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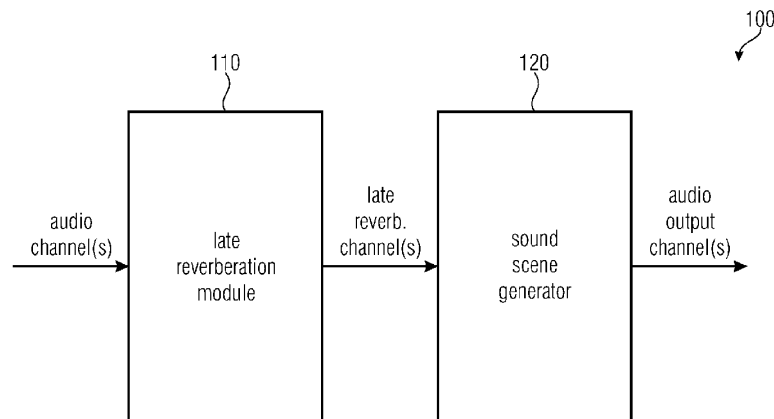


Fig. 1

(57) **Abstract:** A renderer (100) according to an embodiment is provided. The renderer (100) is configured for rendering a virtual audio scene depending on one or more audio channels of each sound source of one or more sound sources emitting sound into the virtual audio scene, wherein, to process the one or more audio channels of said sound source. The renderer (100) comprises a late reverberation module (110) configured for generating one or more late reverberation channels depending on the one or more audio channels of the sound source, wherein the one or more late reverberation channels represent a late-reverberation part of the sound emitted into the virtual audio scene by the sound source. Moreover, the renderer (100) comprises a sound scene generator (120) for generating, using the one or more late-reverberation channels, one or more audio output channels for reproducing the virtual audio scene. The late reverberation module (110) is configured to generate the one or more late reverberation channels depending on the one

[Continued on next page]

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or more audio channels of the sound source depending on a distance between the sound source and a listener in the virtual audio scene.