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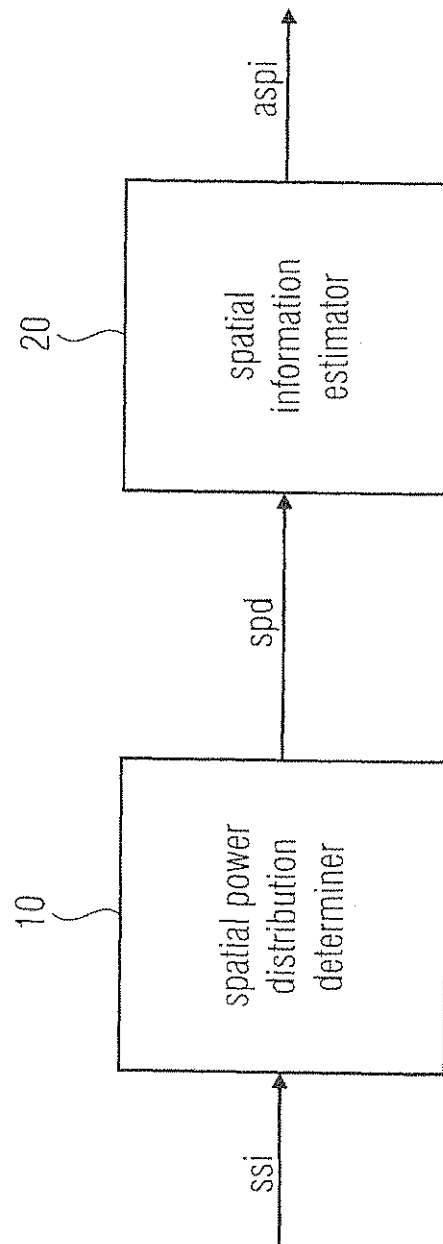


FIG 1

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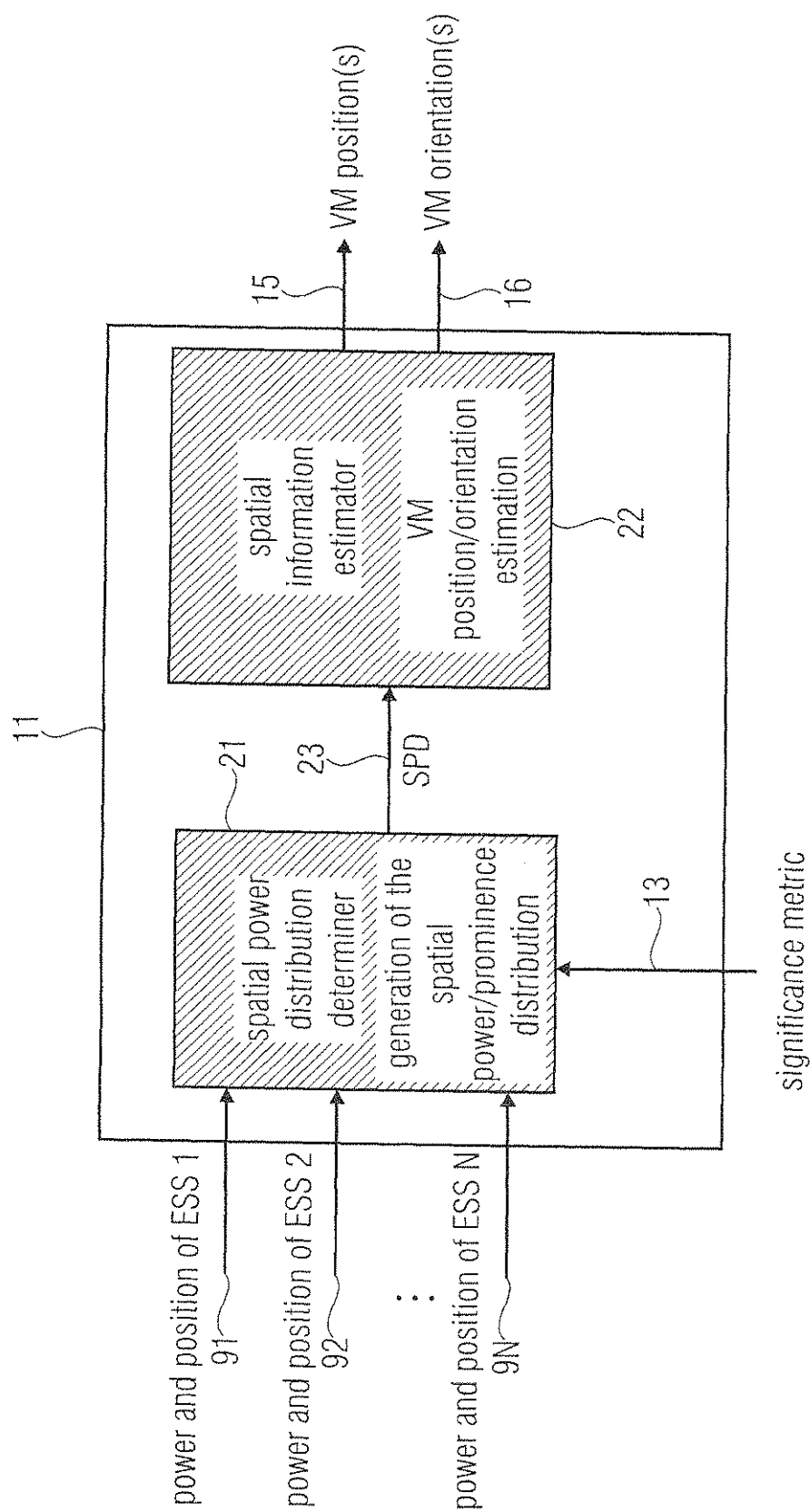


FIG 2

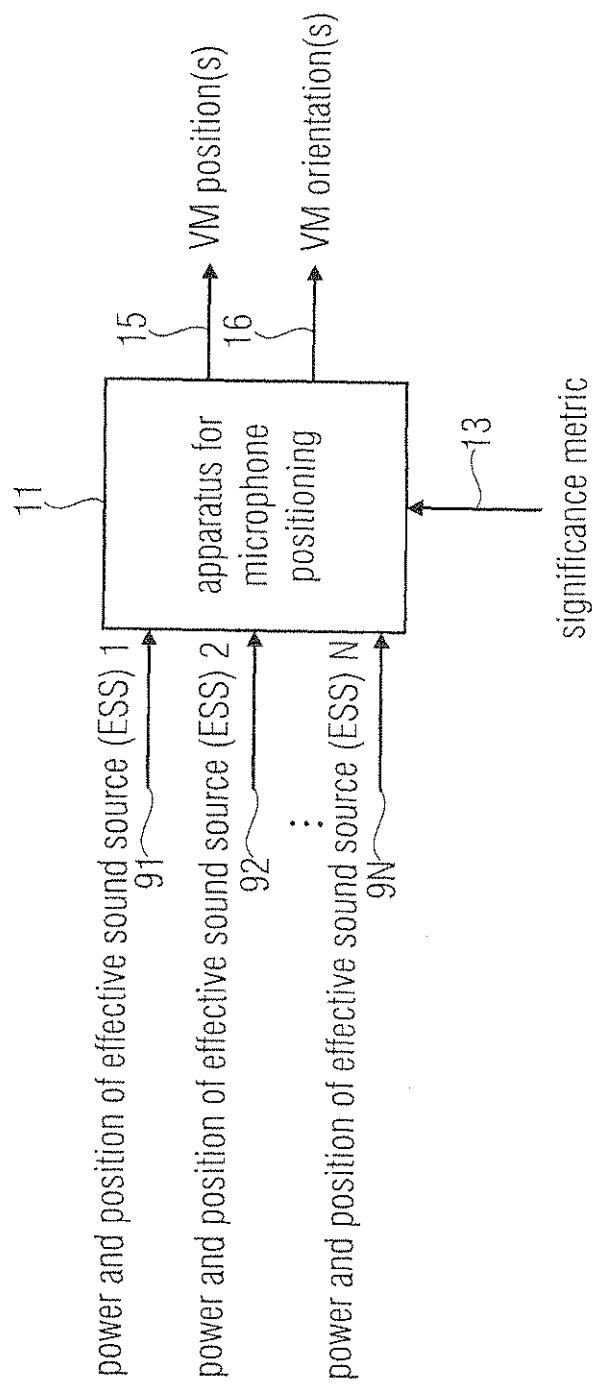


FIG 3

α omnidirectional virtual microphone

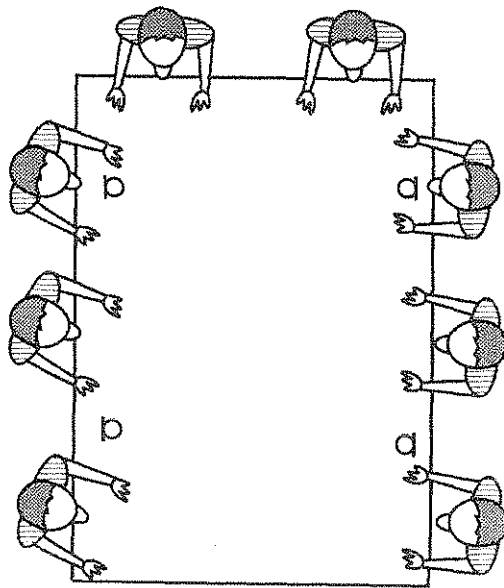


FIG 4A

α omnidirectional virtual microphone

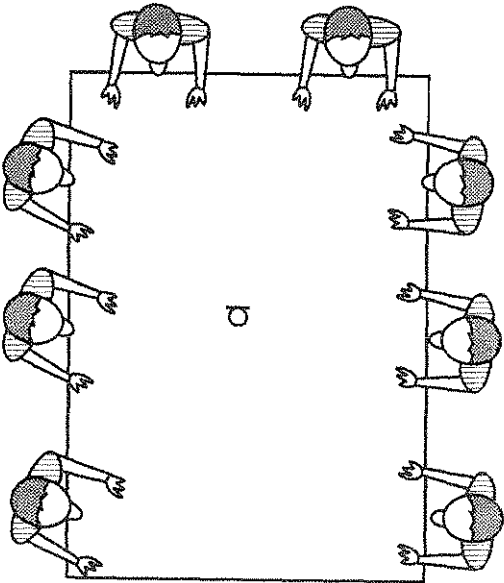
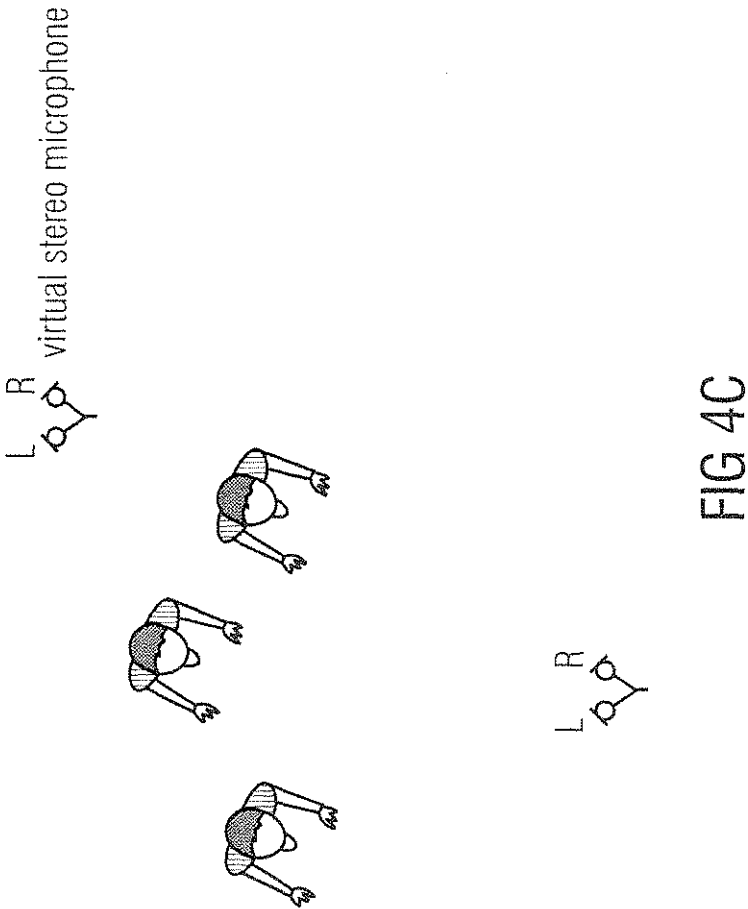


FIG 4B



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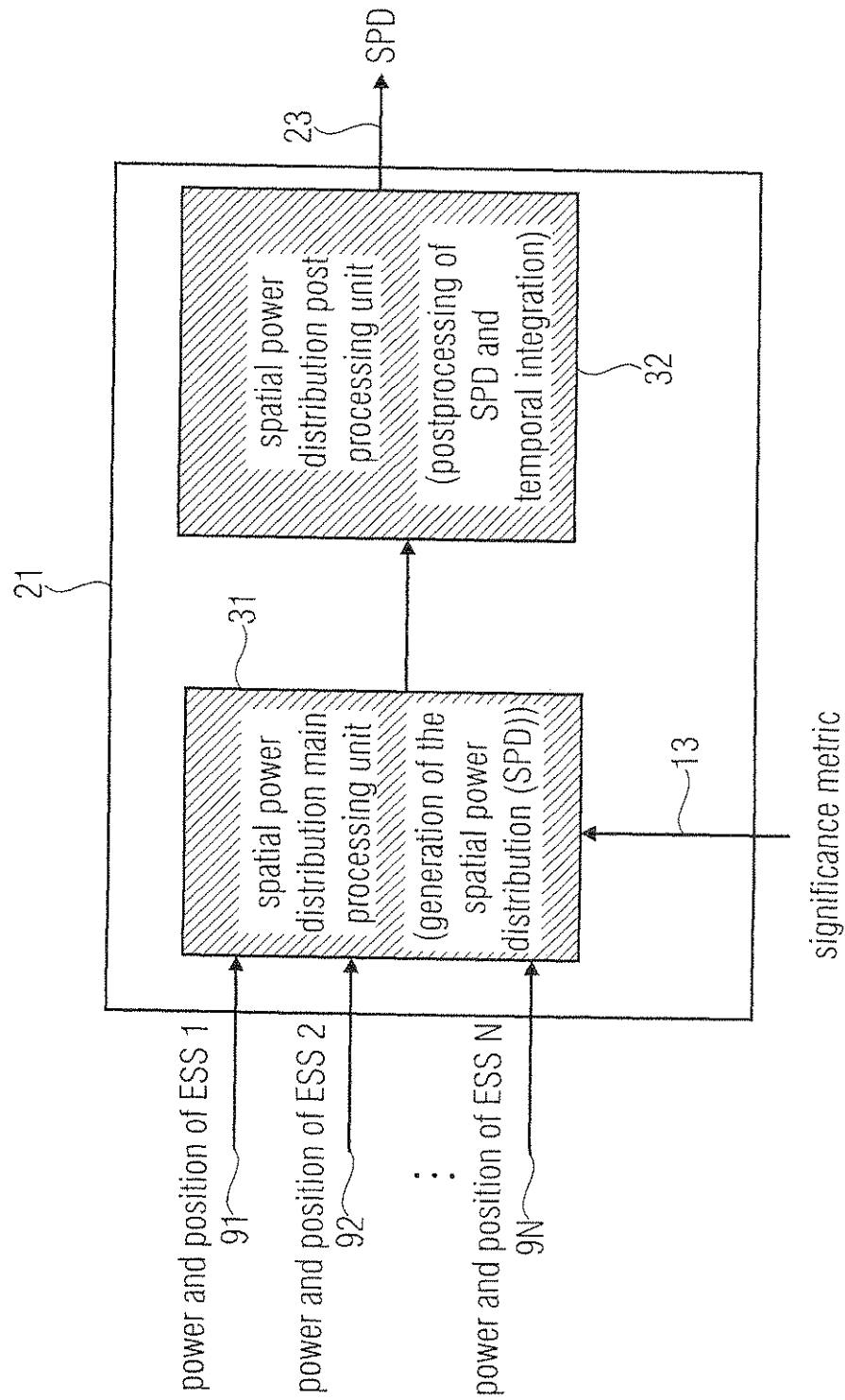


FIG 5

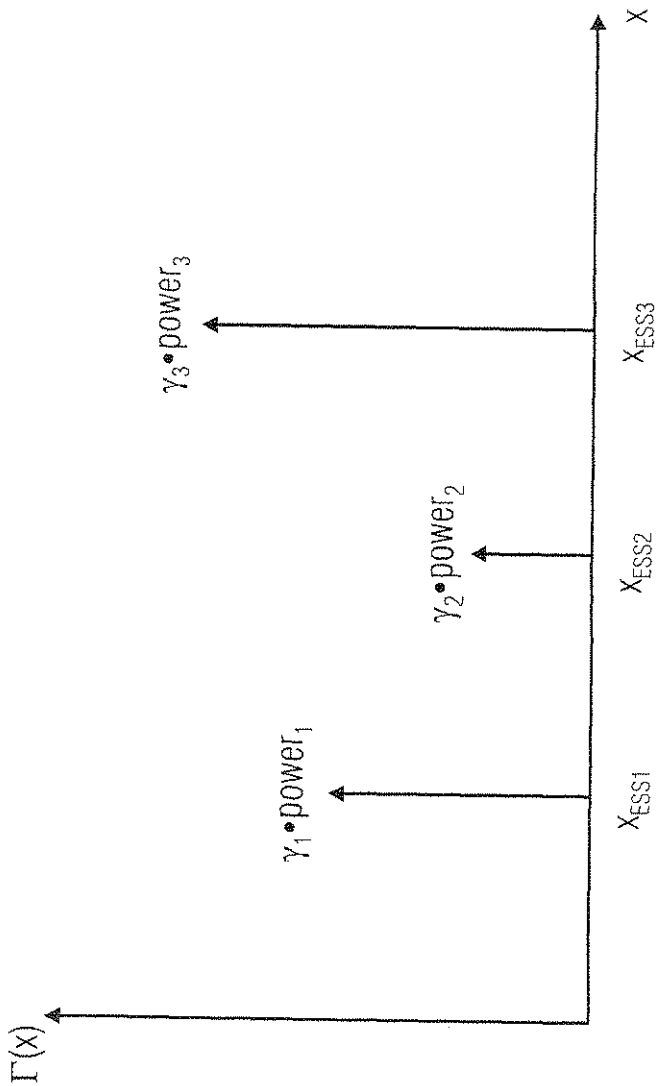


FIG 6A

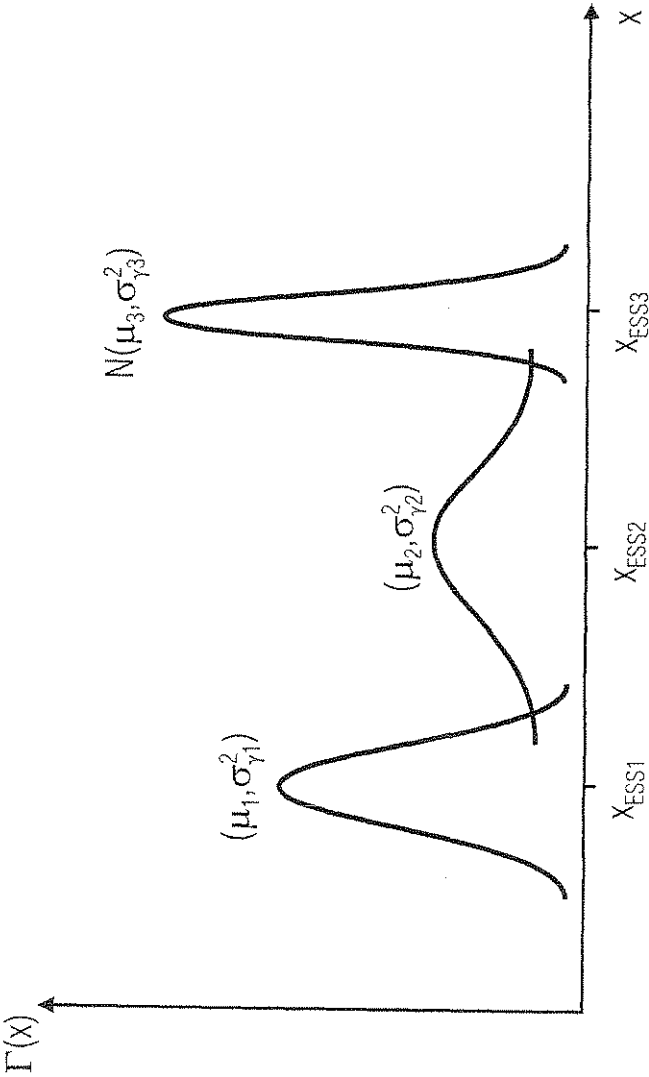


FIG 6B

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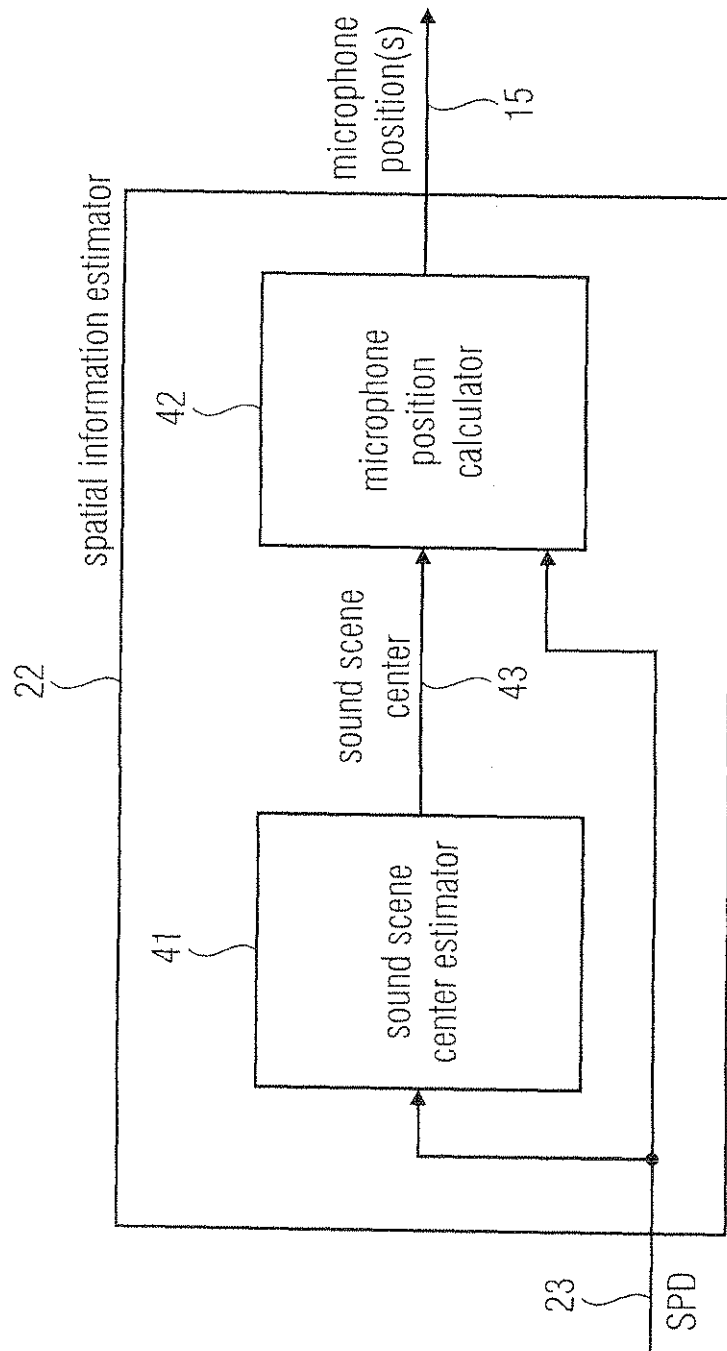


FIG 7

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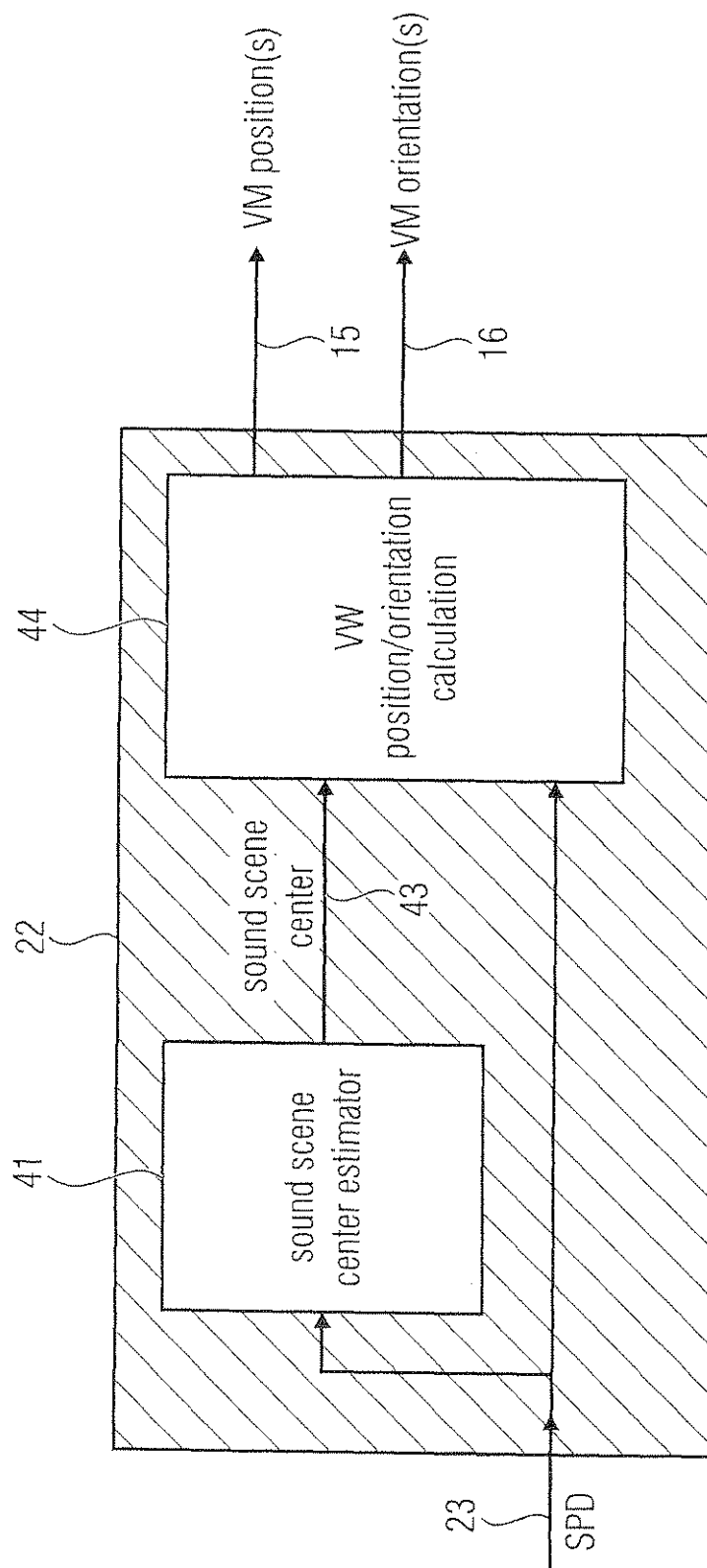


FIG 8

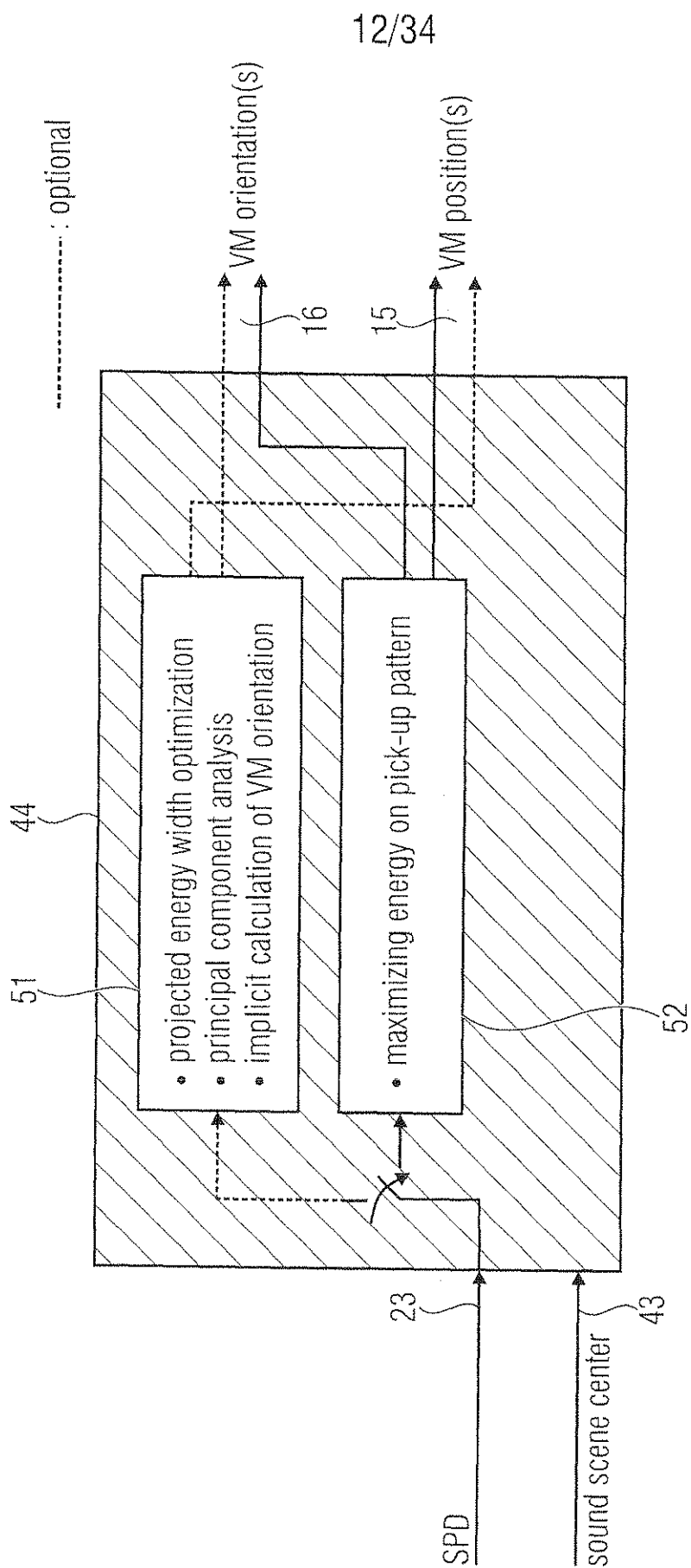


FIG 9

COG: centre of gravity of the sound scene

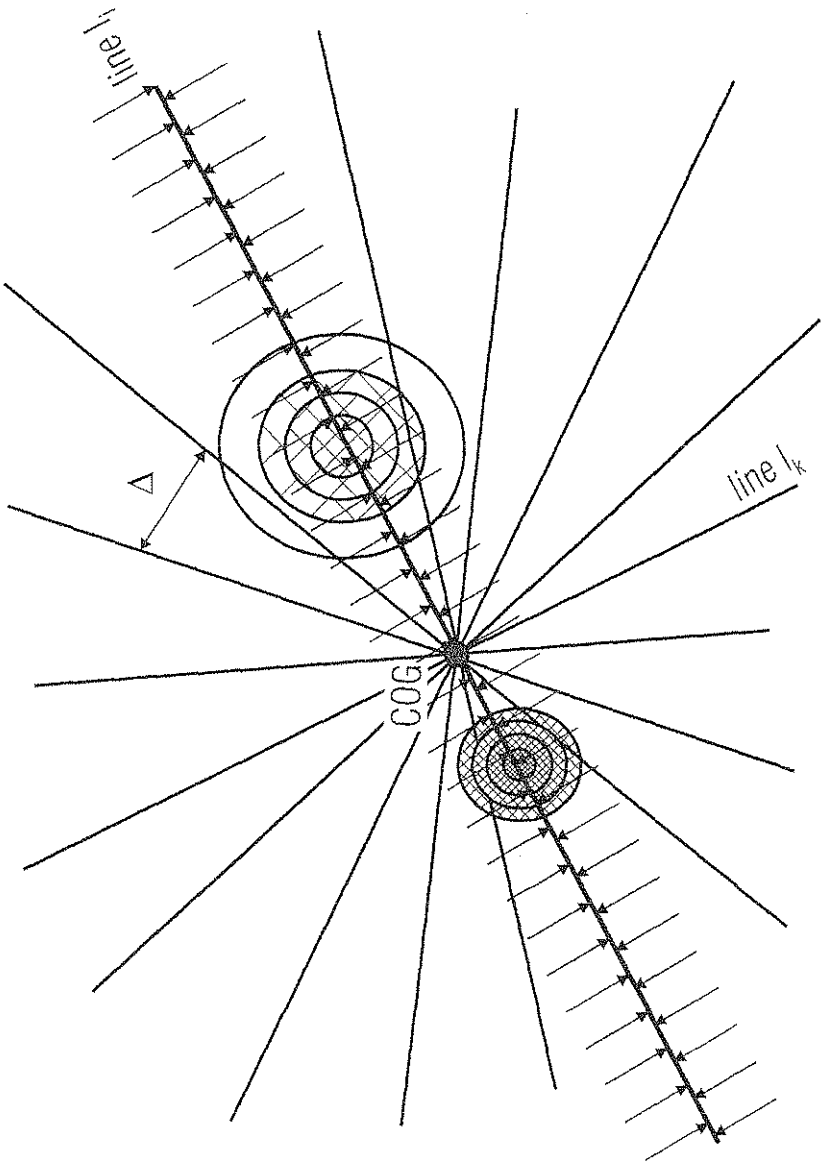


FIG 10A

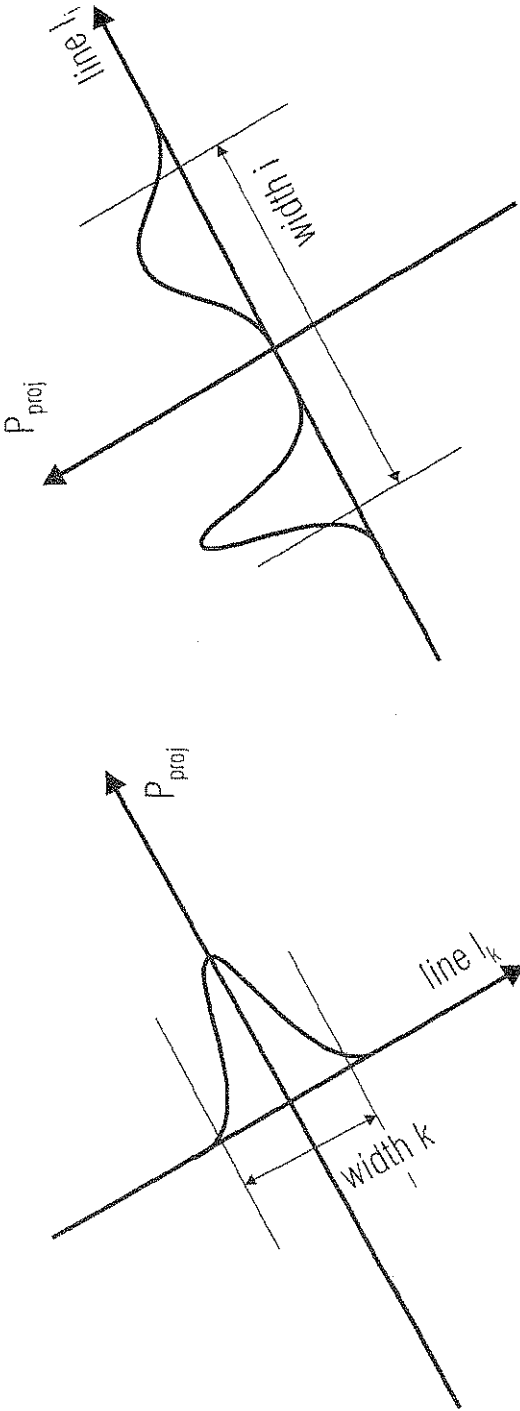


FIG 10B

α : opening angle of the virtual microphone
 $d_{\text{COG-VM}}$: distance between COG and VM

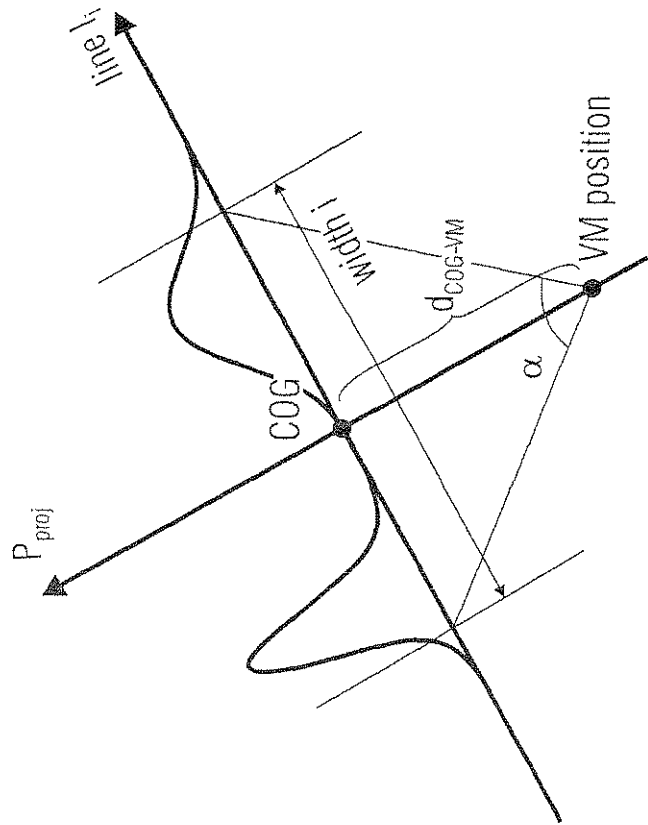


FIG 10C

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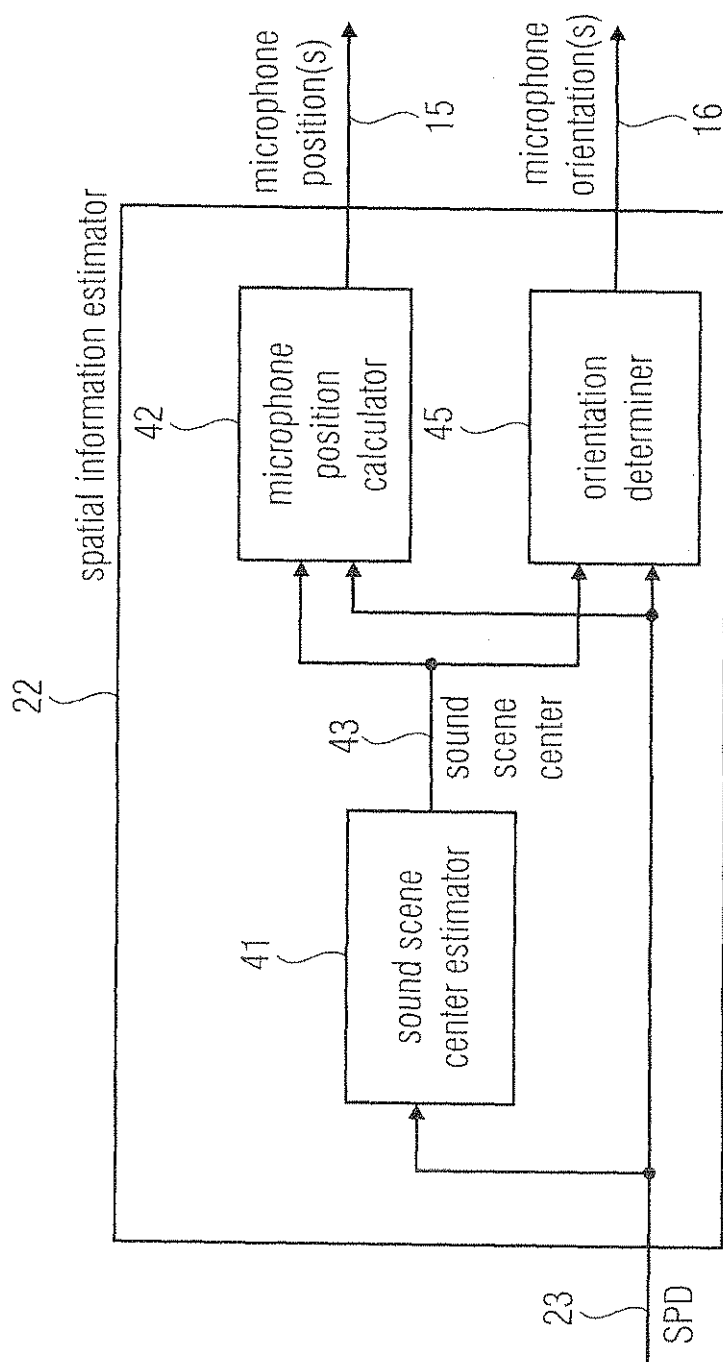


FIG 11

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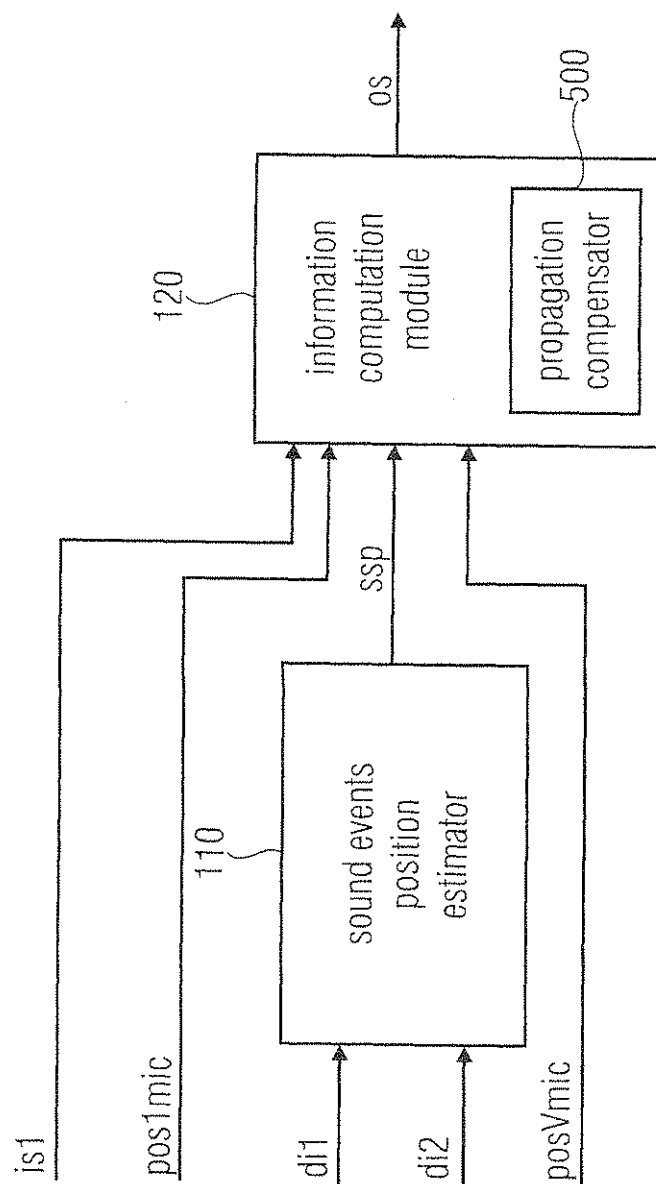


FIG 12

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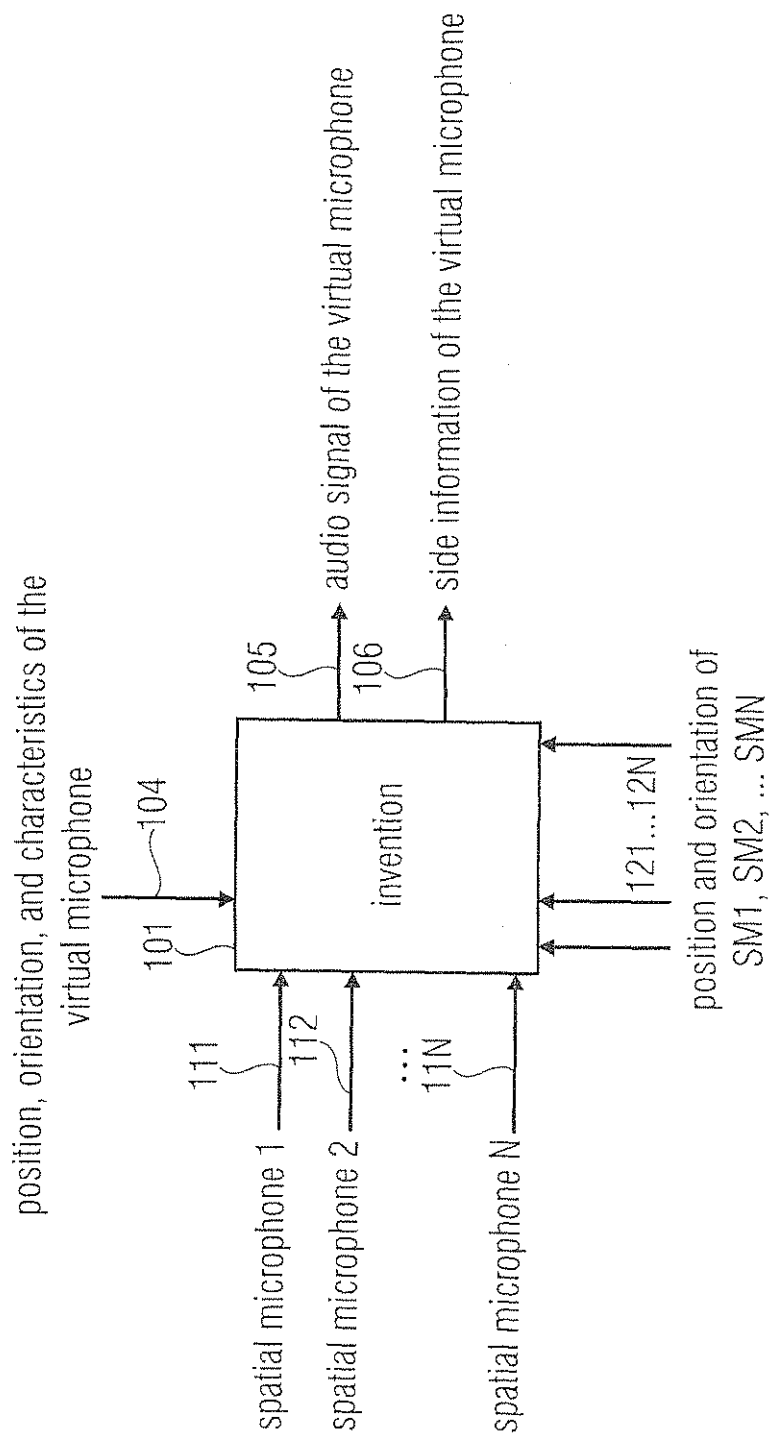


FIG 13

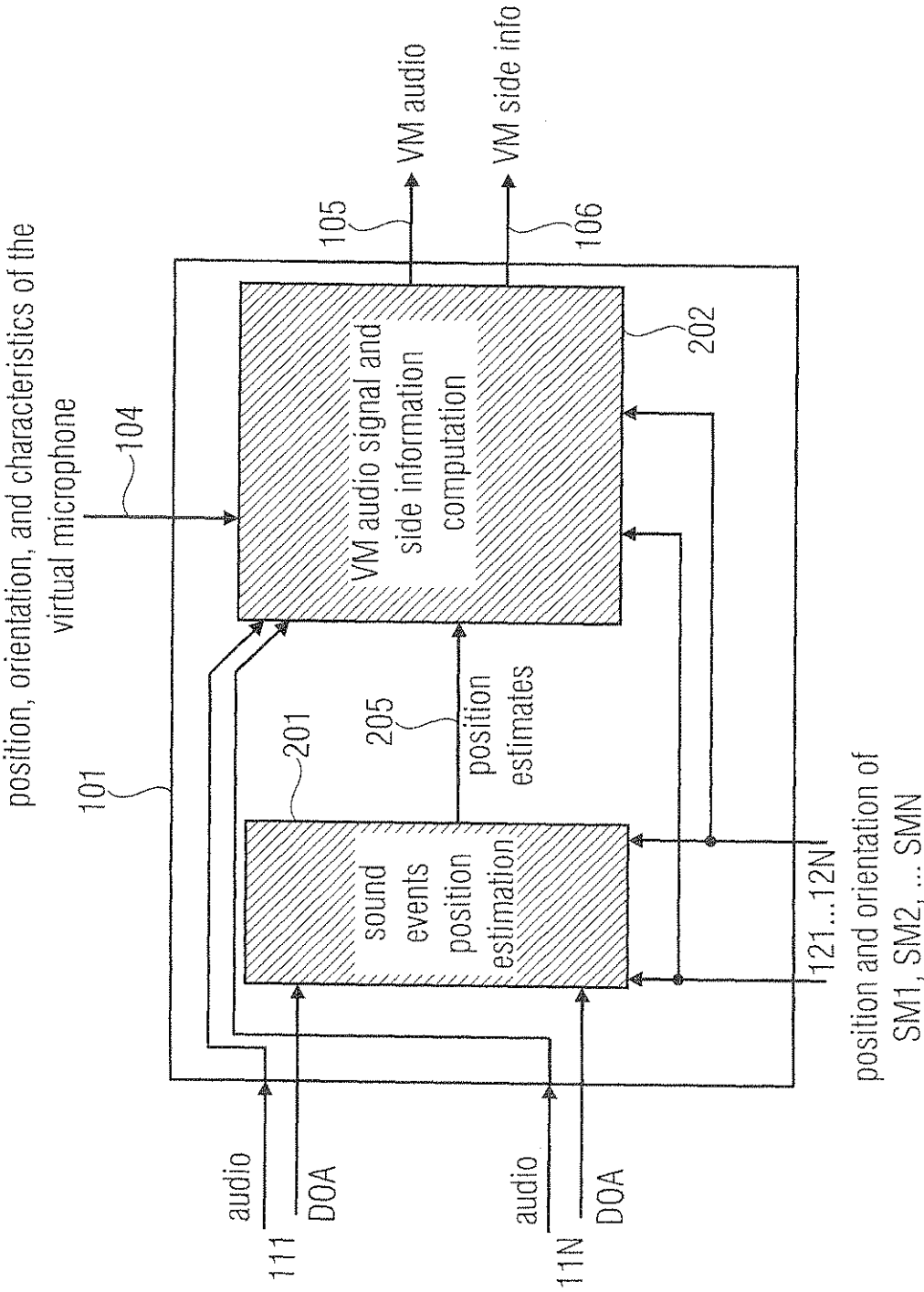


FIG 14

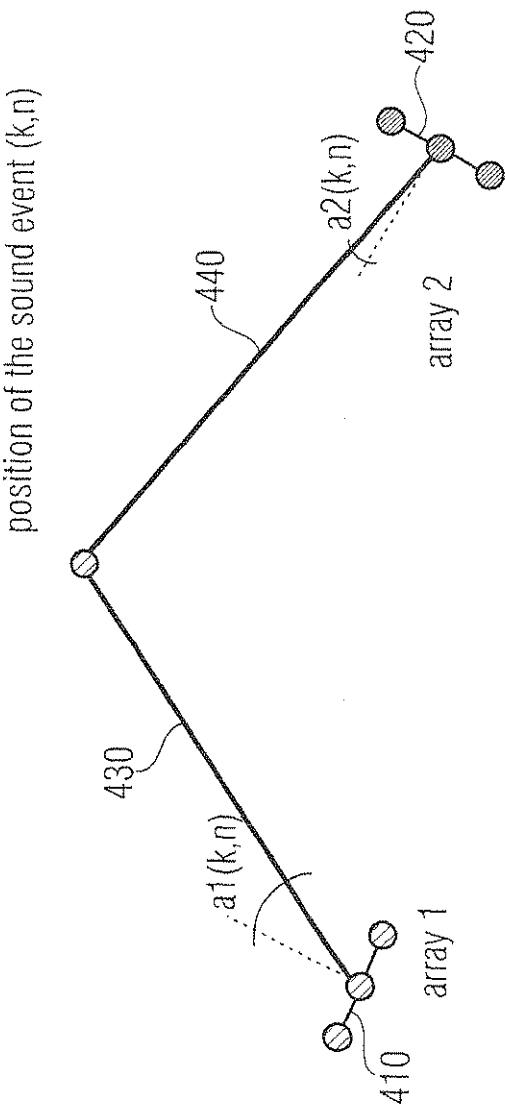


FIG 15

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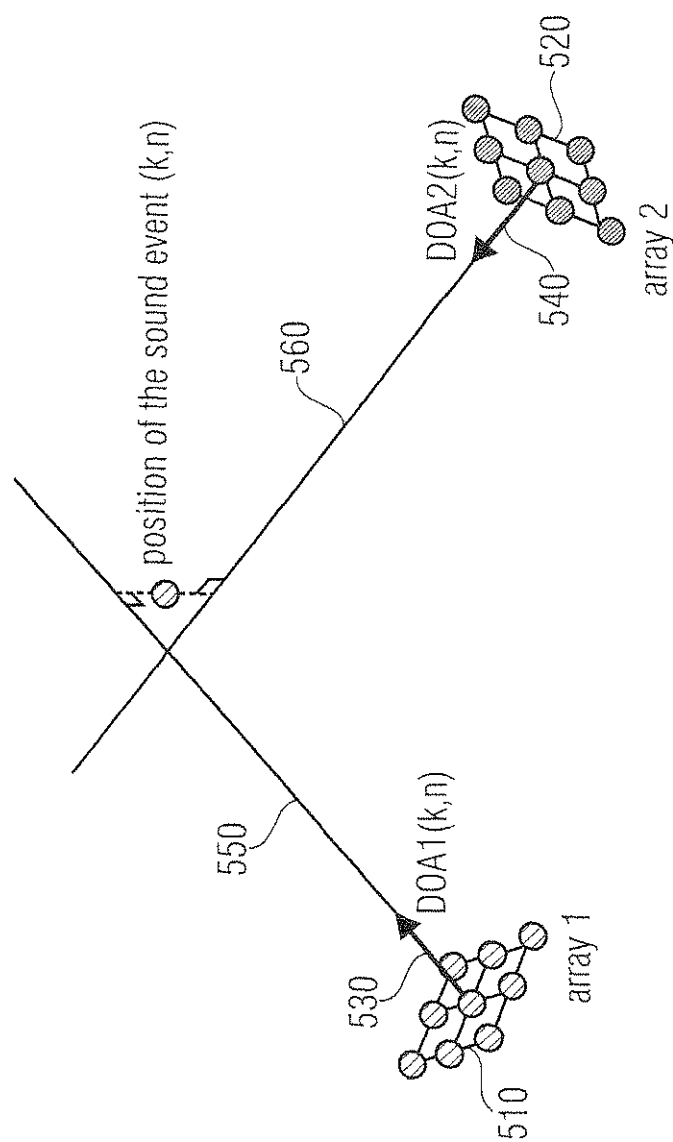


FIG 16

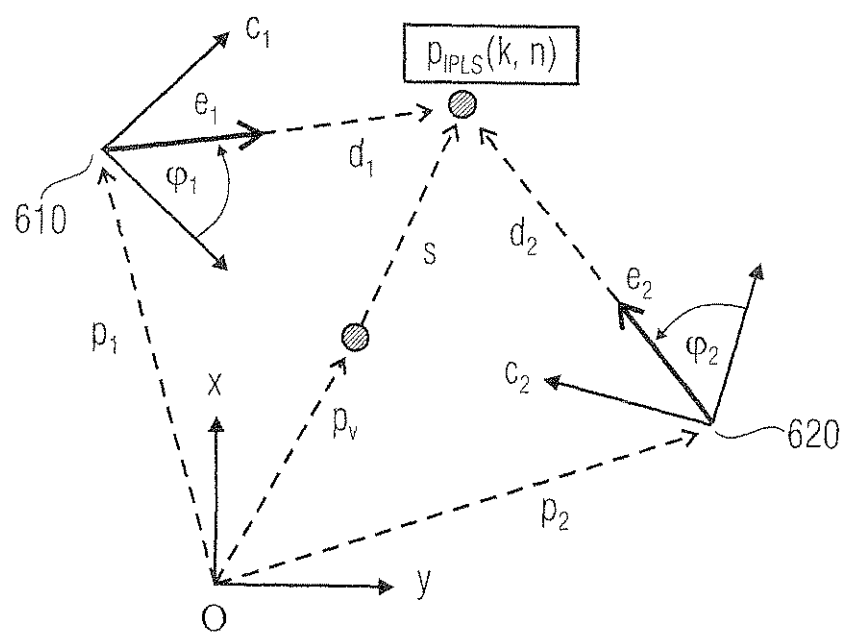


FIG 17

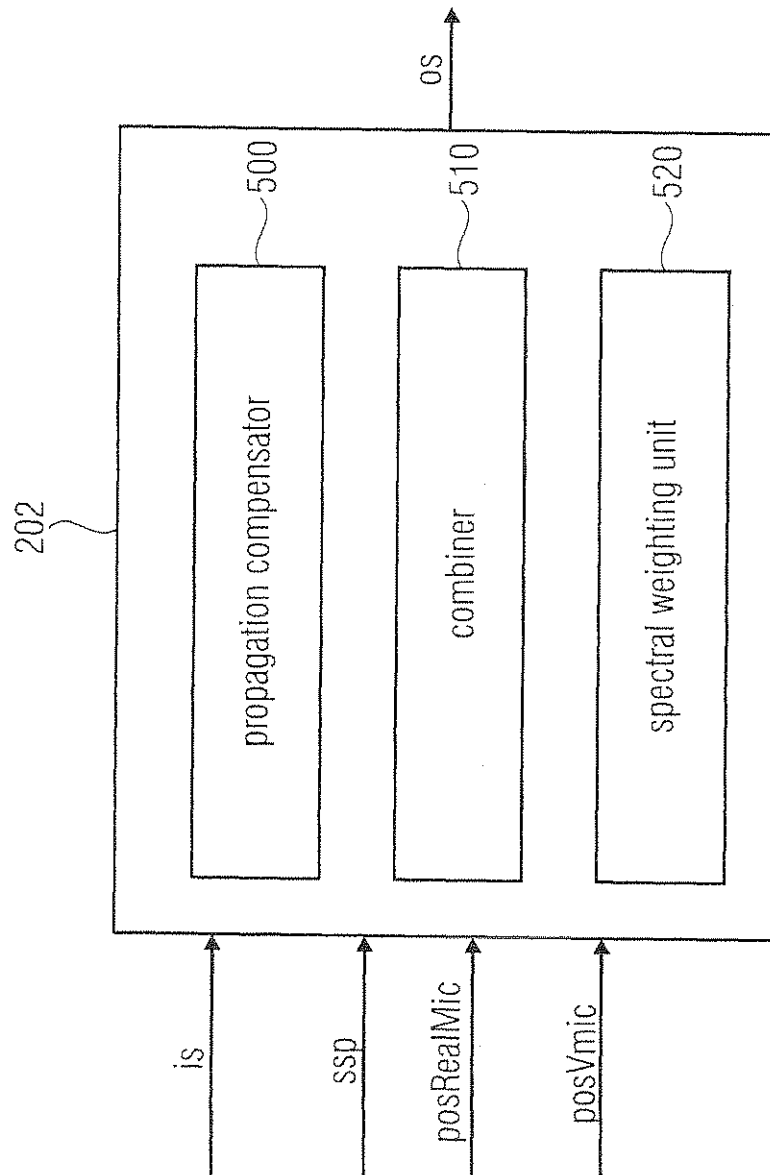


FIG 18

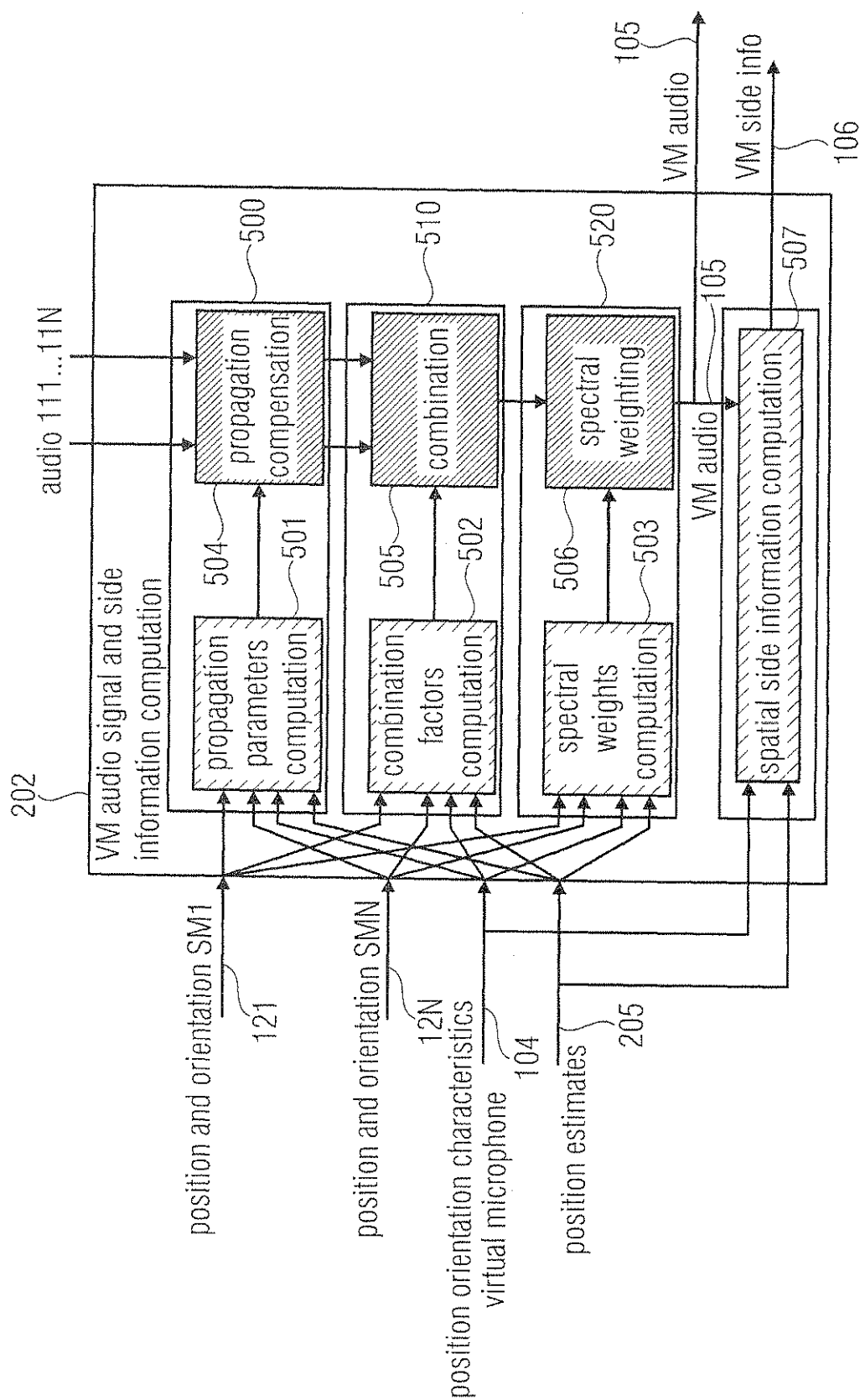


FIG 19

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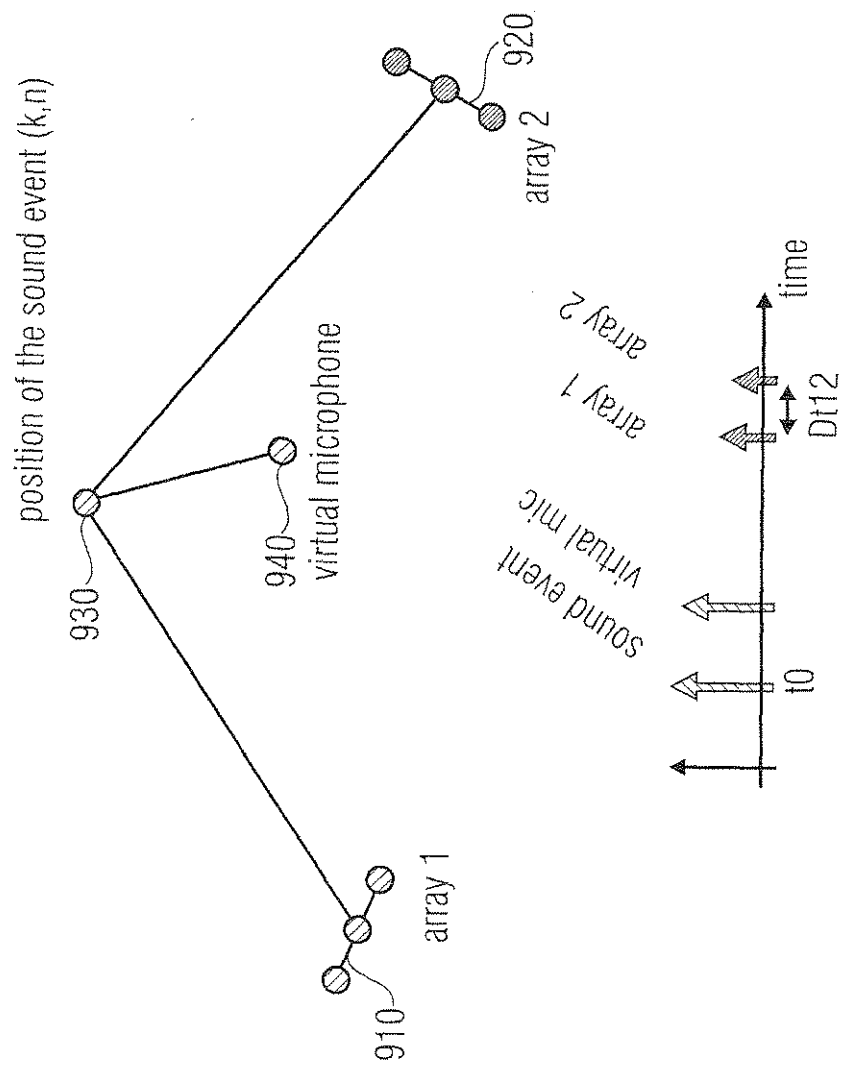


FIG 20

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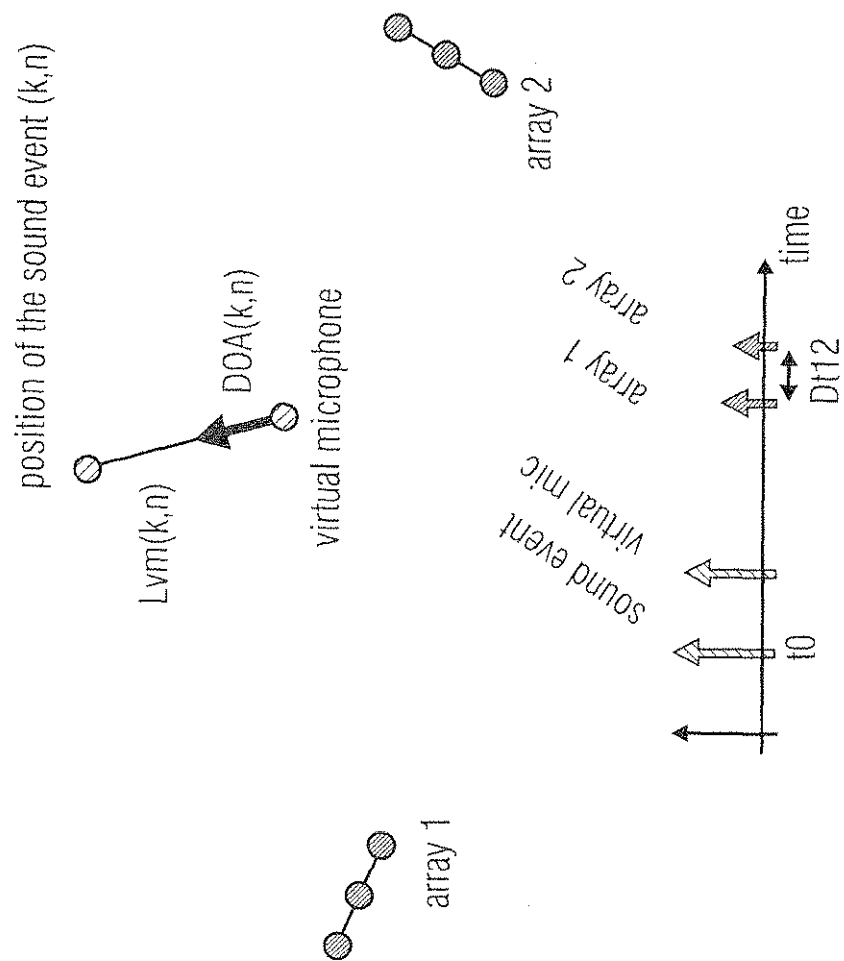


FIG 21

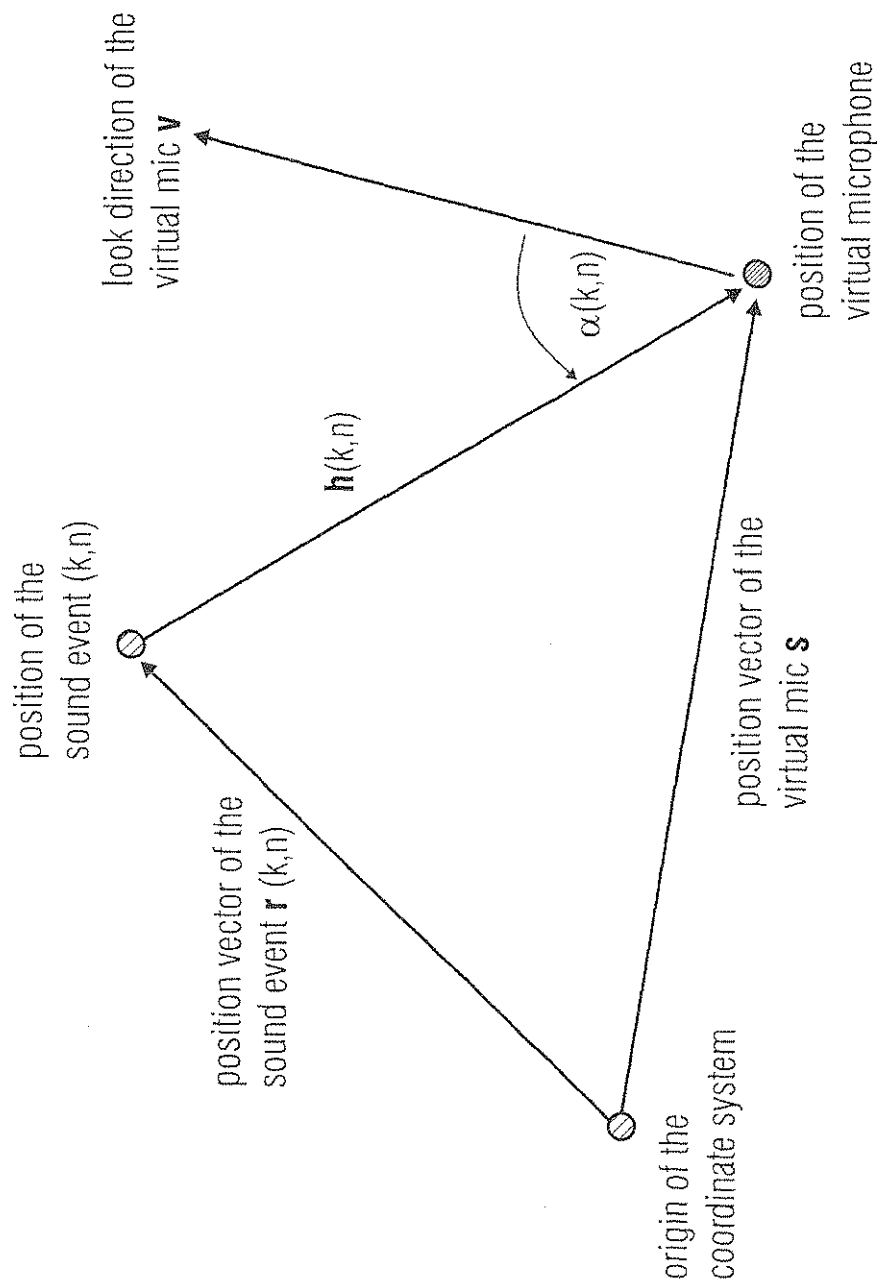


FIG 22

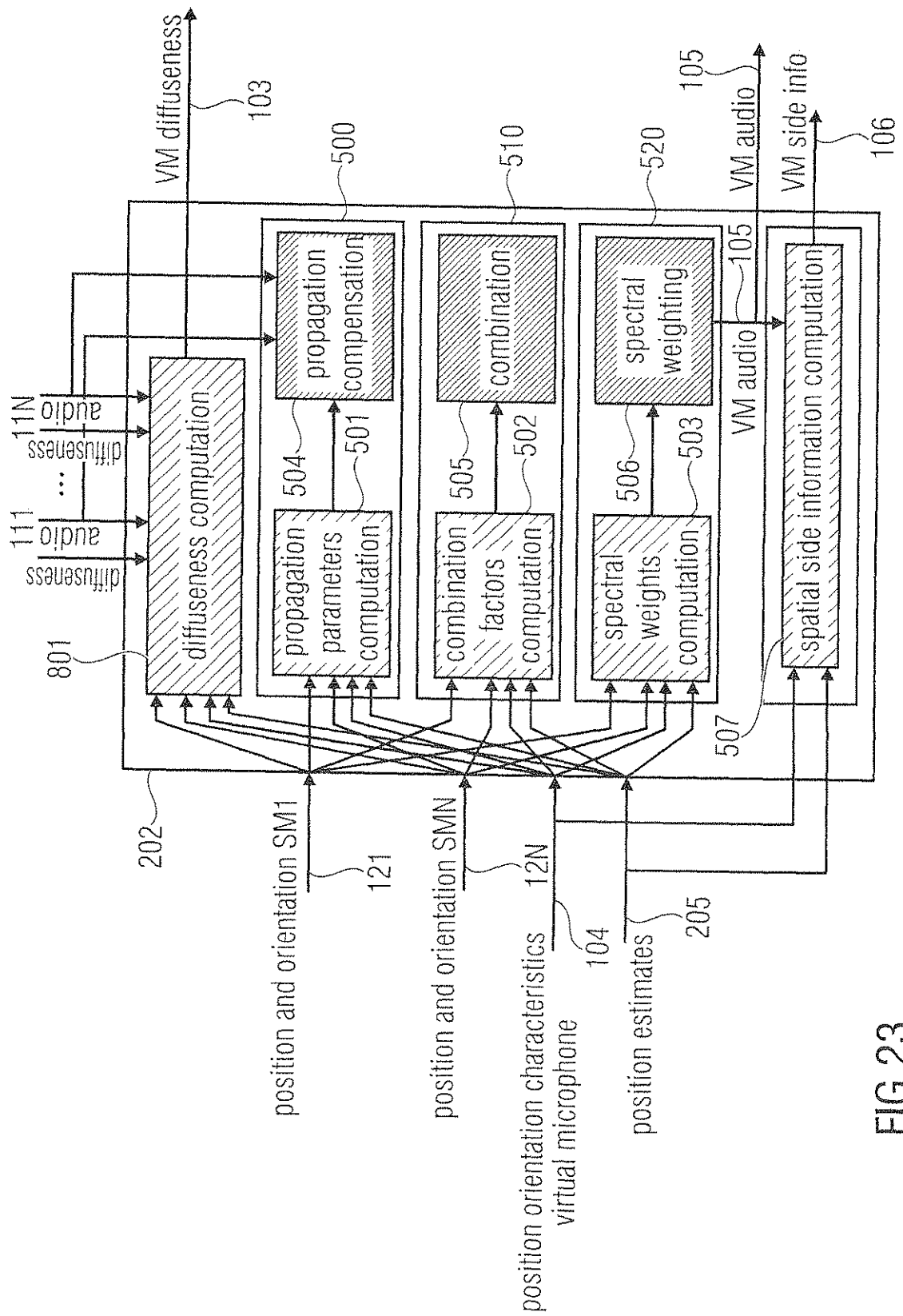


FIG 23

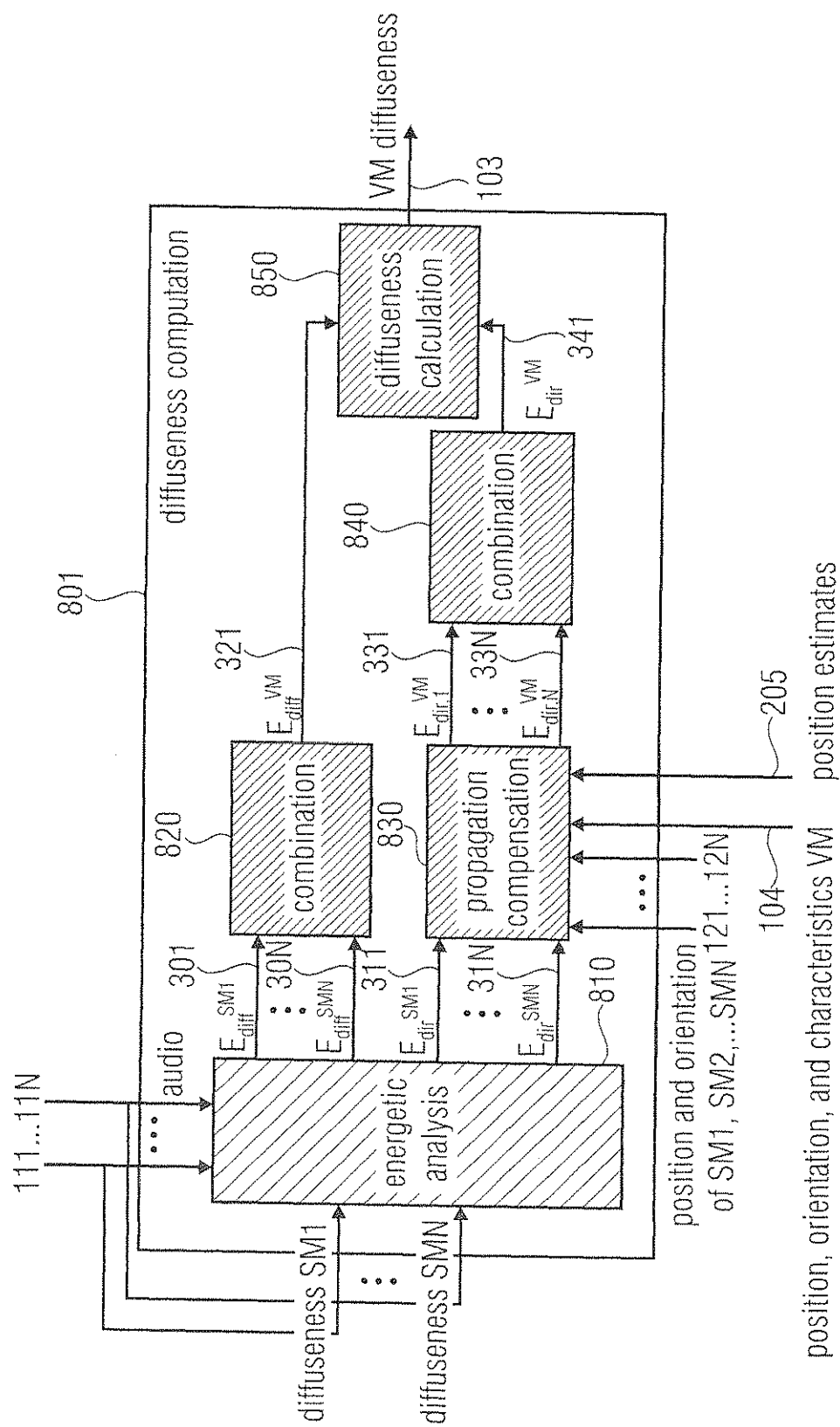


FIG 24

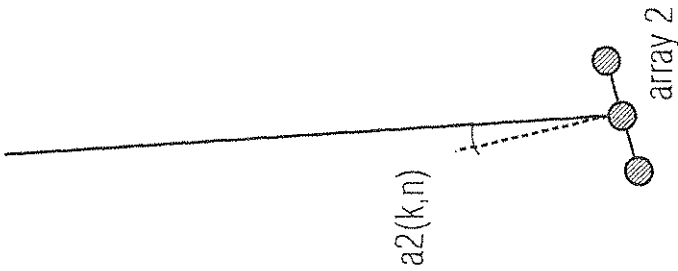
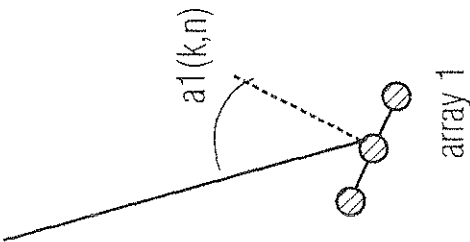


FIG 25

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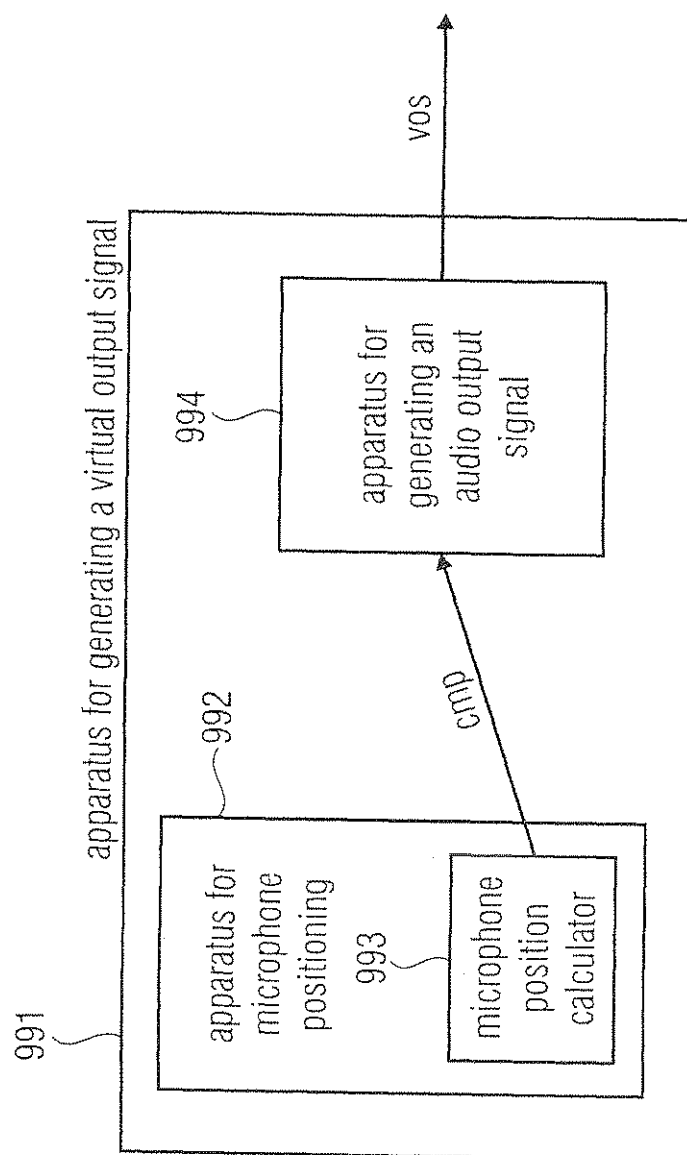


FIG 26

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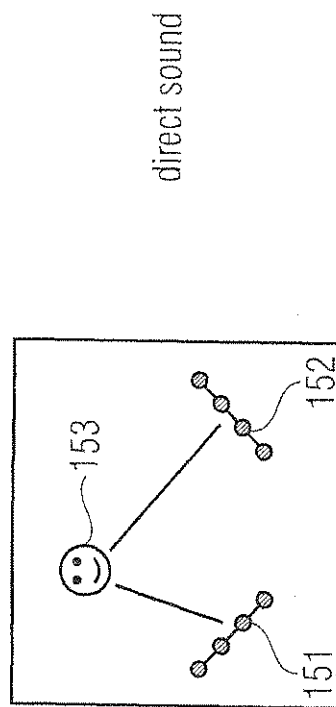
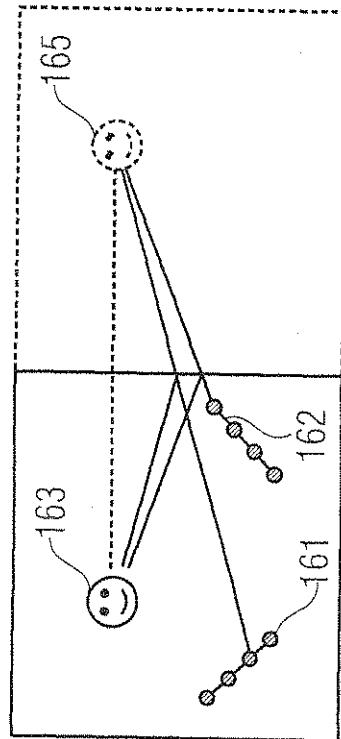


FIG 27A

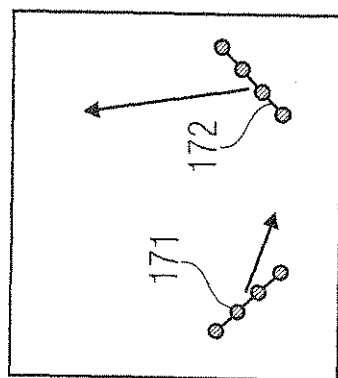
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reflection

FIG 27B

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diffuse sound and noise

FIG 27C