CLAIMS:

1. A method for decoding audio data of an audio scene, the method comprising:

receiving first audio source data of a first audio source and second audio source data of a second audio source, the first audio source being included in a space of interest in the audio scene and encoded according to a first encoding scheme, the second audio source being outside the space of interest in the audio scene and encoded according to a second encoding scheme, the space of interest in the audio scene being represented by at least one of a listener space, an audio channel, or an audio object, and the second encoding scheme being different from the first encoding scheme;

decoding the first audio source data according to a first decoding scheme based on the first audio source being included in the space of interest; and

decoding the second audio source data according to a second decoding scheme based on the second audio source being outside the space of interest, the second decoding scheme being different from the first decoding scheme.

2. The method of claim 1, wherein the decoding the second audio source data comprises:

determining that the second audio source data is not to be decoded based on the second audio source being determined as outside the space of interest.

3. The method of claim 1, wherein the first audio source is a non-stationary audio object.

4. The method of claim 1, wherein the first encoding scheme is configured to encode audio source data of an audio source that is included in the space of interest and the second encoding scheme is configured to not encode audio source data of an audio source that is outside the space of interest.

5. The method of claim 1, wherein the first encoding scheme includes a first bit allocation used in encoding audio source data of an audio source that is included in the space of interest and the second encoding scheme includes a second bit allocation used in encoding audio source data

of an audio source that is outside the space of interest, the first bit allocation being greater than the second bit allocation.

6. The method of claim 1, further comprising:

rendering audio content of the first audio source data based on a first audio rendering scheme; and

rendering audio content of the second audio source data based on a second audio rendering scheme that is different from the first audio rendering scheme.

7. The method of claim 1, further comprising:

determining that audio content of the first audio source data is to be rendered and audio content of the second audio source data is not to be rendered based on the second audio source being determined as outside the space of interest.

8. The method of claim 3, wherein complexities of the first decoding scheme and the second decoding scheme are different.

9. A method of encoding audio data of an audio scene, the method comprising:

receiving audio content of a plurality of audio sources in the audio scene;

determining, for each of the plurality of audio sources, whether the respective audio source is in a space of interest in the audio scene, the space of interest in the audio scene being represented by at least one of a listener space, an audio channel, or an audio object;

determining that the audio content of the respective audio source is to be encoded according to a first encoding scheme based on the respective audio source being in the space of interest in the audio scene; and

determining that the audio content of the respective audio source is to be encoded according to a second encoding scheme based on the respective audio source being outside the space of interest in the audio scene, the second encoding scheme being different from the first encoding scheme;

wherein each of the encoded audio content of the plurality of audio sources is decoded according to a first decoding scheme based on the respective audio source being included in the

space of interest and according to a second decoding scheme based on the respective audio source being outside the space of interest.

10. The method of claim 9, wherein the plurality of audio sources includes a non-stationary audio object.

11. The method of claim 9, wherein the first encoding scheme is configured to encode audio source data of an audio source that is included in the space of interest and the second encoding scheme is configured to not encode audio source data of an audio source that is outside the space of interest.

12. The method of claim 9, wherein the first encoding scheme includes a first bit allocation and the second encoding scheme includes a second bit allocation that is different from the first bit allocation, the first bit allocation being greater than the second bit allocation.

13. An apparatus for representing a space of interest of an audio scene, the apparatus comprising:

processing circuitry configured to perform the method according to any one of claims 1 to 12.