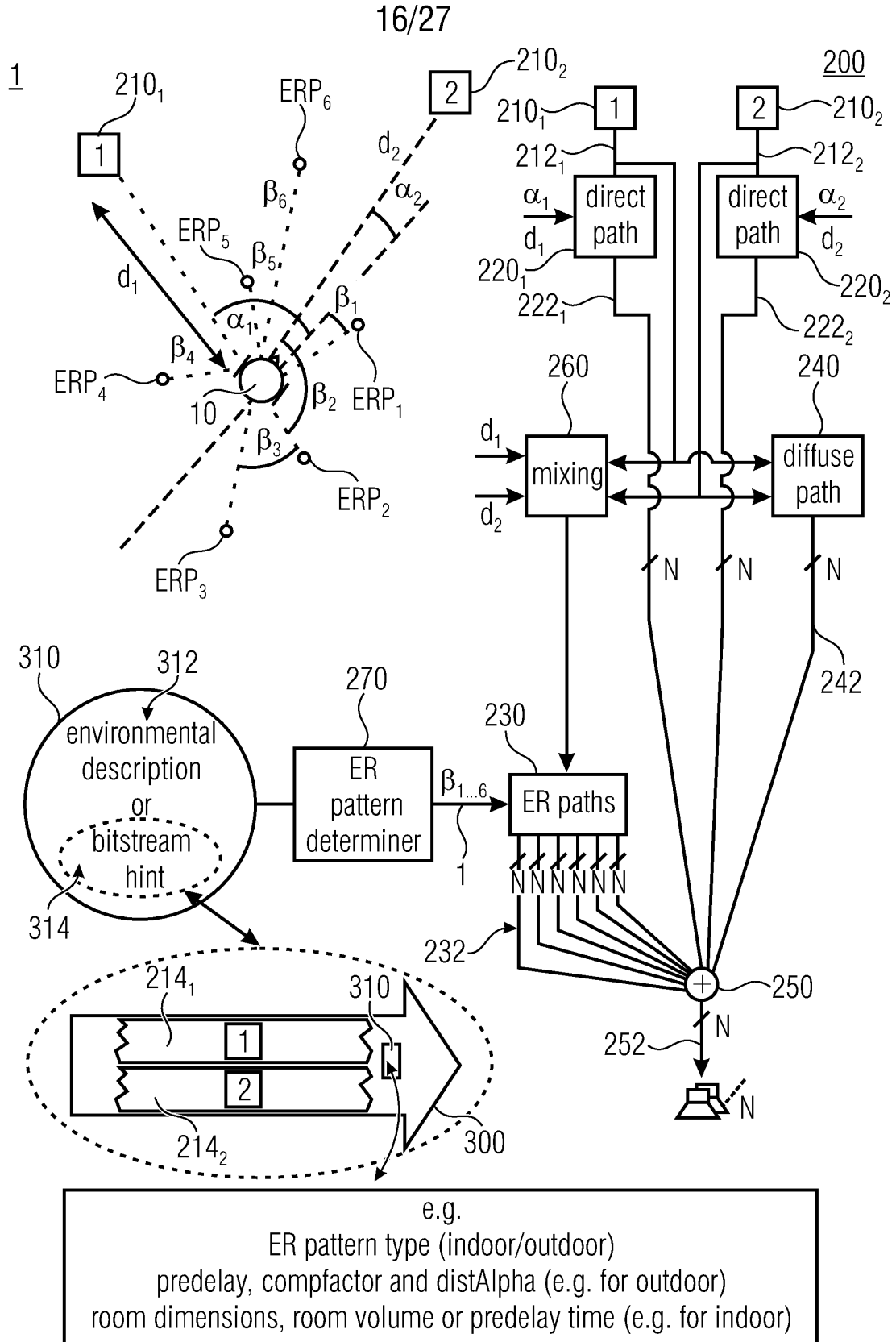


Fig. 15

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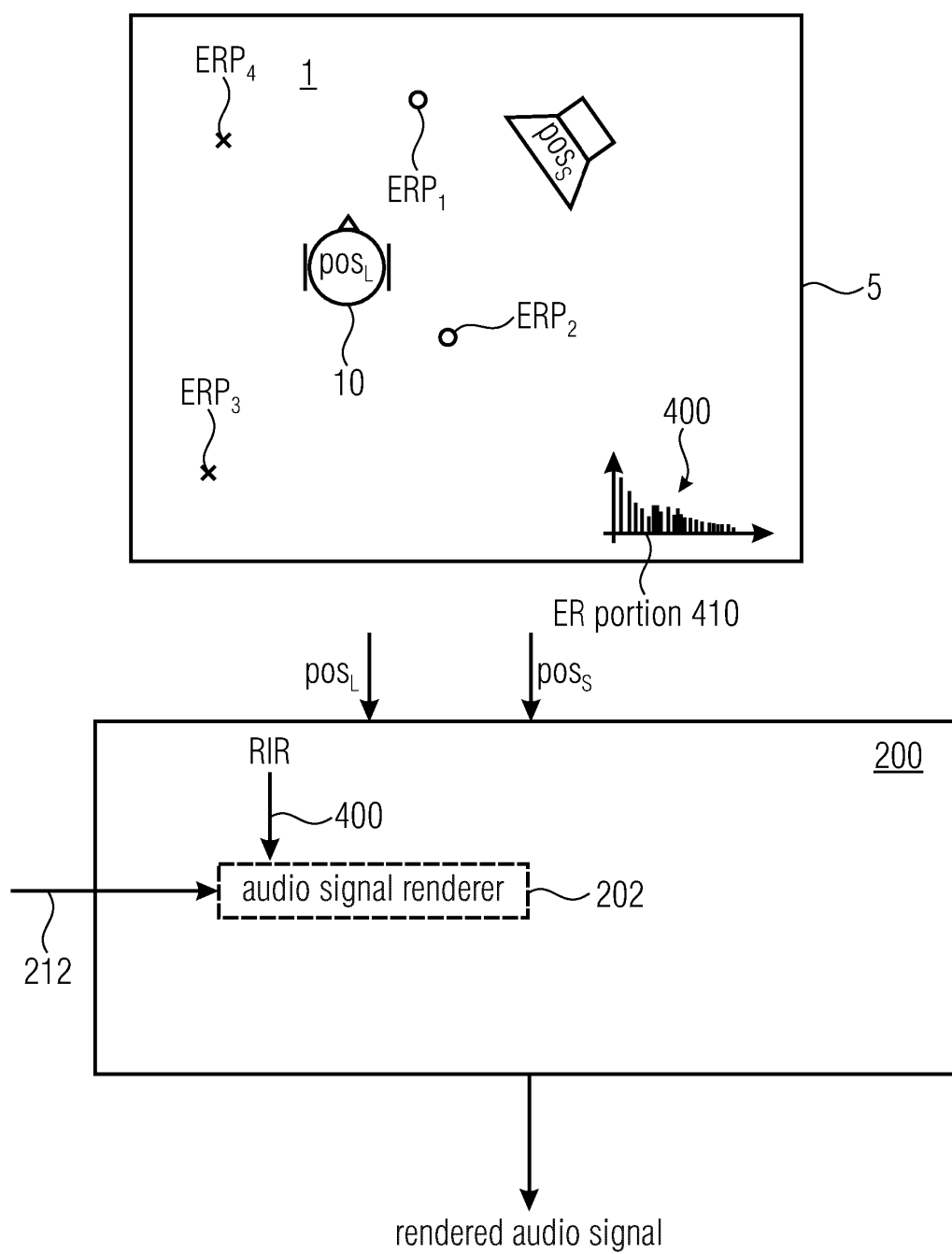


Fig. 16

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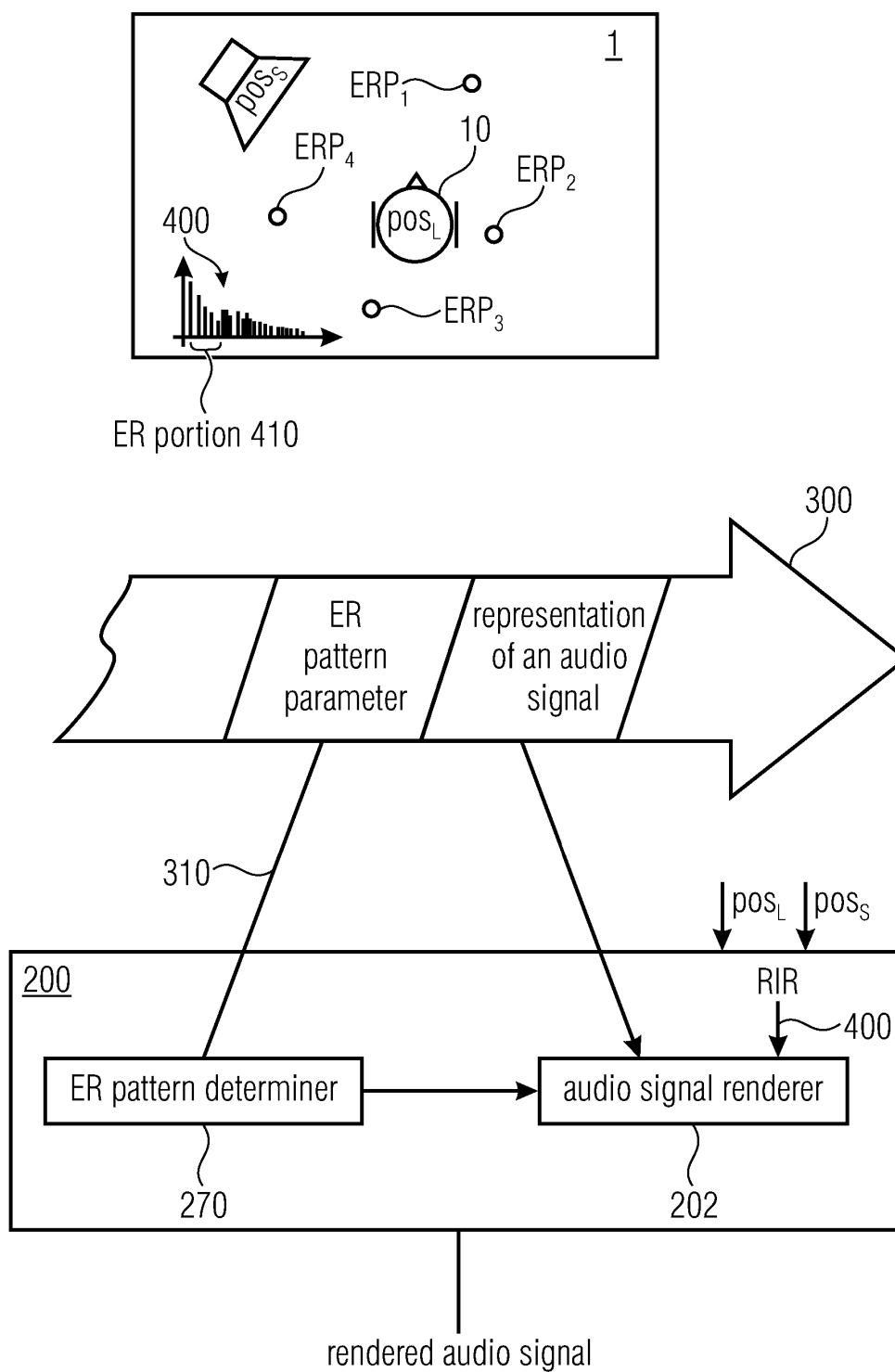


Fig. 17

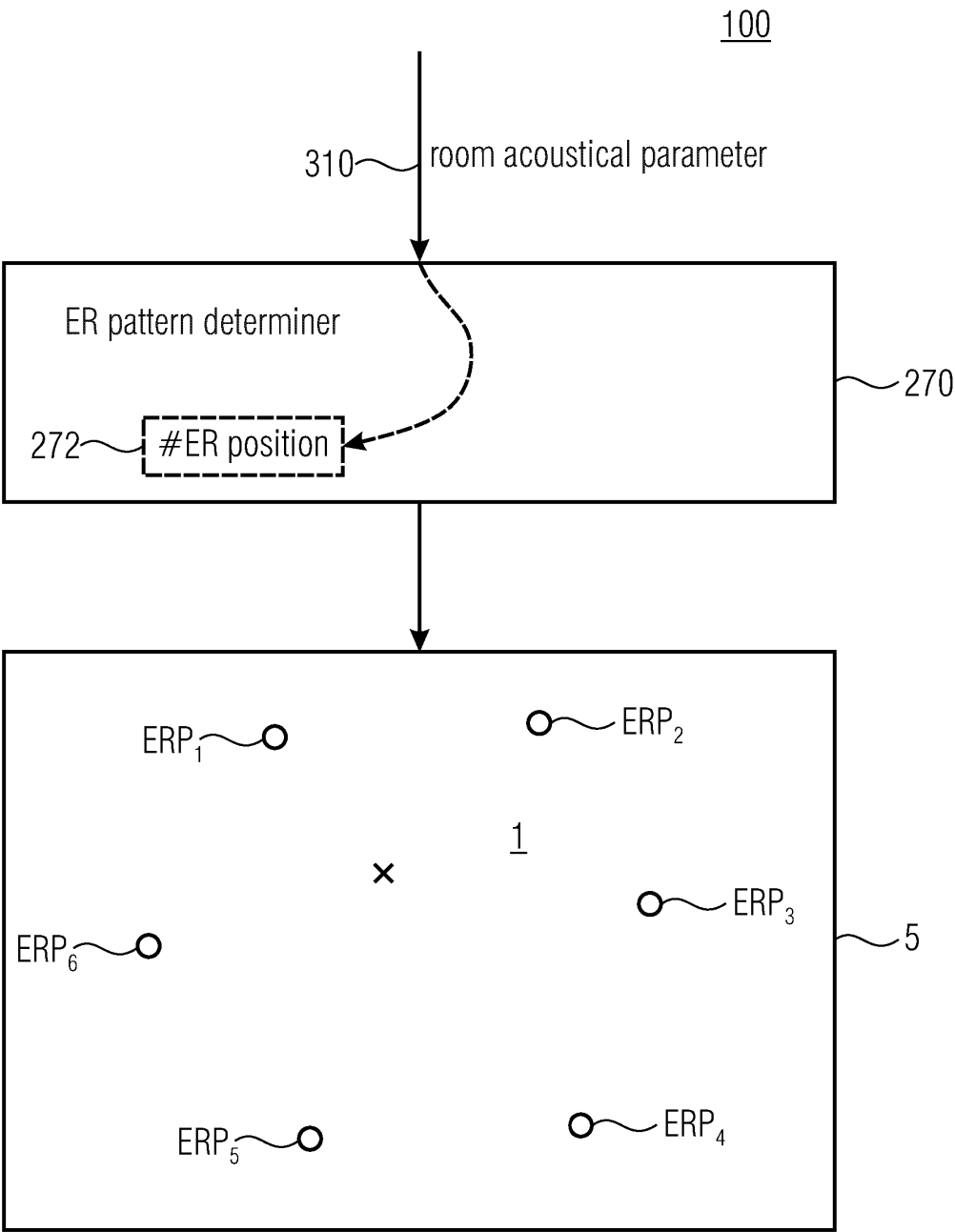


Fig. 18

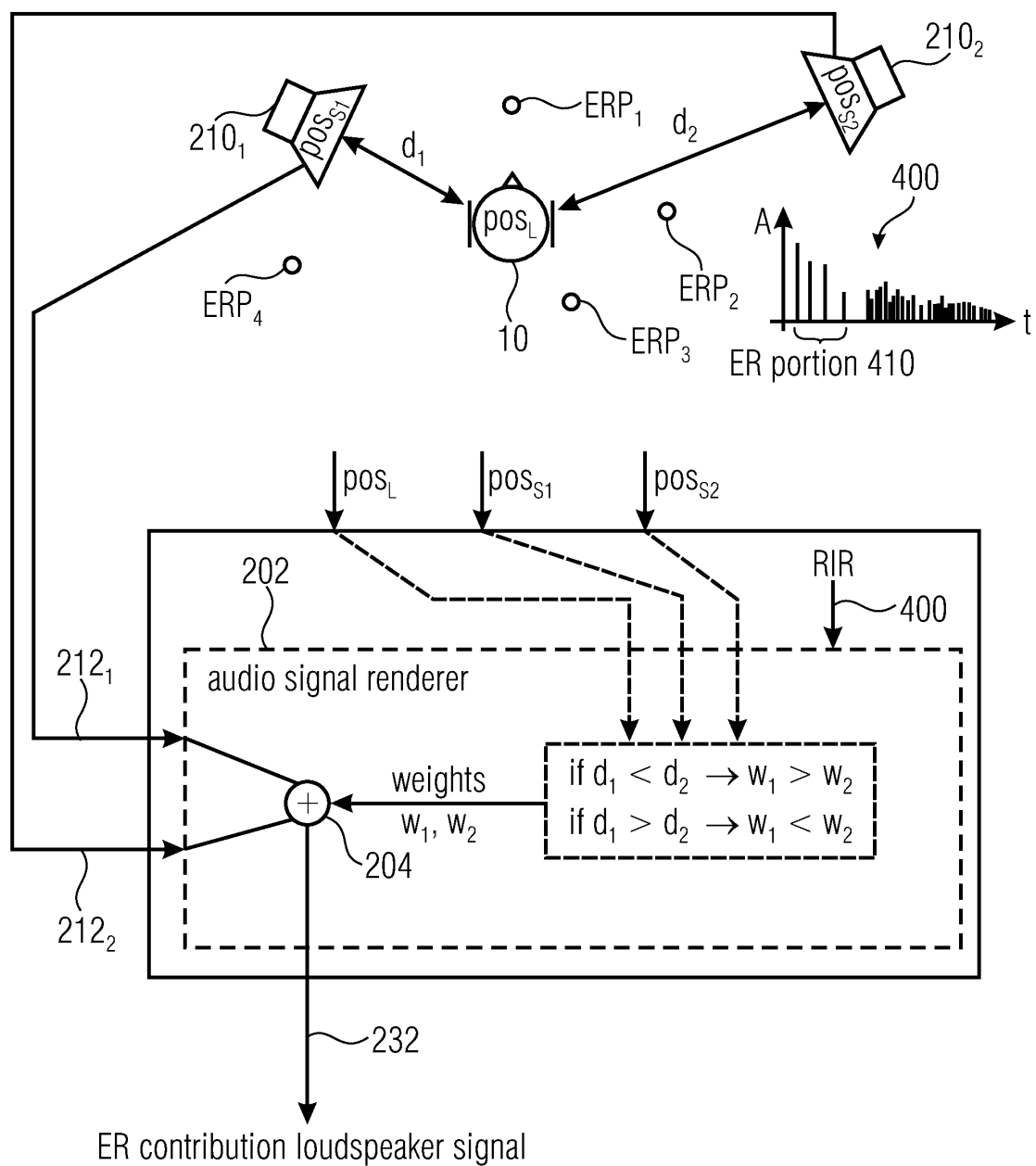


Fig. 19

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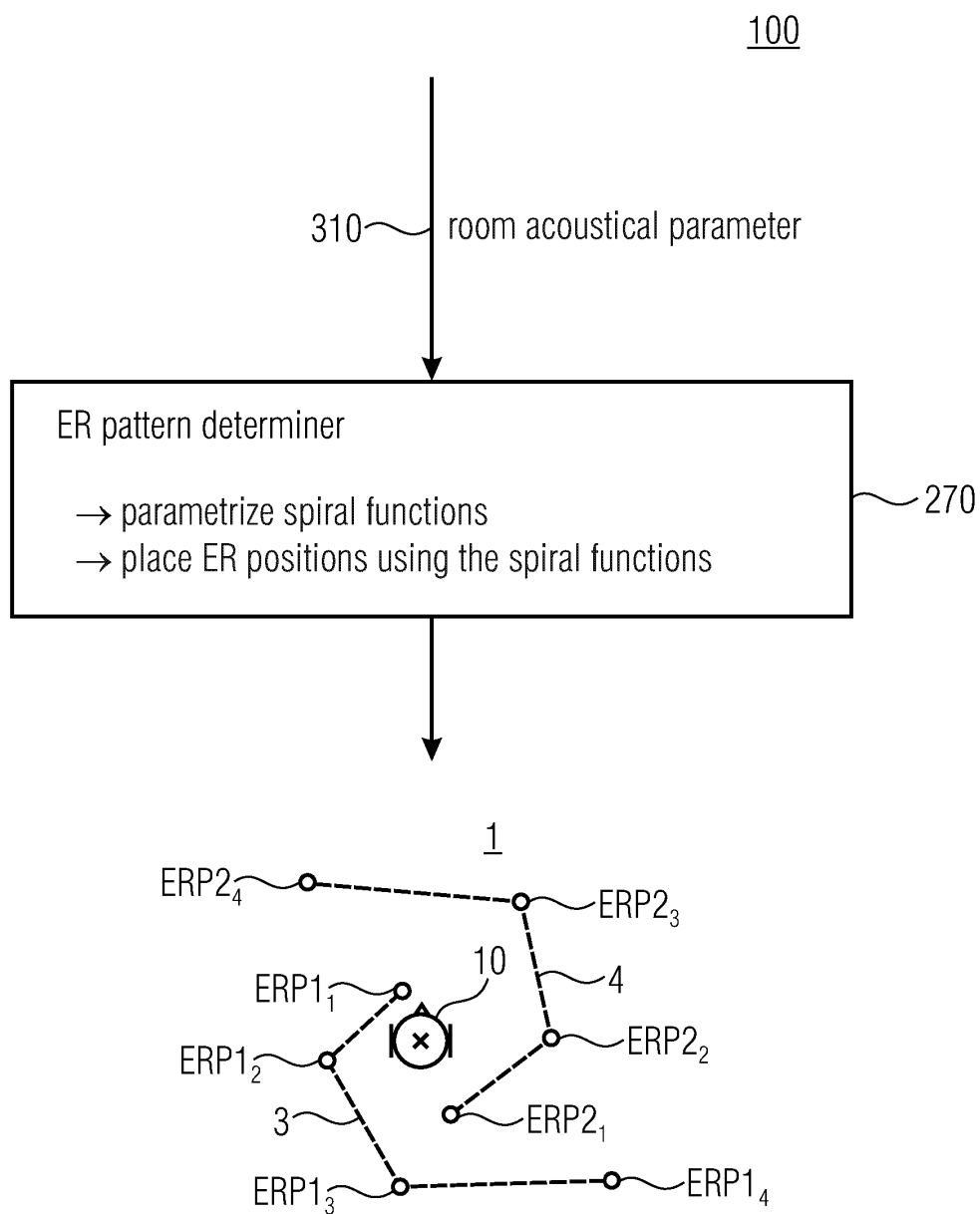


Fig. 20

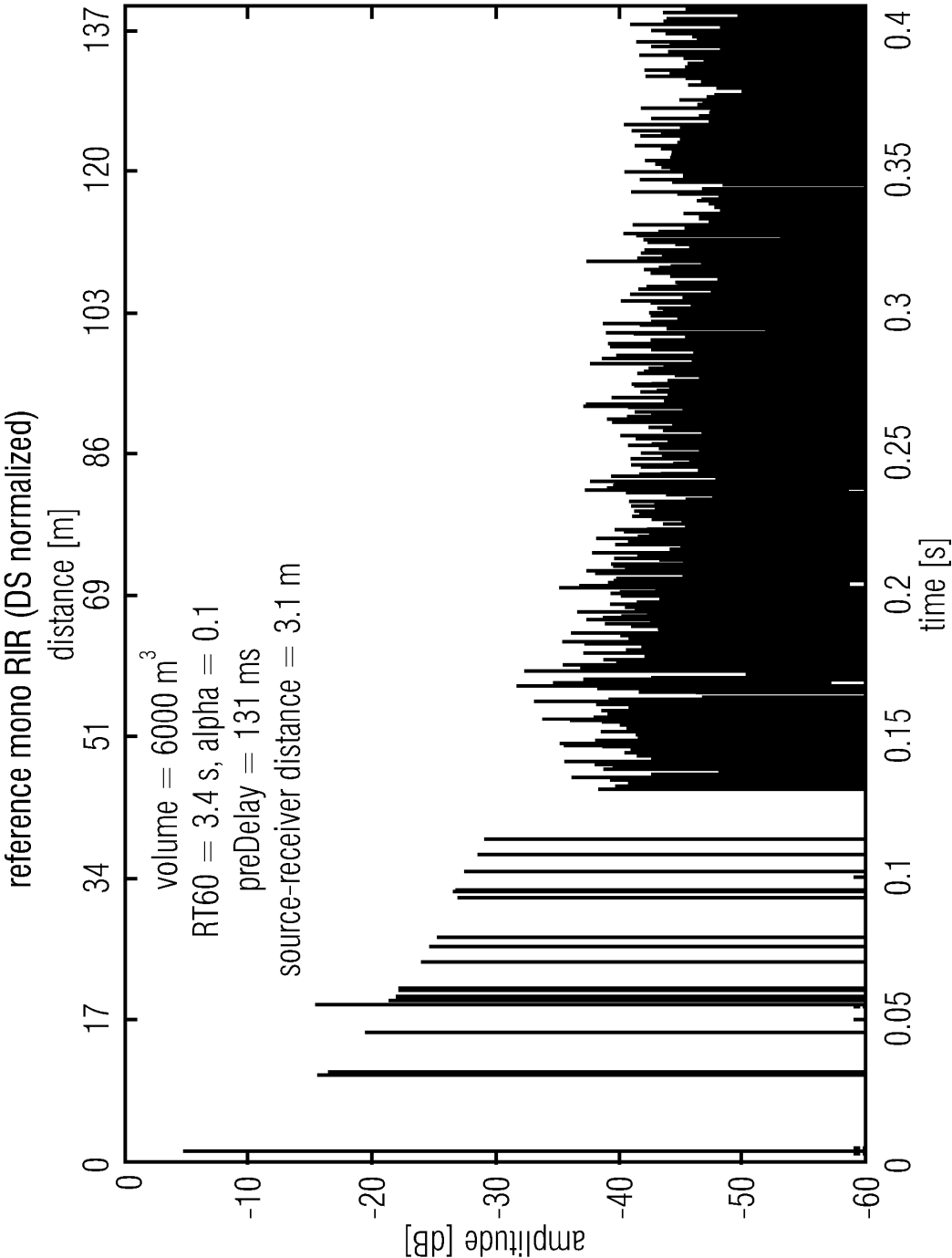


Fig. 21

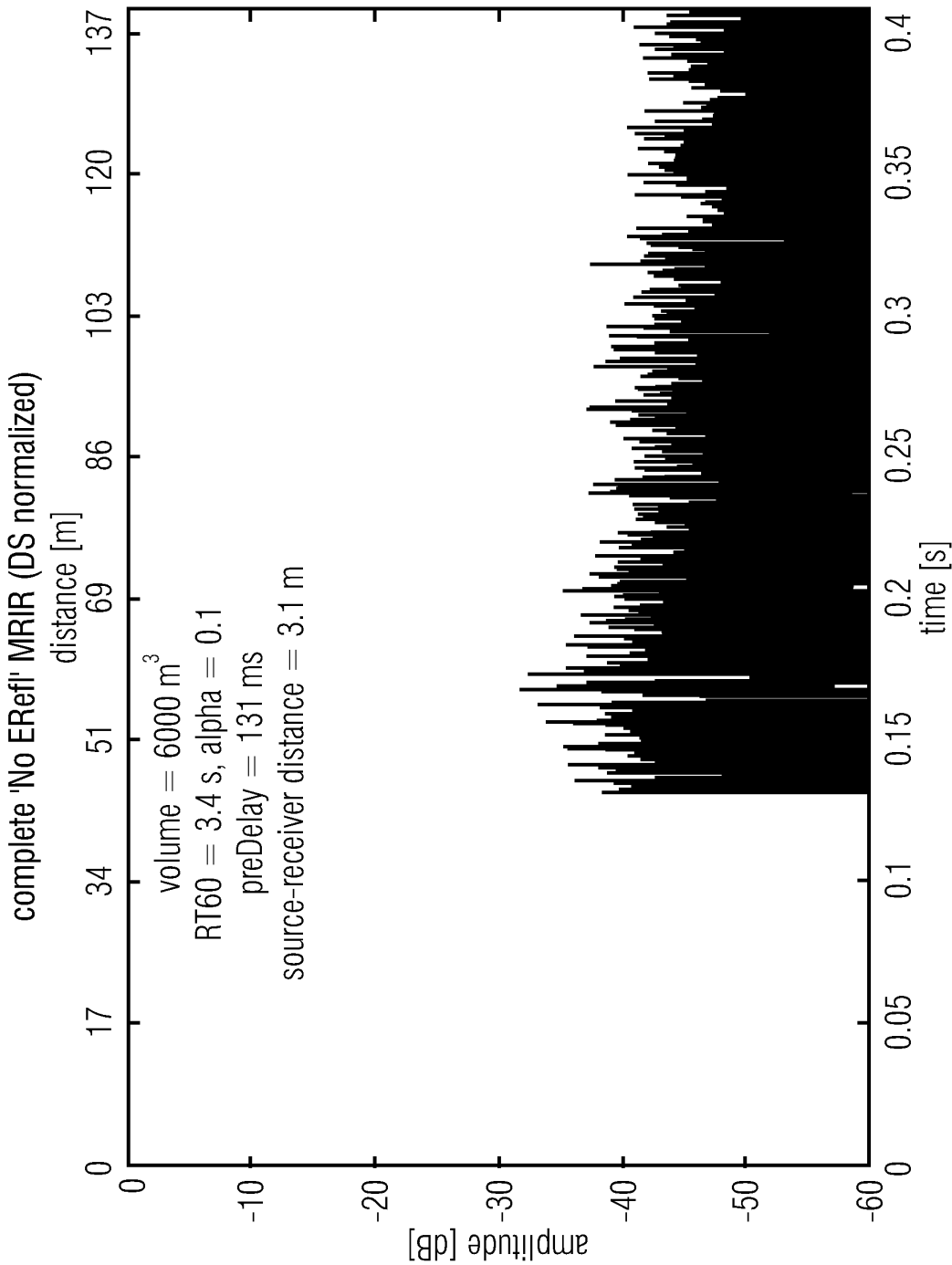


Fig. 22

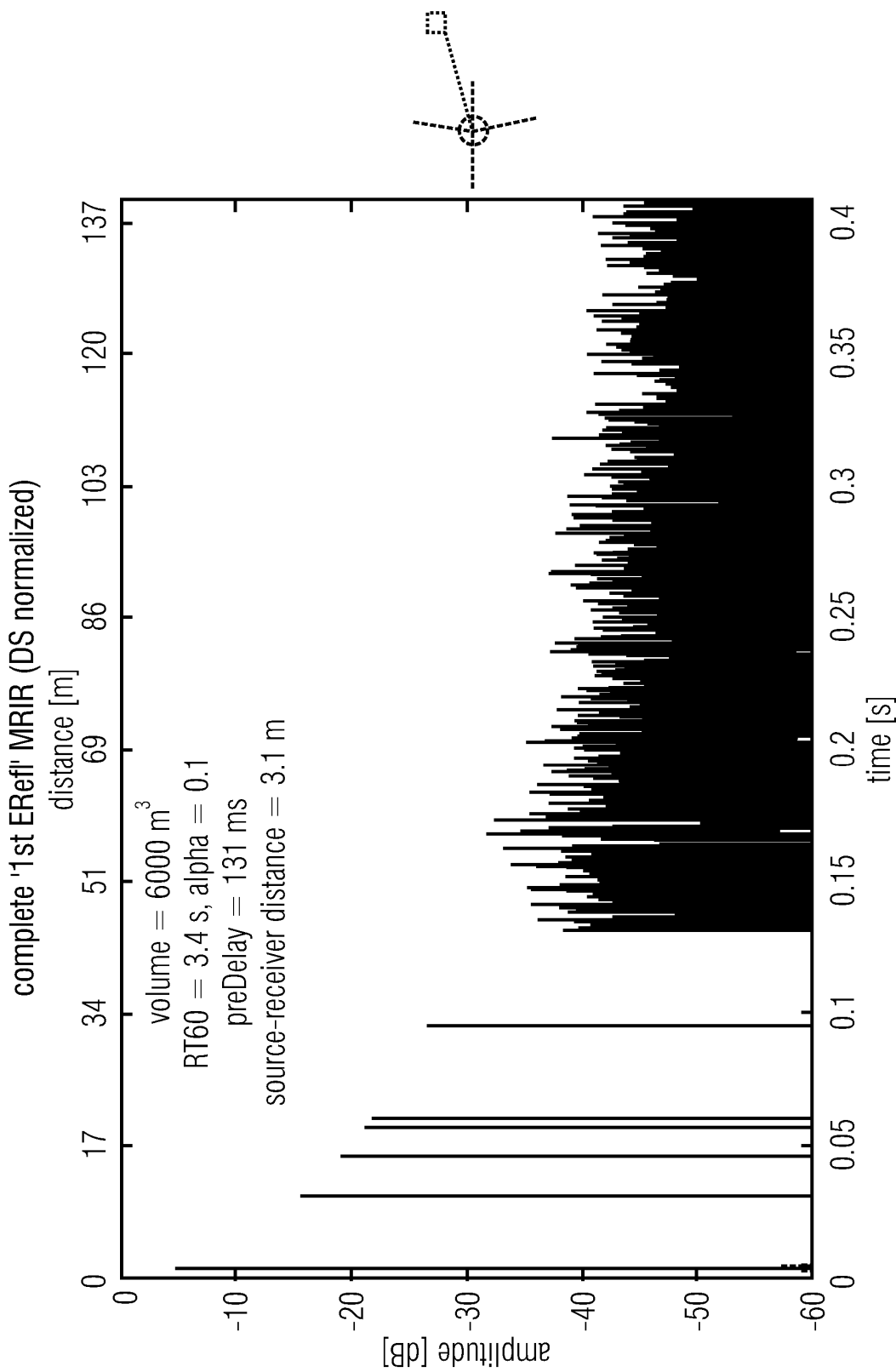


Fig. 23

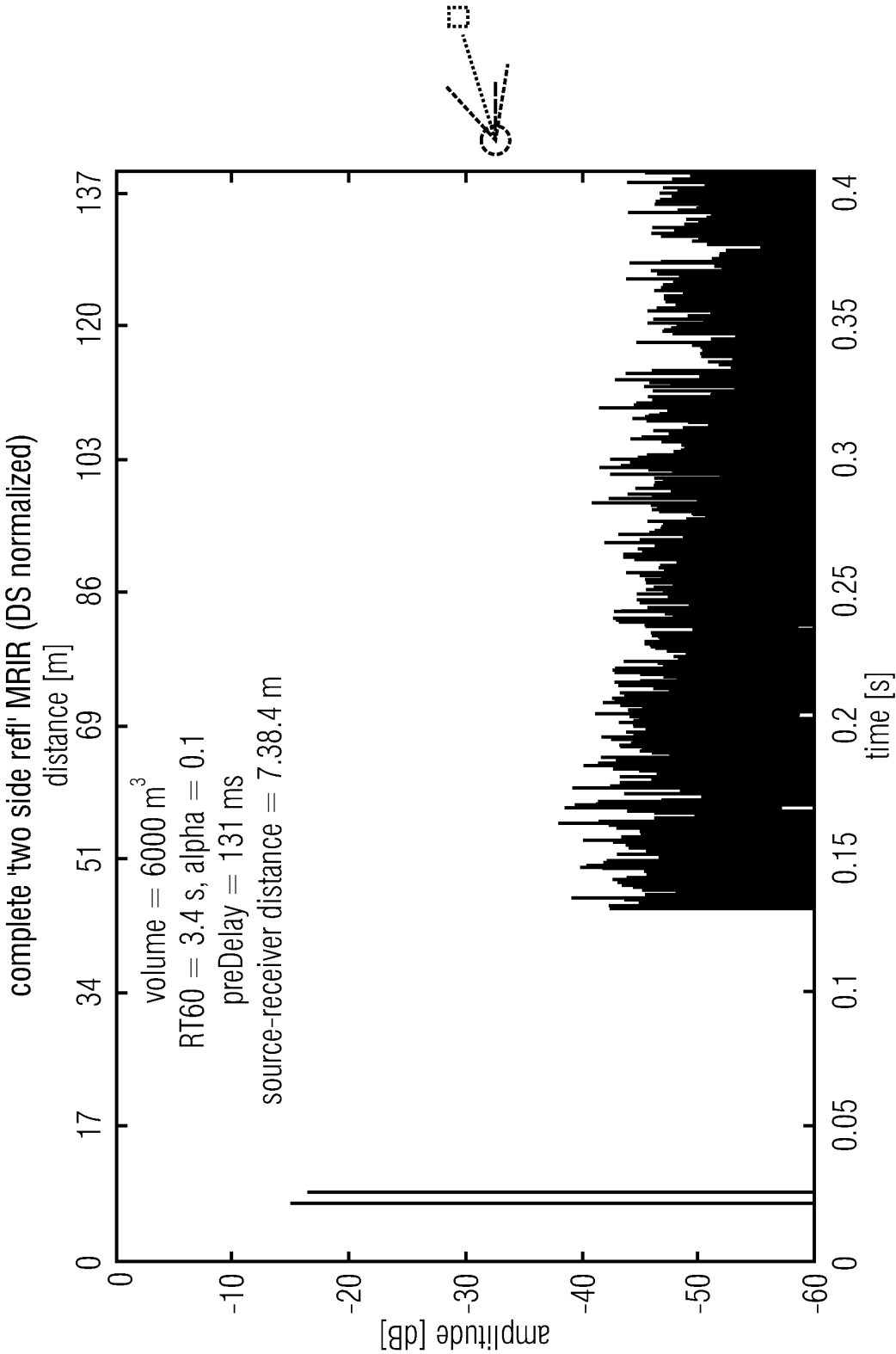


Fig. 24

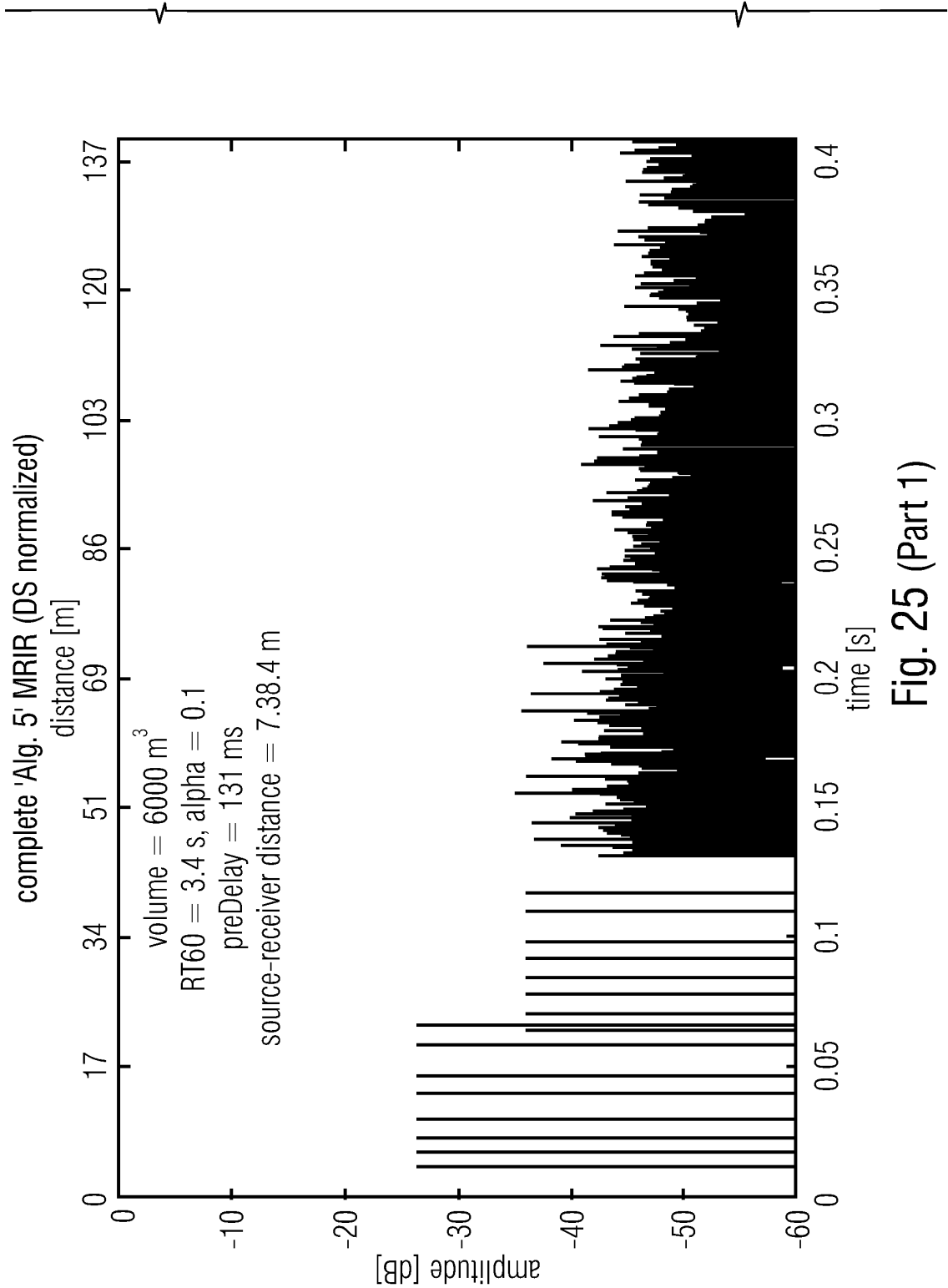


Fig. 25 (Part 1)

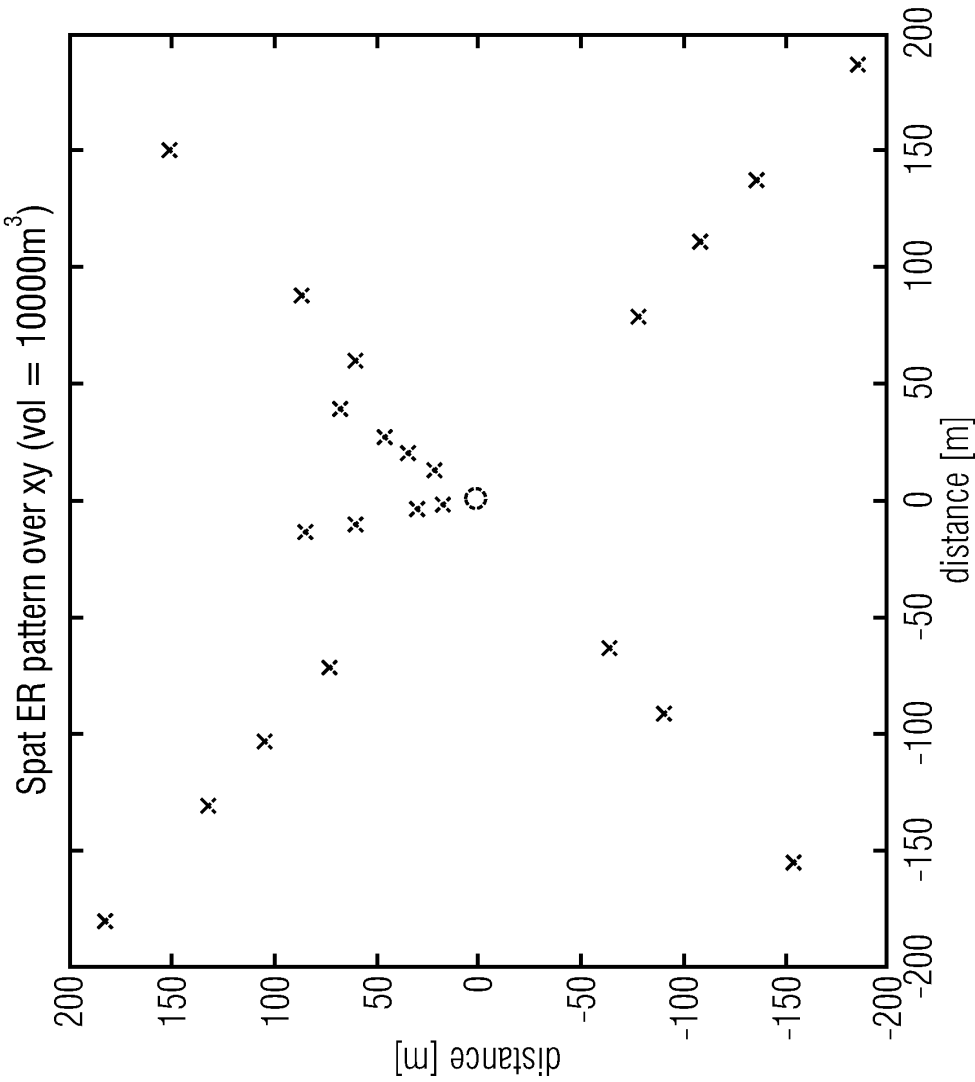


Fig. 25 (Part 2)