

FIG. 1

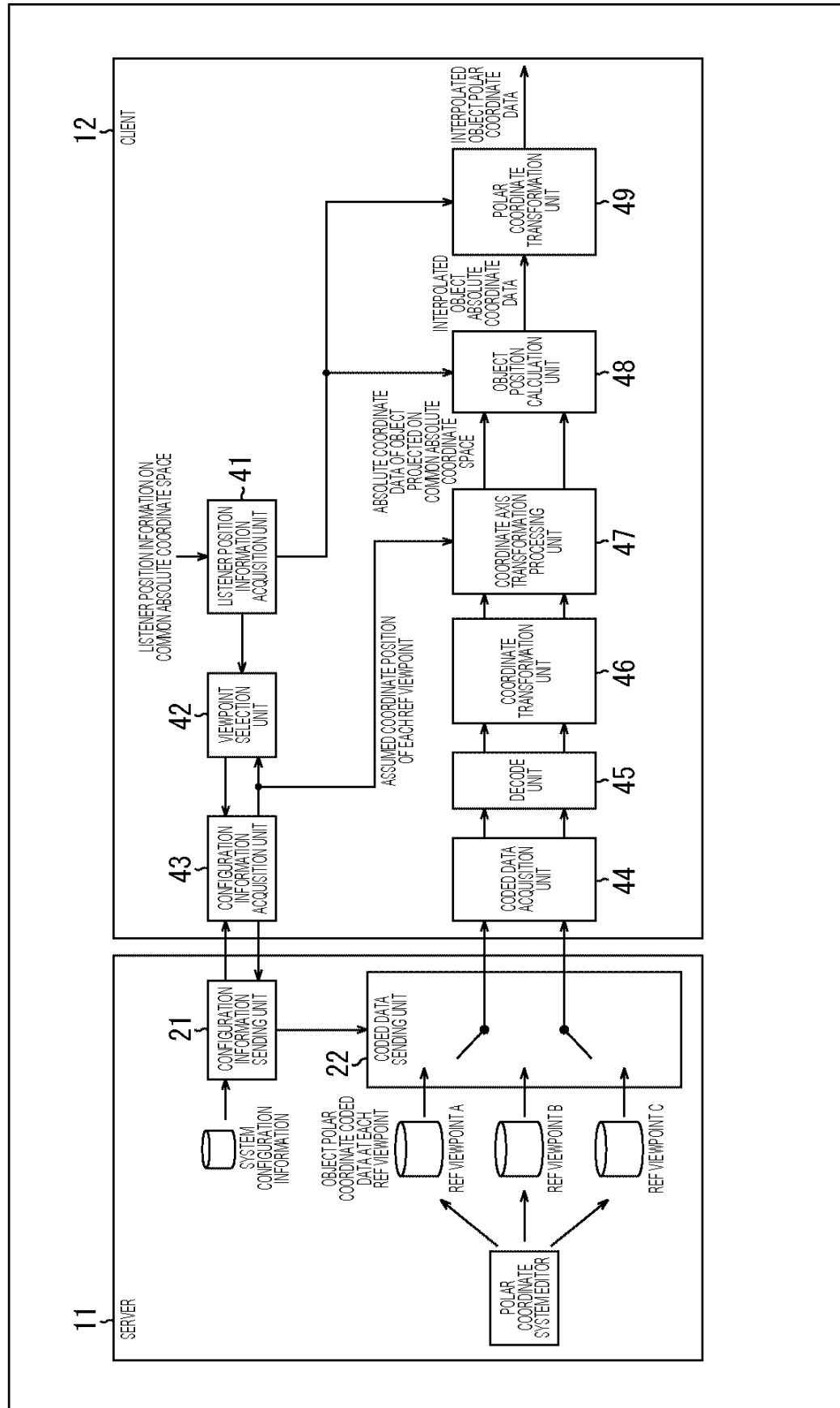


FIG. 2

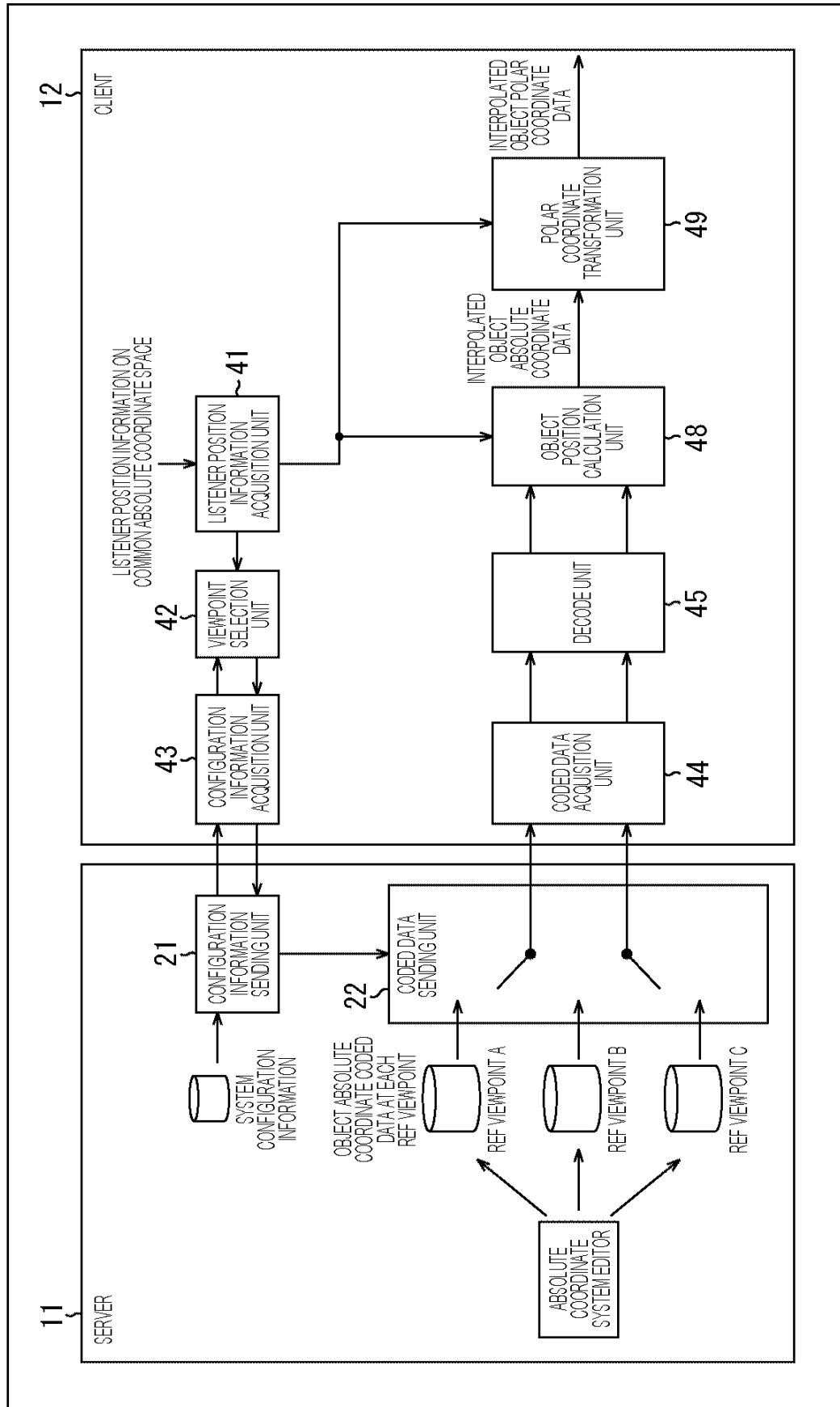


FIG. 3

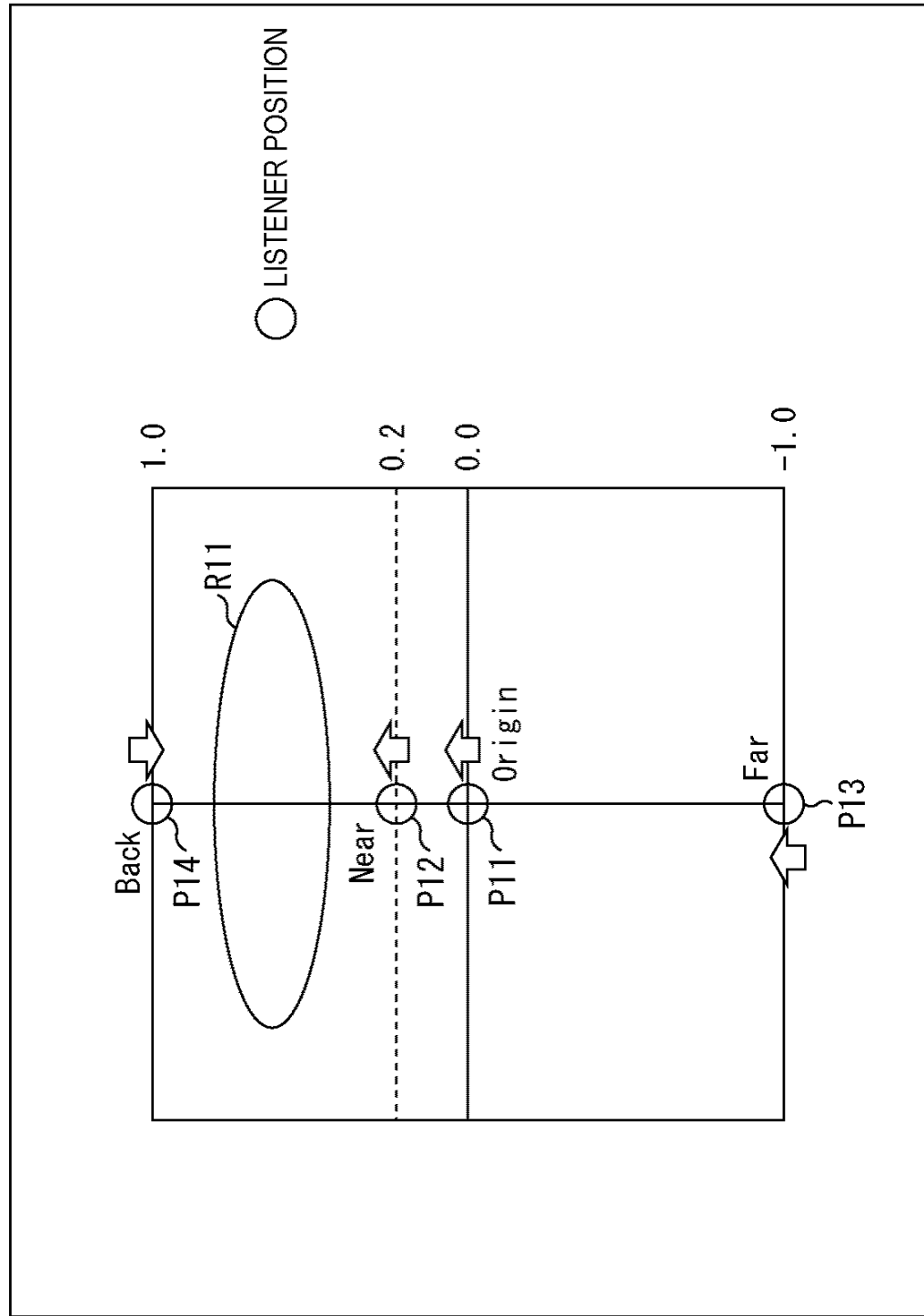


FIG. 4

syntax	
fva_structure_info_polar () {	
NumOfObjs;	NUMBER OF OBJECTS
NumOfRefViewPoint;	NUMBER OF REFERENCE VIEWPOINTS
for (i = 0; i < NumOfRefViewPoint; i++) {	
RefViewX[i];	ASSUMED ABSOLUTE COORDINATE POSITION OF REFERENCE VIEWPOINT (X AXIS)
RefViewY[i];	ASSUMED ABSOLUTE COORDINATE POSITION OF REFERENCE VIEWPOINT (Y AXIS)
RefViewZ[i];	ASSUMED ABSOLUTE COORDINATE POSITION OF REFERENCE VIEWPOINT (Z AXIS)
ListenerYaw[i];	ASSUMED DIRECTION OF FACE OF LISTENER AT EACH REFERENCE VIEWPOINT POSITION (YAW DIRECTION)
ListenerPitch[i];	ASSUMED DIRECTION OF FACE OF LISTENER AT EACH REFERENCE VIEWPOINT POSITION (PITCH DIRECTION)
}	
for (i = 0; i < NumOfObjs; i++) {	
ObjectOverlapMode[i];	REPRODUCTION MODE IN CASE WHERE LISTENER AND OBJECT OVERLAP
}	
}	

FIG. 5

syntax	
fva_structure_info_cartesian() {	
NumOfObjs;	NUMBER OF OBJECTS
NumOfRefViewPoint;	NUMBER OF REFERENCE VIEWPOINTS
for (i = 0; i < NumOfRefViewPoint; i++) {	
RefViewX[i];	ASSUMED ABSOLUTE COORDINATE POSITION OF REFERENCE VIEWPOINT (X AXIS)
RefViewY[i];	ASSUMED ABSOLUTE COORDINATE POSITION OF REFERENCE VIEWPOINT (Y AXIS)
RefViewZ[i];	ASSUMED ABSOLUTE COORDINATE POSITION OF REFERENCE VIEWPOINT (Z AXIS)
}	
for (i = 0; i < NumOfObjs; i++) {	
ObjectOverlapMode[i];	REPRODUCTION MODE IN CASE WHERE LISTENER AND OBJECT OVERLAP
}	
}	

FIG. 6

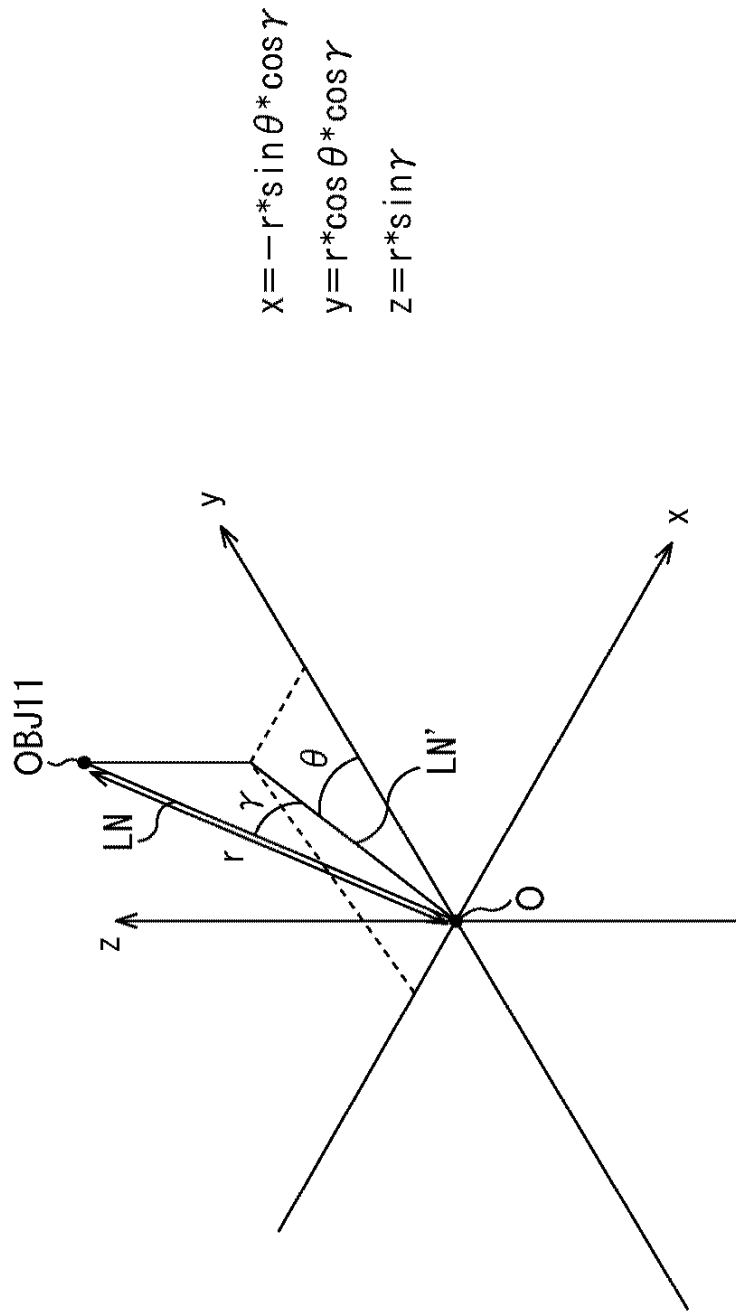


FIG. 7

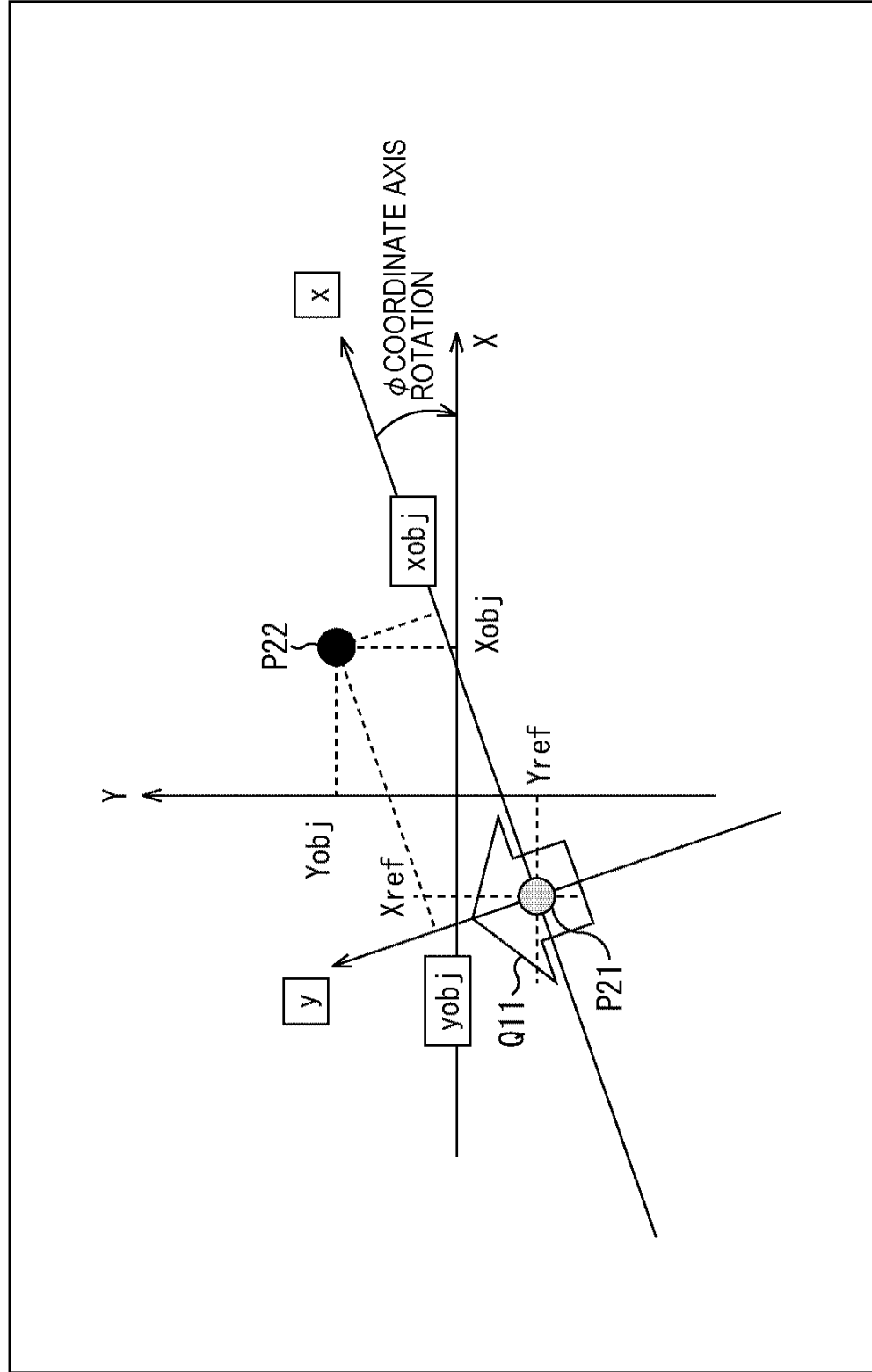


FIG. 8

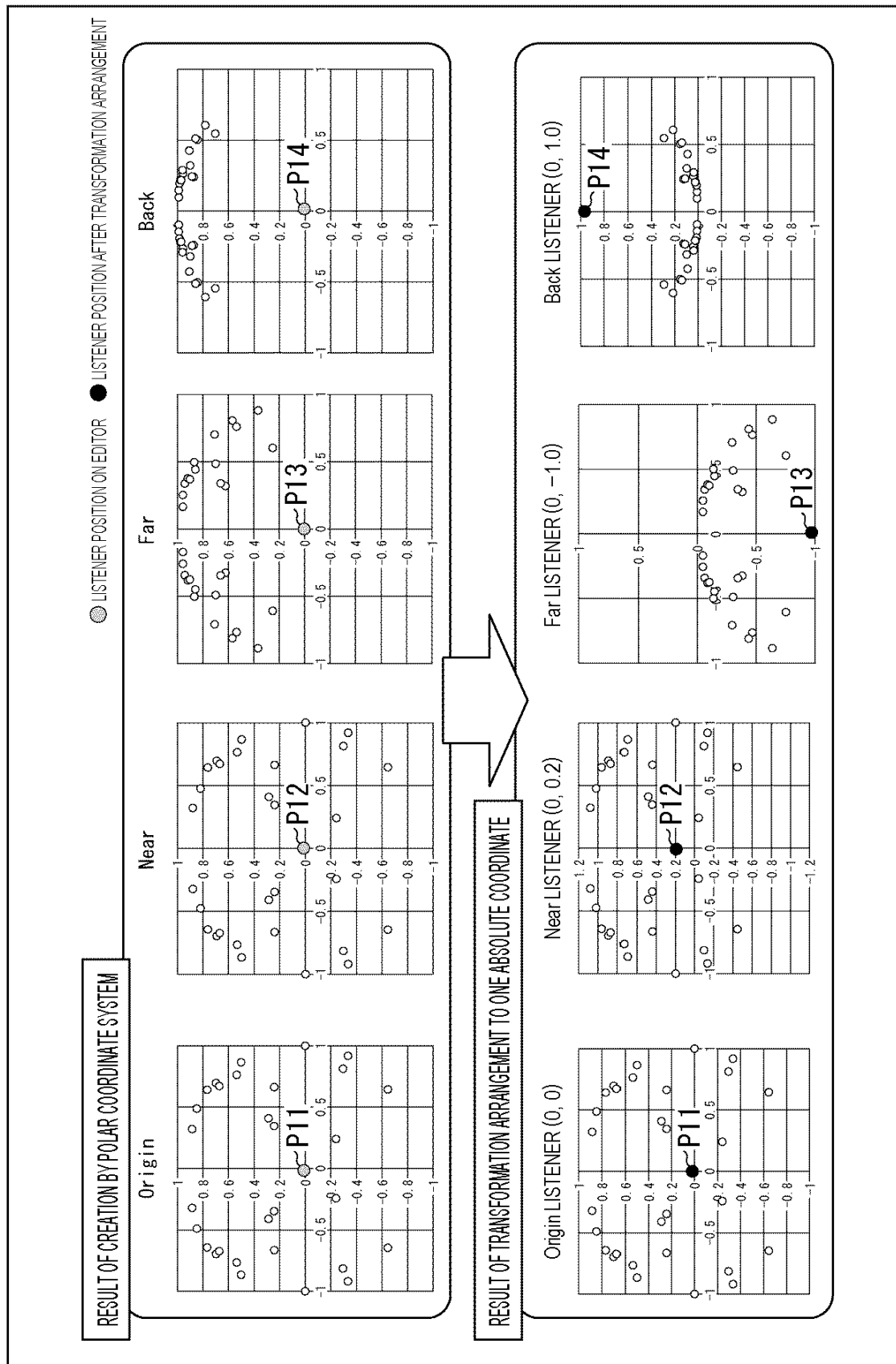


FIG. 9

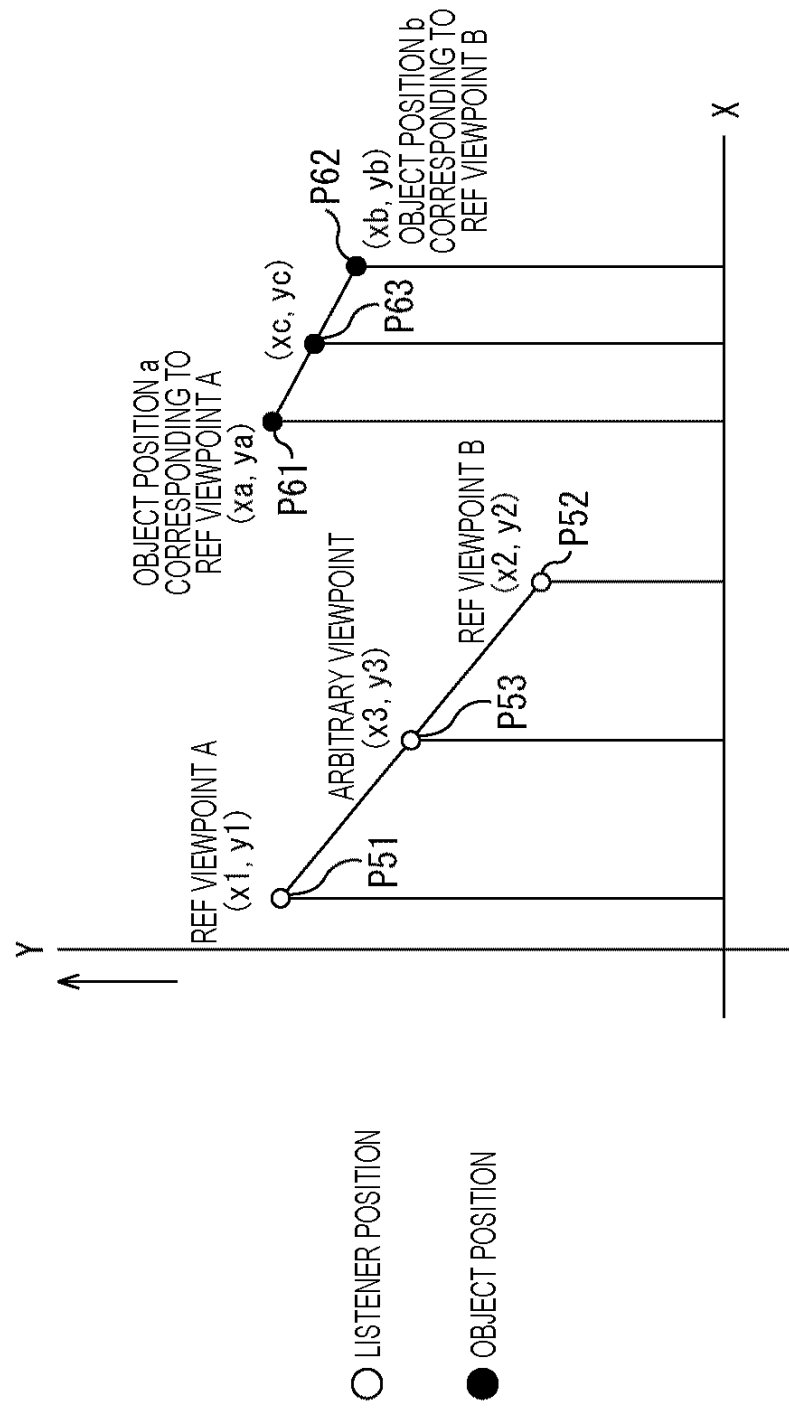


FIG. 10

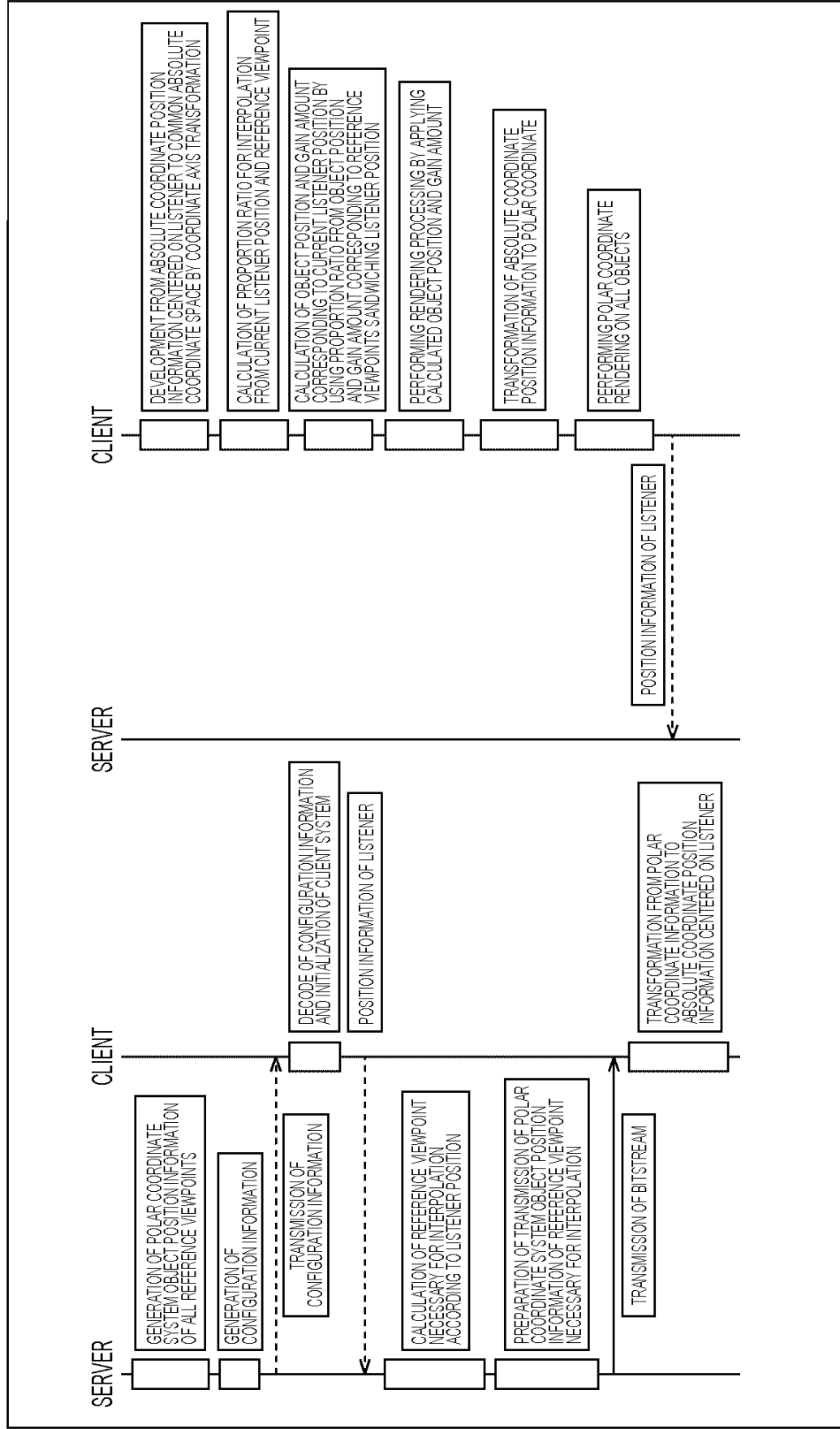


FIG. 12

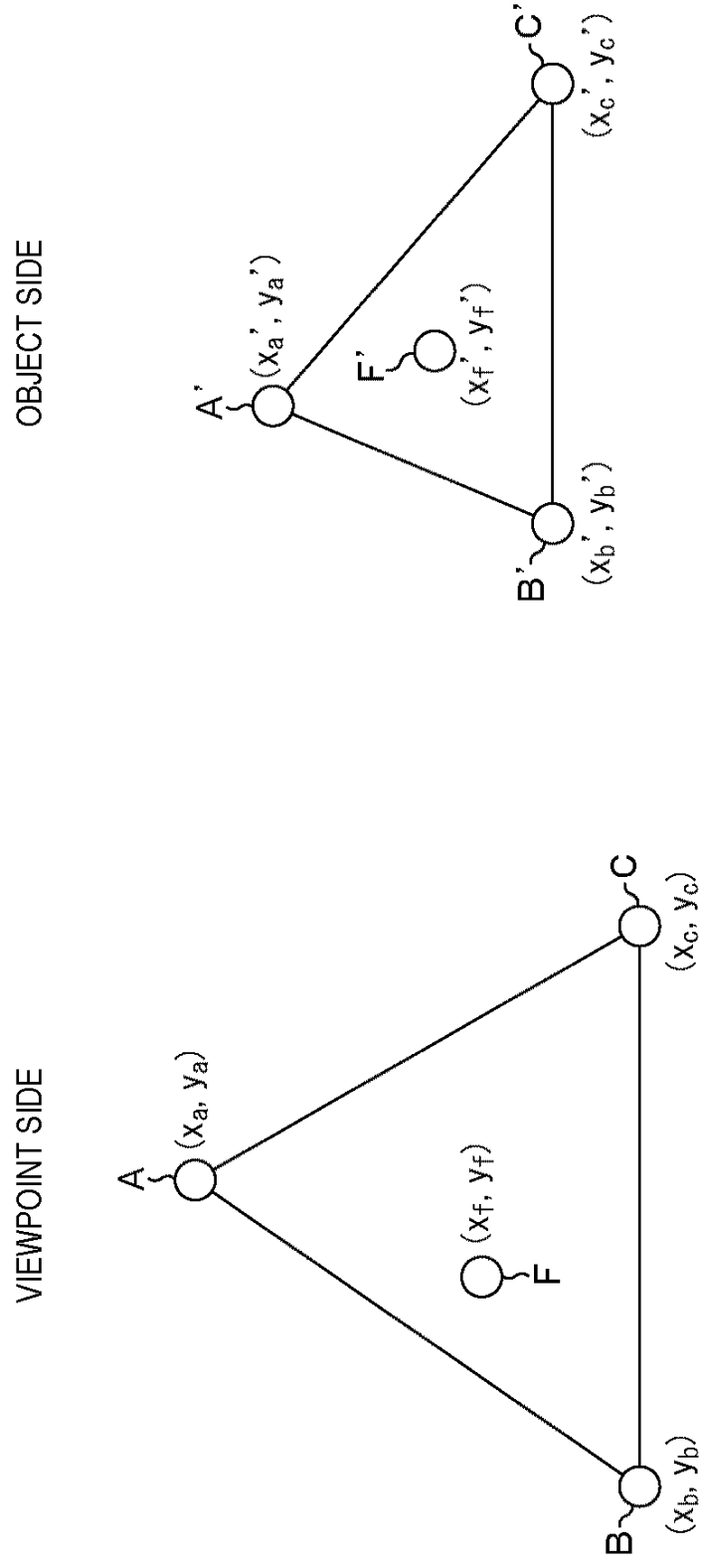


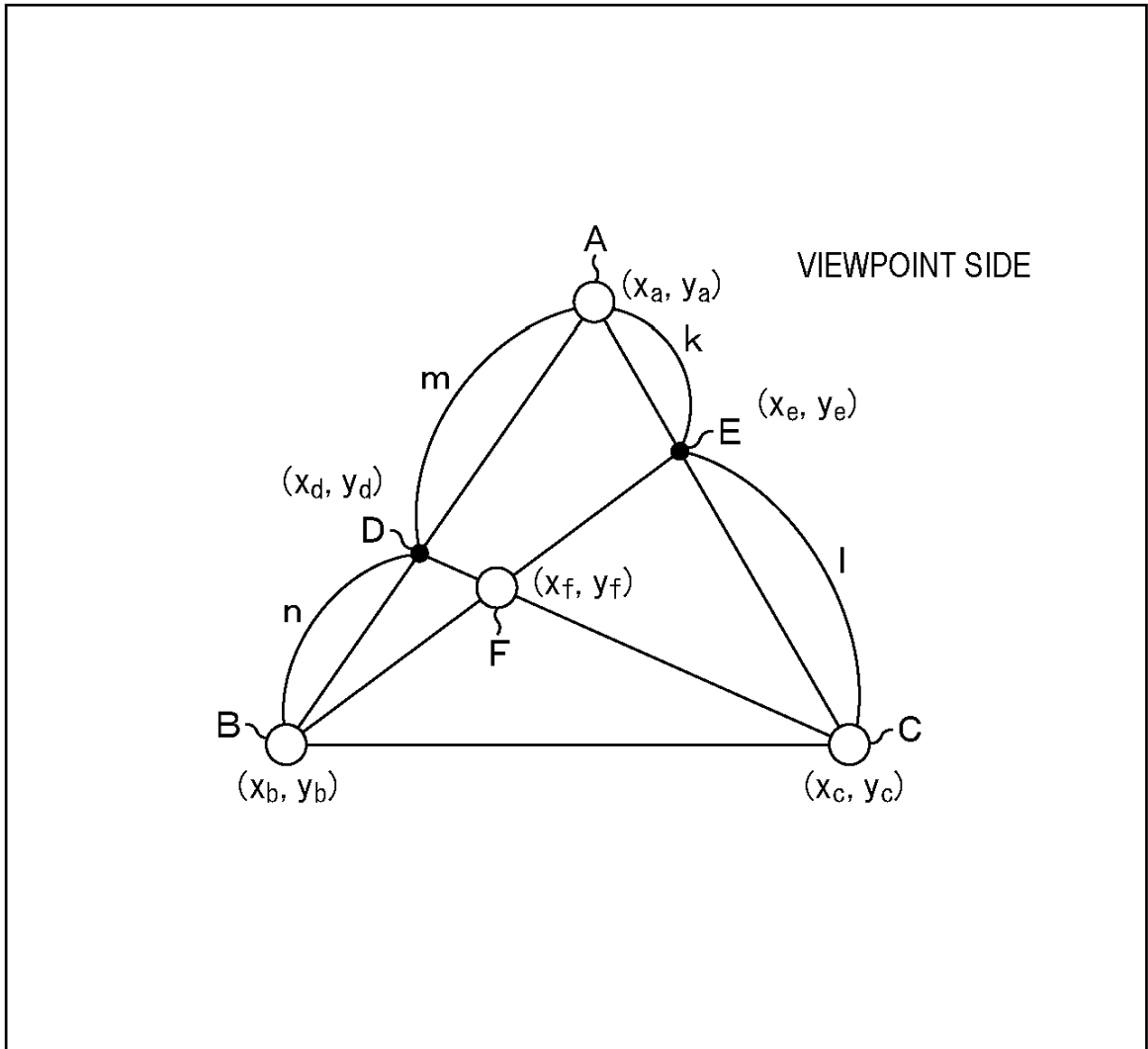
FIG. 13

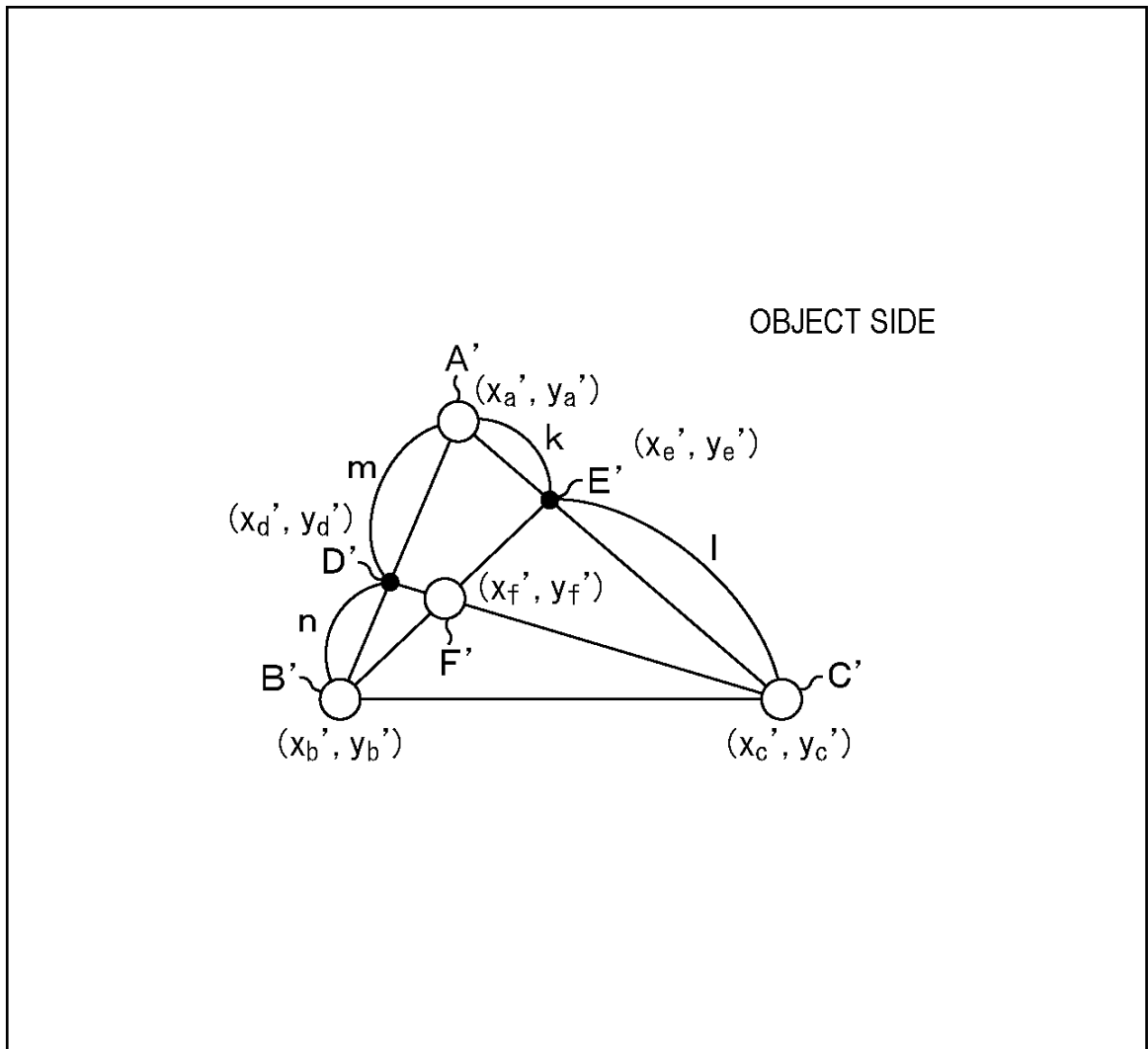
FIG. 14

FIG. 15

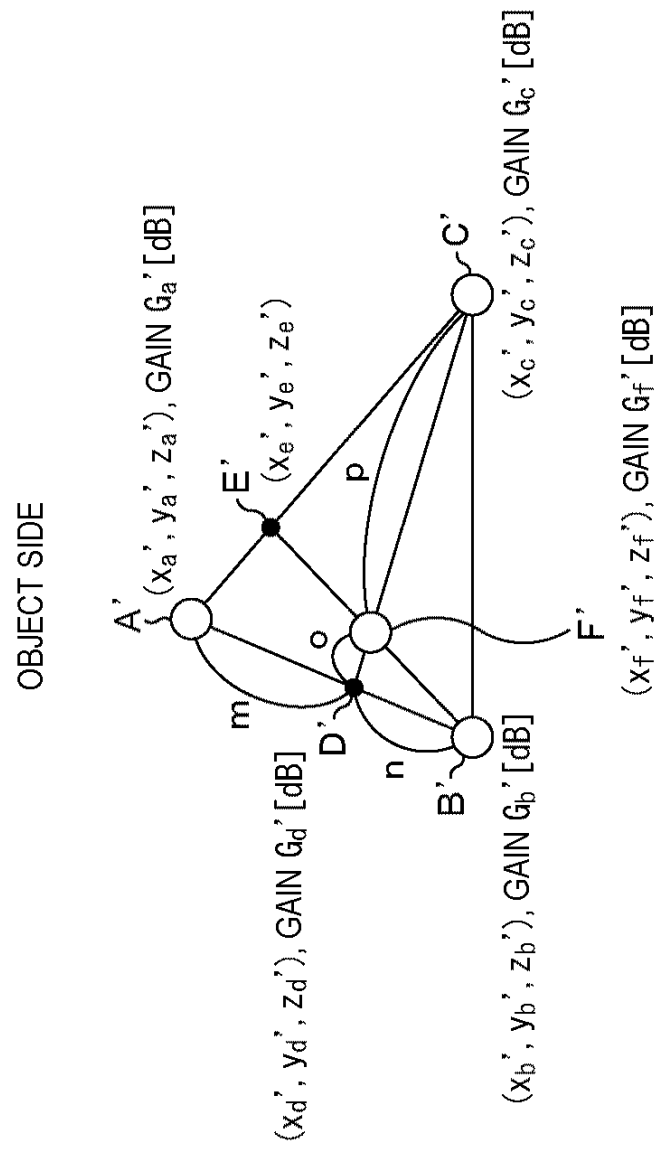
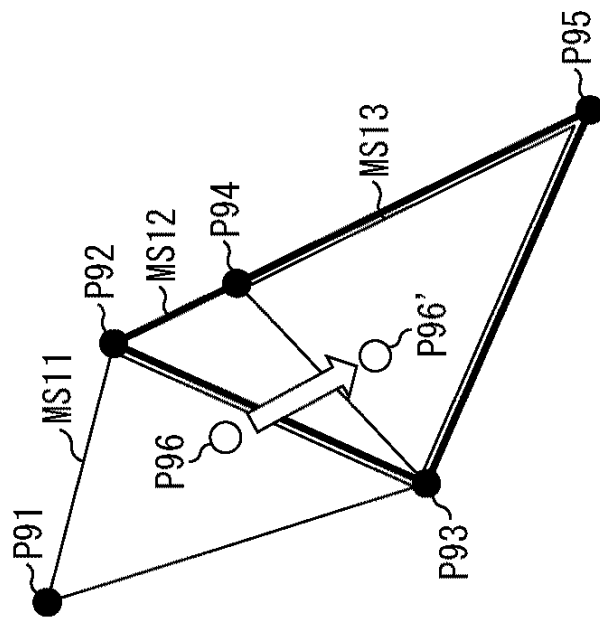


FIG. 16

CONFIGURATION EXAMPLE OF
VIEWPOINT-SIDE MESHES



CONFIGURATION EXAMPLE OF OBJECT-SIDE MESHES

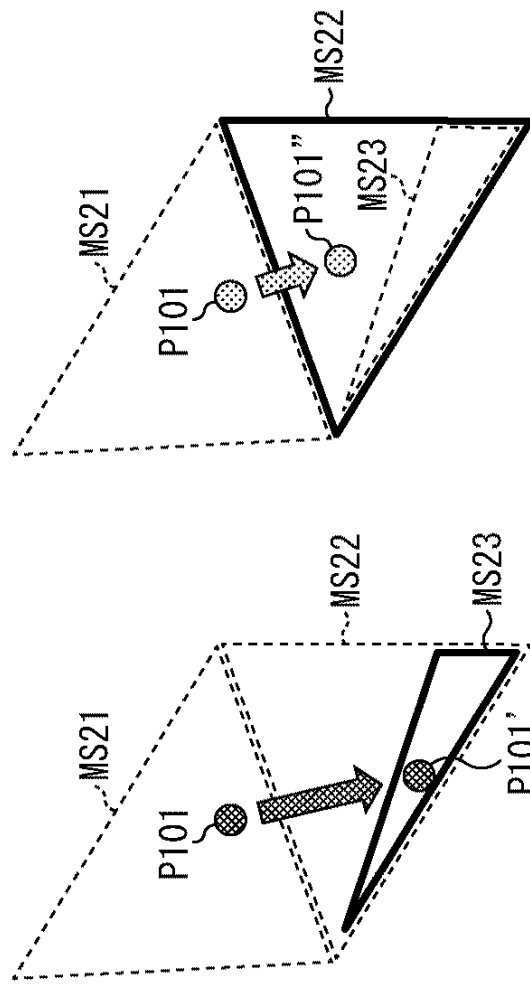


FIG. 17

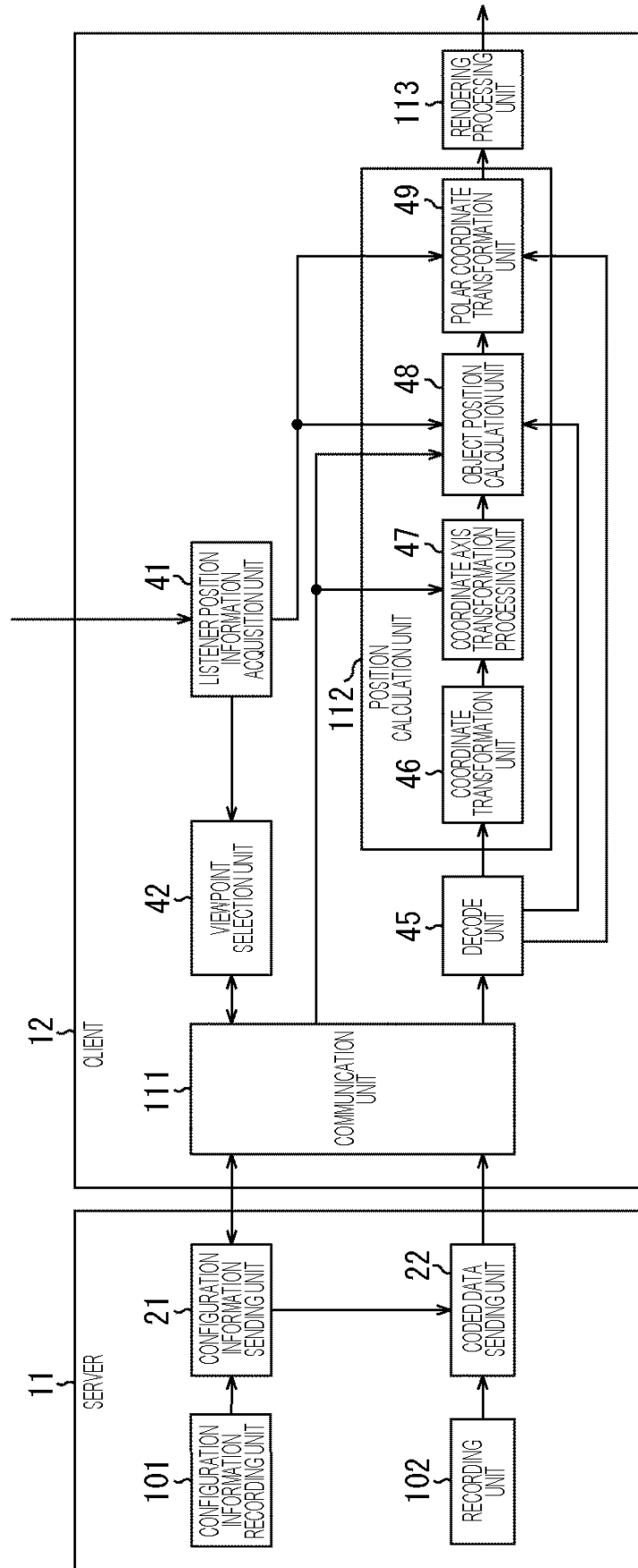


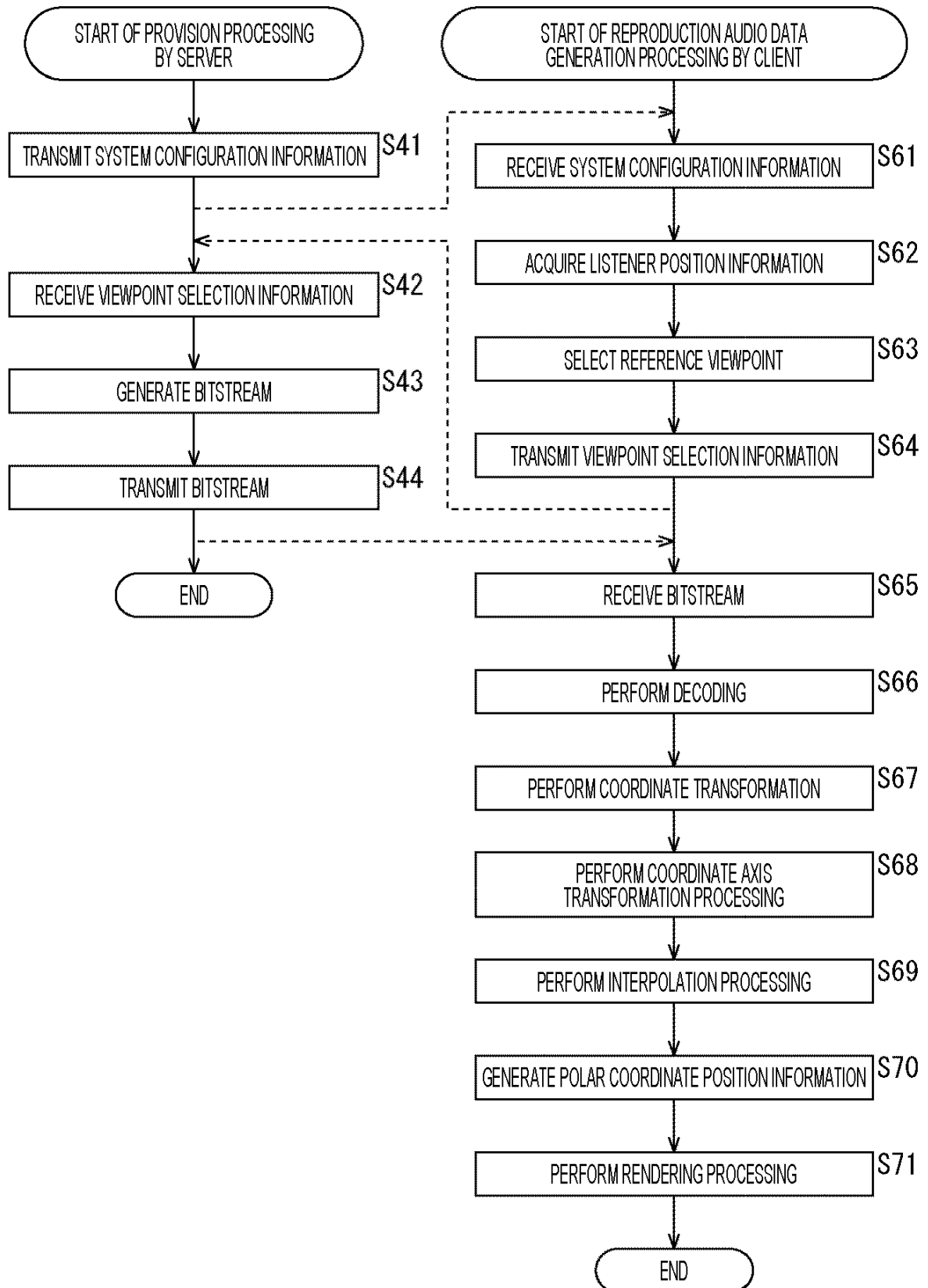
FIG. 18

FIG. 19

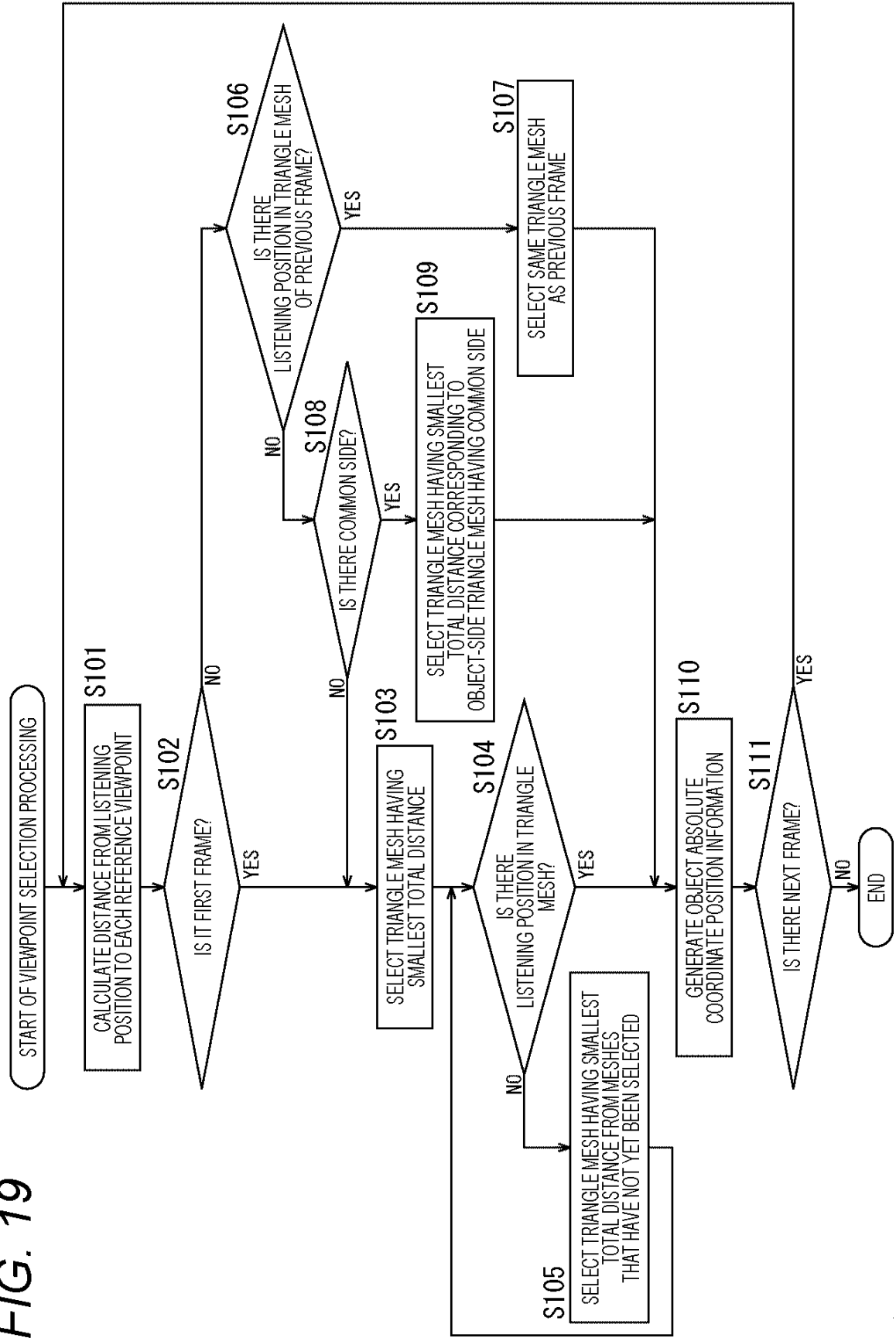


FIG. 20

