IMMERSIVE AUDIO COMMUNICATION

Abstract

A method and system for using spatial audio in a virtual environment, which is capable of running on portable devices with limited processing power, and utilising low bandwidth communication connections. The system identifies a first avatar in the virtual environment; and determines if the avatar satisfies a reuse criterion, which will enable the system to reuse the audio information which has been generated for a second avatar in the virtual environment for the first avatar.

Figure: None