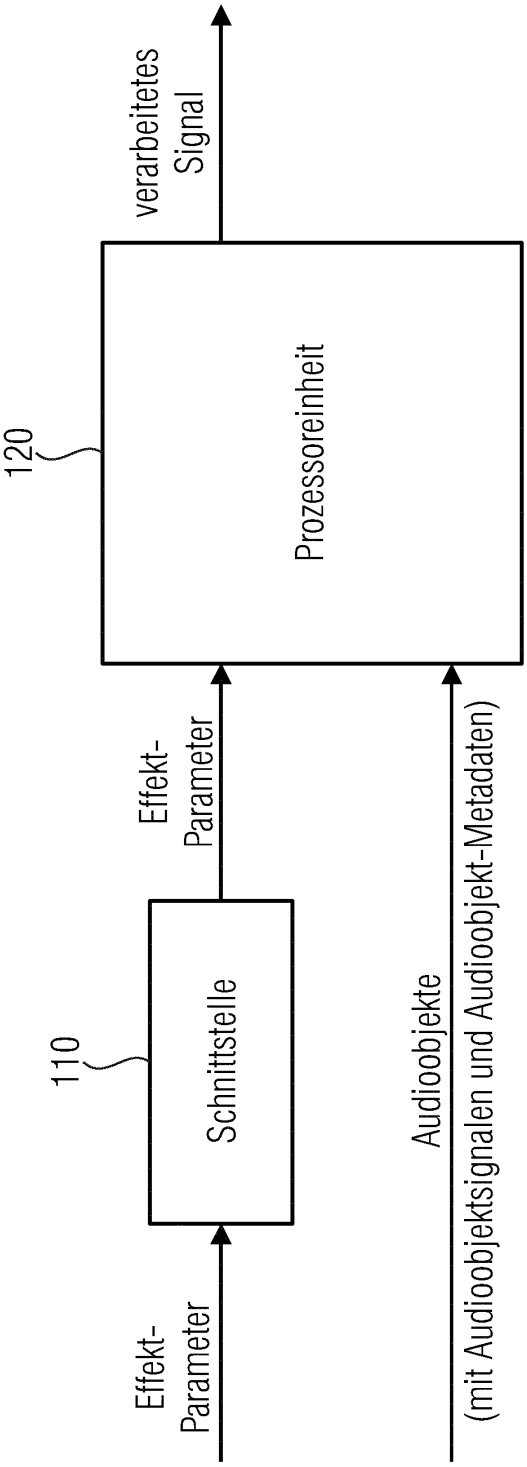
verarbeitetes Signal
120
Prozessoreinheit
Effekt-Parameter
110
Schnittstelle
Audioobjekte
(mit Audioobjektsignalen und Audioobjekt-Metadaten)
Effekt-Parameter

Fig. 1

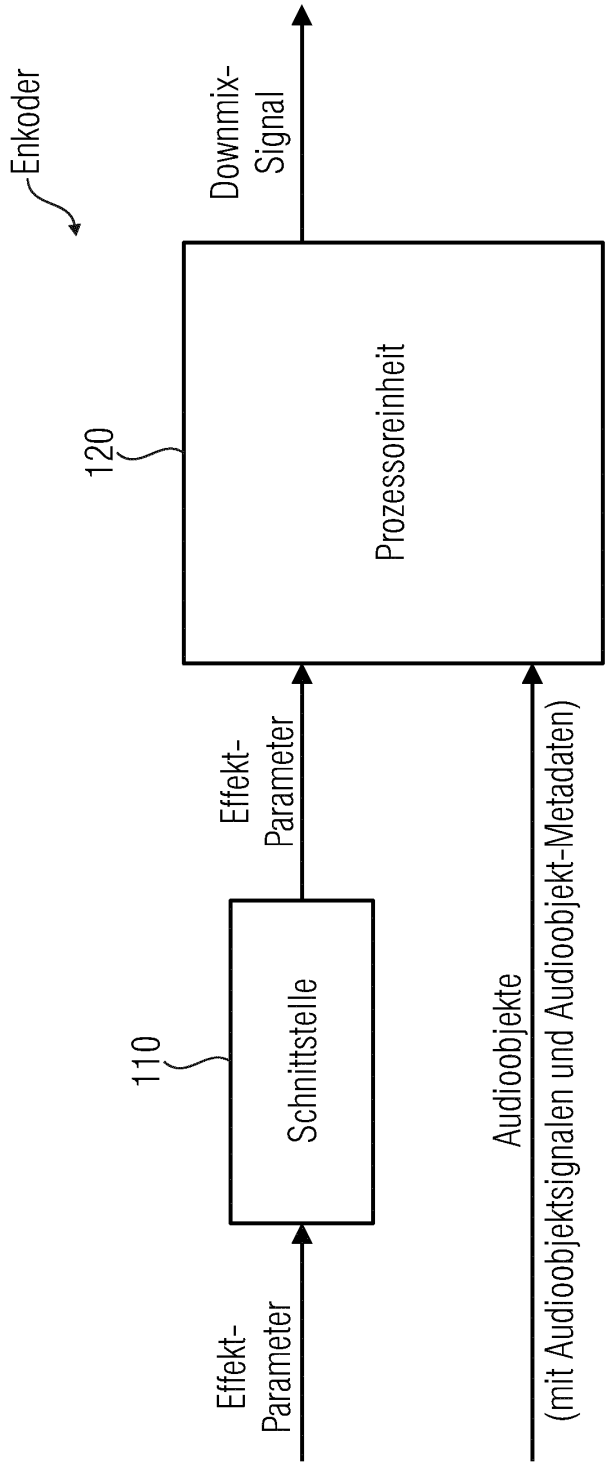
Enkoder
Downmix-Signal
120
Prozessoreinheit
Effekt-Parameter
110
Schnittstelle
Audioobjekte
(mit Audioobjektsignalen und Audioobjekt-Metadaten)
Effekt-Parameter

Fig. 2

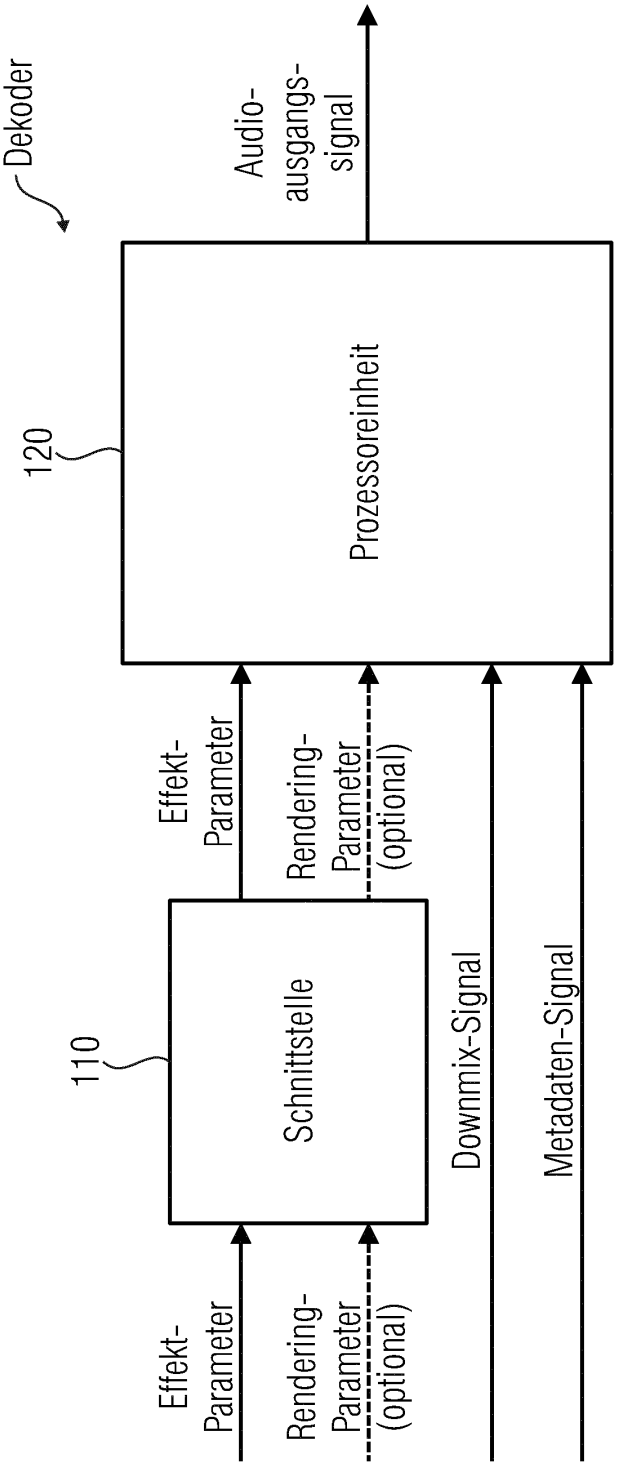
Dekoder
Audio-ausgangs-signal
120
Prozessoreinheit
Effekt-Parameter
Rendering-Parameter (optional)
110
Schnittstelle
Downmix-Signal
Metadaten-Signal
Effekt-Parameter
Rendering-Parameter (optional)

Fig. 3

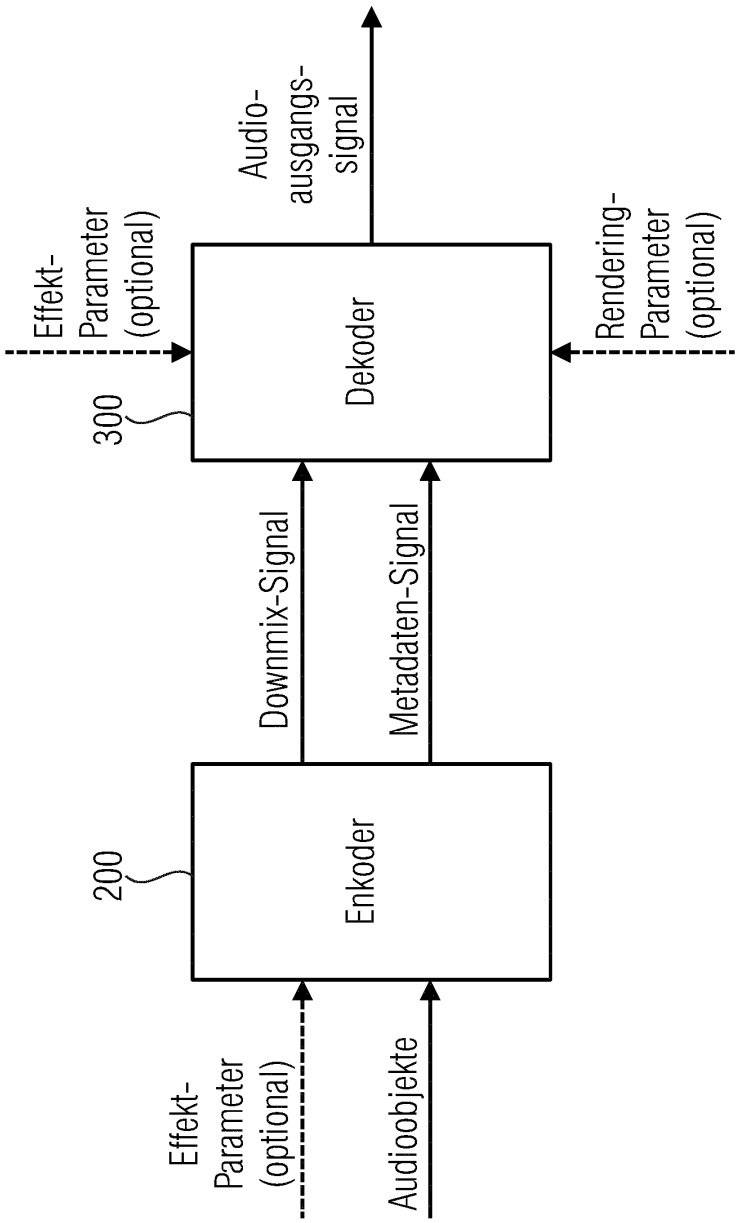
Audio-
ausgangs-
signal
Effekt-
Parameter
(optional)
Dekoder
Rendering-
Parameter
(optional)
300
Downmix-Signal
Metadaten-Signal
200
Enkoder
Effekt-
Parameter
(optional)
Audioobjekte

Fig. 4

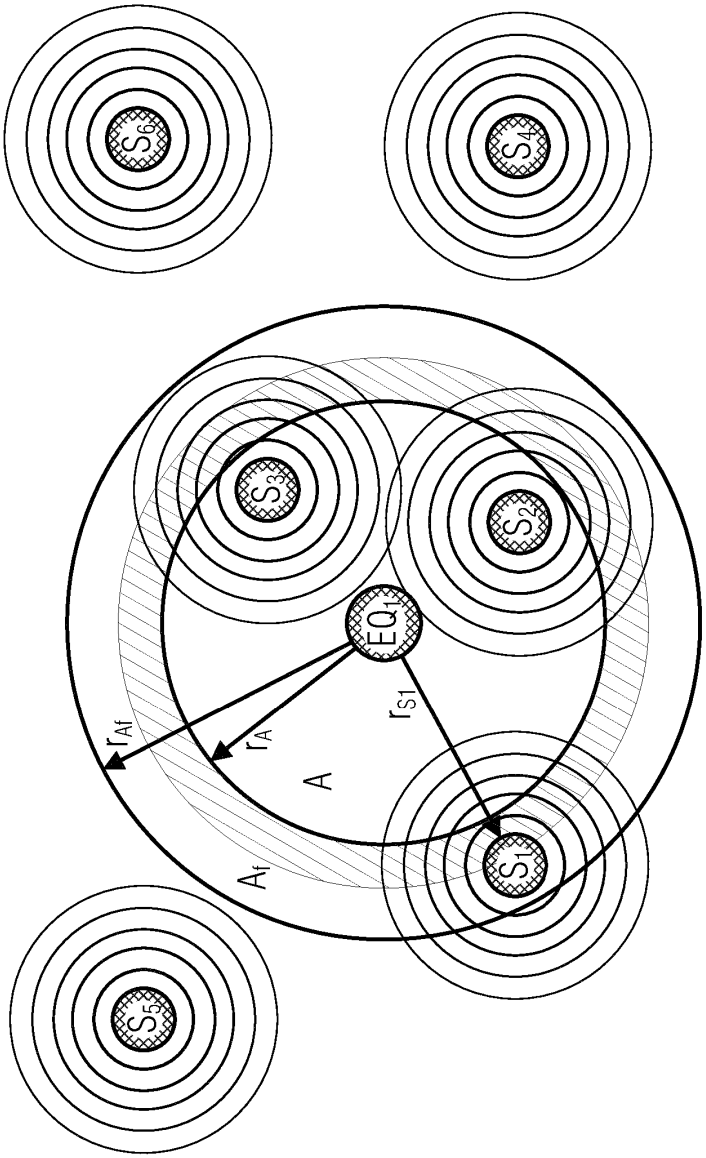

Fig. 5

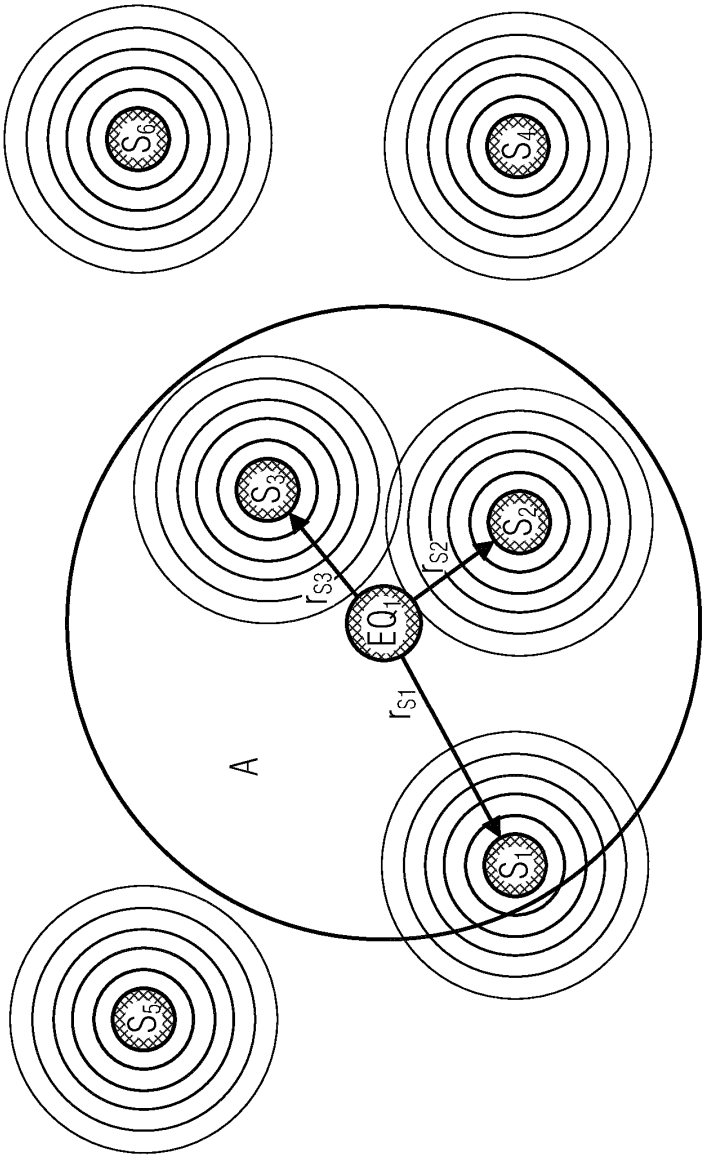

Fig. 6

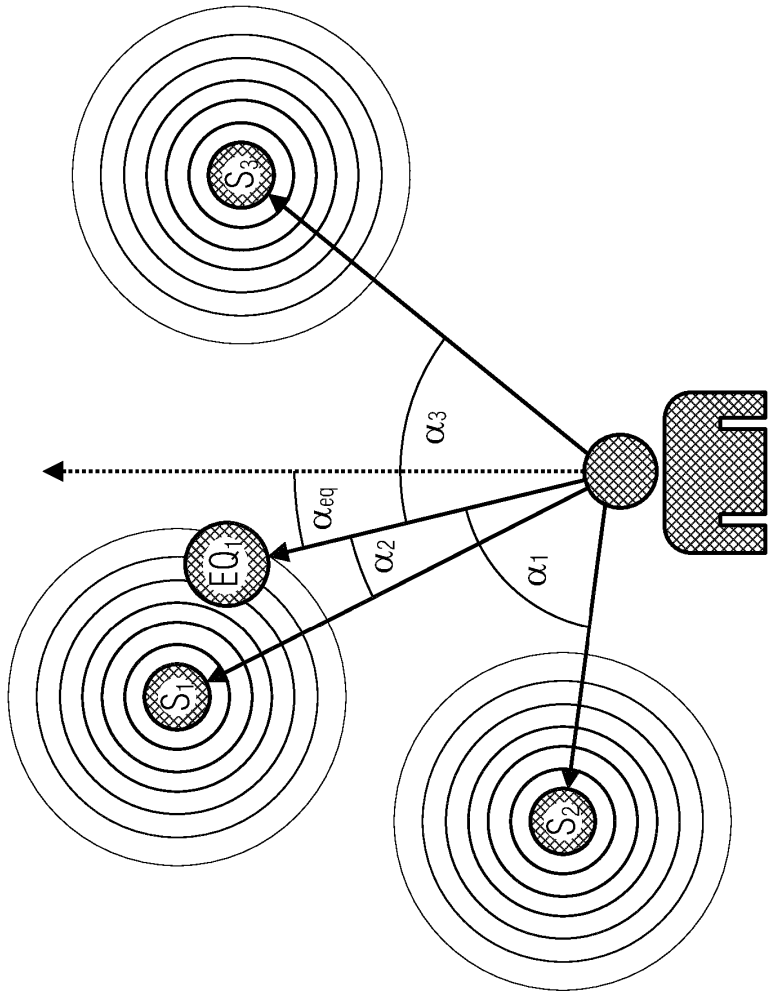

Fig. 7

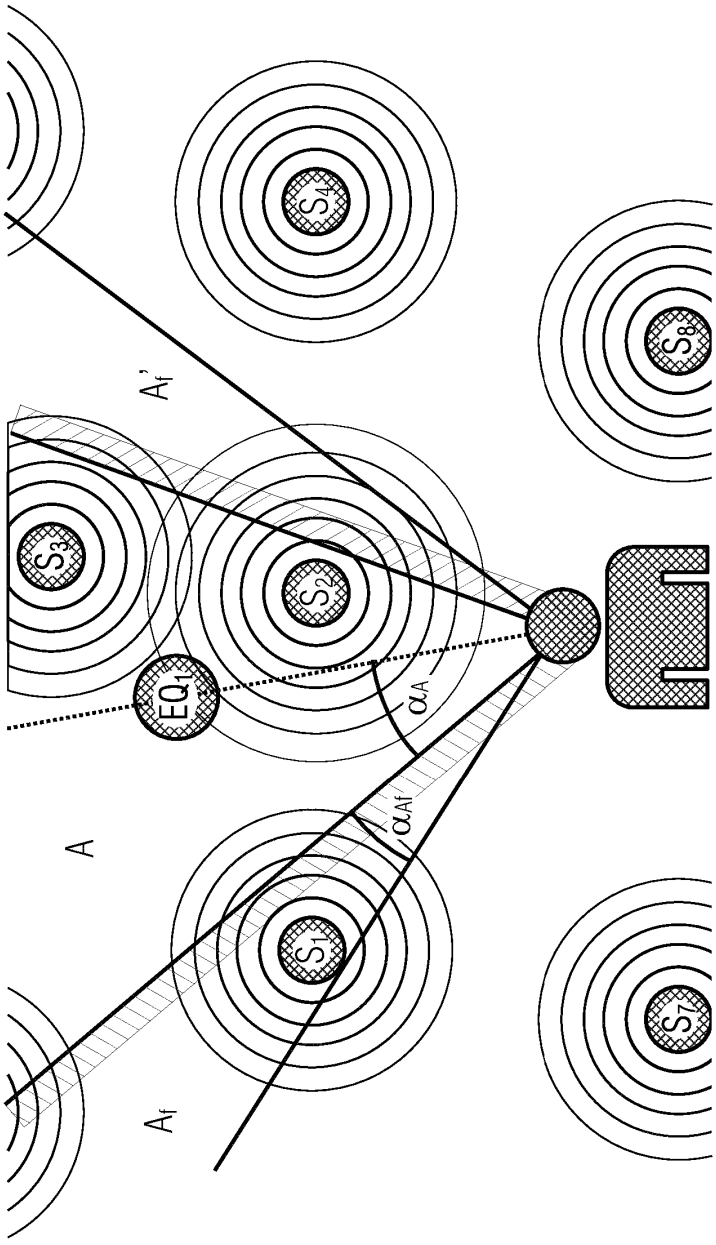

Fig. 8

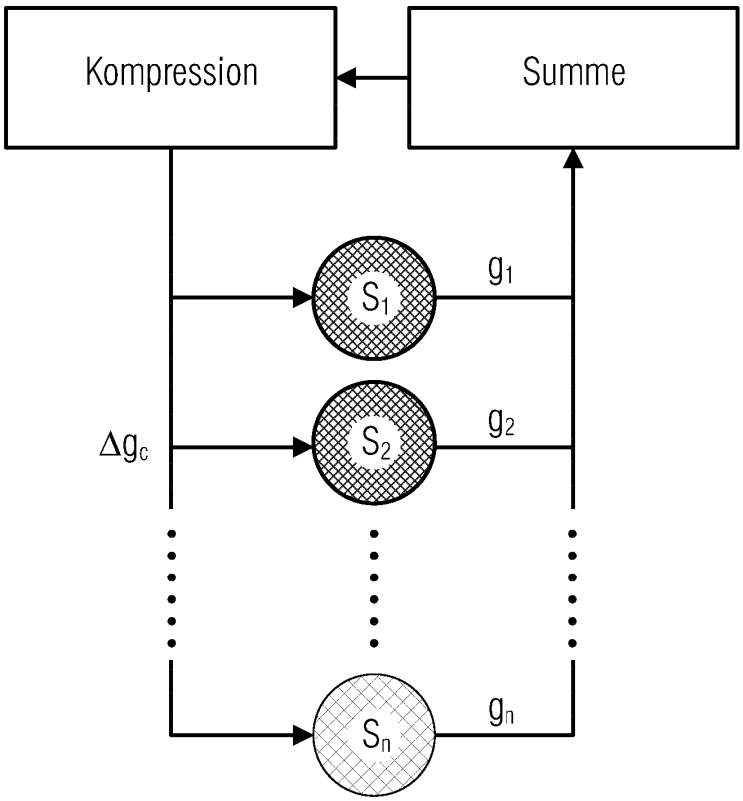

Fig. 9

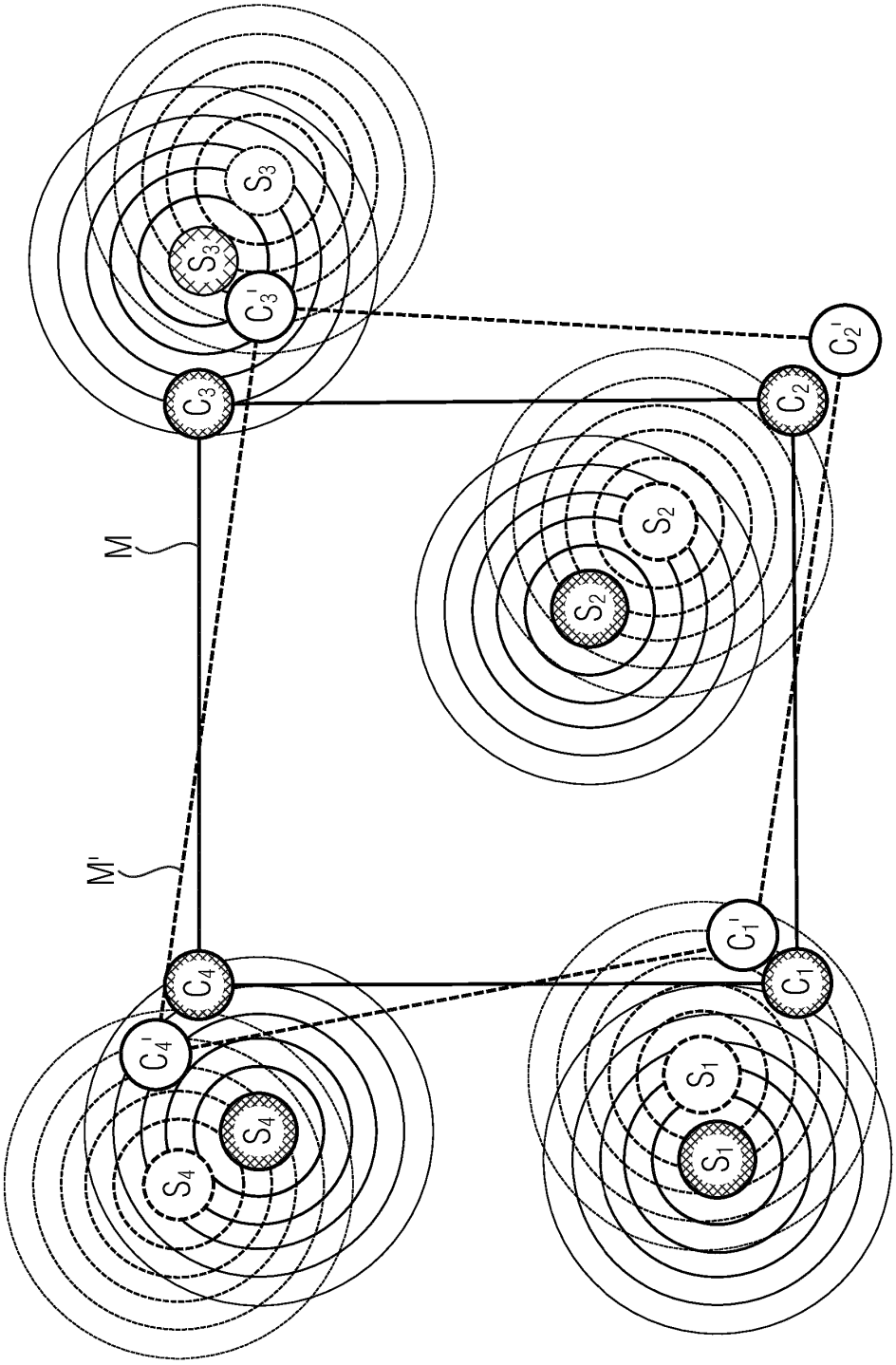

Fig. 10

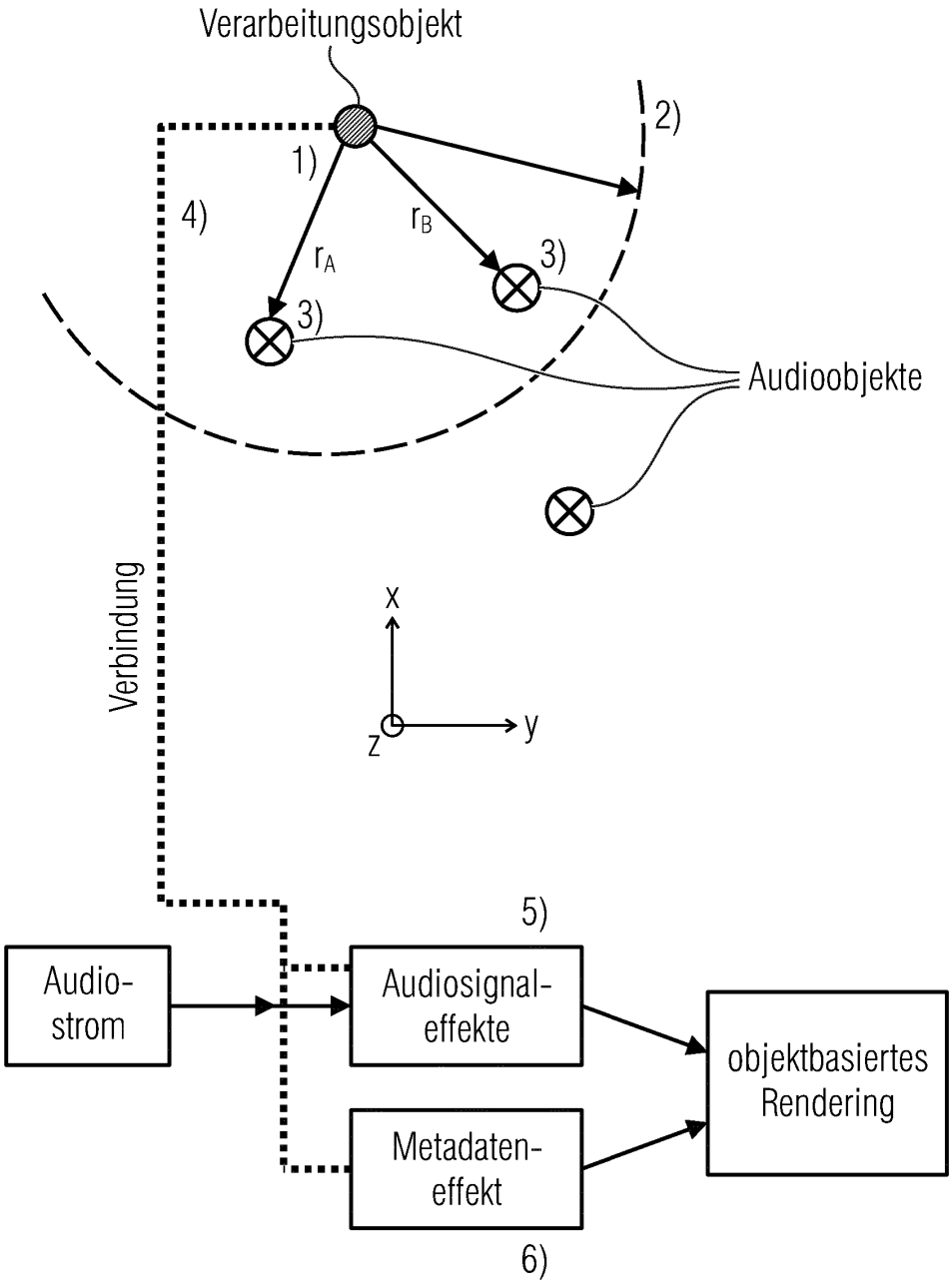
Verarbeitungsobjekt
1)
2)
3)
3)
4)
r_A
r_B
Audioobjekte
Verbindung
x
y
z
5)
Audio-
strom
Audiosignal-
effekte
Metadaten-
effekt
objektbasiertes
Rendering
6)

Fig. 11

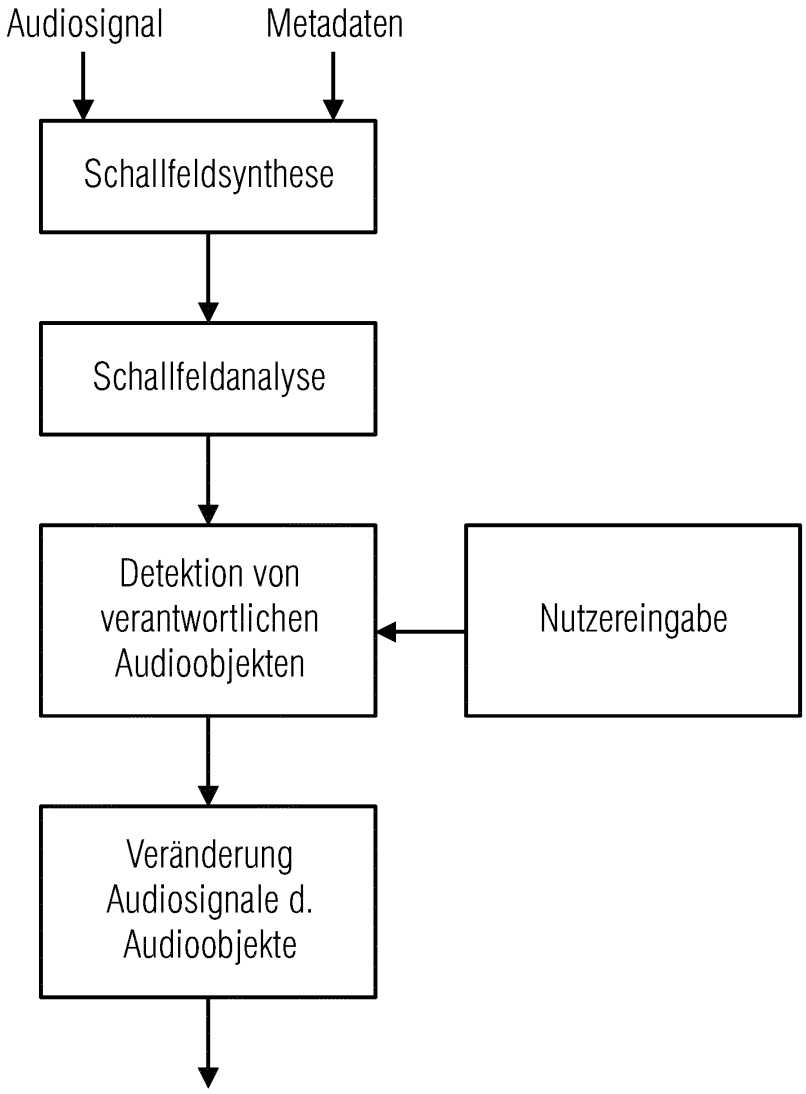
Audiosignal
Metadaten
Schallfeldsynthese
Schallfeldanalyse
Detektion von verantwortlichen Audioobjekten
Nutzereingabe
Veränderung Audiosignale d. Audioobjekte

Fig. 12

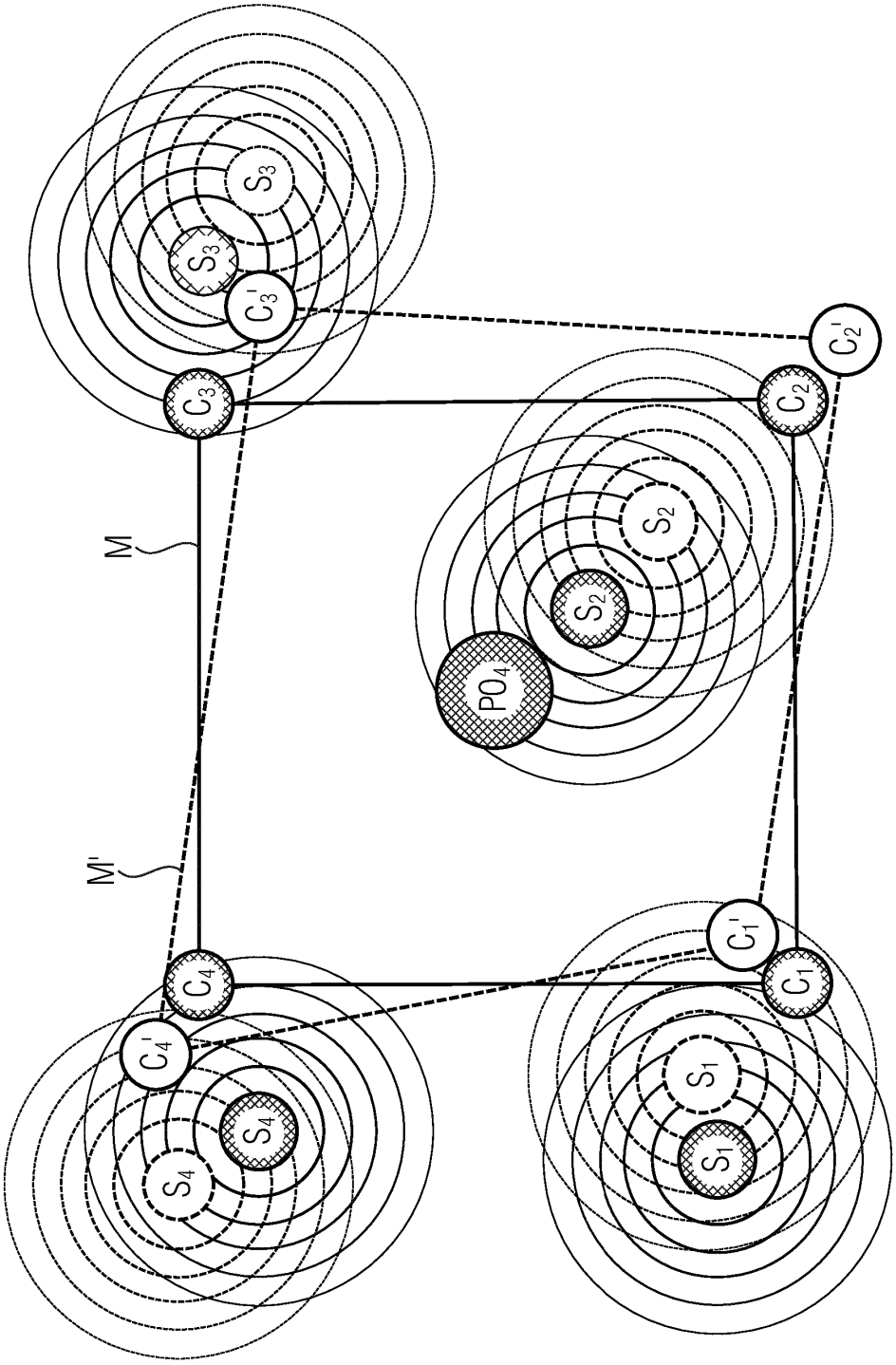

Fig. 13

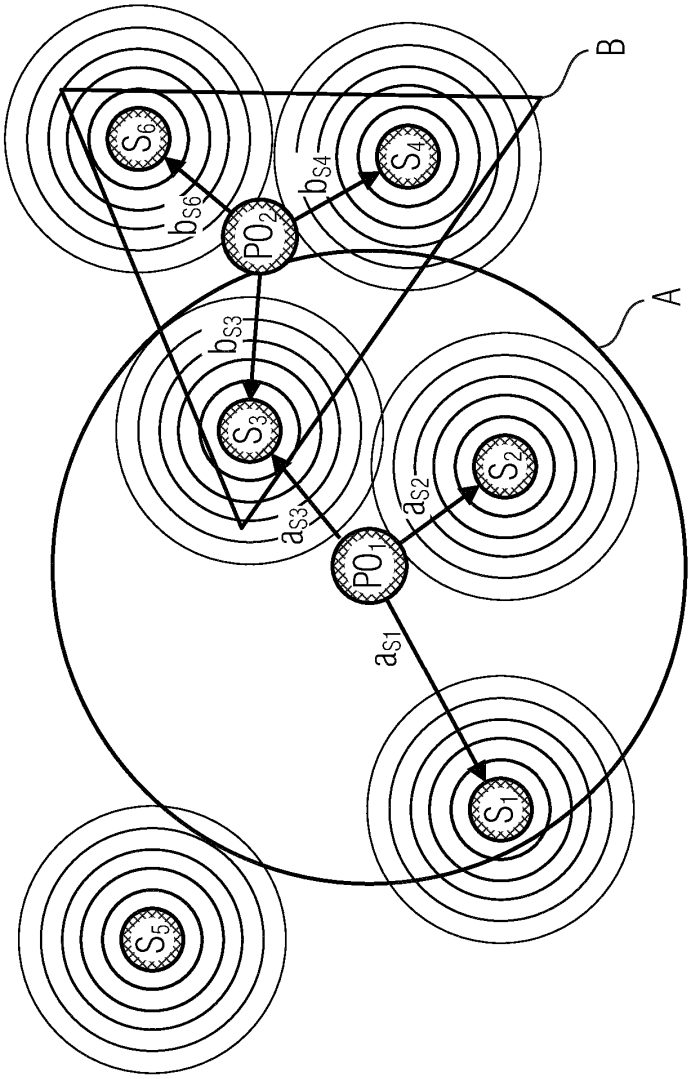

Fig. 14

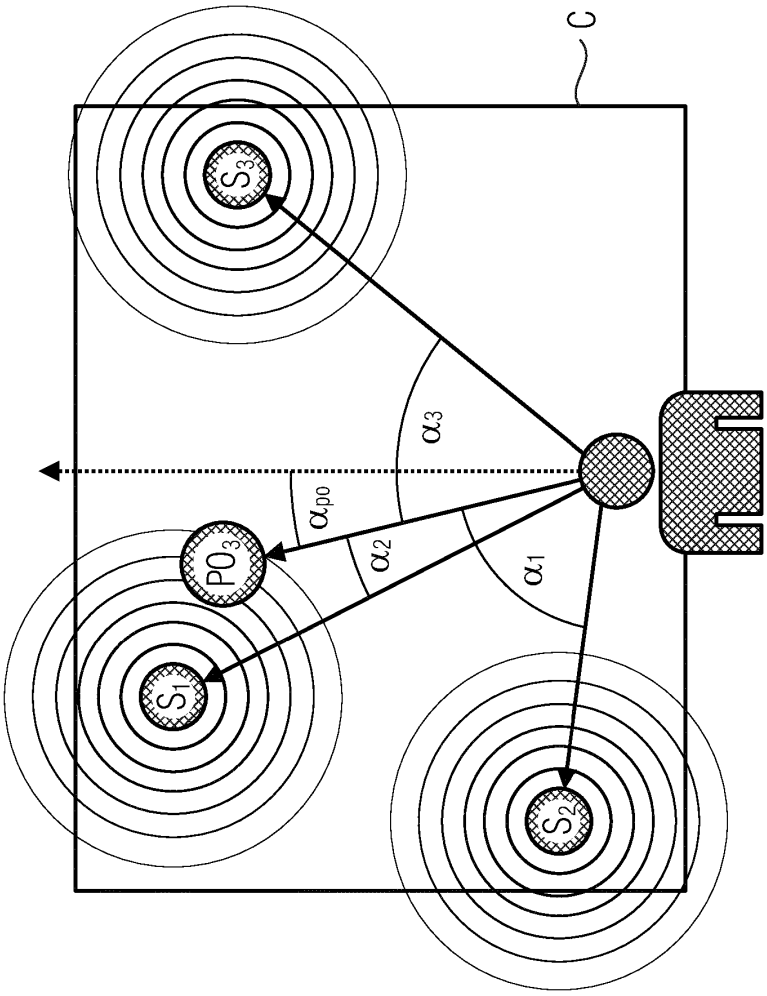

Fig. 15

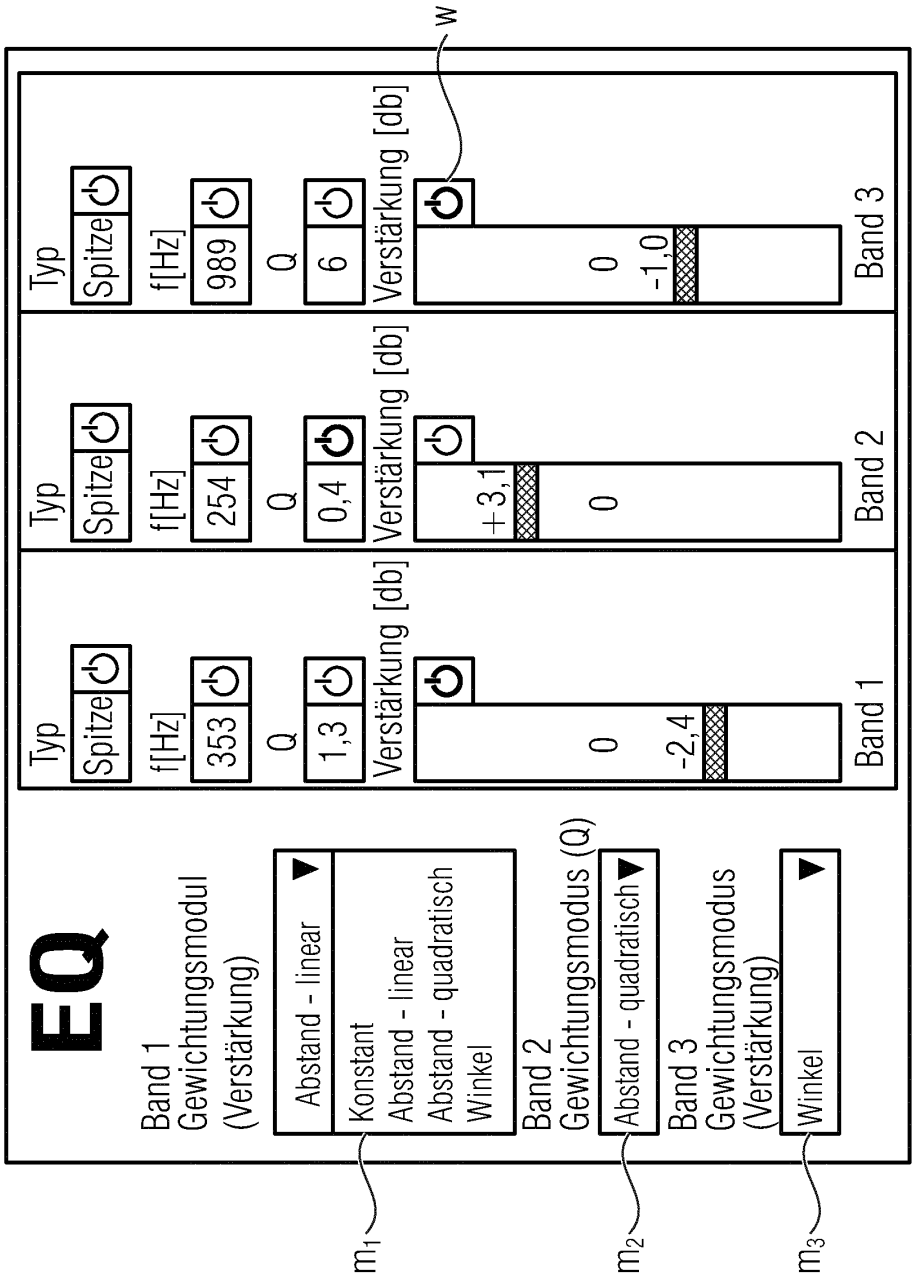
EQ
Band 1
Gewichtungsmodul
(Verstärkung)
Abstand - linear
Konstant
Abstand - linear
Abstand - quadratisch
Winkel
Band 2
Gewichtungsmodus (Q)
Abstand - quadratisch
Band 3
Gewichtungsmodus
(Verstärkung)
Winkel
Typ
Spitze
f[Hz]
353
Q
1,3
Verstärkung [db]
0
-2,4
Band 1
Typ
Spitze
f[Hz]
254
Q
0,4
Verstärkung [db]
+3,1
0
Band 2
Typ
Spitze
f[Hz]
989
Q
6
Verstärkung [db]
0
-1,0
Band 3
w
m1
m2
m3

Fig. 16

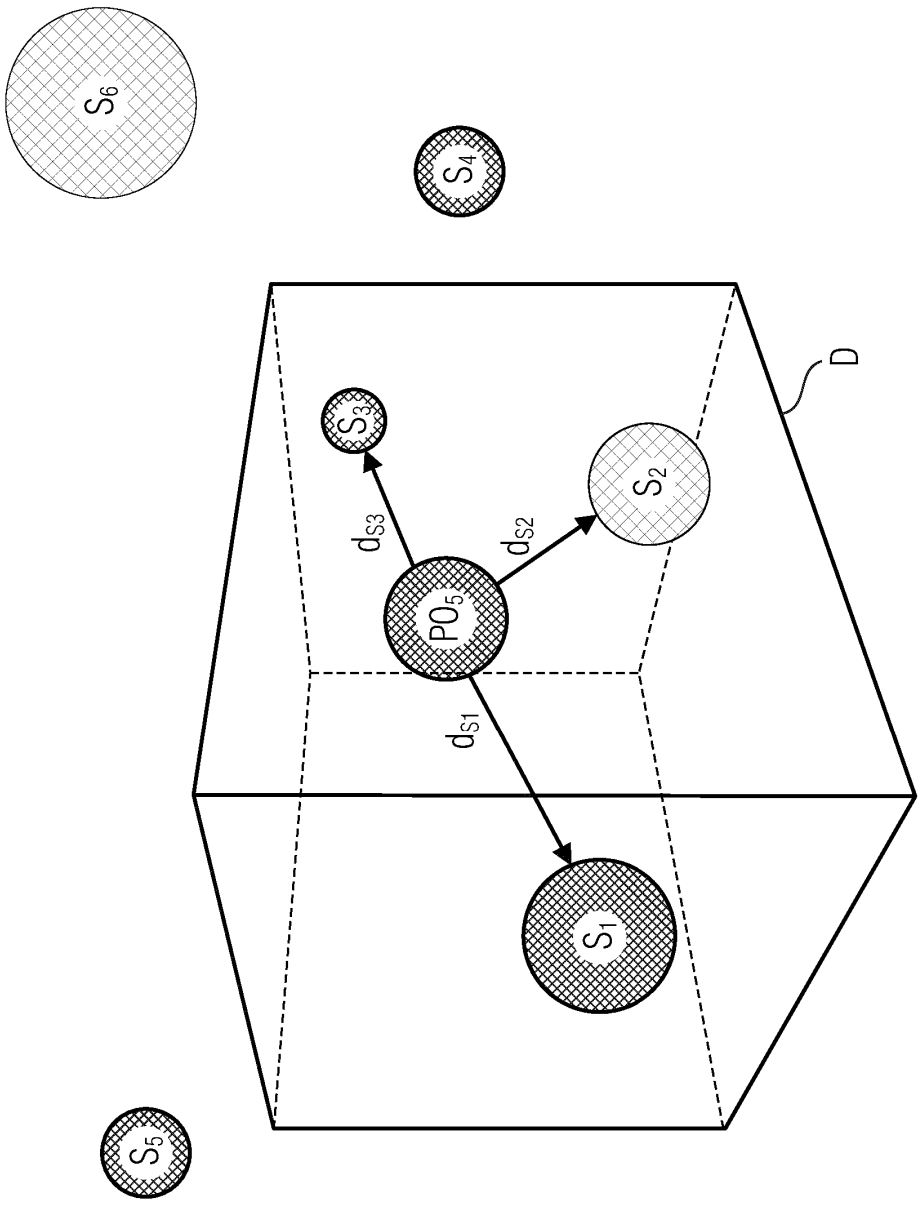

Fig. 17

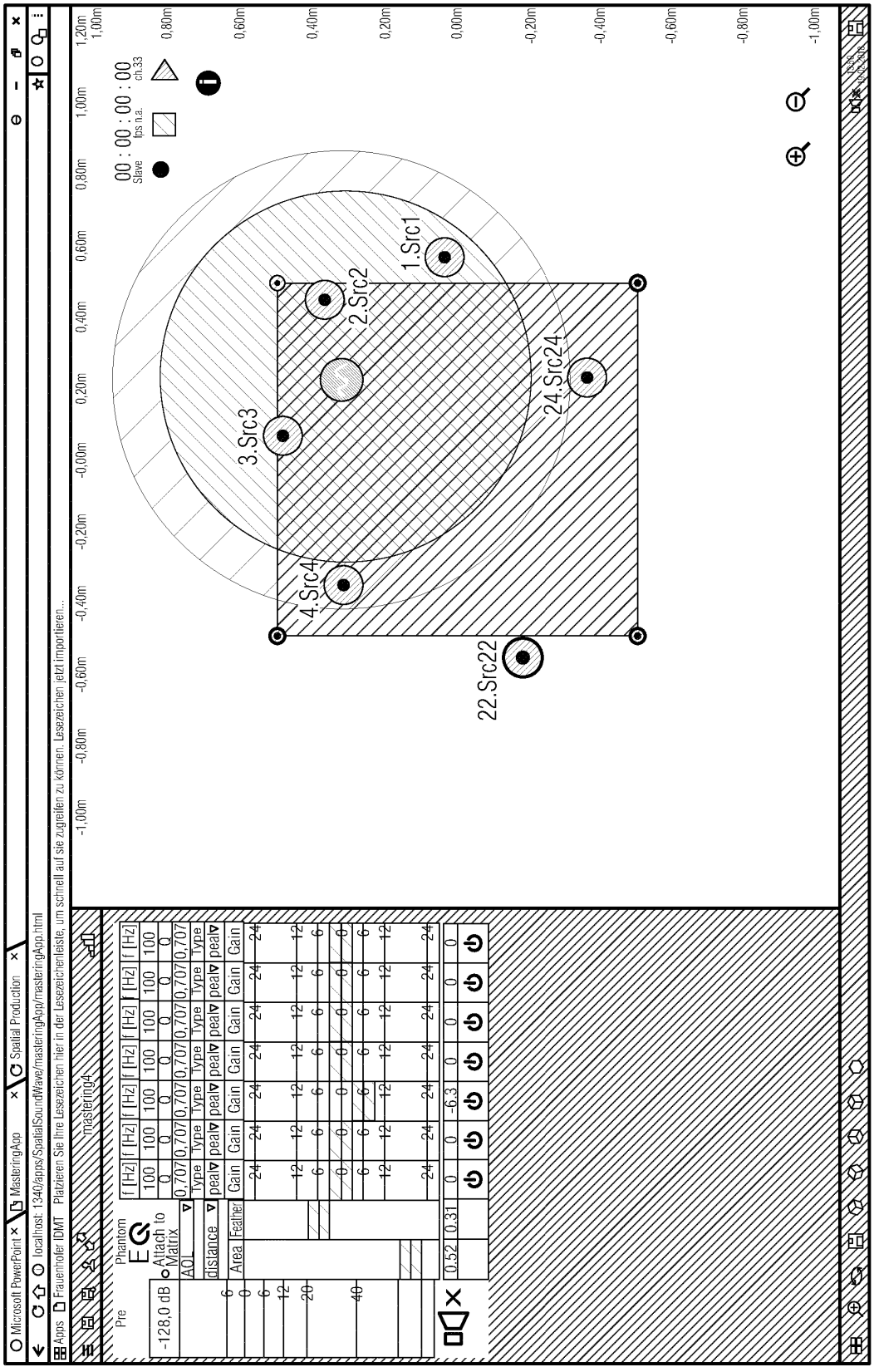
Microsoft PowerPoint
MasteringApp
Spatial Production
localhost:1340/apps/SpatialSoundWave/masteringApp/masteringApp.html
Fraunhofer IDMT
Phantom
Attach to Matrix
AOL
distance
Area
Feather
Gain
Type
peak
-128,0 dB
00 : 00 : 00 : 00
Slave
fps n.a.
ch.33
1.Src1
2.Src2
3.Src3
4.Src4
22.Src22
24.Src24

Fig. 18

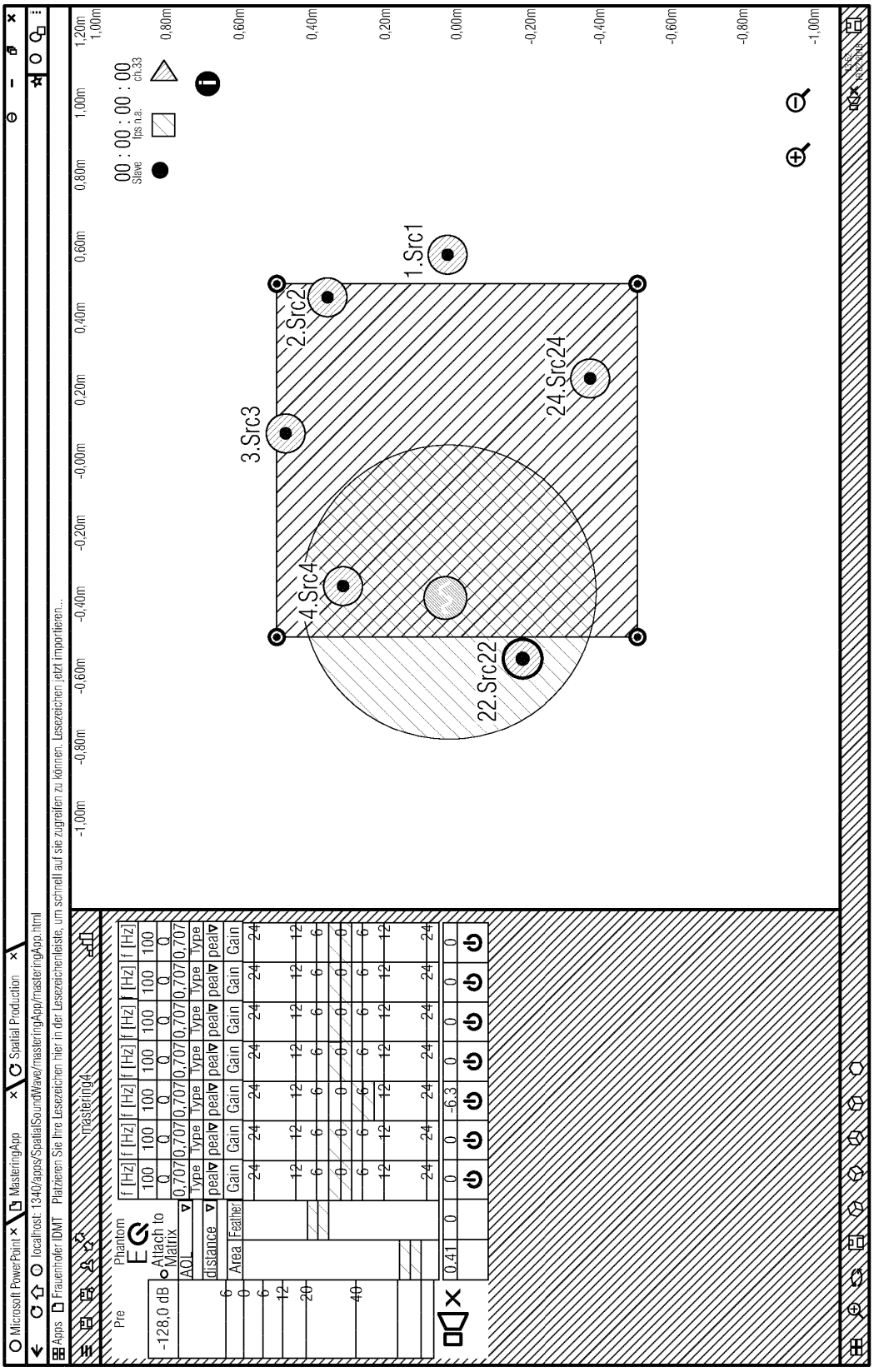
1.Src1
2.Src2
3.Src3
4.Src4
22.Src22
24.Src24
00 : 00 : 00 : 00
Slave
fps n.a.
ch.33
-128,0 dB
Phantom
Attach to Matrix
AOL
distance
Area
Feather
Gain
Type
masteringA4

Fig. 19

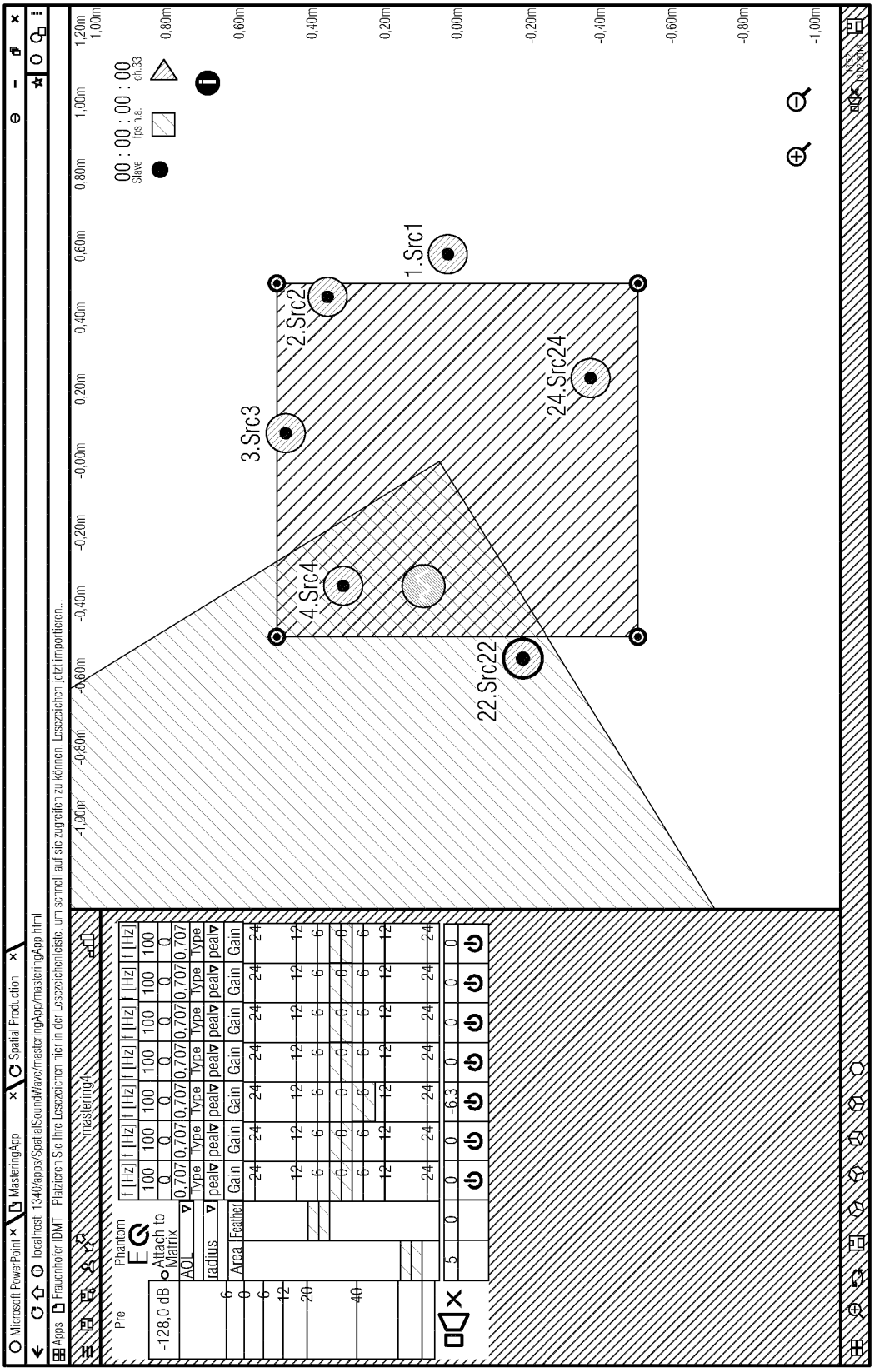
1.Src1
2.Src2
3.Src3
4.Src4
22.Src22
24.Src24
00 : 00 : 00 : 00
Slave
tps n.a.
ch.33
Phantom
Attach to Matrix
AOL
radius
Area
Feather
Gain
Type
Pre
-128,0 dB
masteringA
Microsoft PowerPoint
MasteringApp
Spatial Production
Apps
Frauenhofer IDMT
Platzieren Sie Ihre Lesezeichen hier in der Lesezeichenleiste, um schnell auf sie zugreifen zu können. Lesezeichen jetzt importieren...

Fig. 20

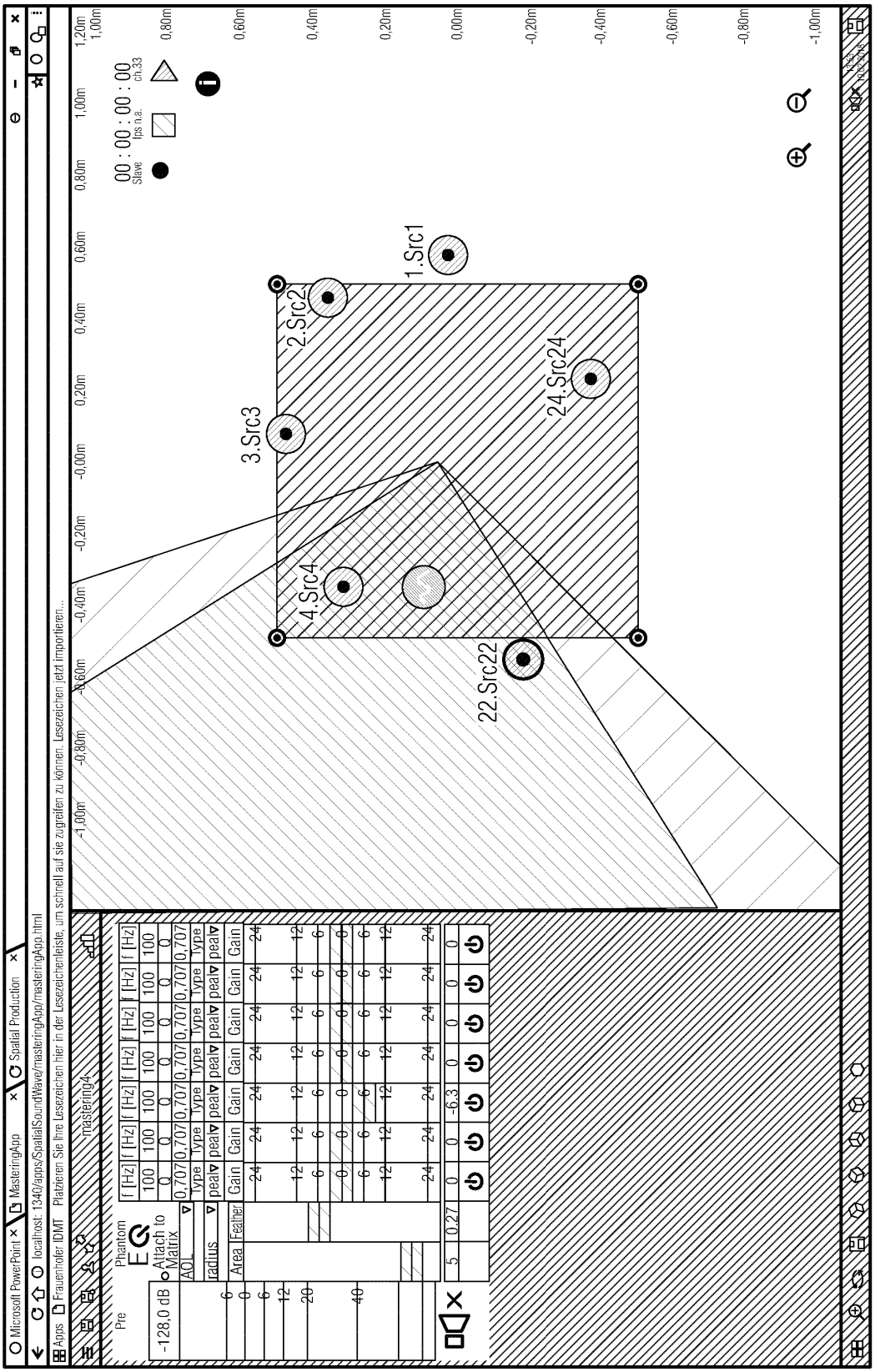
1.Src1
2.Src2
3.Src3
4.Src4
22.Src22
24.Src24
00 : 00 : 00 : 00
Slave
fps n.a.
ch.33
masteringA
-128,0 dB
Phantom
Attach to Matrix
AOI
radius
Area
Feather
Gain
Type
f [Hz]
0,707
peak
1,00m
0,80m
0,60m
0,40m
0,20m
0,00m
-0,20m
-0,40m
-0,60m
-0,80m
-1,00m

Fig. 21

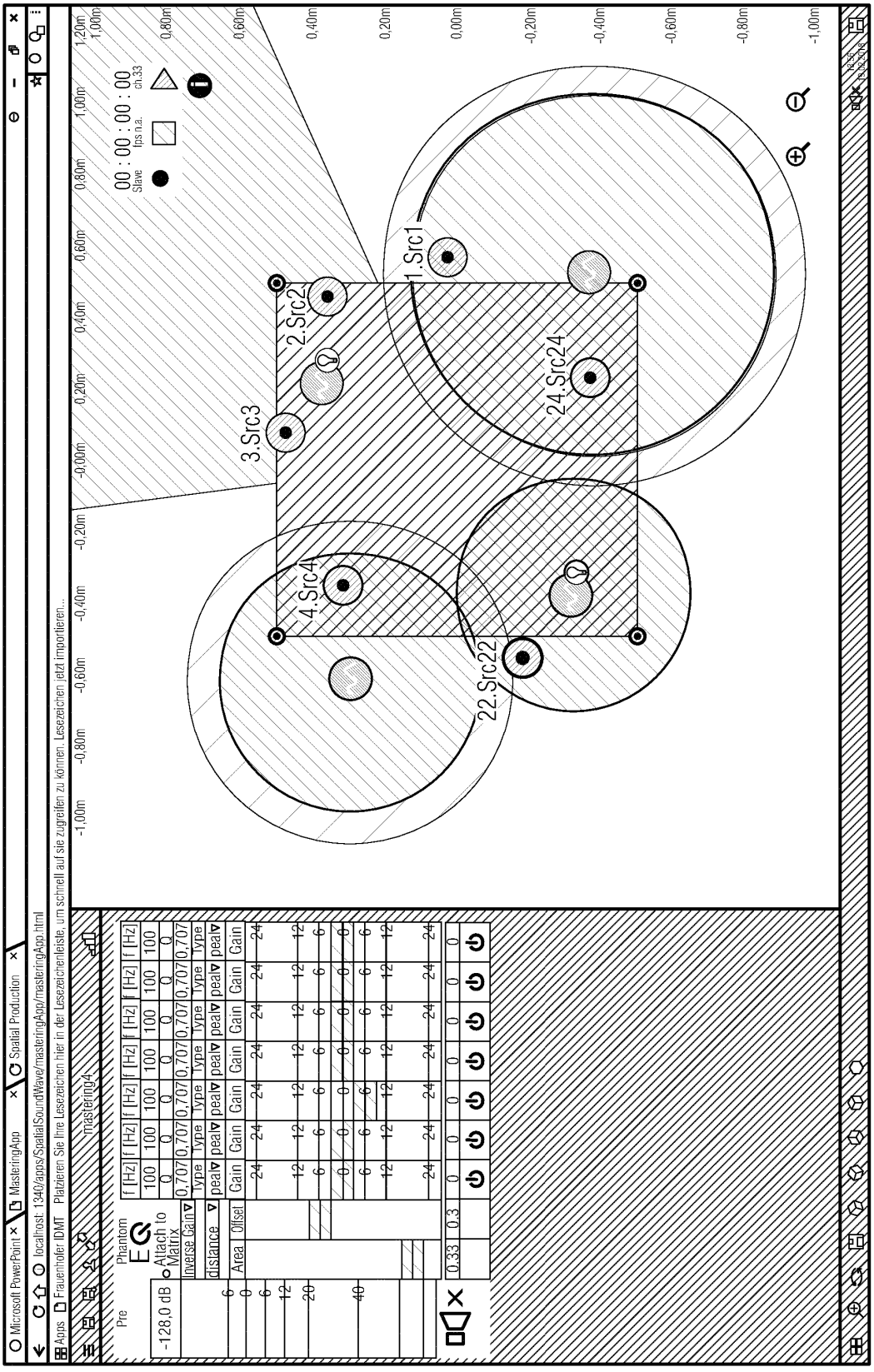
Microsoft PowerPoint
MasteringApp
Spatial Production
localhost:1340/apps/SpatialSoundWave/masteringApp/masteringApp.html
Apps
Fraunhofer IDMT
Platzieren Sie Ihre Lesezeichen hier in der Lesezeichenleiste, um schnell auf Sie zugreifen zu können. Lesezeichen jetzt importieren...
masteringv4
Pre
Phantom
Attach to Matrix
-128,0 dB
distance
Area
Offset
Gain
Type
Slave
fps n.a.
ch.33
1.Src1
2.Src2
3.Src3
4.Src4
22.Src22
24.Src24

Fig. 22

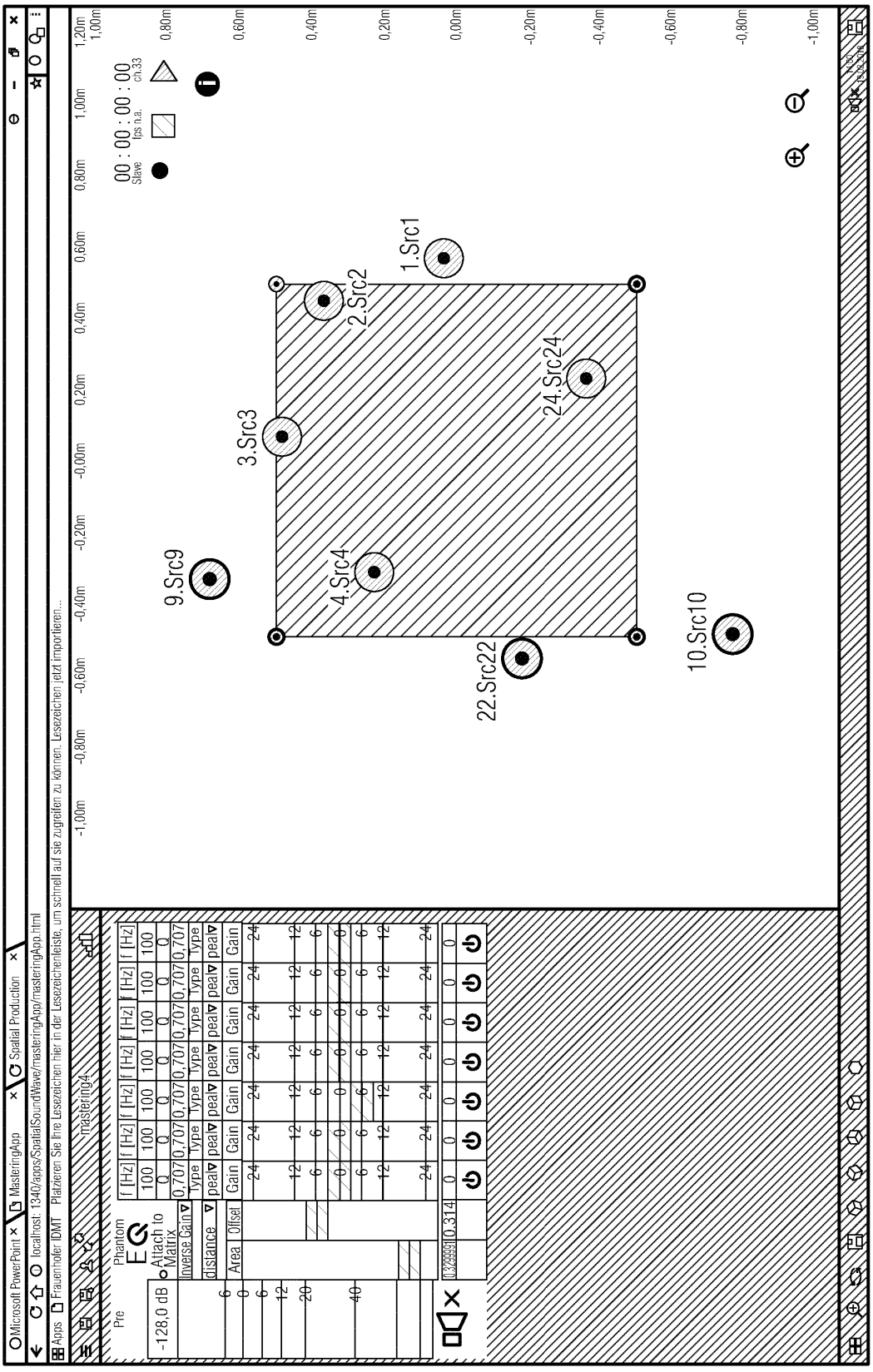
Microsoft PowerPoint
MasteringApp
Spatial Production
localhost:1340/apps/SpatialSoundWave/masteringApp/masteringApp.html
Apps
Fraunhofer IDMT
Platzieren Sie Ihre Lesezeichen hier in der Lesezeichenleiste, um schnell auf sie zugreifen zu können. Lesezeichen jetzt importieren...
mastering04
Pre
Phantom
Attach to Matrix
-128,0 dB
Inverse Gain
distance
Area
Offset
Gain
f [Hz]
Type
peak
00 : 00 : 00 : 00
Slave
fps n.a.
ch.33
1.Src1
2.Src2
3.Src3
4.Src4
9.Src9
10.Src10
22.Src22
24.Src24

Fig. 23

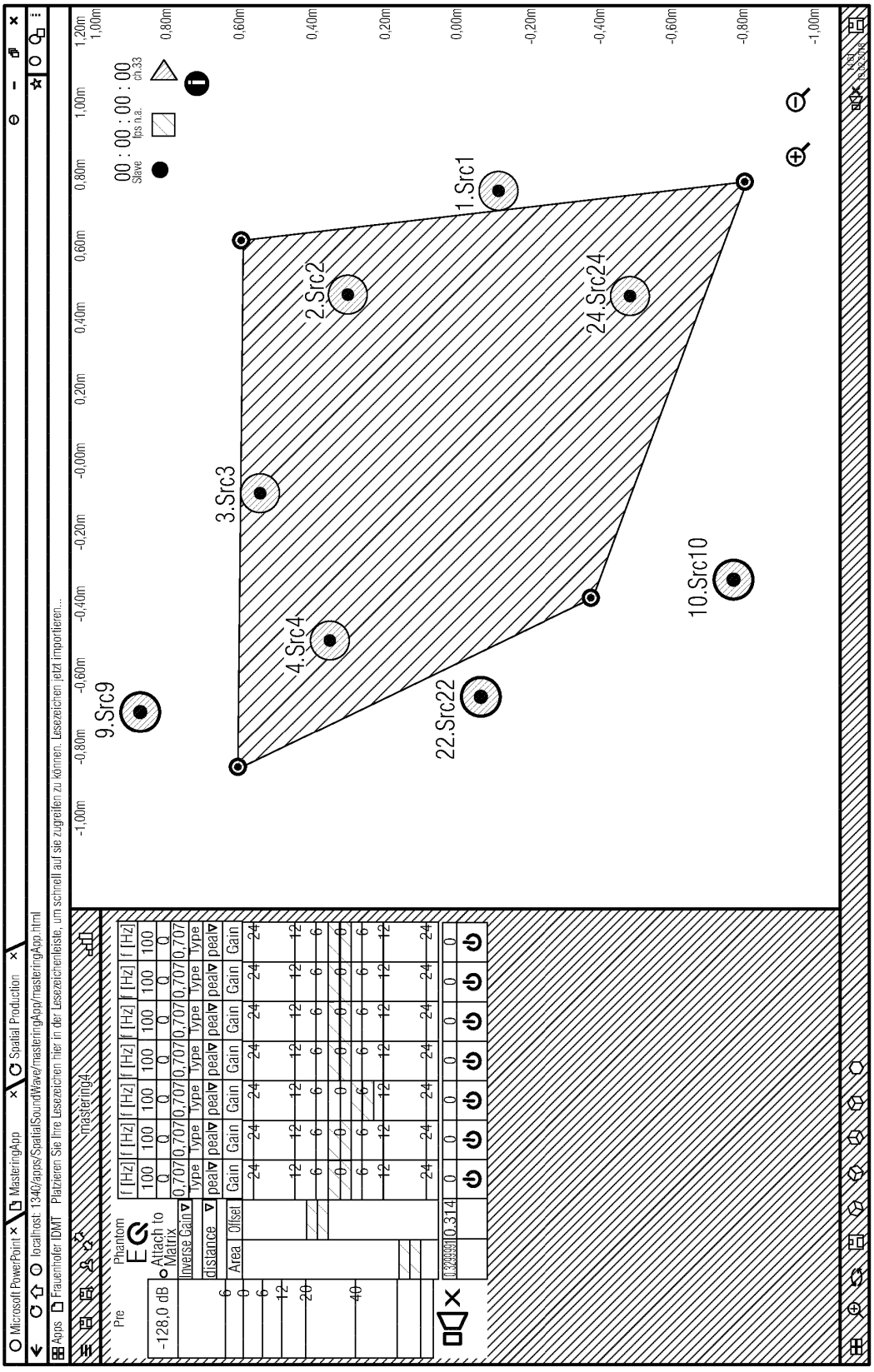
Microsoft PowerPoint
MasteringApp
Spatial Production
localhost:1340/apps/SpatialSoundWave/masteringApp/masteringApp.html
Apps
Fraunhofer IDMT
Platzieren Sie Ihre Lesezeichen hier in der Lesezeichenleiste, um schnell auf sie zugreifen zu können. Lesezeichen jetzt importieren...
mastering04
Phantom
Pre
EQ
Attach to Matrix
-128,0 dB
Inverse Gain
distance
Area
Offset
Gain
f [Hz]
Type
peak
1.Src1
2.Src2
3.Src3
4.Src4
9.Src9
10.Src10
22.Src22
24.Src24
00 : 00 : 00 : 00
Slave
fps n.a.
ch.33

Fig. 24

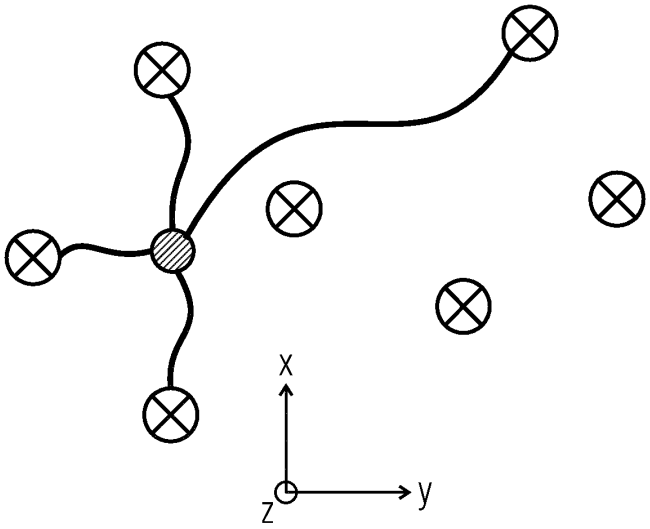

Fig. 25