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(54) Title: RENDERERS, DECODERS, ENCODERS, METHODS AND BITSTREAMS USING SPATIALLY EXTENDED SOUND SOURCES

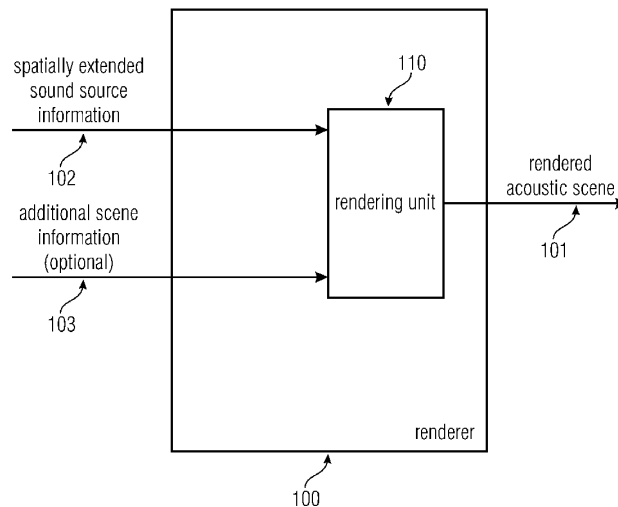


Fig. 1

(57) Abstract: Embodiments according to the invention comprise a renderer for rendering, e.g. spatially rendering, an acoustic scene, wherein the renderer is configured to render, e.g. to reproduce, an acoustic impact of a diffuse sound (e.g. of a reverberation; e.g. of a late reverberation), which originates in a first spatial region (e.g. in a first Acoustically Homogenous Space, AHS; e.g. in a first room), in a second spatial region (e.g. in a second Acoustically Homogenous Space; e.g. in a second room; e.g. in a spatial region outside the first spatial region), using a spatially extended sound source, e.g. a SESS, e.g. a spatially extended sound source, e.g. a spatially extended sound source which reproduces the diffuse sound, e.g. using a homogenous extended sound source algorithm. Furthermore, encoders, methods and bitstreams are disclosed.

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