CLAIMS

1. A headset device comprising:

a display configured to provide a plurality of views of at least one of a virtual reality environment or a three-dimensional game to a user;

an orientation determination circuit configured to determine an orientation of the headset device;

a left emitter array comprising a first plurality of sound emitters;

a right emitter array comprising a second plurality of sound emitters; and

a controller configured to control for each sound emitter of the first plurality of sound emitters and of the second plurality of sound emitters at least one of elevation, depth, sound pressure level, or a head related transfer function of the sound emitted by the respective sound emitter based on the determined orientation,

wherein the determined orientation corresponds to a positional nature of the headset device within the at least one of the virtual reality environment or the three-dimensional game,

wherein each of the left emitter array and the right emitter array is configured to provide a sound curtain that covers a respective entire ear of a user via at least one baffle, the at least one baffle having at least one angled surface that is configured to direct sound to the respective entire ear.

2. The headset device of claim 1,

wherein the orientation determination circuit comprises at least one of an accelerometer or a gyroscope.

3. The headset device of claim 1,

wherein the orientation comprises an orientation in at least one of a frontal plane, a median plane, and a horizontal plane.

4. The headset device of claim 1,

wherein each of the left emitter array and the right emitter array comprises a psycho acoustic array.

5. The headset device of claim 1,

wherein each of the left emitter array and the right emitter array is provided in a front to back orientation.

6. The headset device of claim 1, further comprising:

a housing.

7. The headset device of claim 1,

wherein the left emitter array, the right emitter array, and the display are synchronized.

8. The headset device of claim 1,

wherein the controller is configured to individually control the sound emitted by each sound emitter of the left emitter array and of the right emitter array.

9. A method for controlling a headset device, the method comprising:

displaying a plurality of views of at least one of a virtual reality environment or a three-dimensional game to a user;

determining an orientation of the headset device; and

controlling for each sound emitter of a left emitter array comprising a first plurality of sound emitters and of a right emitter array comprising a second plurality of sound emitters at least one of elevation, depth, sound pressure level, or a head related transfer function of sound emitted by the respective sound emitter based on the determined orientation,

wherein the determined orientation corresponds to a positional nature of the headset device within the at least one of the virtual reality environment or the three-dimensional game,

wherein each of the left emitter array and the right emitter array is configured to provide a sound curtain that covers a respective entire ear of a user via at least one baffle, the at least one baffle having at least one angled surface that is configured to direct sound to the respective entire ear.

10. The method of claim 9,

wherein the orientation is determined using at least one of an accelerometer or a gyroscope.

11. The method of claim 9,

wherein the orientation comprises an orientation in at least one of a frontal plane, a median plane, and a horizontal plane.

12. The method of claim 9,

wherein each of the left emitter array and the right emitter array comprises a psycho acoustic array.

13. The method of claim 9,

wherein each of the left emitter array and the right emitter array is provided in a front to back orientation.

14. The method of claim 9,

wherein the headset device comprises a housing.

15. The method of claim 9,

wherein the left emitter array, the right emitter array, and the display are synchronized.

16. The method of claim 9, further comprising:

individually controlling the sound emitted by each sound emitter of the left emitter array and of the right emitter array.