

FIG. 1

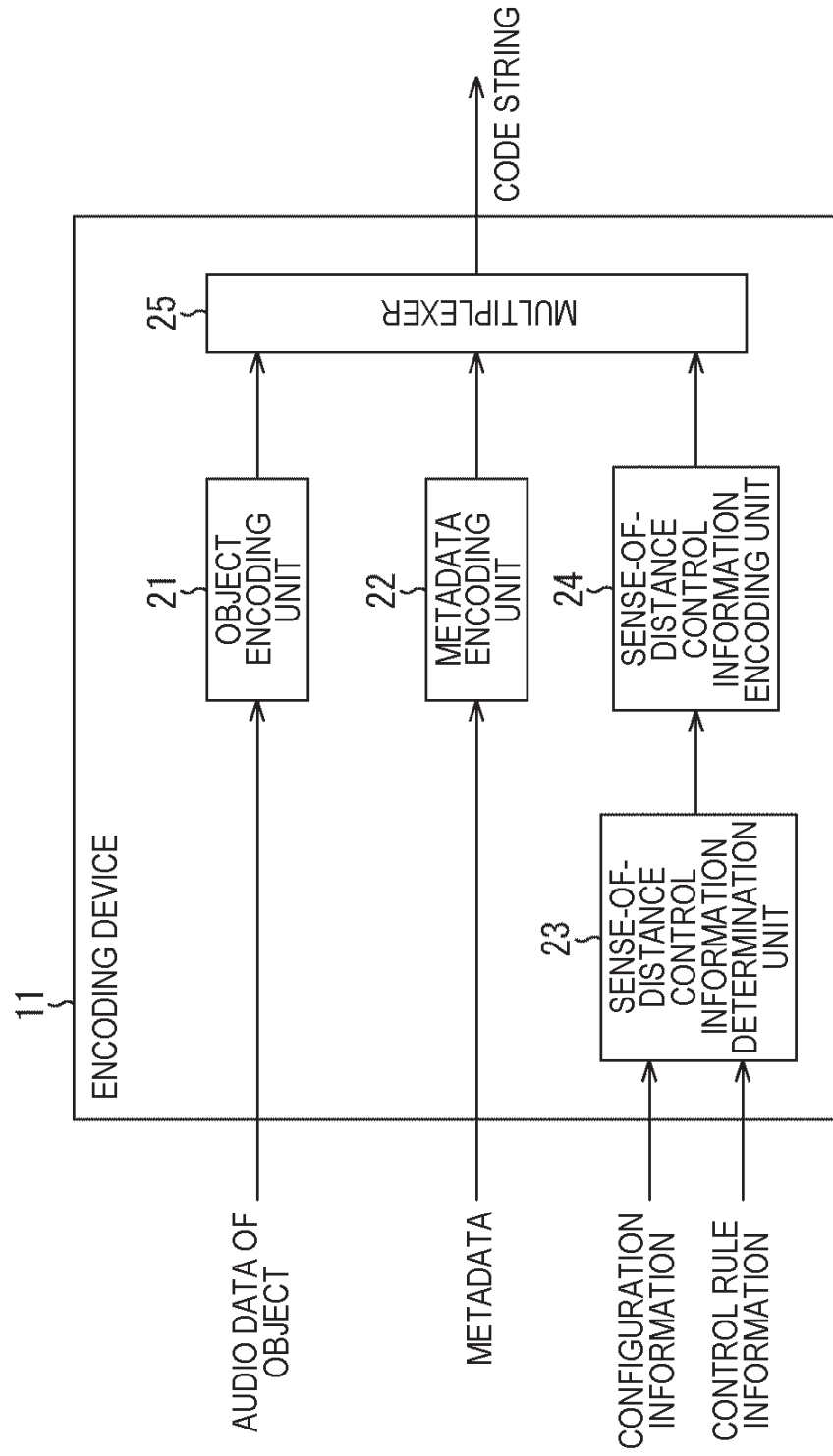


FIG. 2

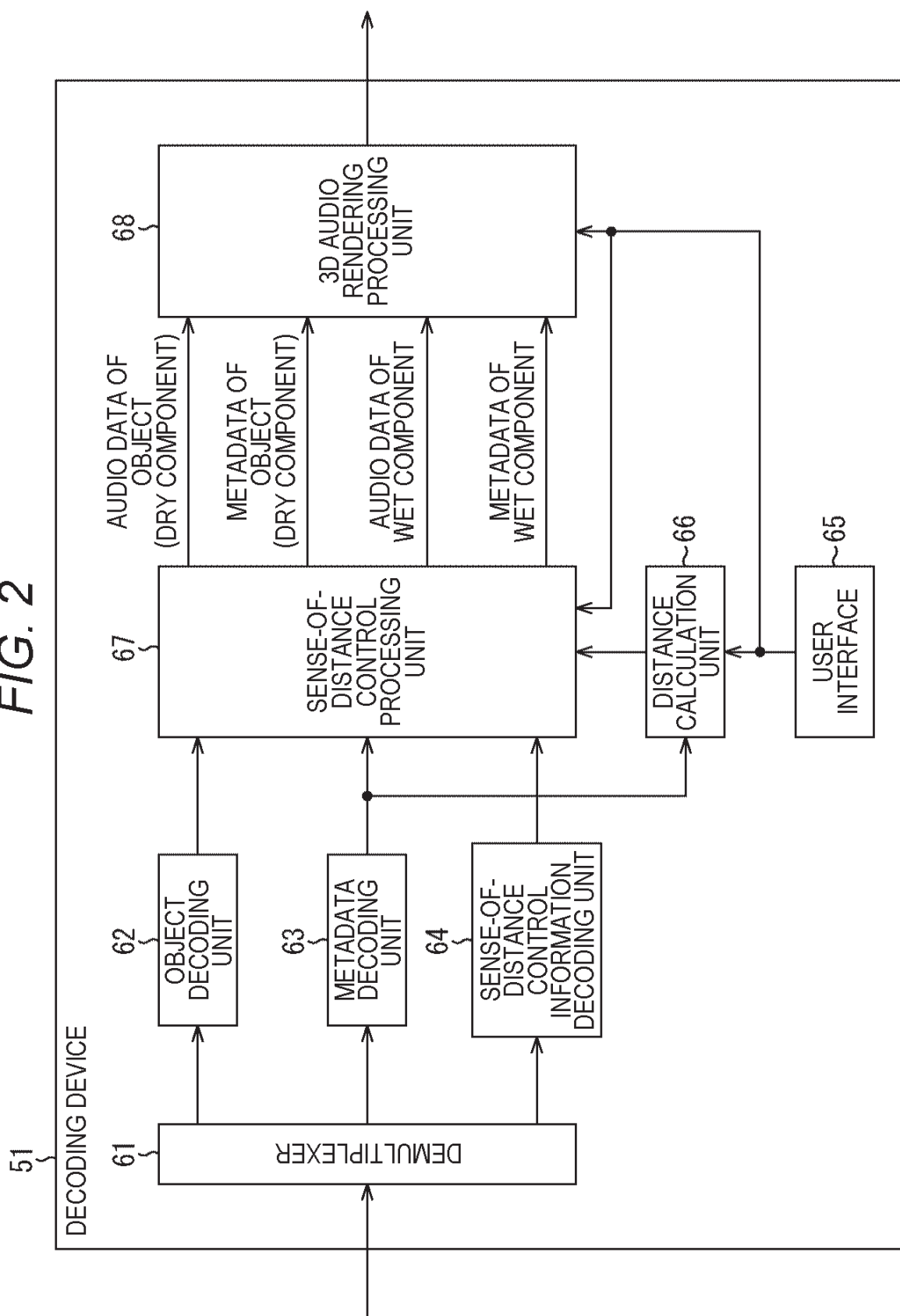
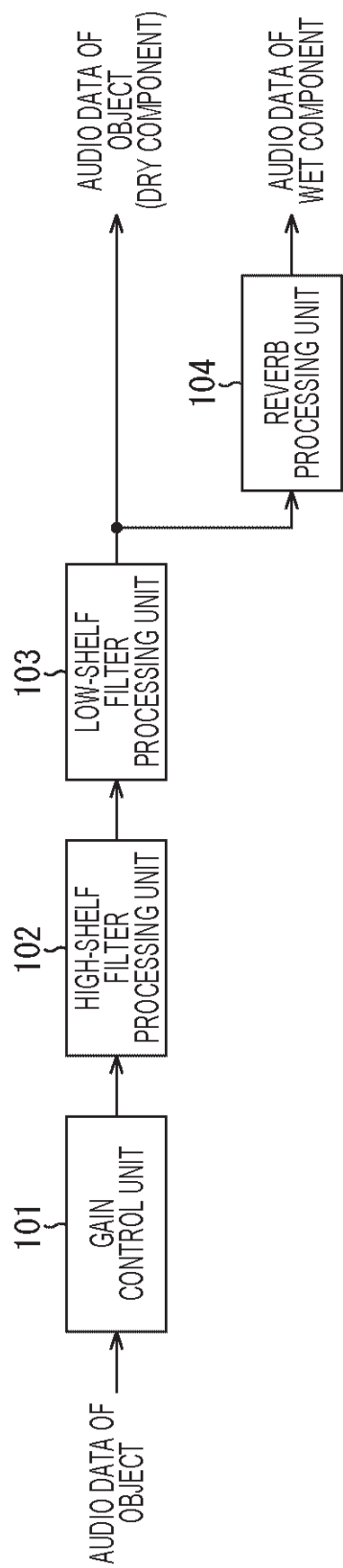


FIG. 3



67

FIG. 4

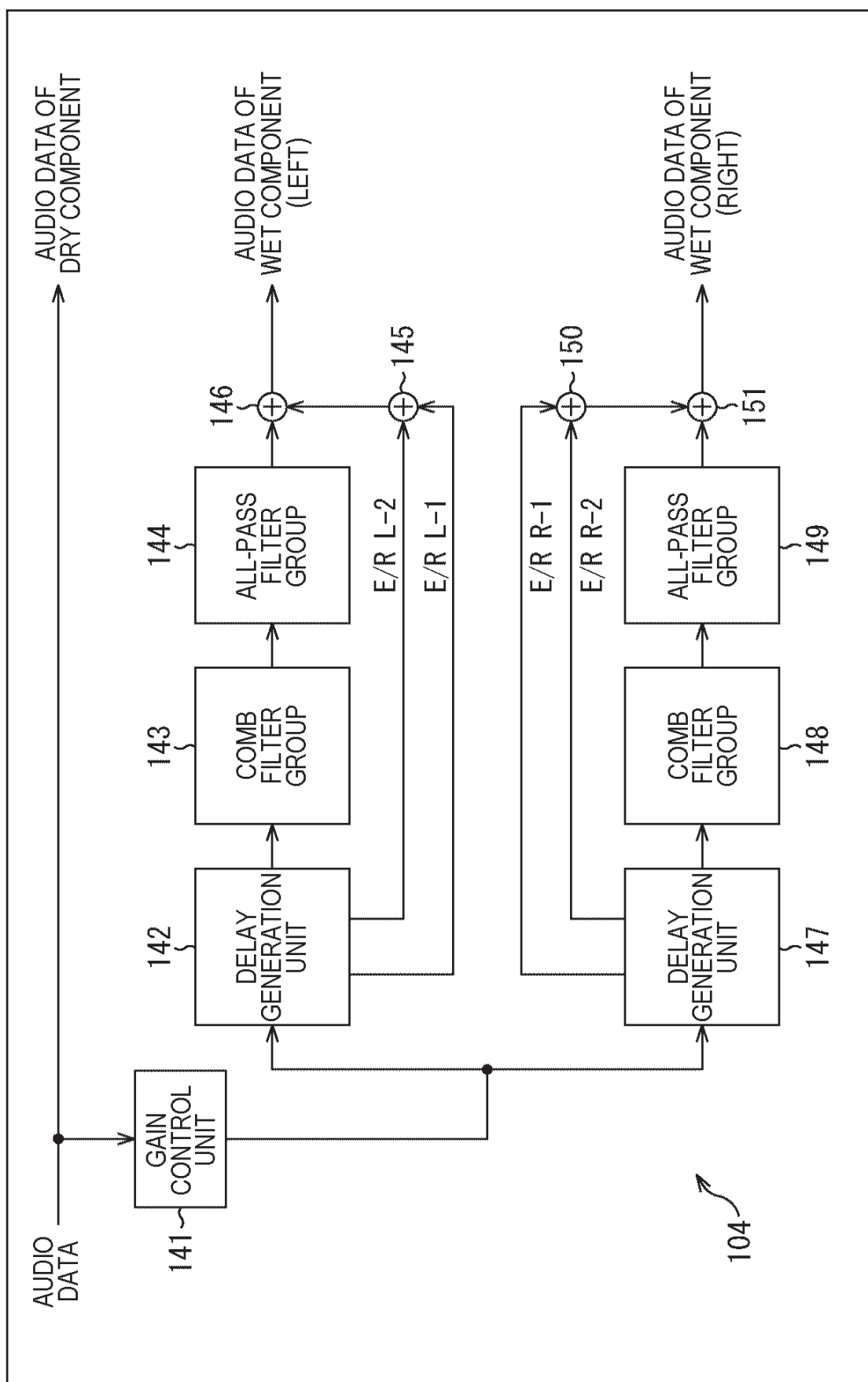
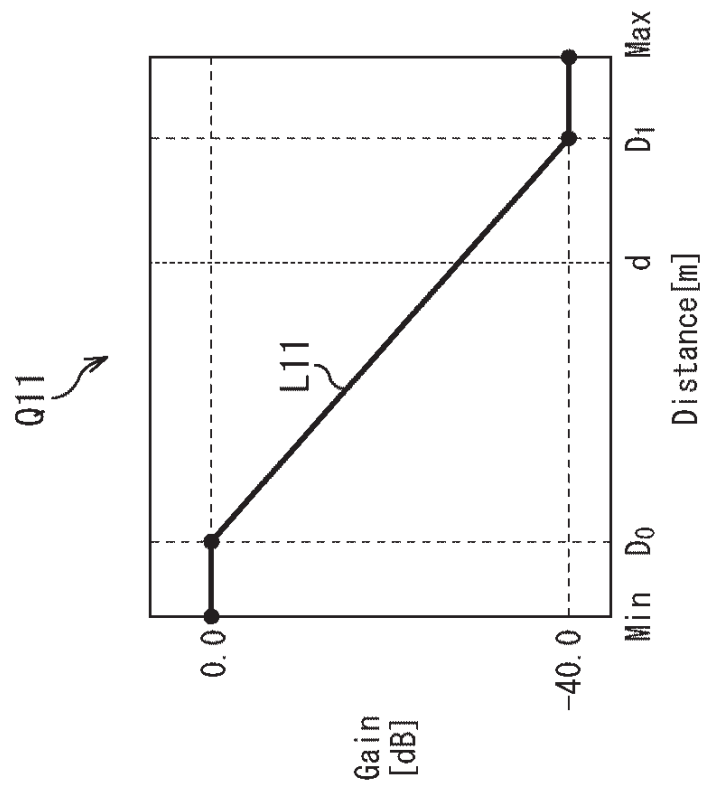


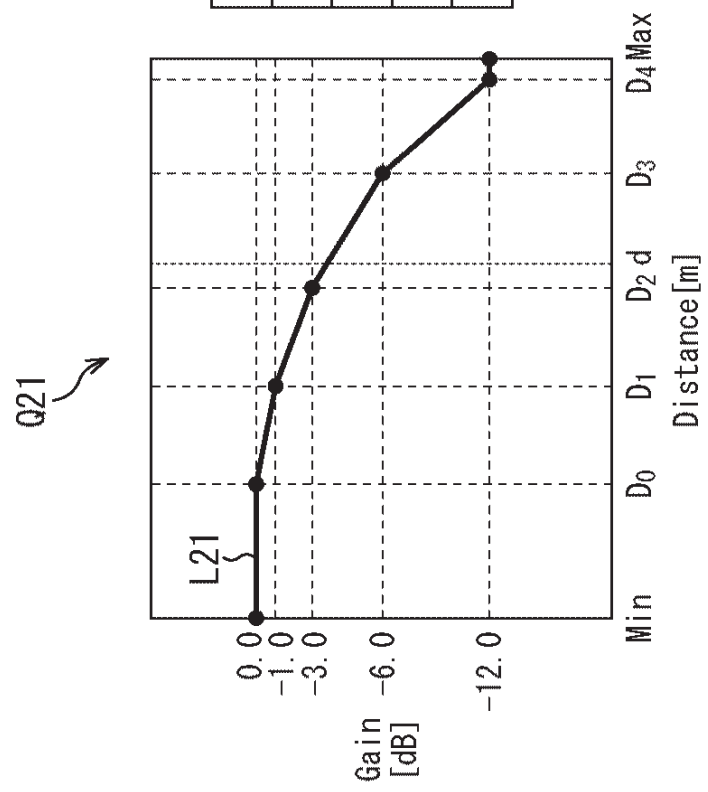
FIG. 5



Q12

Distance	Min	D ₀	D ₁	Max
Gain	0.0	0.0	-40.0	-40.0

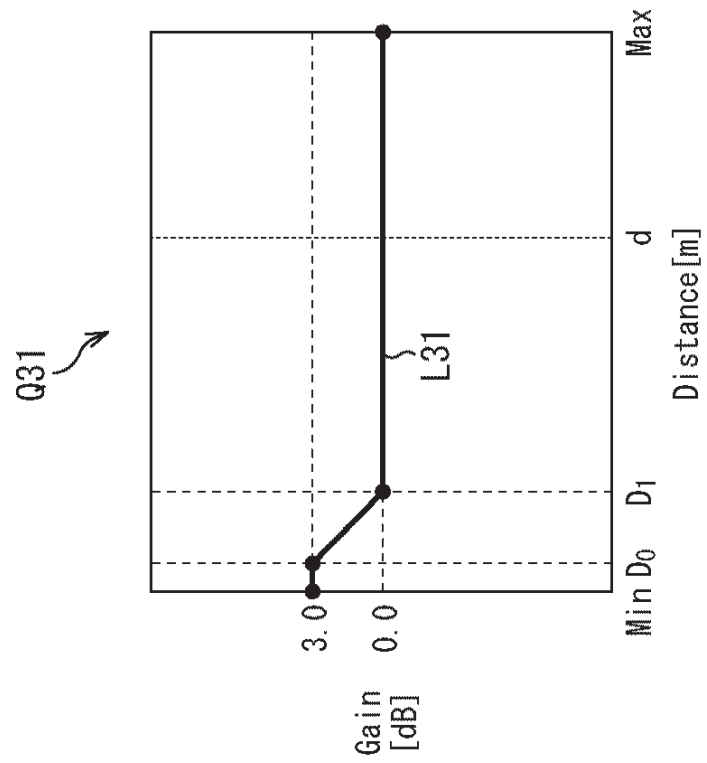
FIG. 6



Q22

Distance	Min	D ₀	D ₁	D ₂	D ₃	D ₄	Max
Type	High Shelving						
Fc	6kHz	6kHz	6kHz	6kHz	6kHz	6kHz	6kHz
Q	2.0	2.0	2.0	2.0	2.0	2.0	2.0
Gain	0.0	0.0	-1.0	-3.0	-6.0	-12.0	-12.0

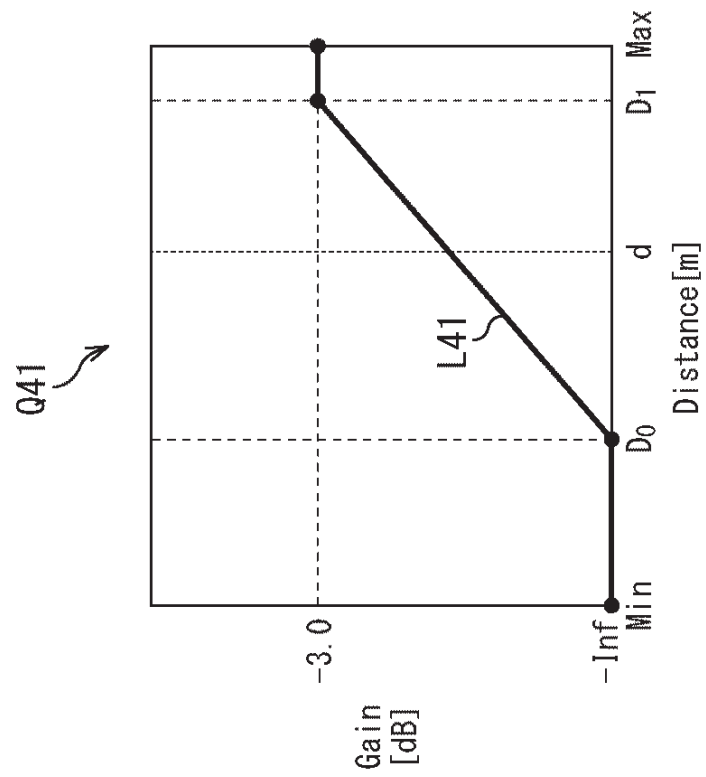
FIG. 7



Q32

Distance	Min	D_0	D_1	Max
Type	Low Shelving			
F_c	200Hz	200Hz	200Hz	200Hz
Q	2.0	2.0	2.0	2.0
Gain	+3.0	+3.0	0.0	0.0

FIG. 8



Q42

Distance	Min	D ₀	D ₁	Max
Wet Gain	-Inf	-Inf	-3.0	-3.0

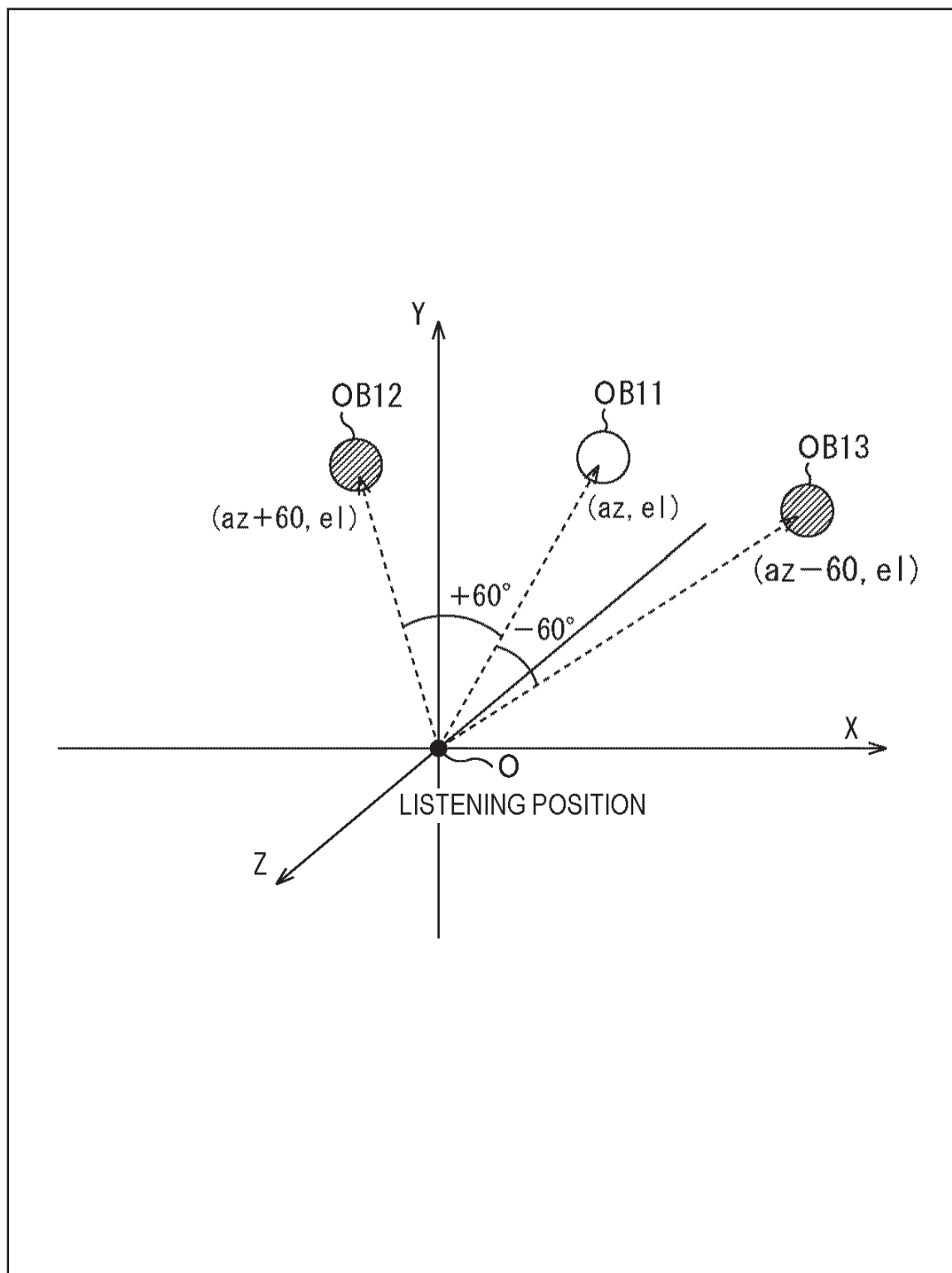
FIG. 9

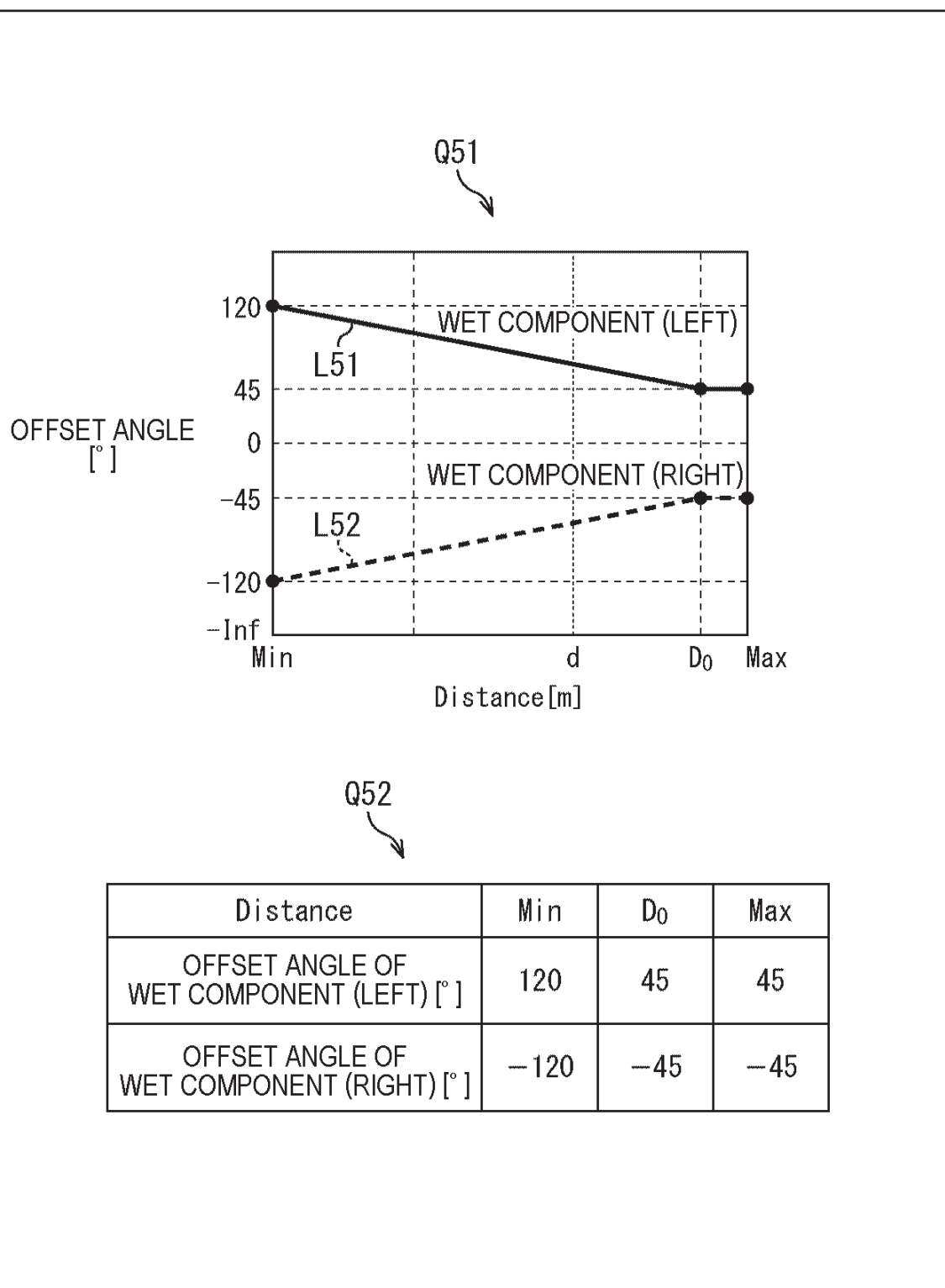
FIG. 10

FIG. 11

Syntax	No. of bytes	Data format
<pre>DistanceRender(){ DistanceRender_Attn(); DistanceRender_Filt(); DistanceRender_Filt(); DistanceRender_Revb(); }</pre>		

FIG. 12

Syntax	No. of bytes	Data format
DistanceRender_Attn() { num_points; for (i = 0; i < num_points; i++) { distance[i]; gain[i]; }	1 4 4	unsigned char float float

FIG. 13

Syntax	No. of bytes	Data format
DistanceRender_Filt() {		
filt_type;	1	unsigned char
num_points;	1	unsigned char
for (i = 0; i < num_points; i++) {		
distance[i];	4	float
freq[i];	4	float
Q[i];	4	float
gain[i];	4	float
}		
}		

FIG. 14

Syntax	No. of bytes	Data format
<pre> DistRender_Revb() { num_points; for (i = 0; i < num_points; i++) { distance[i]; wet_gain[i]; for (j = 0; j < num_wetobjjs; i++) { wet_azimuth_offset[i][j]; wet_elevation_offset[i][j]; } } </pre>	<p>1</p> <p>4</p> <p>4</p> <p>4</p> <p>4</p>	<p>unsigned char</p> <p>float</p> <p>float</p> <p>float</p> <p>float</p>

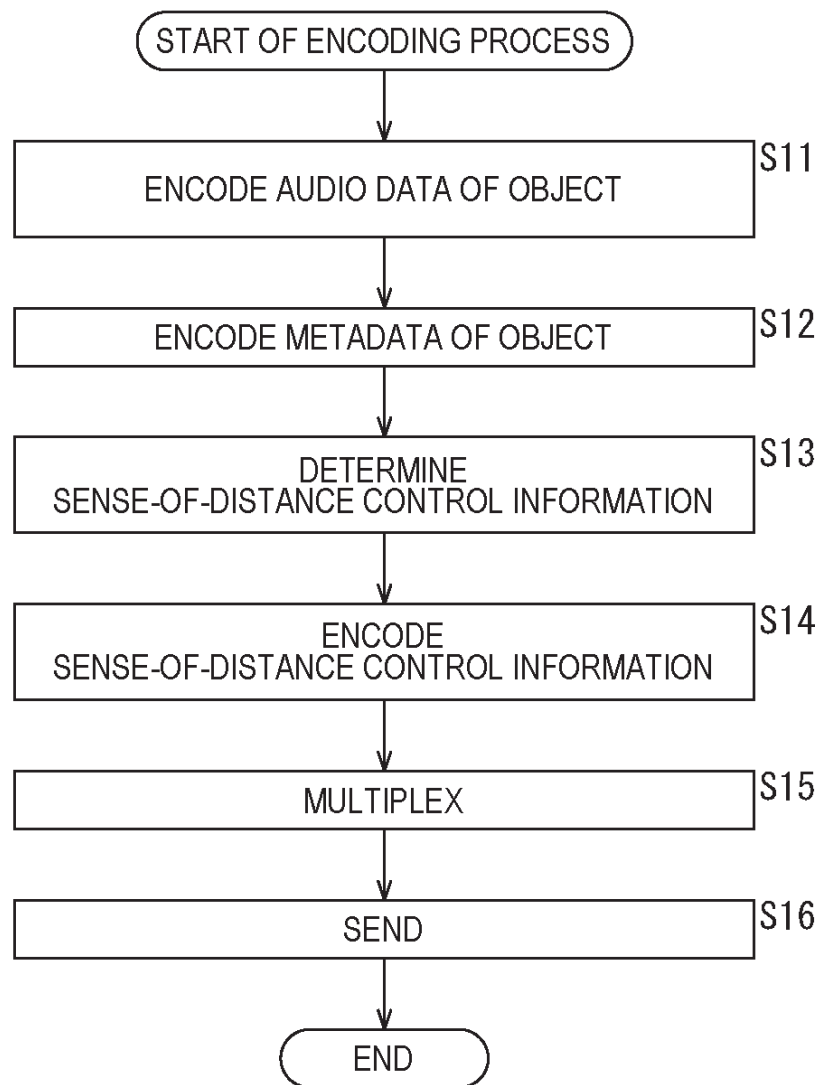
FIG. 15

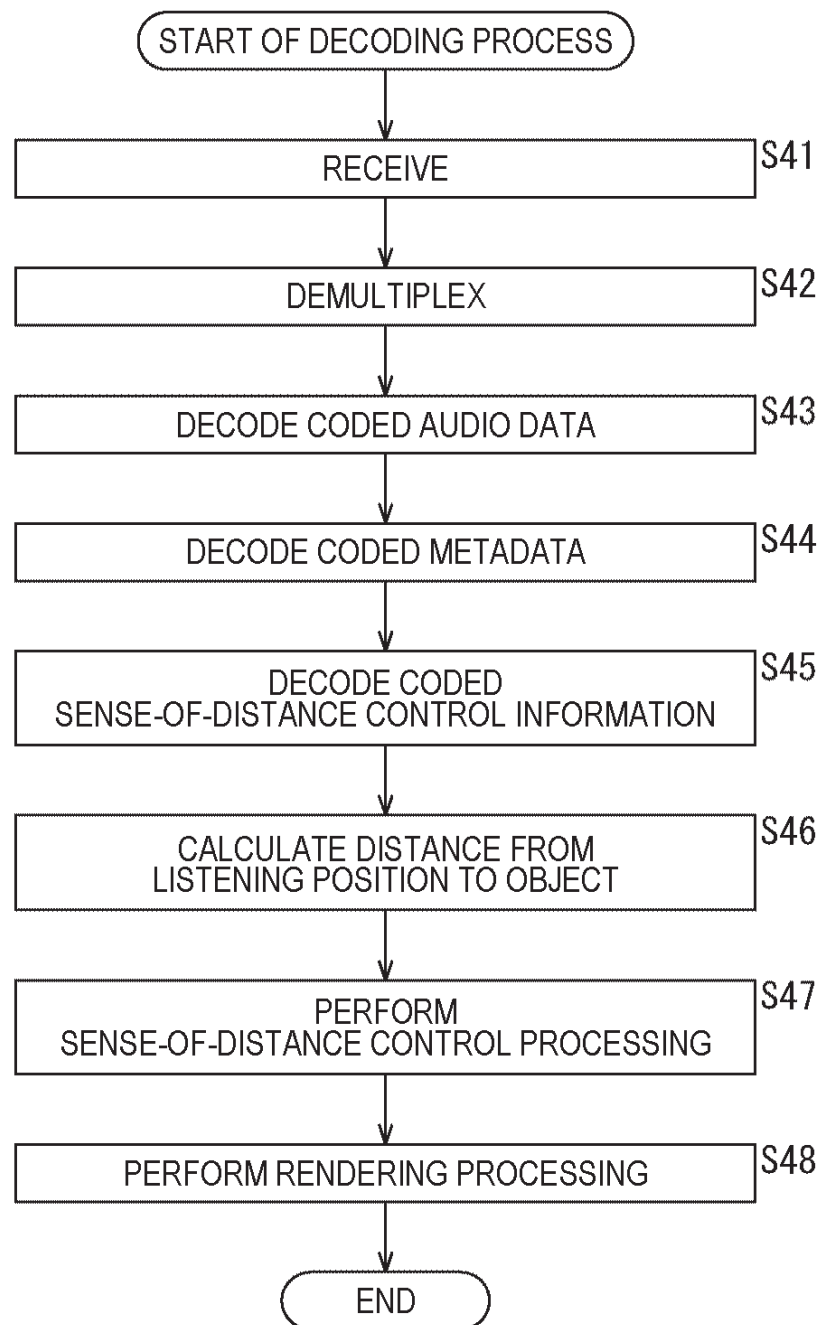
FIG. 16

FIG. 17

index	DISTANCE BETWEEN OBJECT AND LISTENING POSITION d[m]													
	Min	0.1	0.2	...	1.0	2.0	...	10.0	20.0	...	100.0	200.0	...	Max
0	Gain [dB] = 20* log10 (1/d)													
1	Gain [dB] = 20* log10 (1/d) ²													
2	10.0	10.0	6.99	...	0	-3.01	...	-10.0	-13.0	...	-20.0	-23.0	...	-Inf
3	20.0	20.0	14.0	...	0	-6.02	...	-20.0	-32.0	...	-46.0	-52.0	...	-Inf

FIG. 18

Syntax	No. of bytes	Data format
DistanceRender_Attn() { index ; }	1	unsigned char

FIG. 19

Syntax	No. of bytes	Data format
<pre> DistanceRender(){ for (i = 0; i < num_objs; i++) { isDistanceRenderFlg; if (isDistanceRenderFlg) { DistanceRender_Attn(); DistanceRender_Filt(); DistanceRender_Filt(); DistanceRender_Revb(); } } }</pre>	1	unsigned char

FIG. 20

Syntax	No. of bytes	Data format
<pre> DistanceRender(){ for (i = 0; i < num_obj_groups; i++) { isDistanceRenderFlg; if (isDistanceRenderFlg) { DistanceRender_Attn(); DistanceRender_Filt(); DistanceRender_Filt(); DistanceRender_Revb(); } } }</pre>	1	unsigned char

FIG. 21

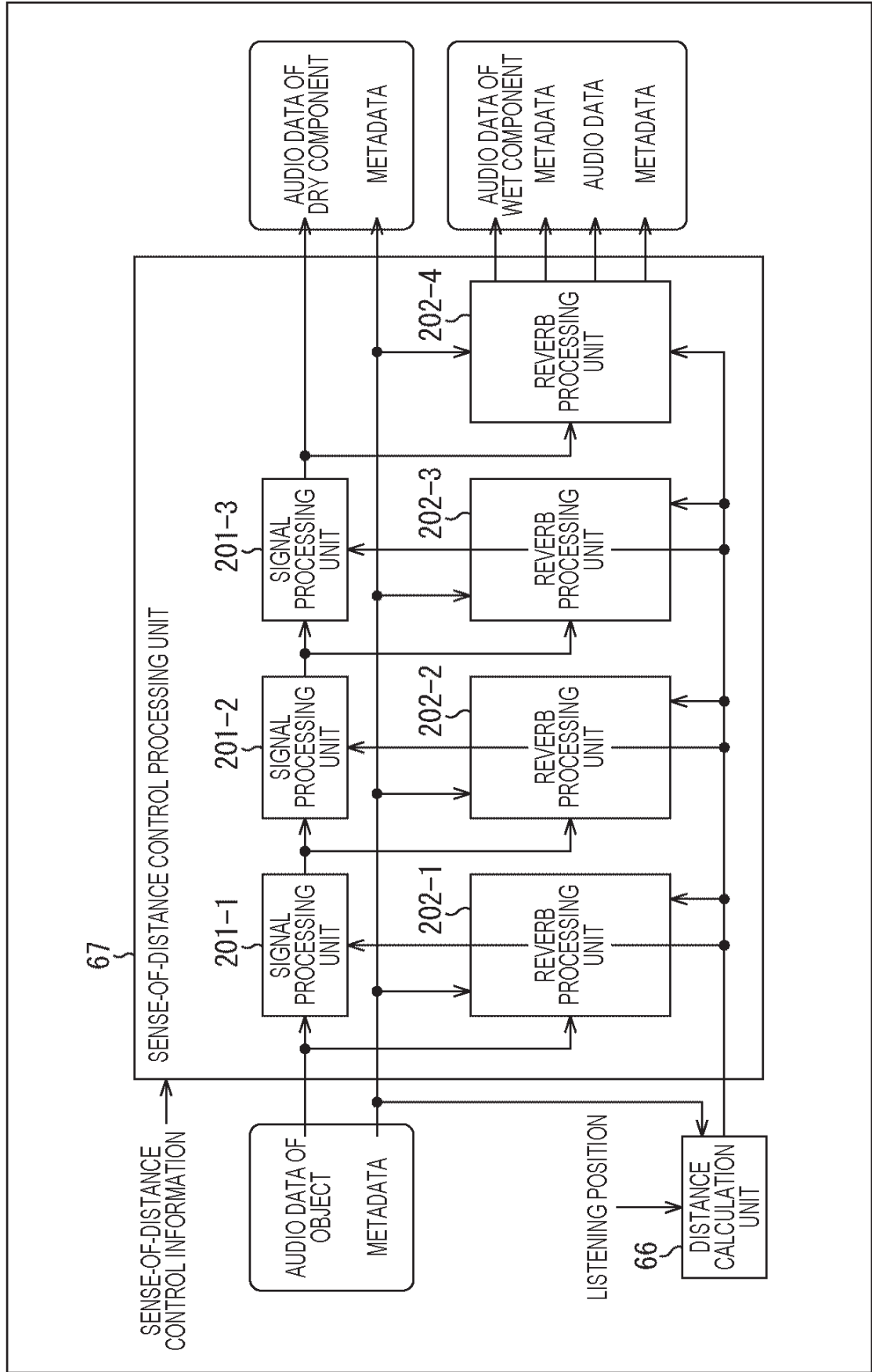


FIG. 23

