

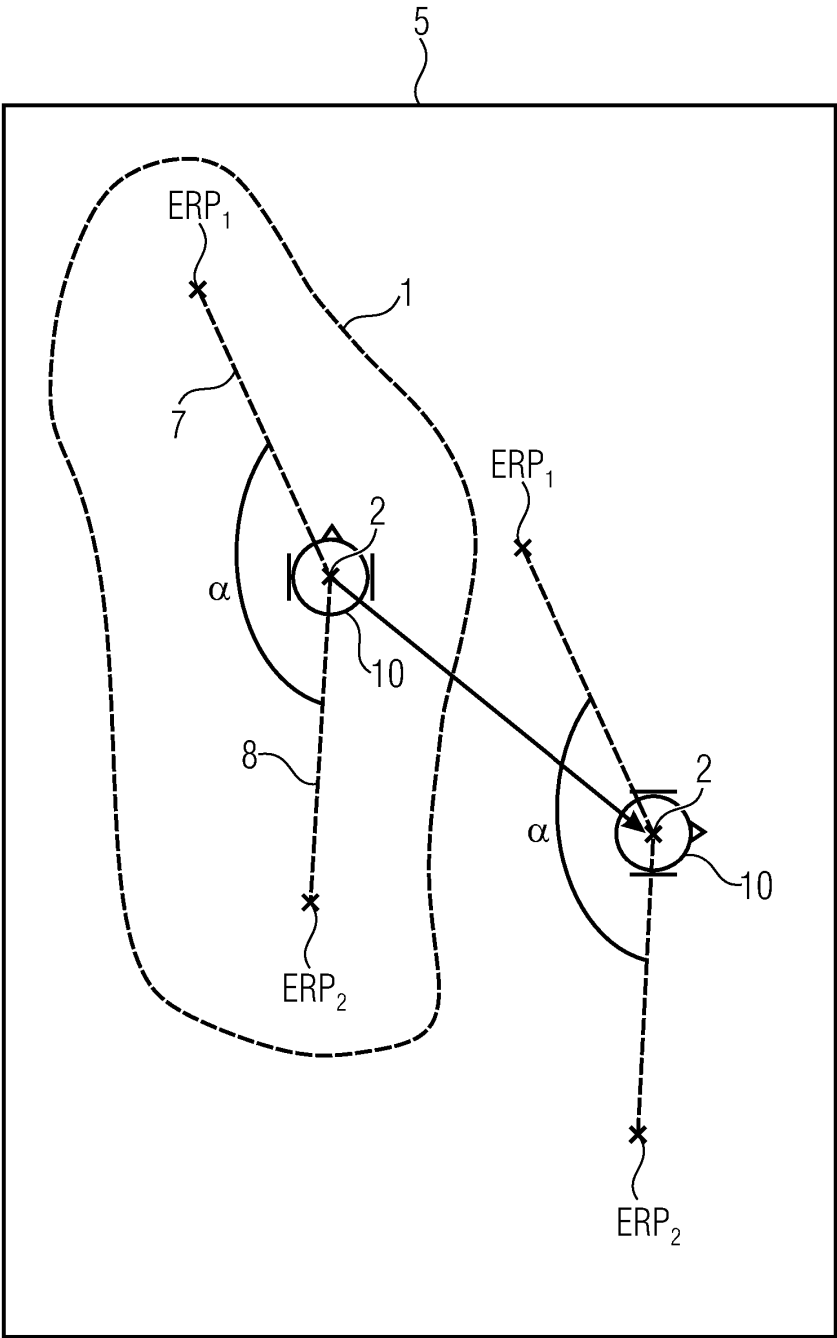


Fig. 1

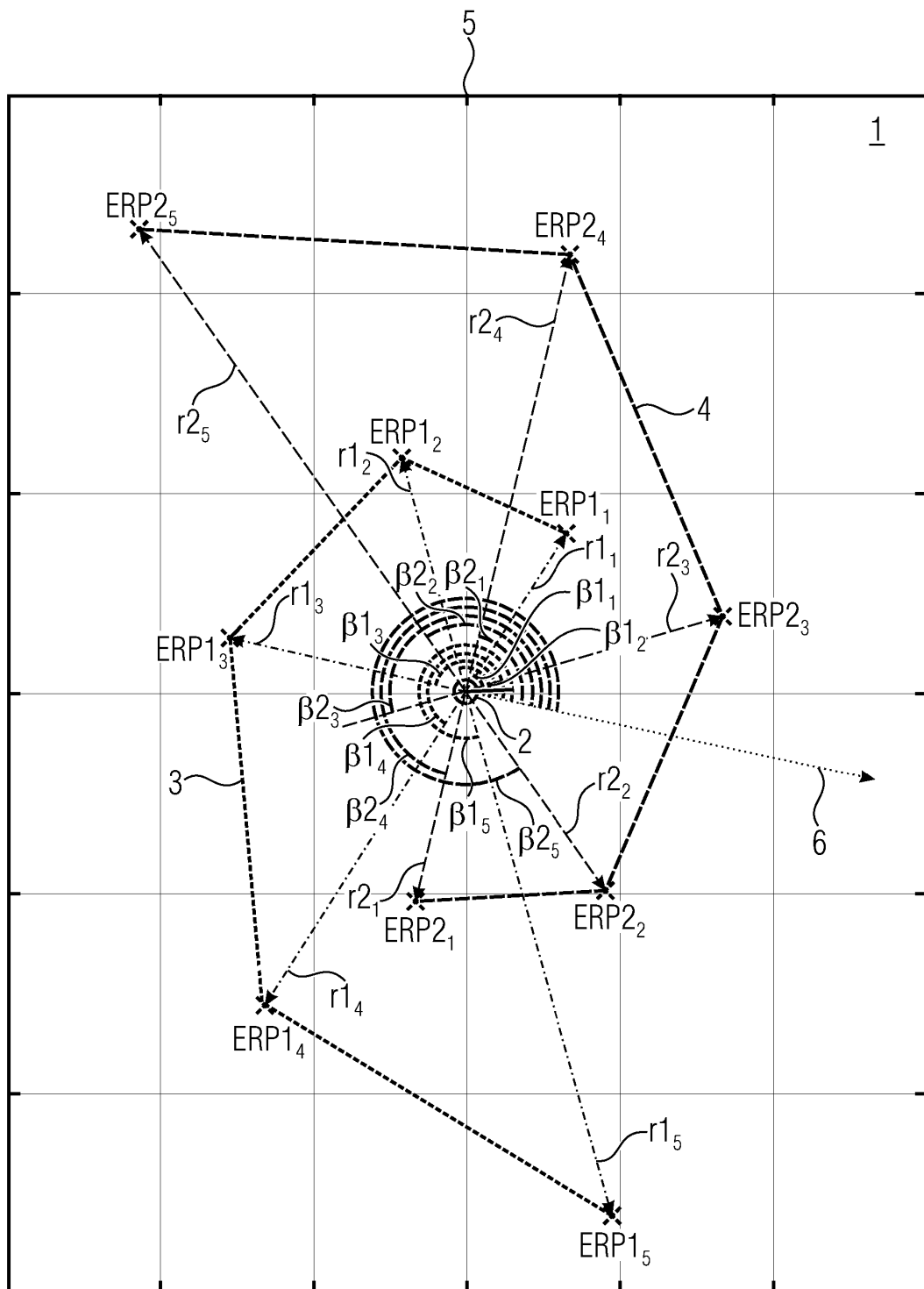


Fig. 2

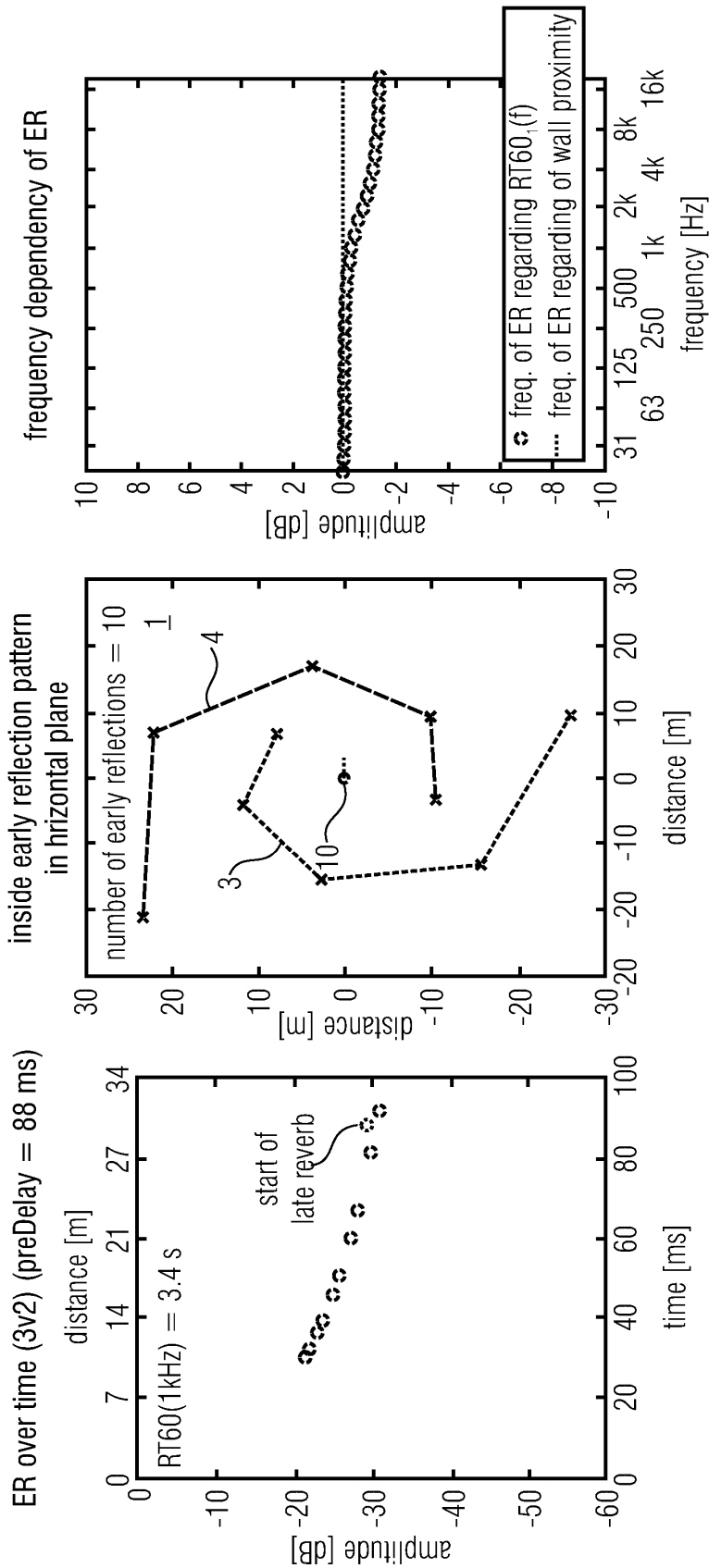


Fig. 3(a)

Fig. 3(b)

Fig. 3(c)

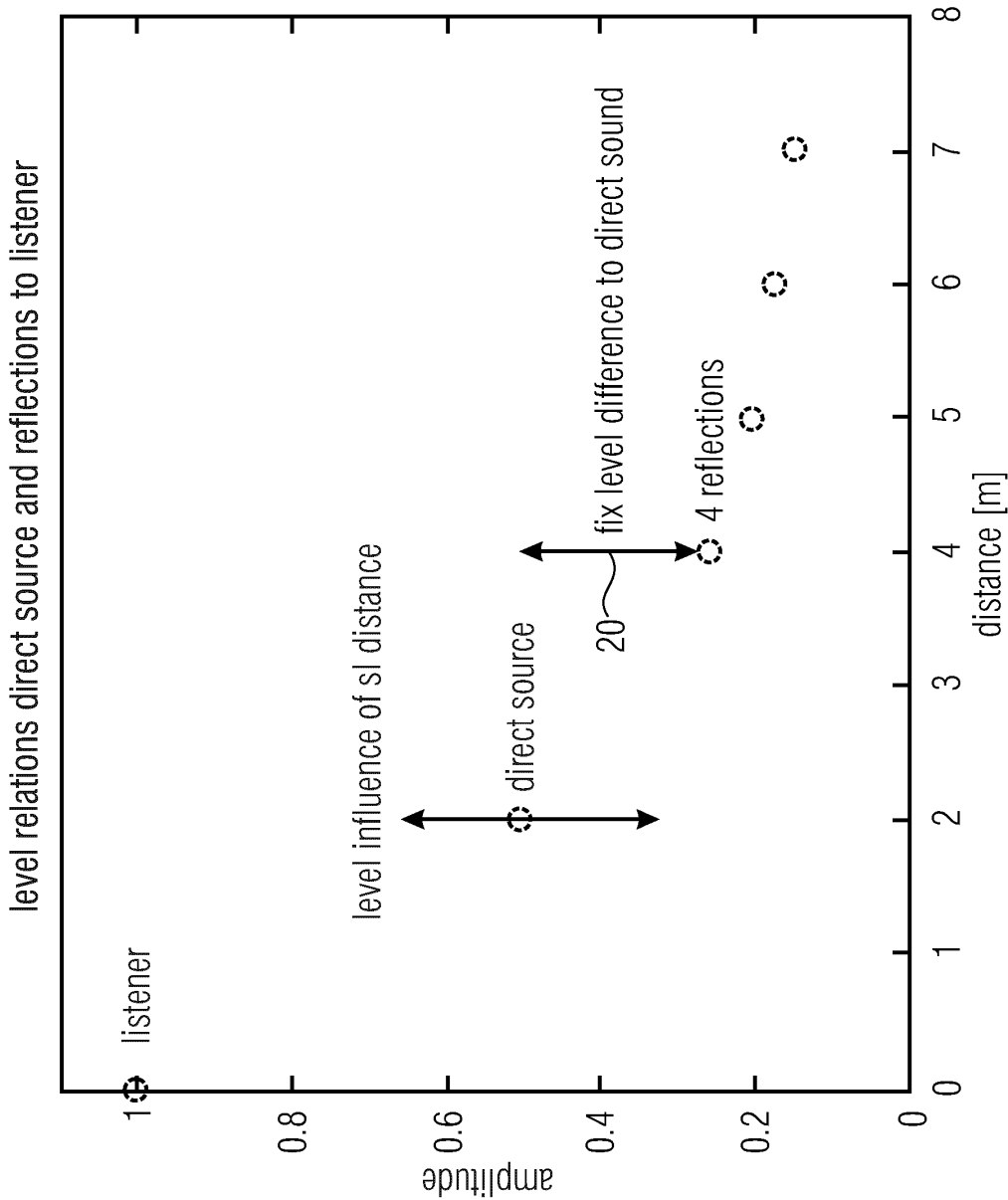


Fig. 4

encoder	analyse if predefined ER pattern should be used (for every single environment)				no
	yes				
bit-stream		indoor scene?	no	make new analysis and calculate new ER parameters	
	yes		make geometrical analysis		
	no date to be transmitted		transmitted data: config data for outdoor pattern	transmitted data: new ER parameters	
decoder/renderrer	calc indoor ER pattern from room acoustical data		calc predefined outdoor ER pattern	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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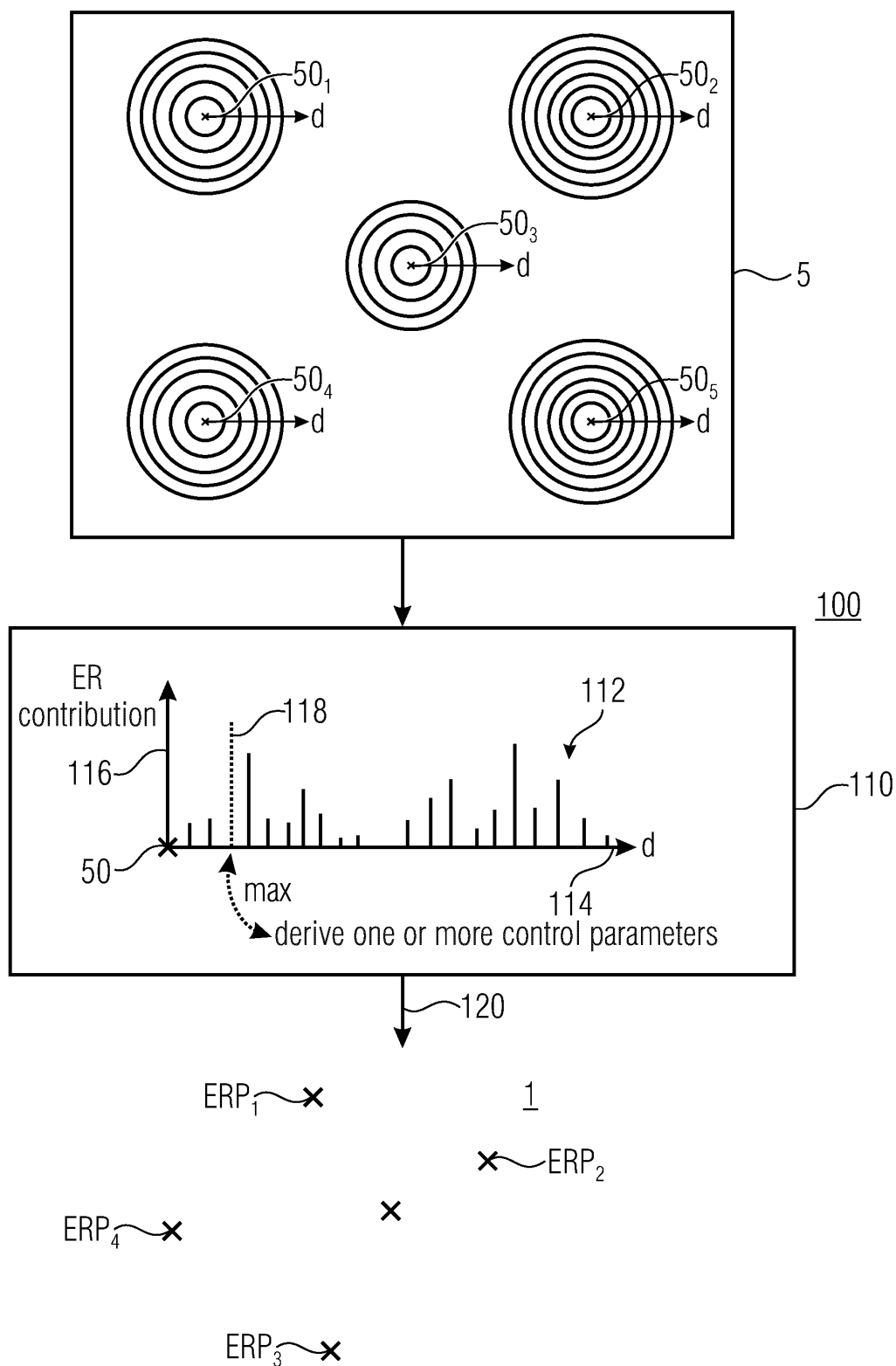


Fig. 6

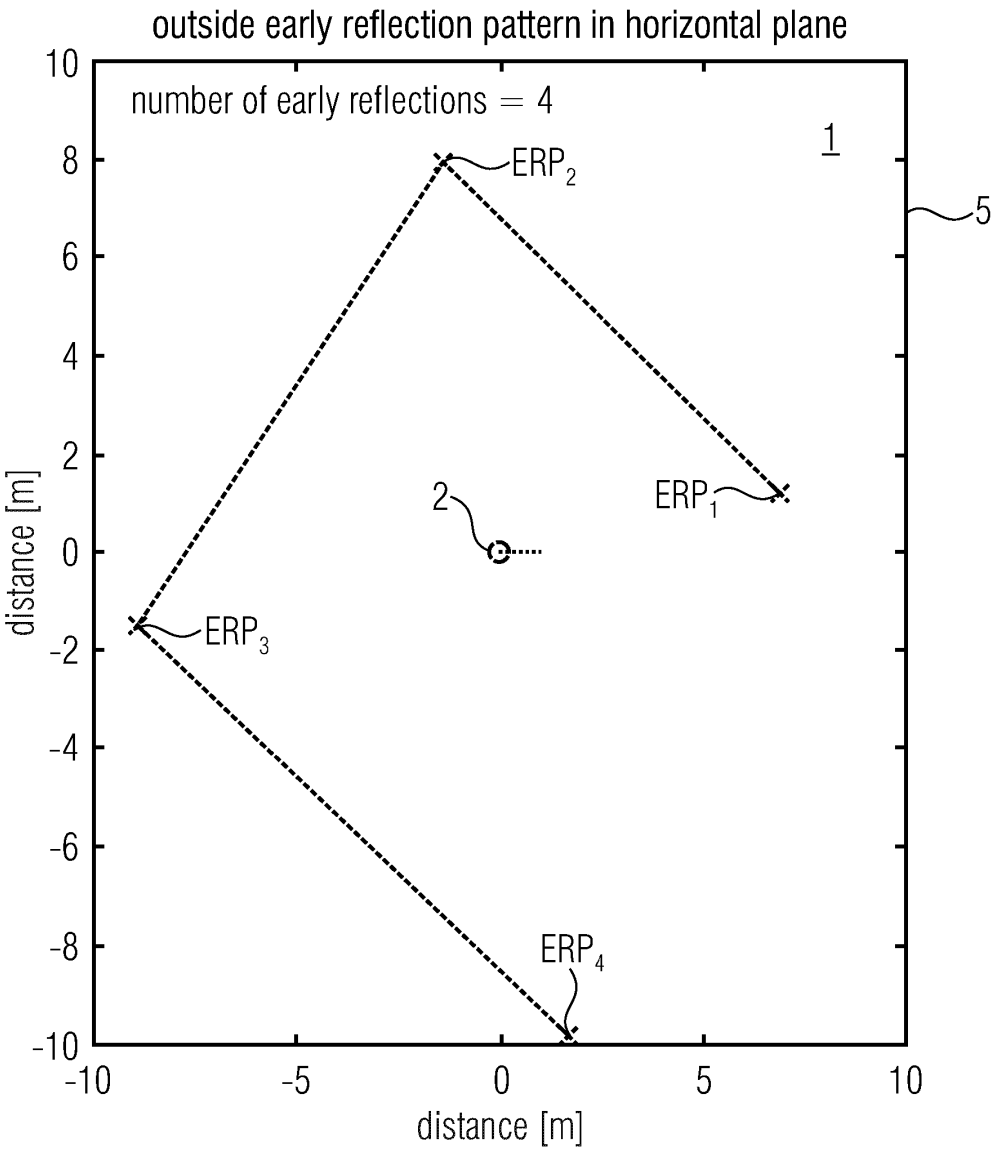


Fig. 7

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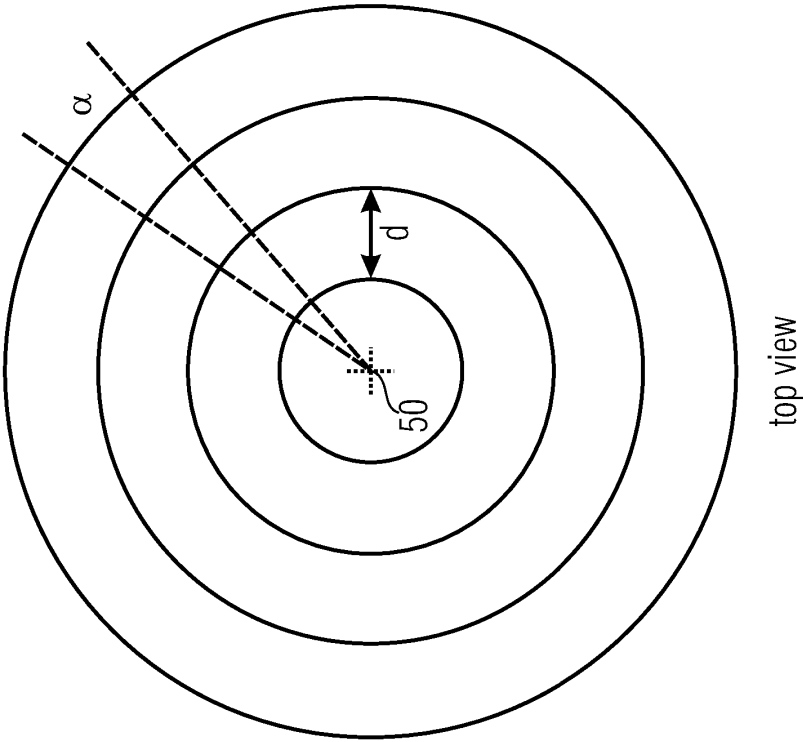


Fig. 8(a)

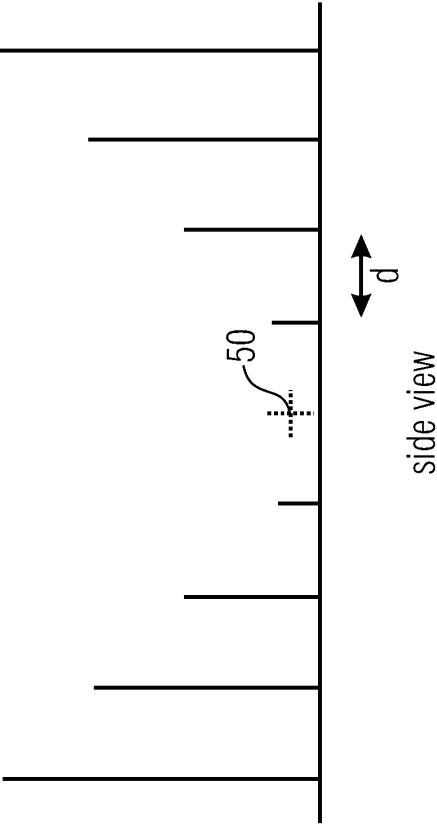


Fig. 8(b)

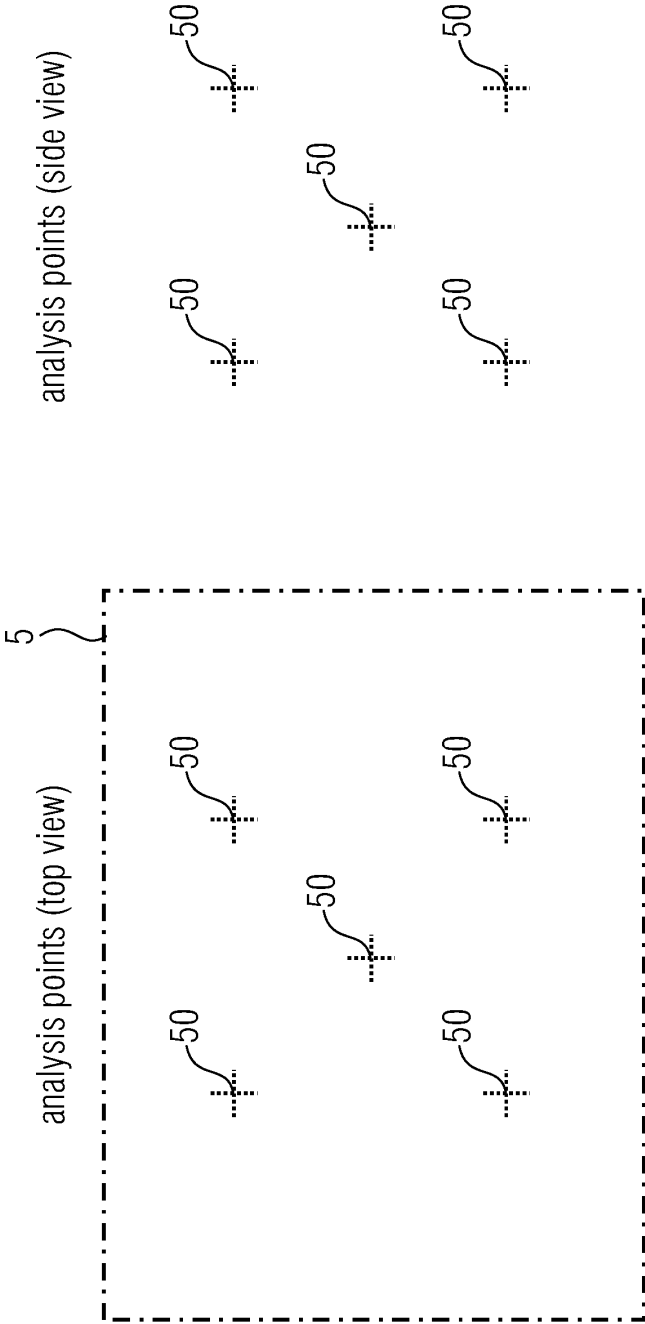


Fig. 9(b)

Fig. 9(a)

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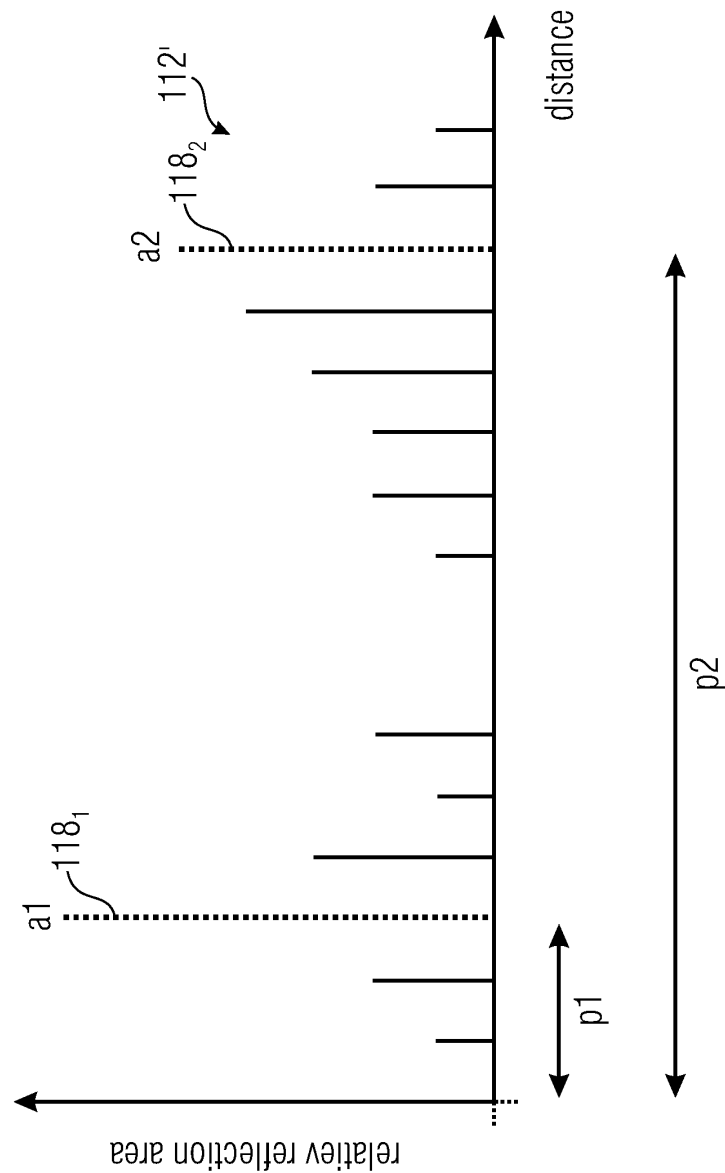


Fig. 10

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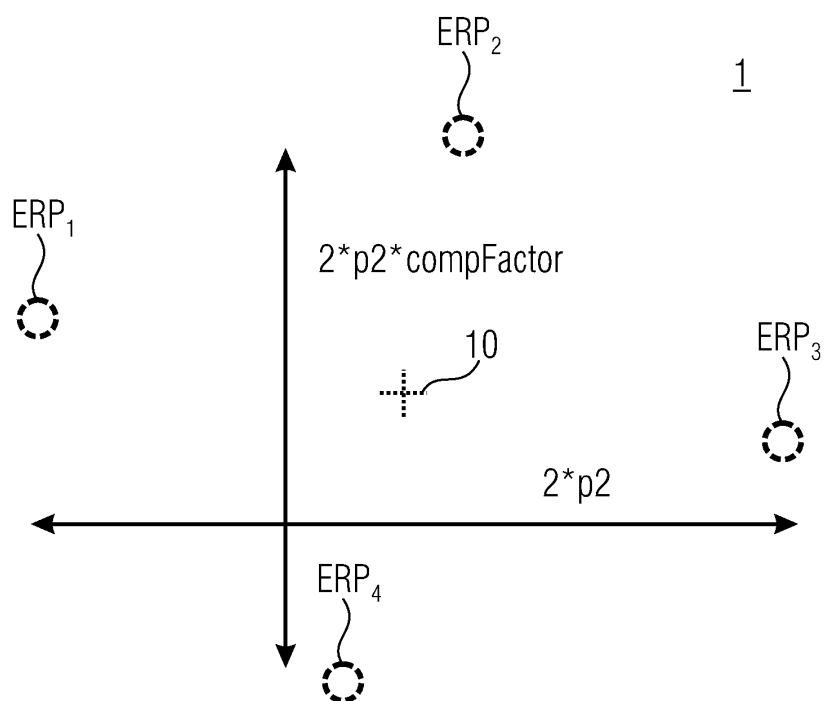


Fig. 11(a)

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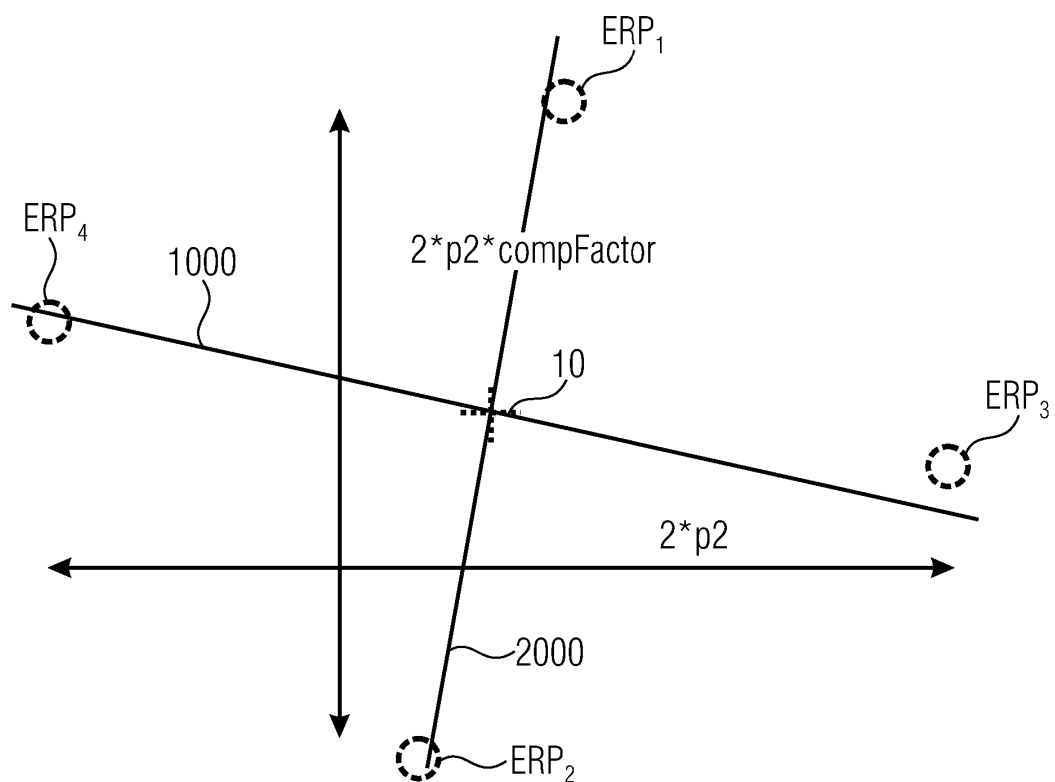


Fig. 11(b)

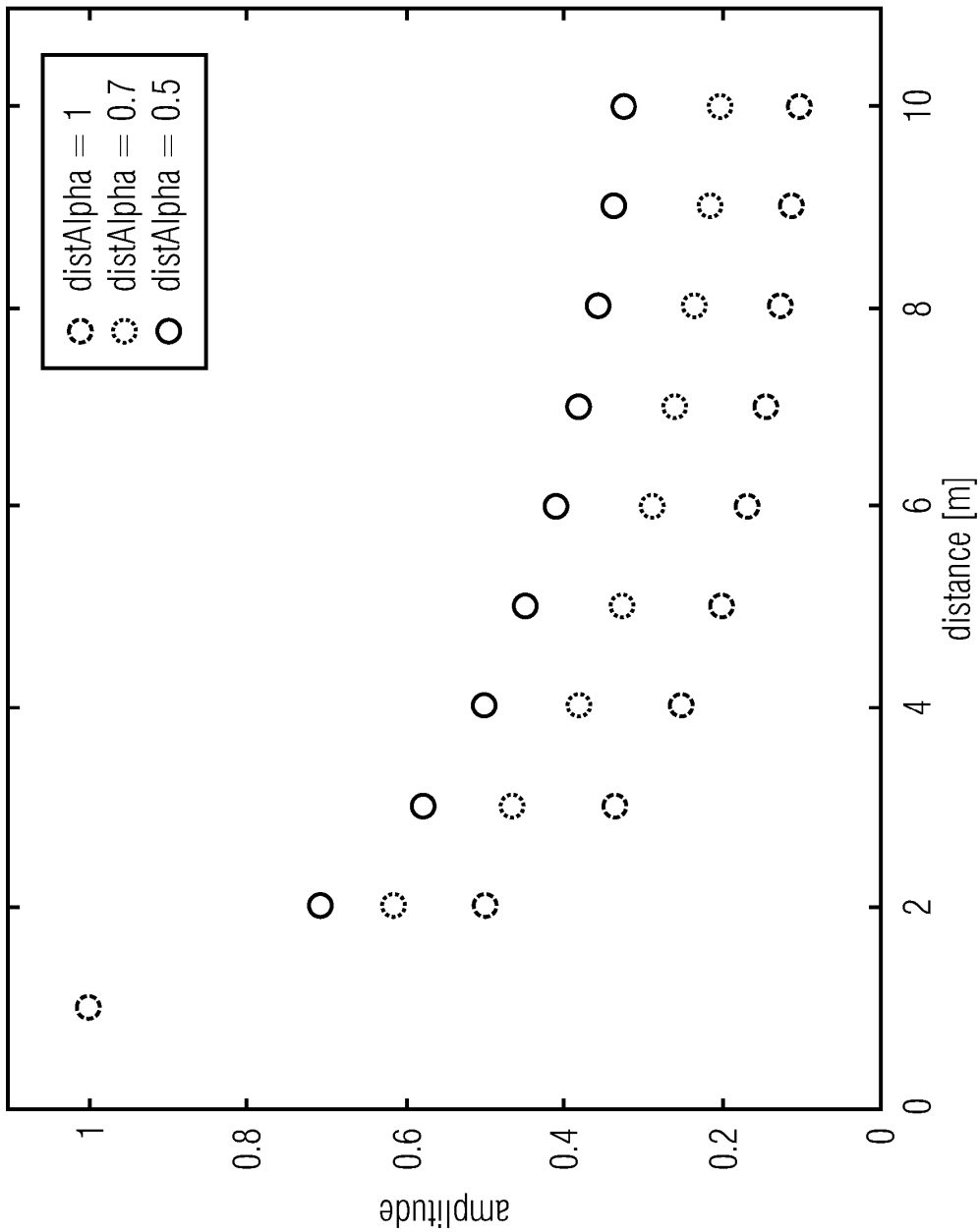


Fig. 12

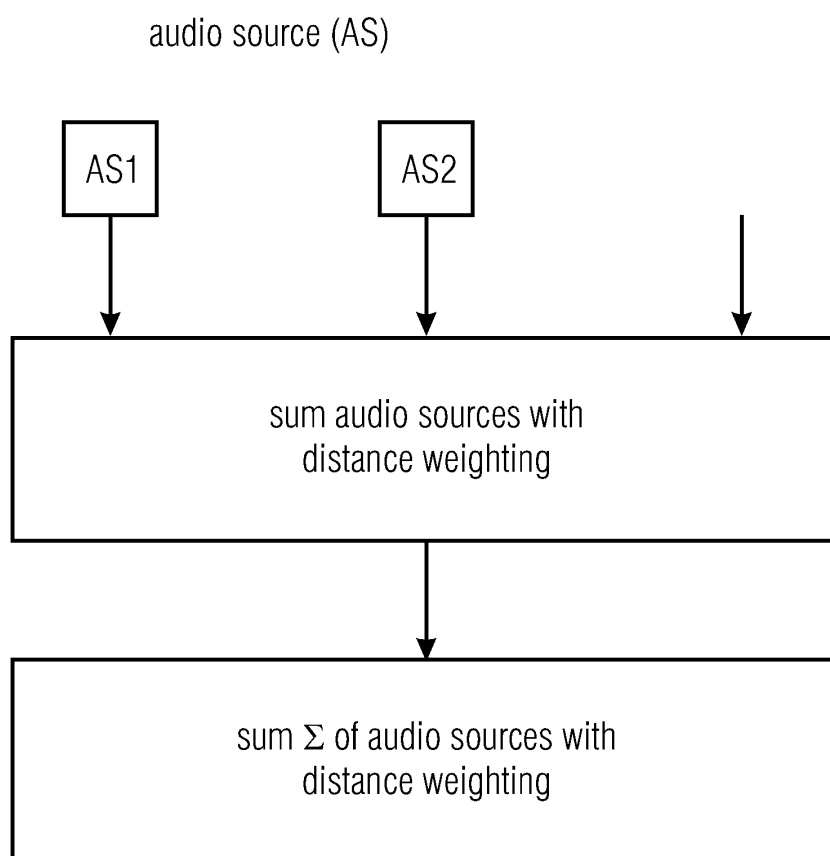


Fig. 13

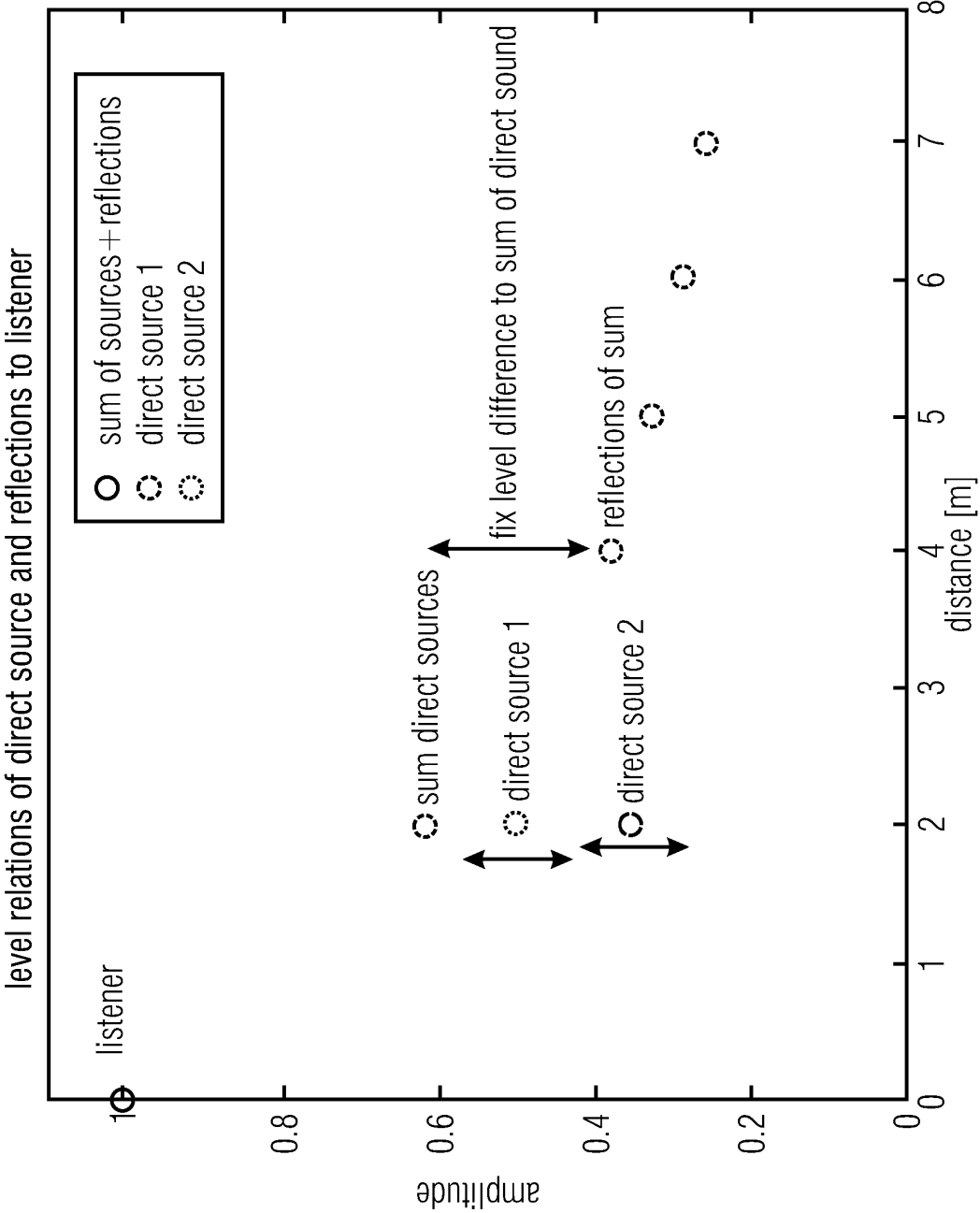
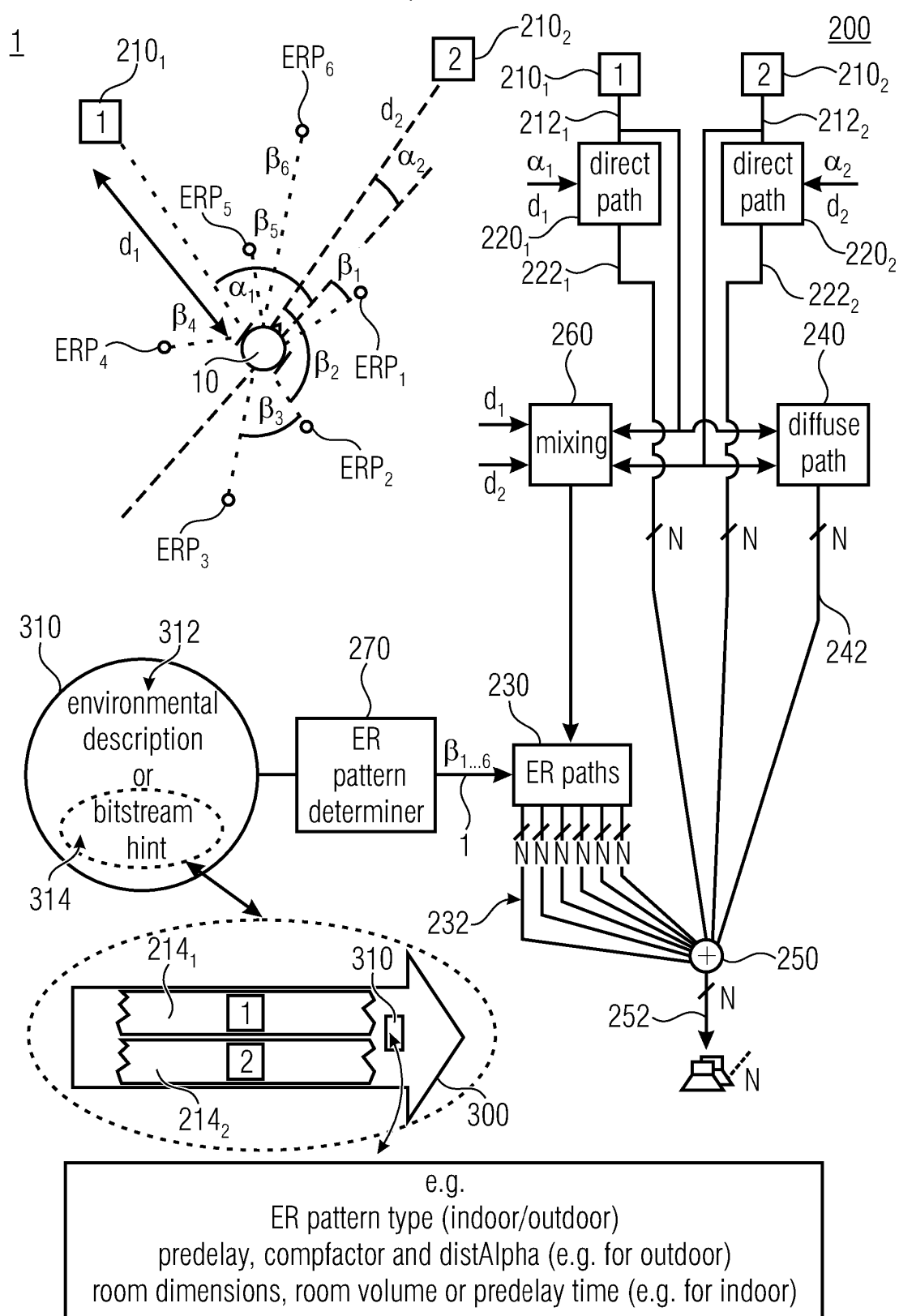


Fig. 14

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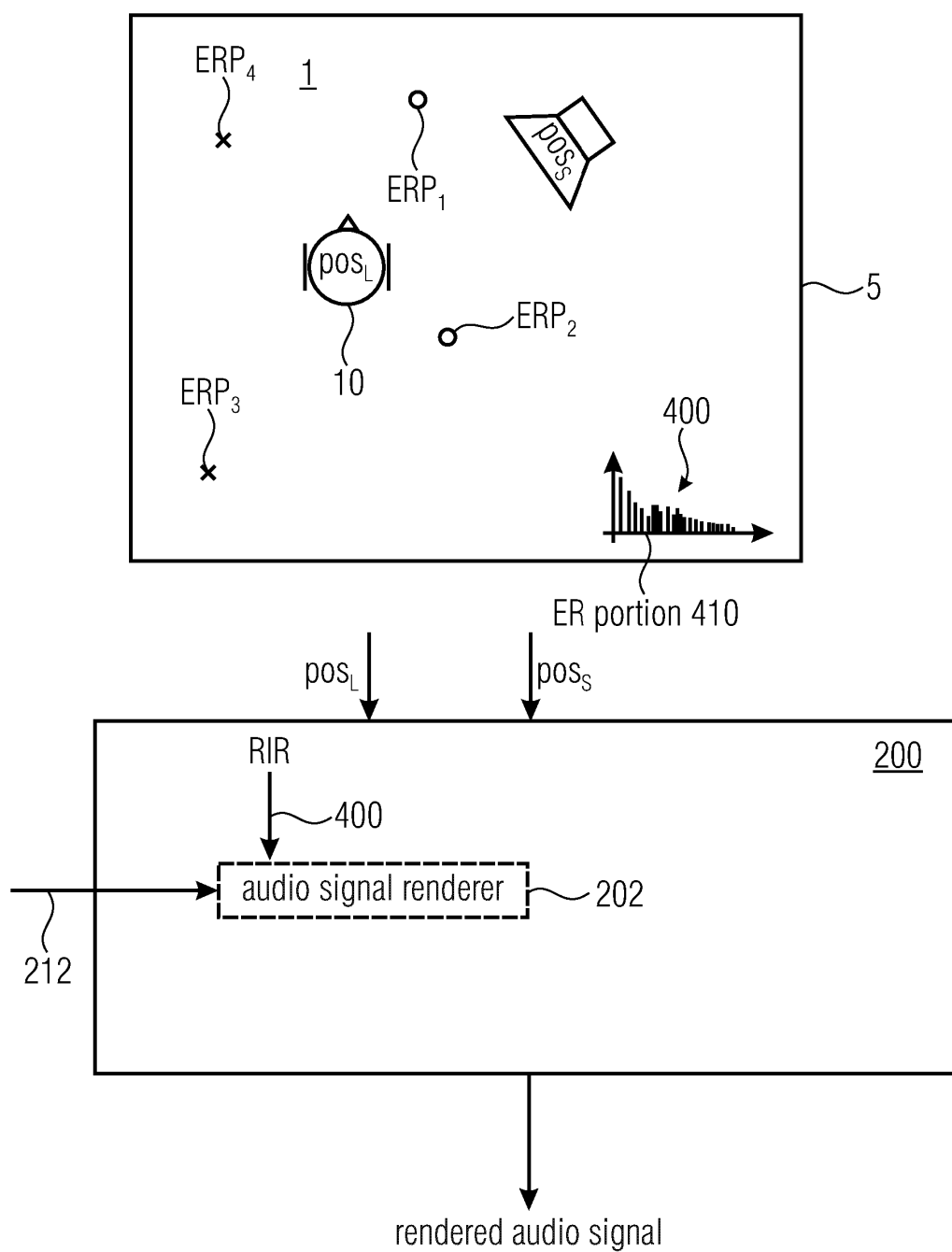


Fig. 16

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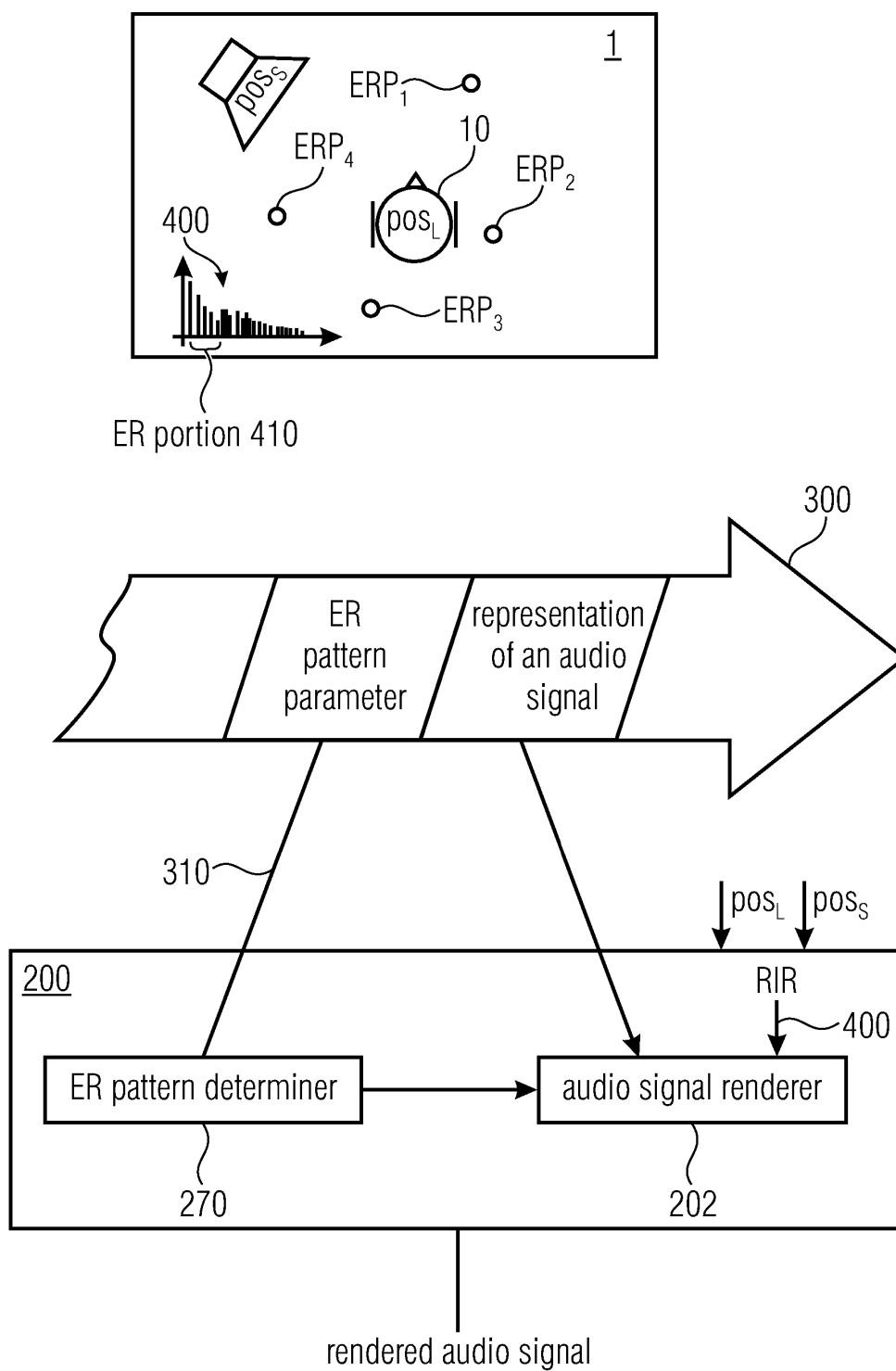


Fig. 17

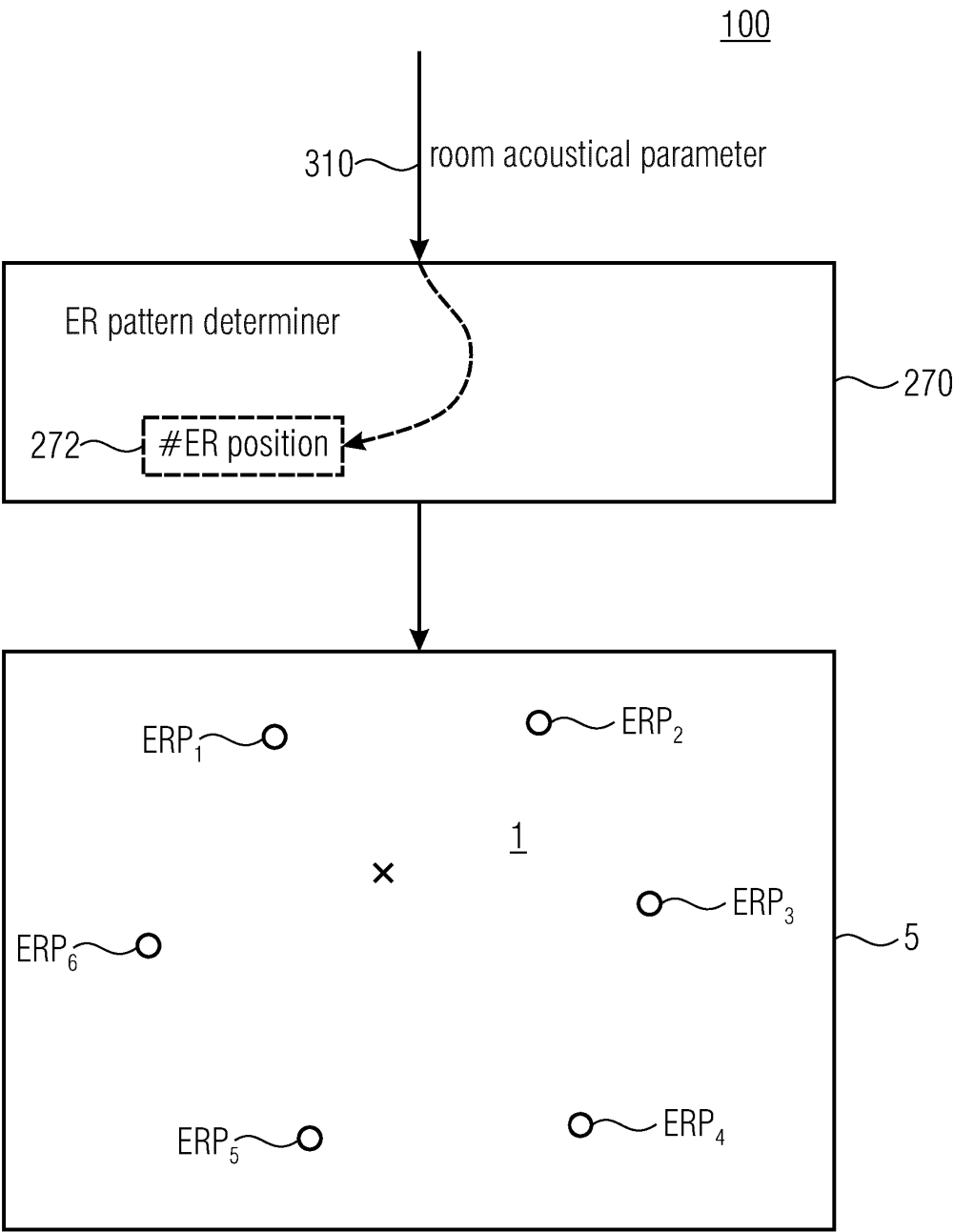


Fig. 18

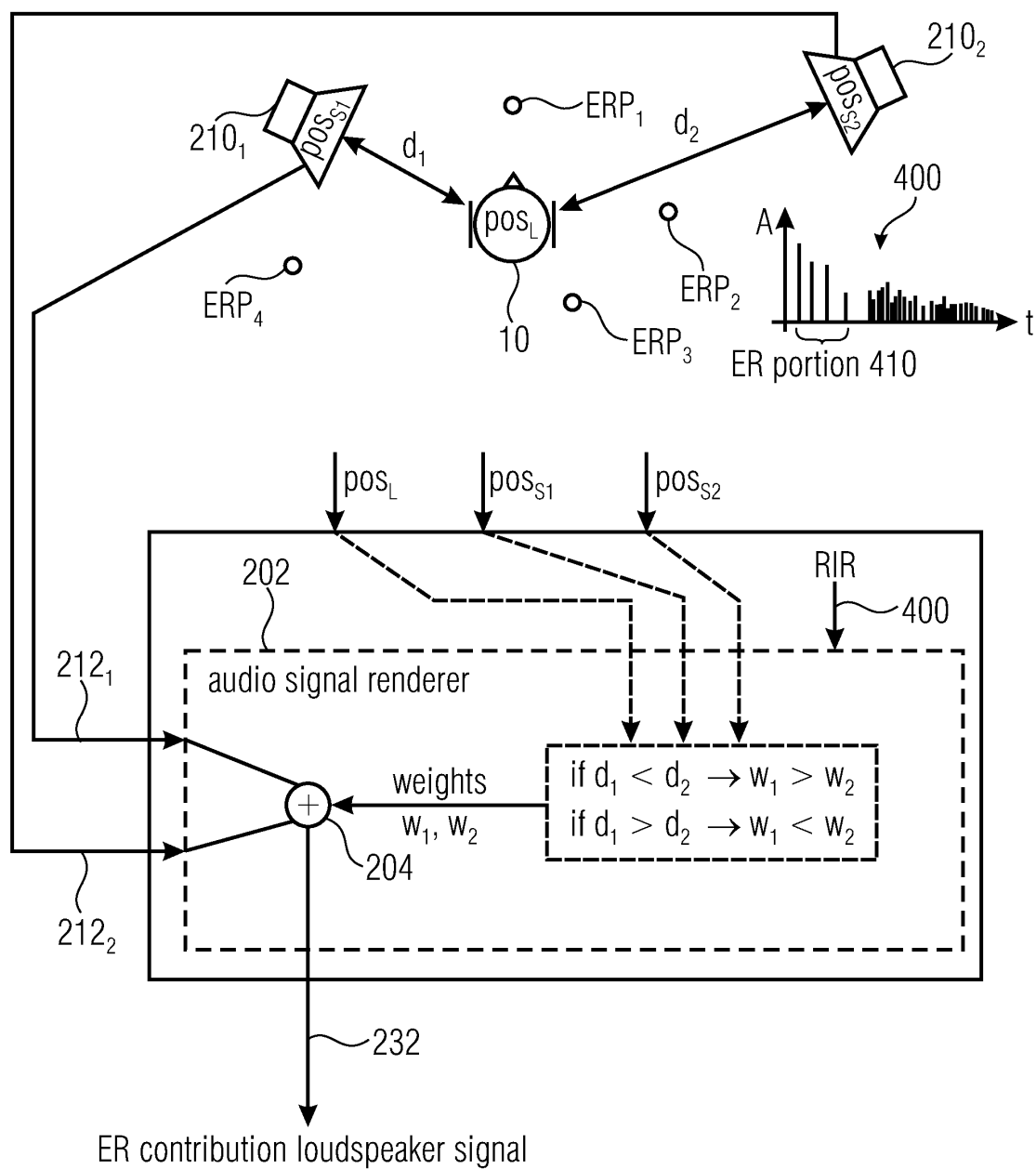


Fig. 19

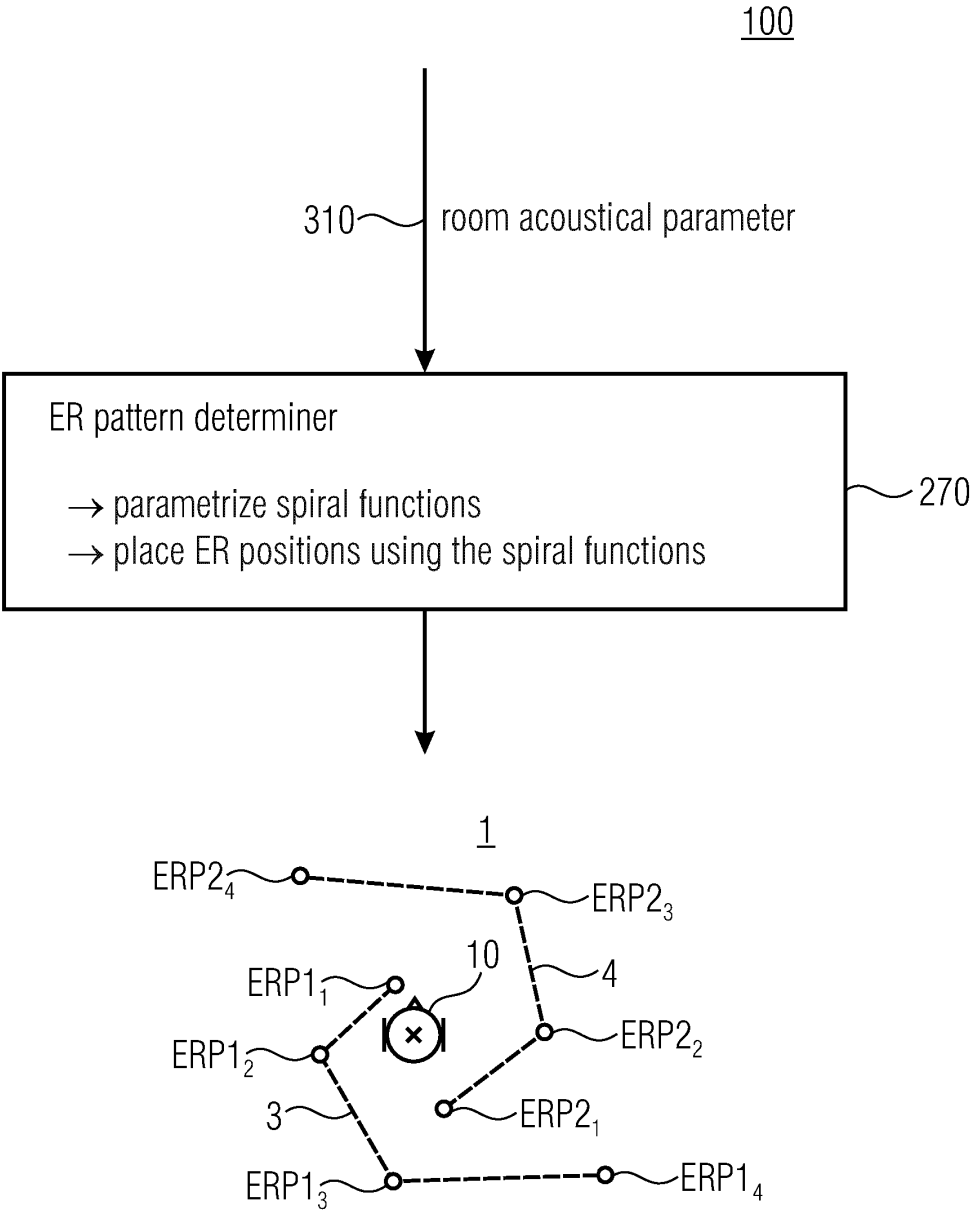


Fig. 20

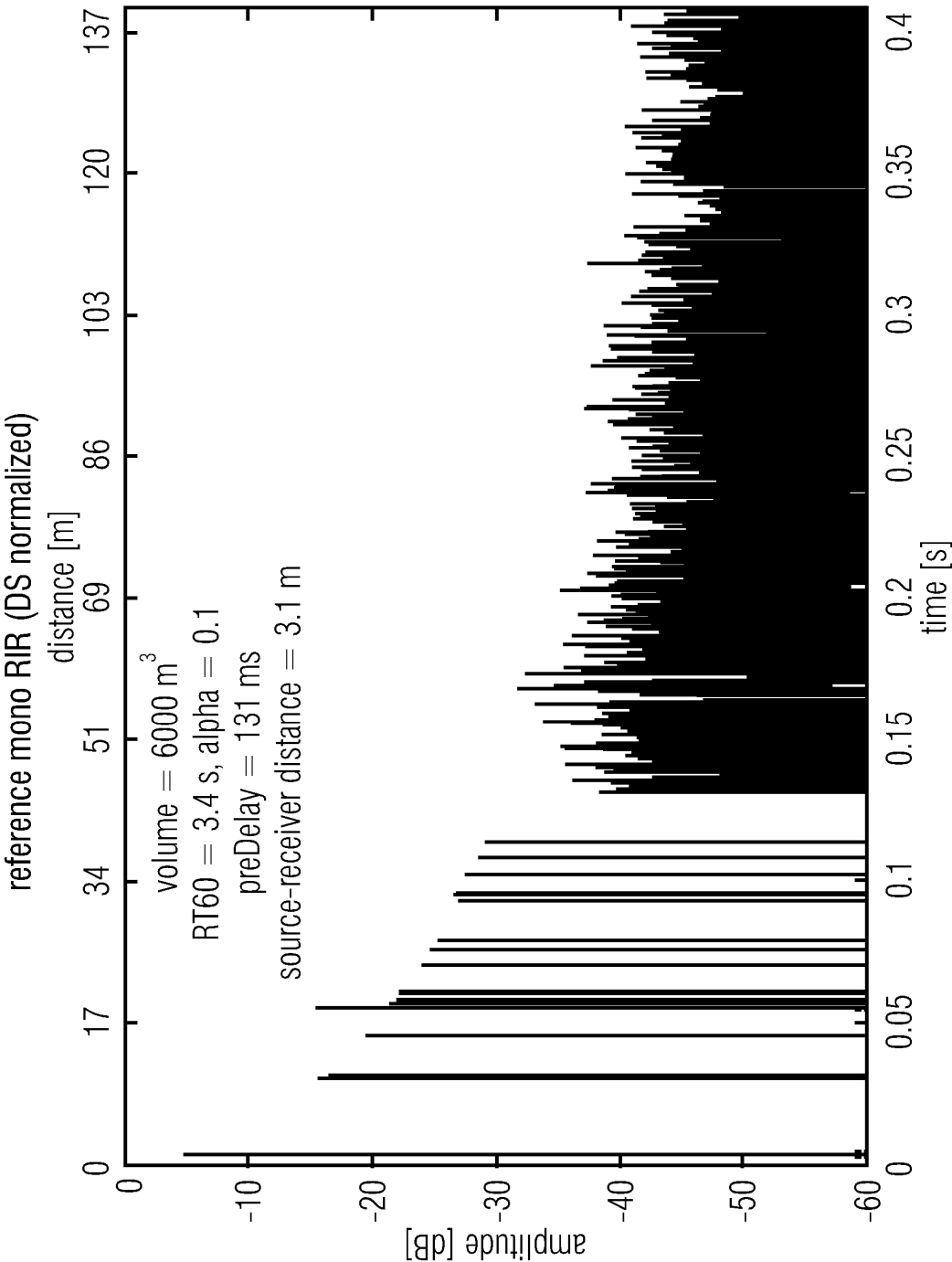


Fig. 21

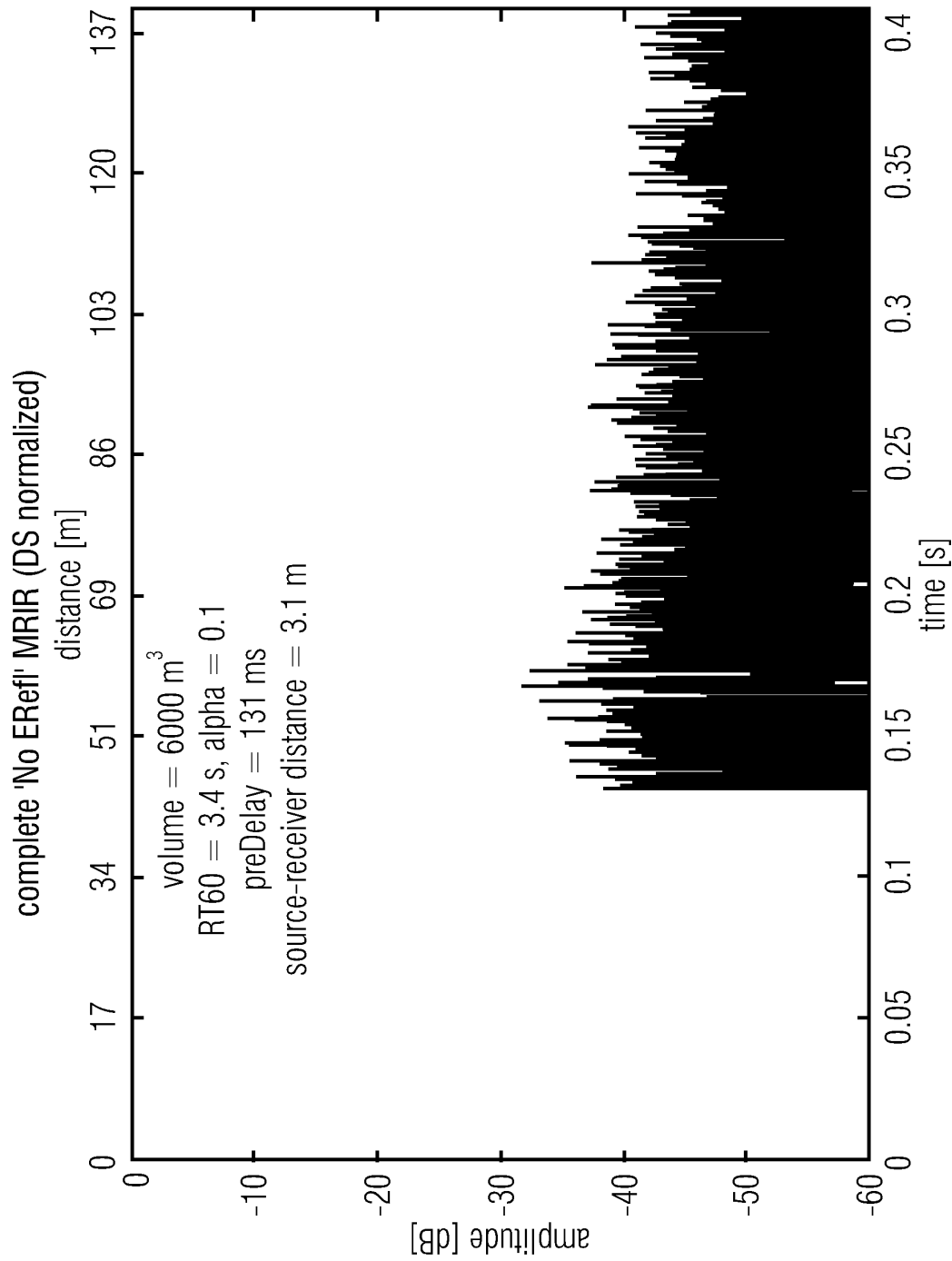
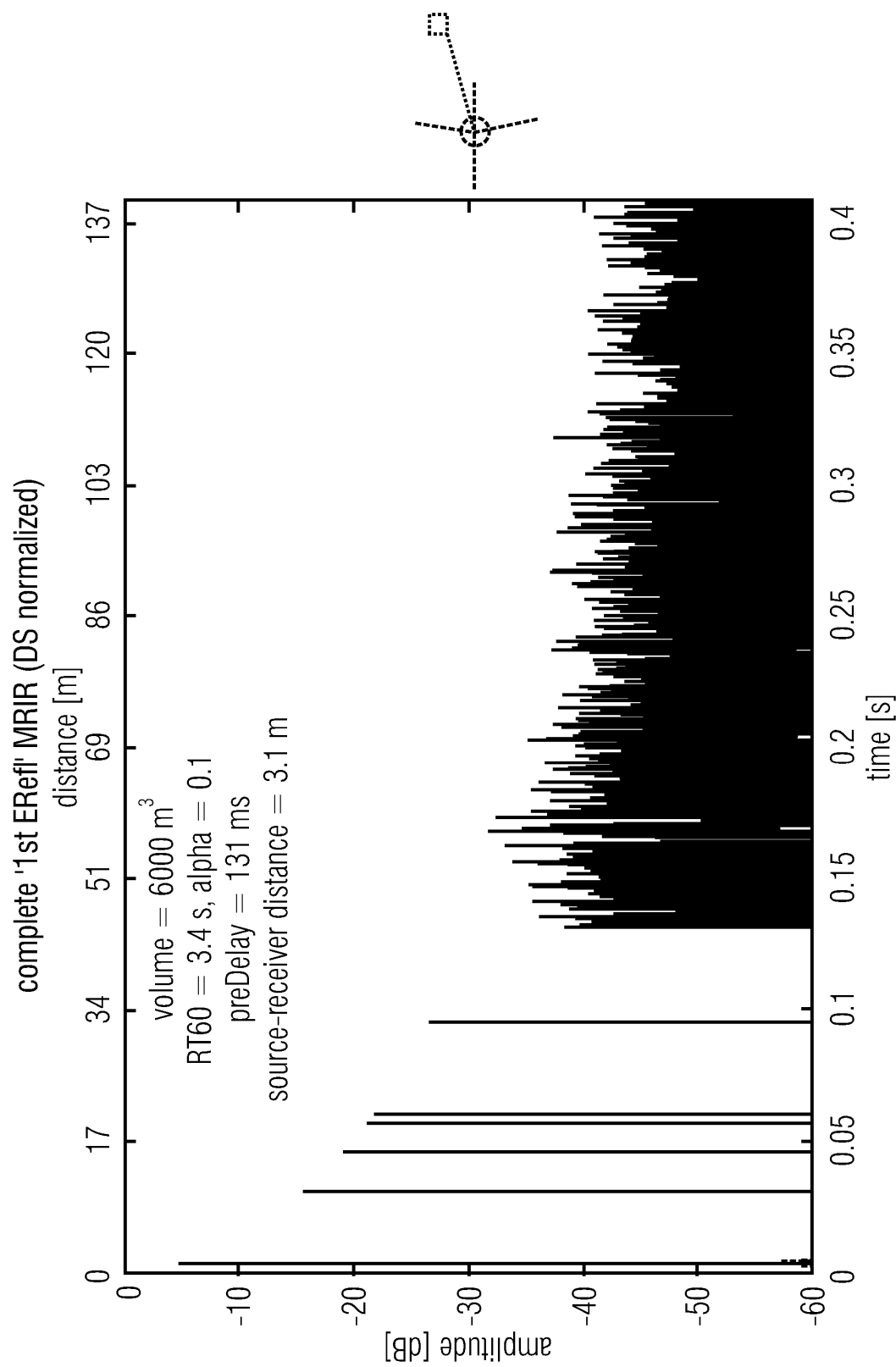


Fig. 22



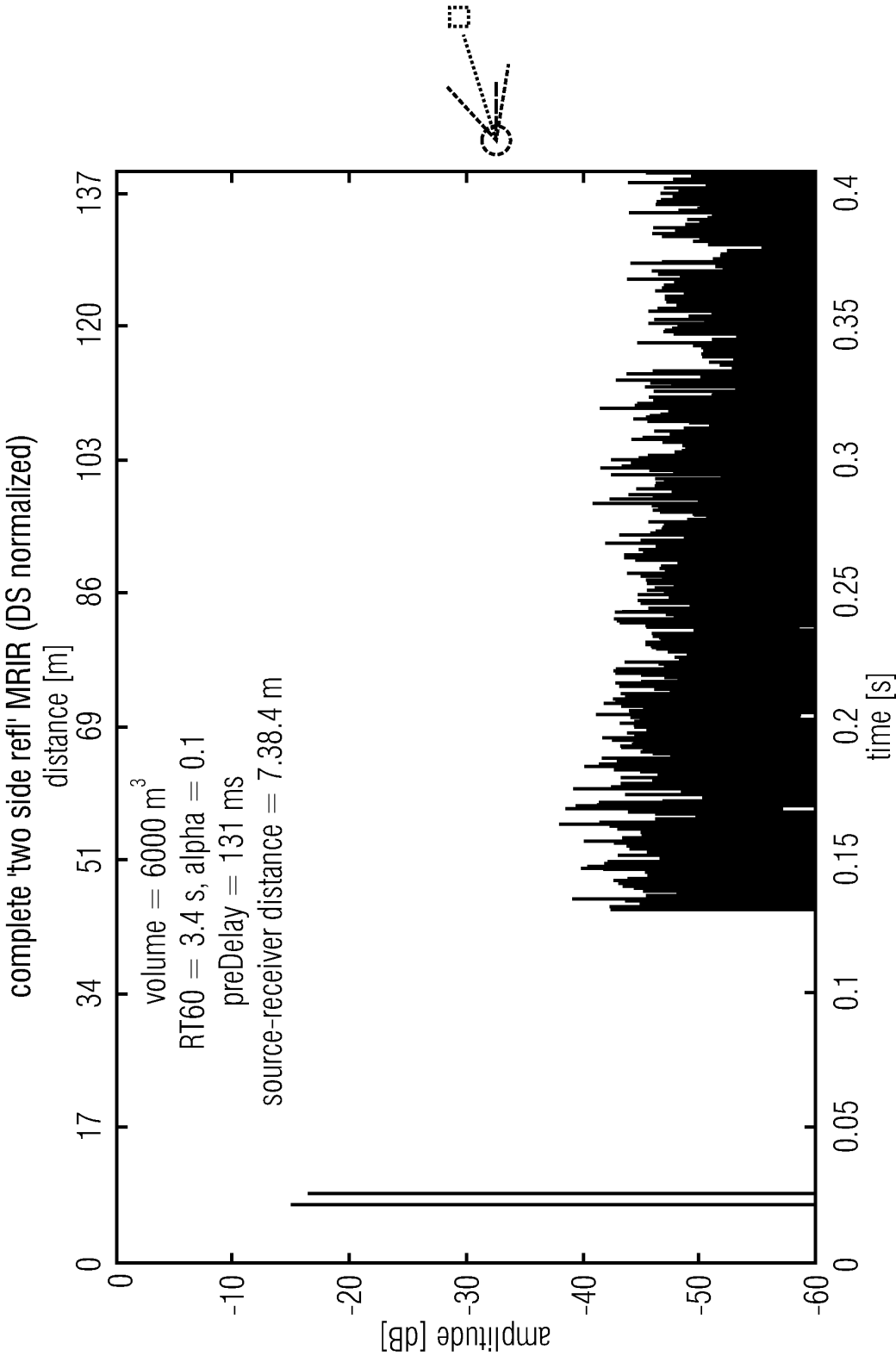


Fig. 24

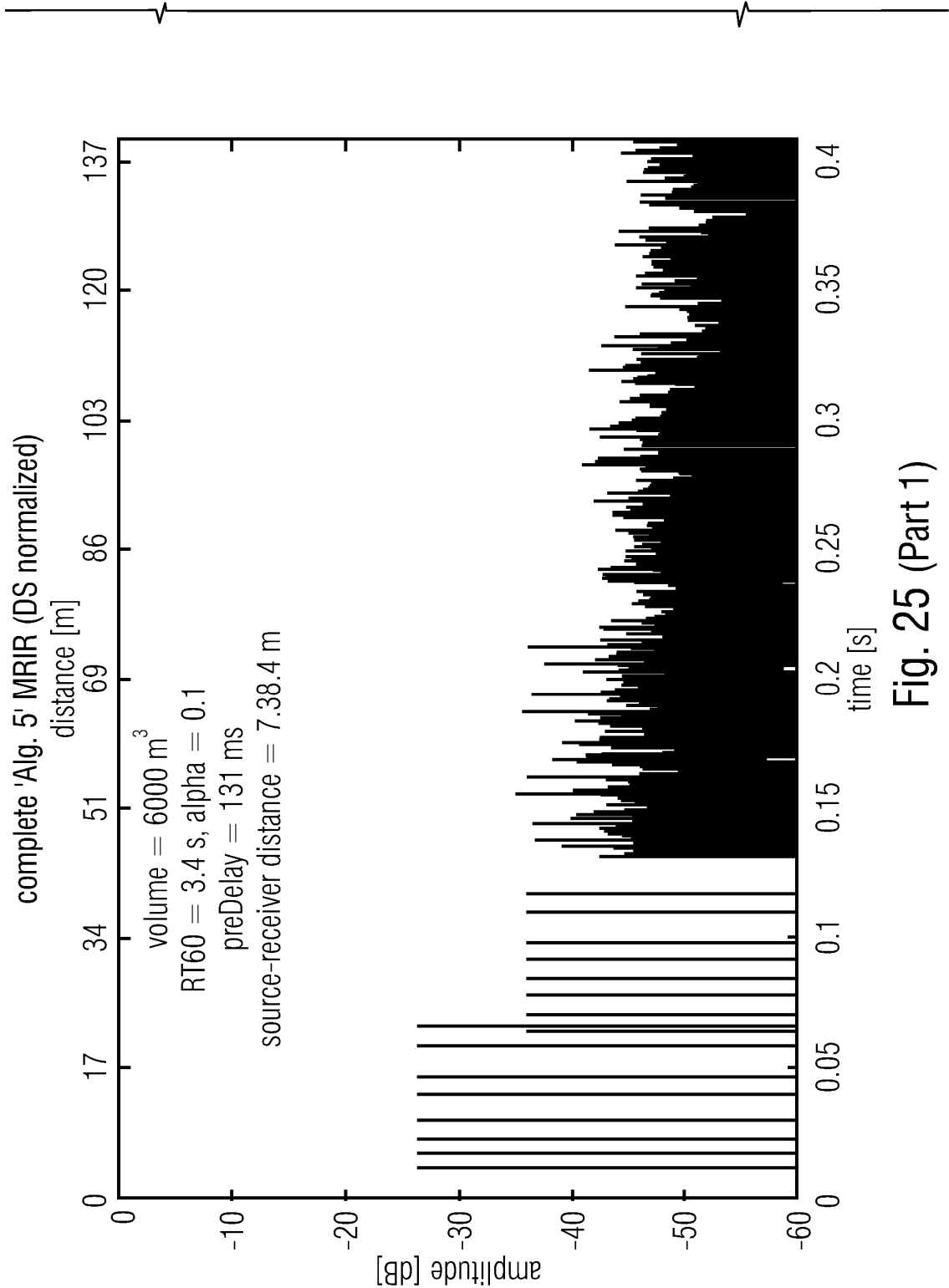


Fig. 25 (Part 1)

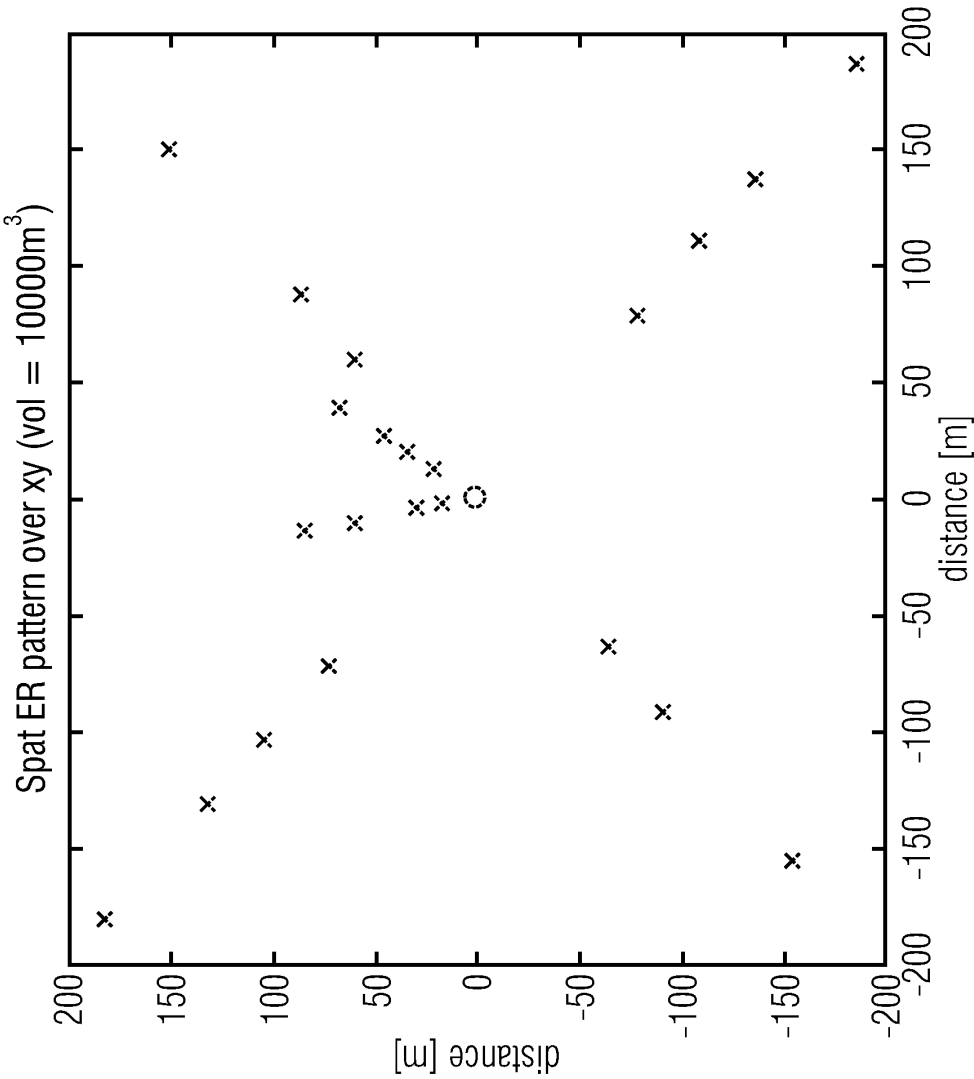


Fig. 25 (Part 2)