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(54) Title: A SYSTEM AND METHOD FOR PROCESSING AN INPUT SIGNAL TO PRODUCE 3D AUDIO EFFECTS

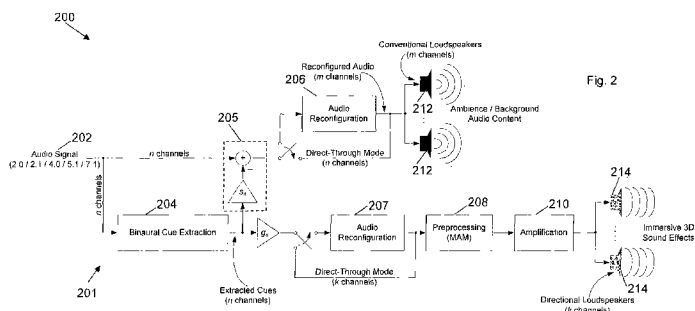


Fig. 2

(57) Abstract: A processing system for processing an input signal to produce three-dimensional audio effects is disclosed. The processing system comprises: a cue sending path configured to extract a set of binaural cues from the input signal and further configured to send at least a portion of the extracted set of binaural cues to at least one directional loudspeaker for transmission; and an ambience sending path configured to send at least a part of the input signal comprising ambience sounds to at least one conventional loudspeaker for transmission.