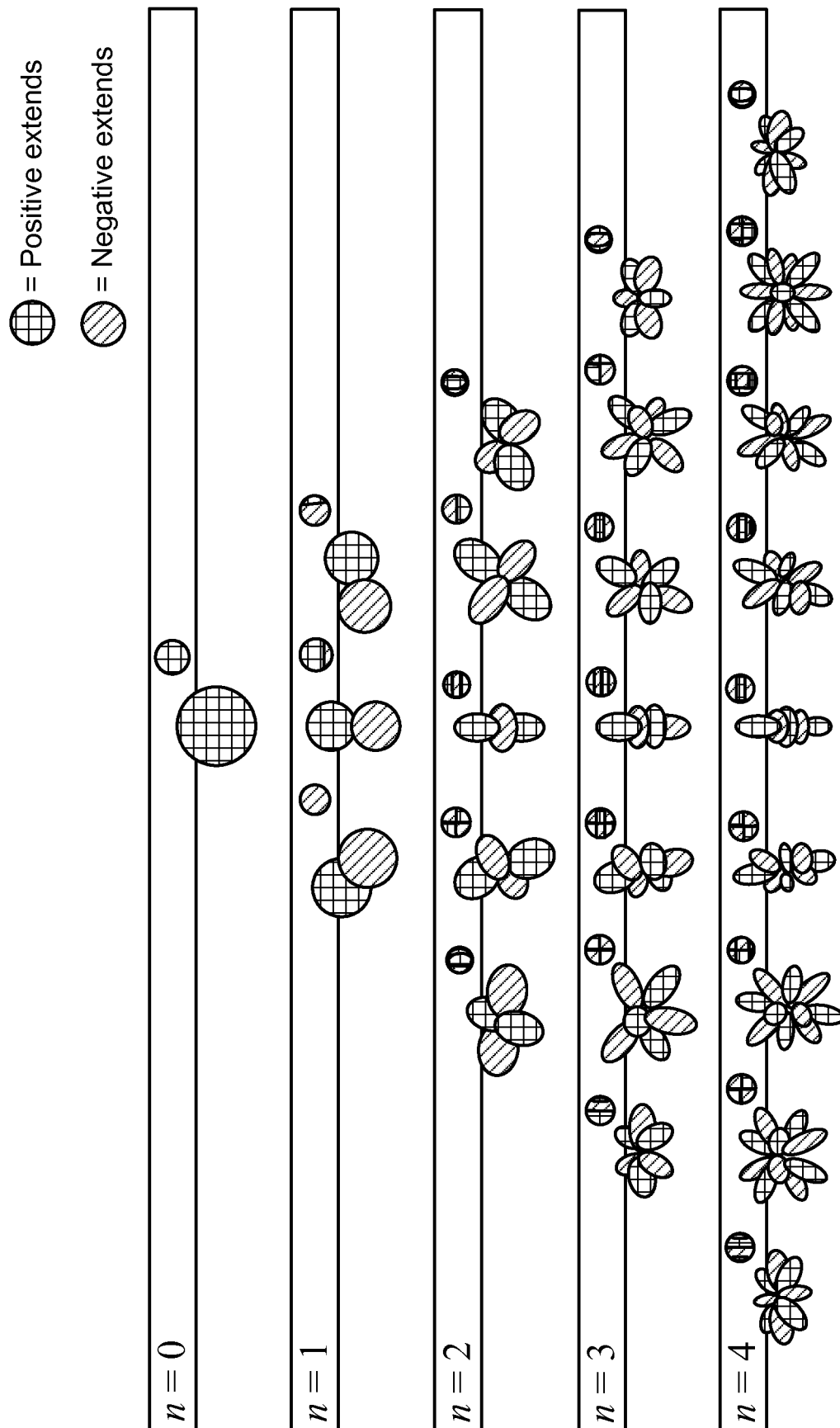




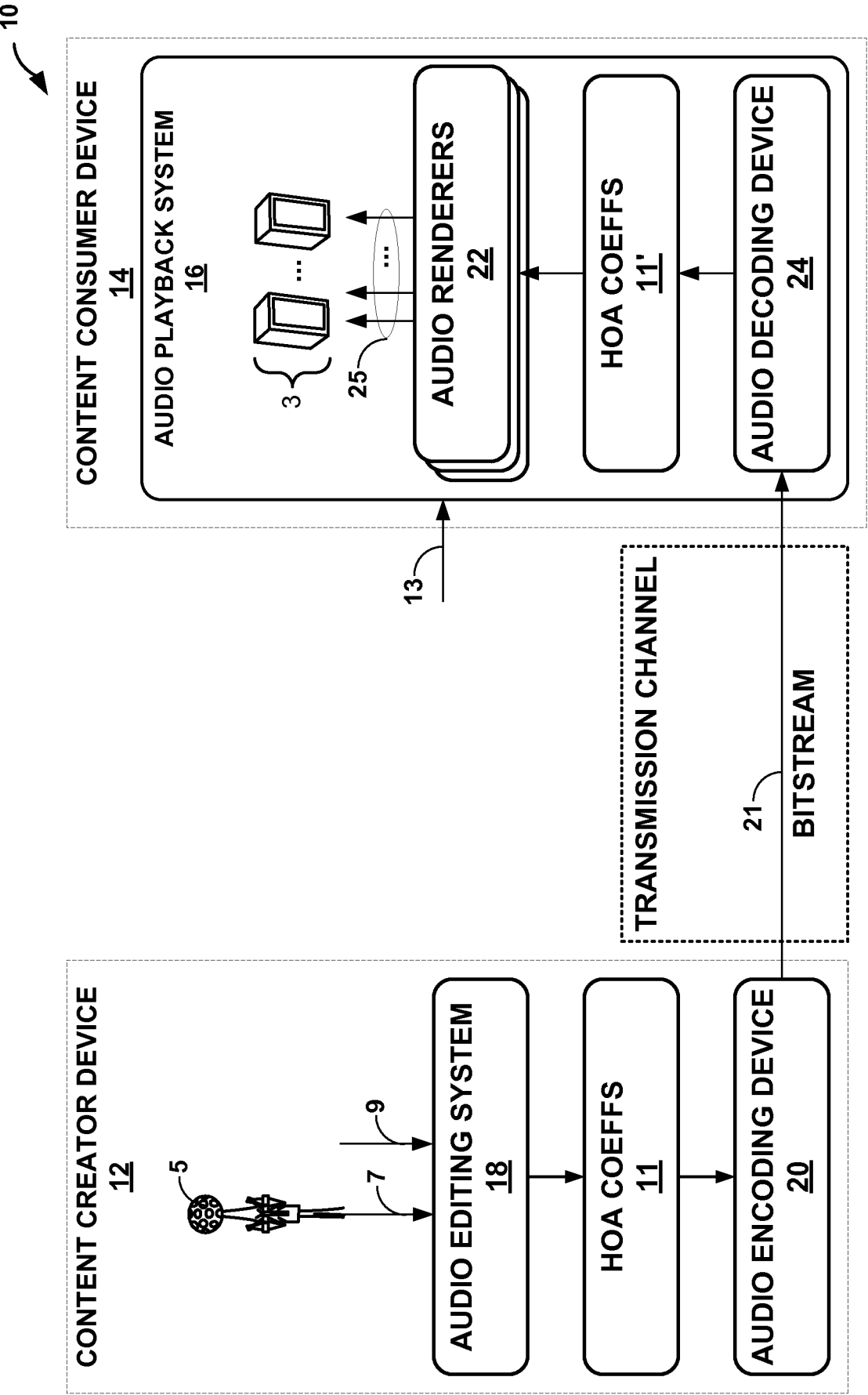


FIG. 2

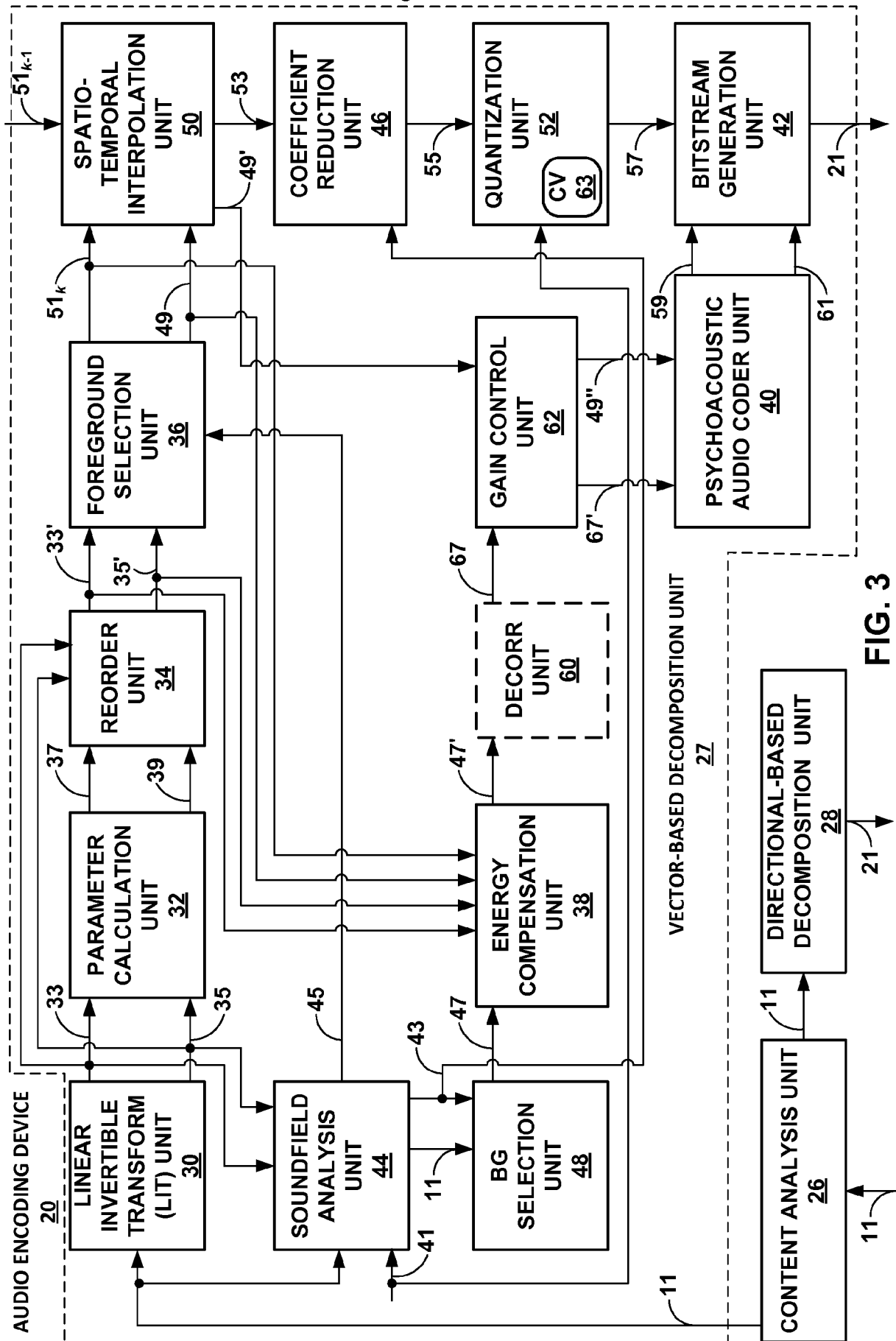


FIG. 3

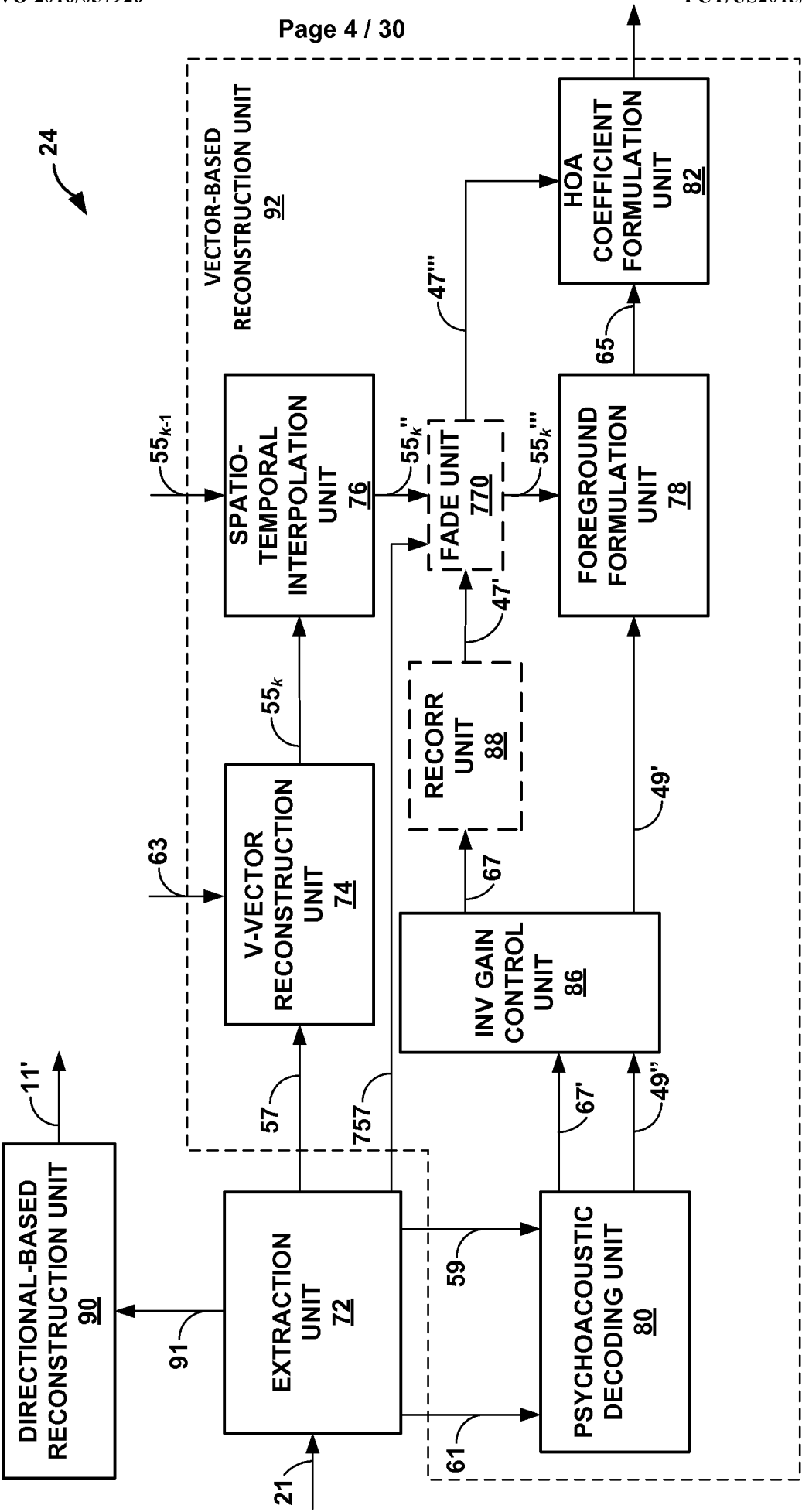


FIG. 4

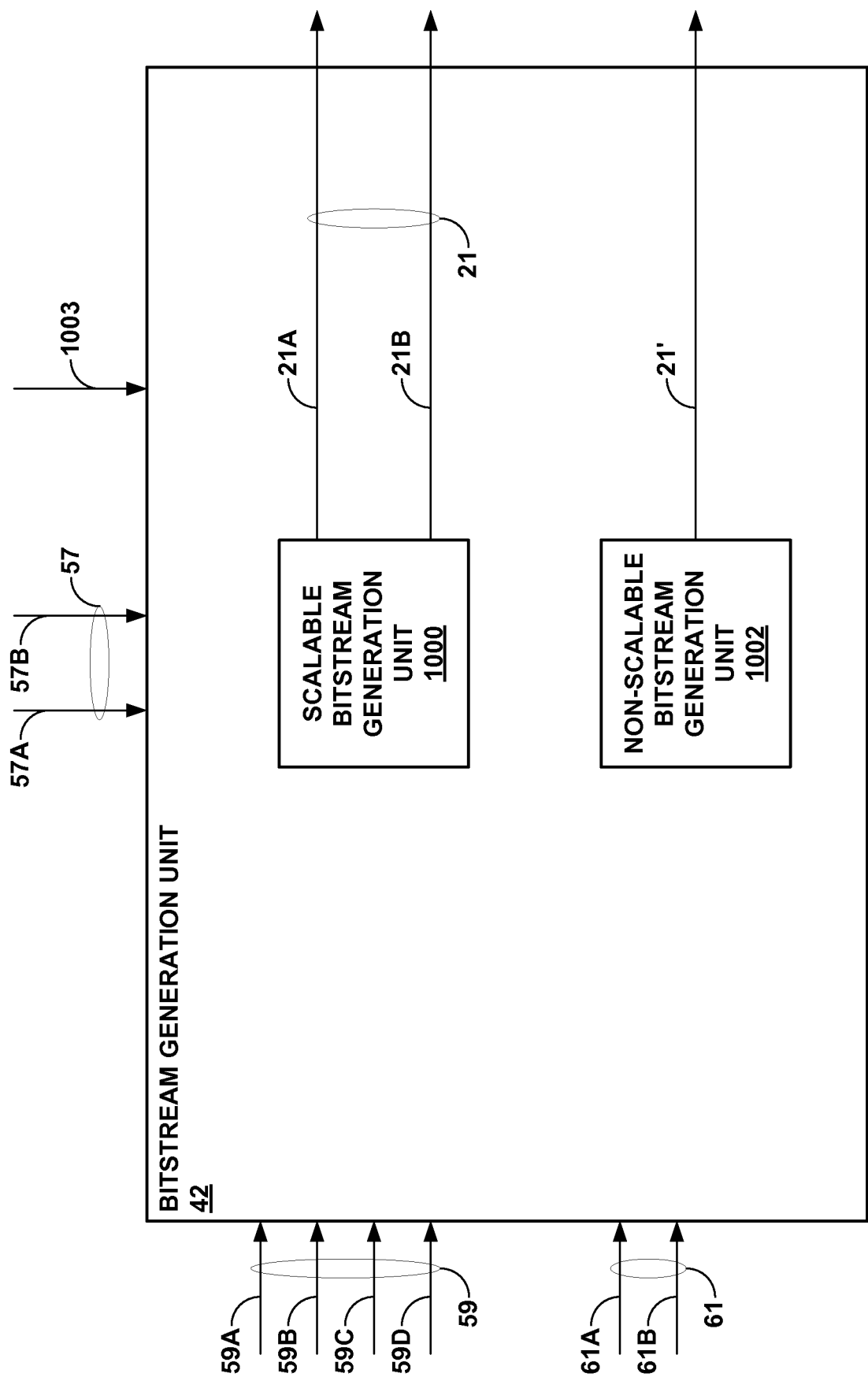


FIG. 5

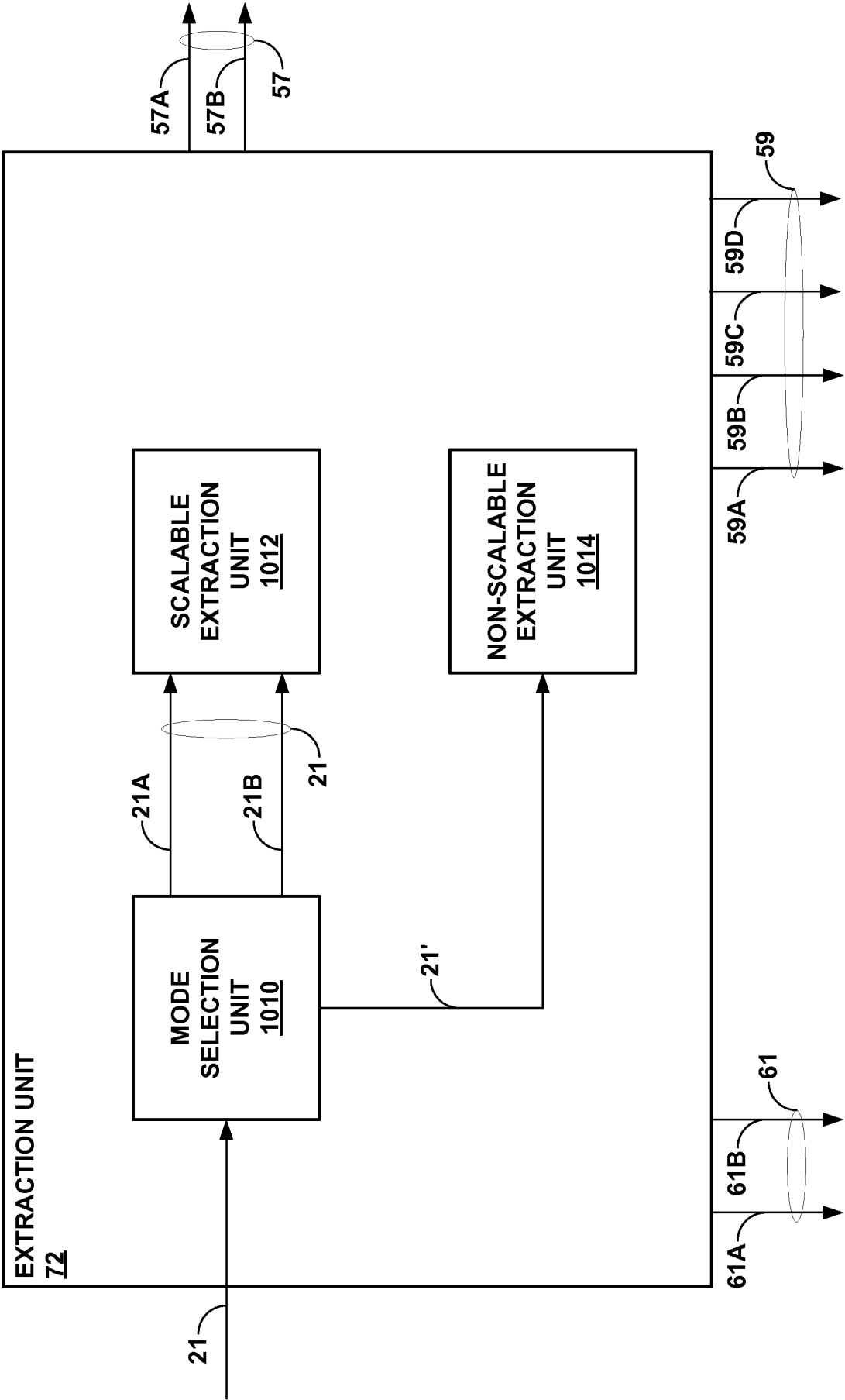


FIG. 6

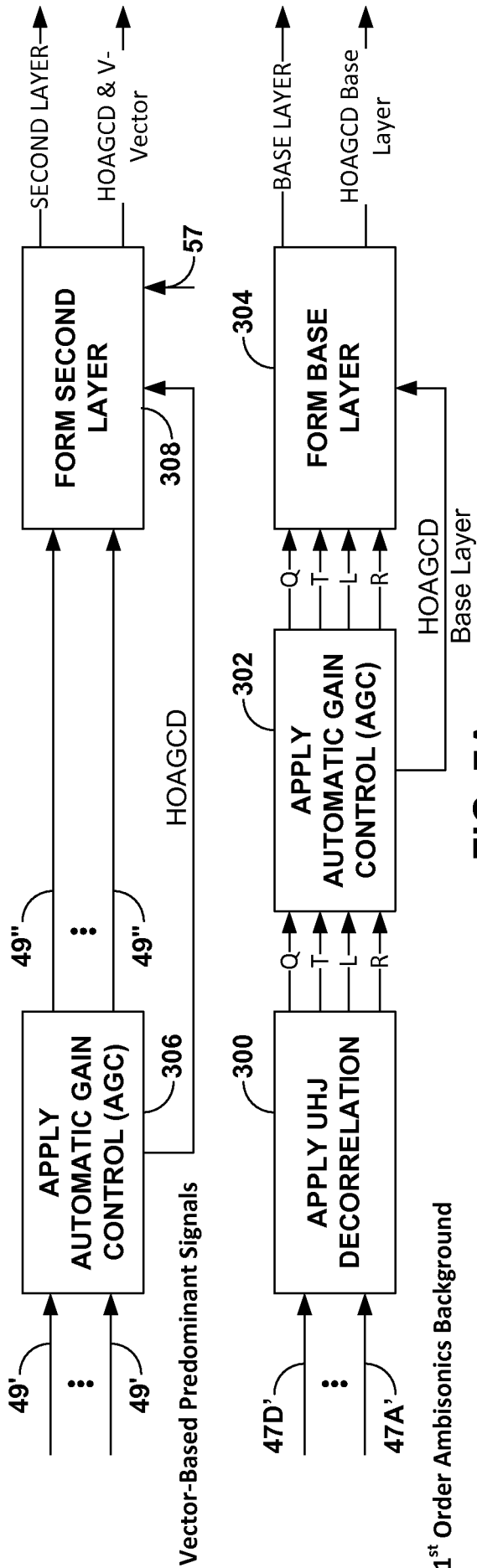


FIG. 7A

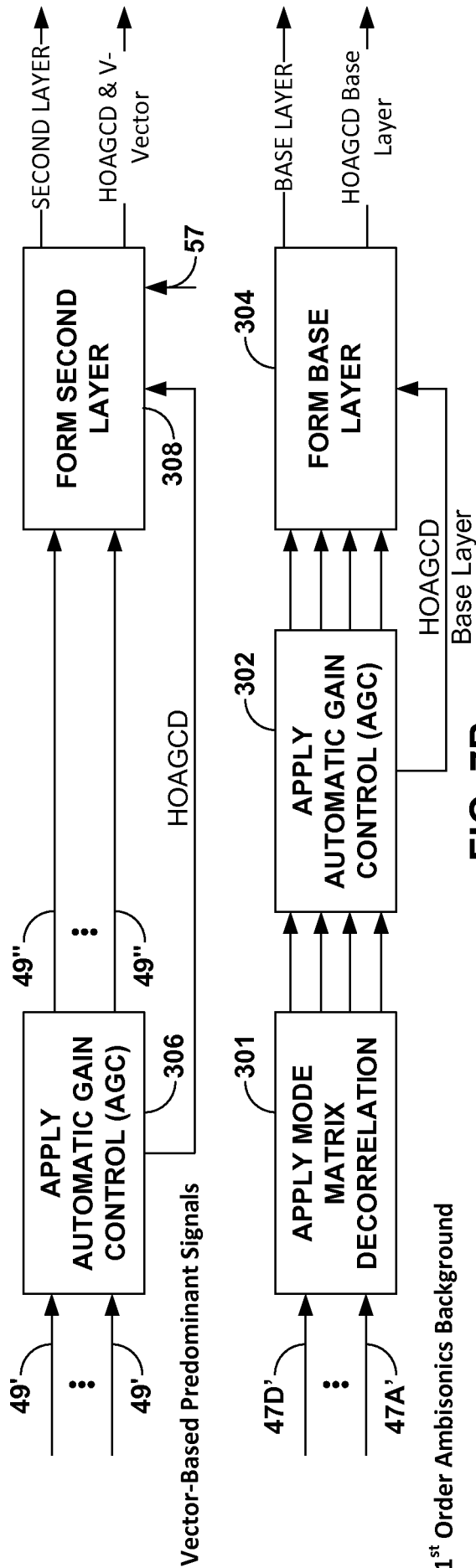


FIG. 7B

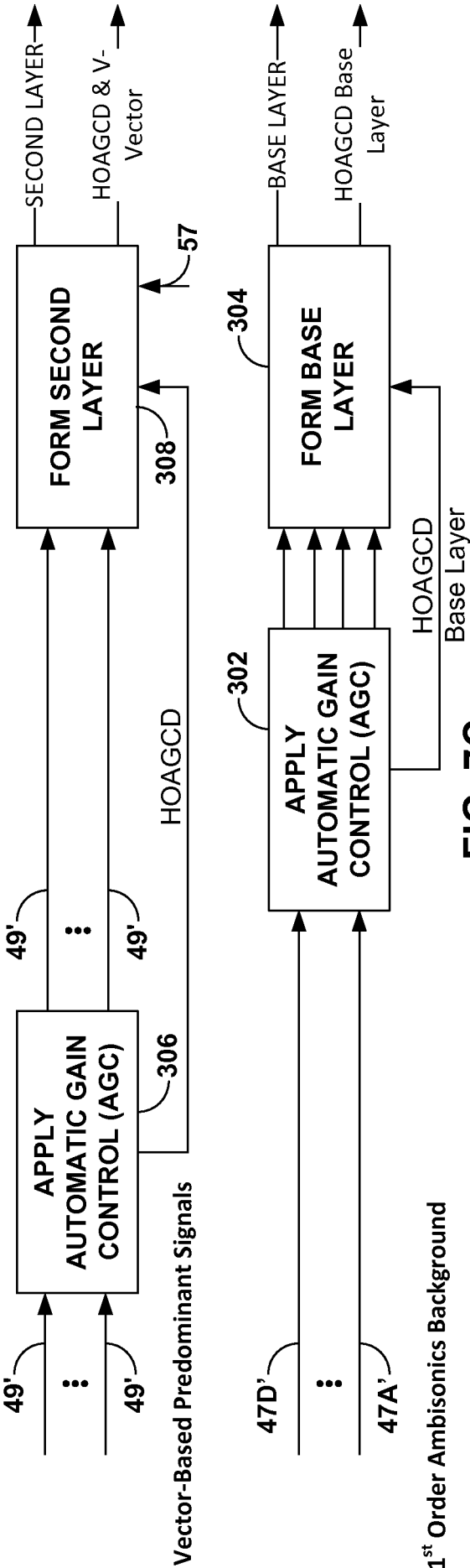


FIG. 7C

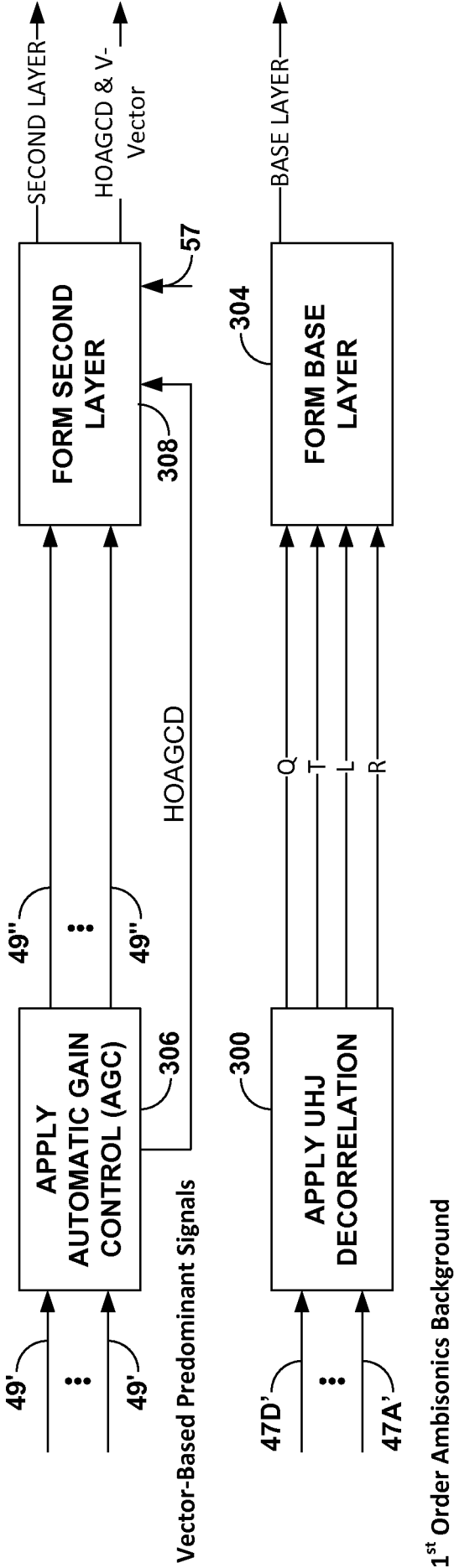


FIG. 7D

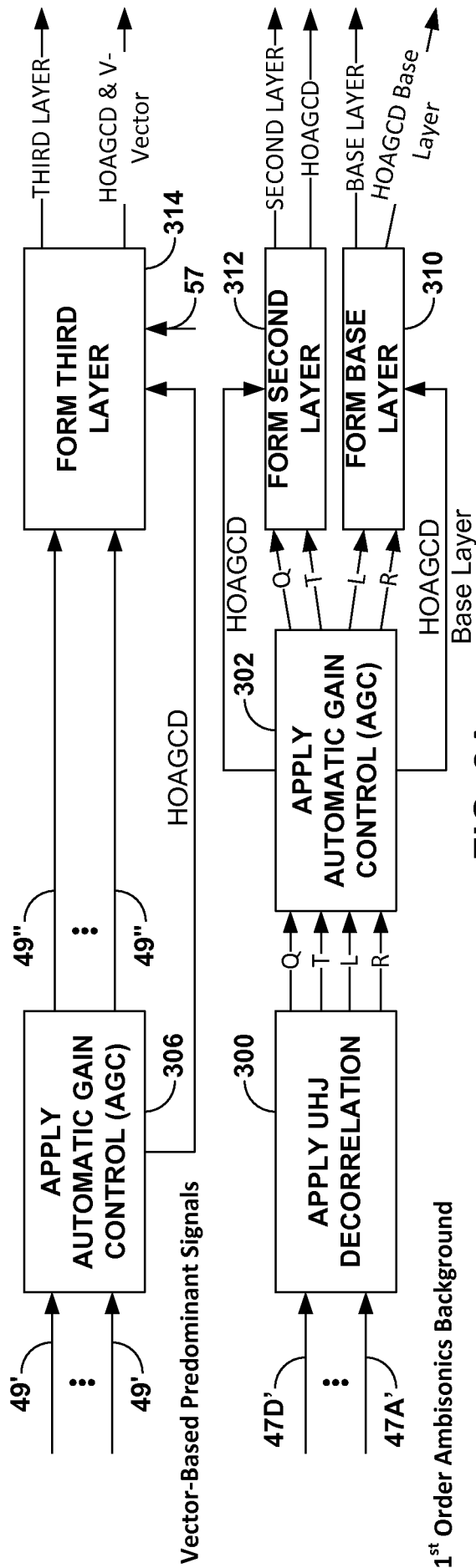


FIG. 8A

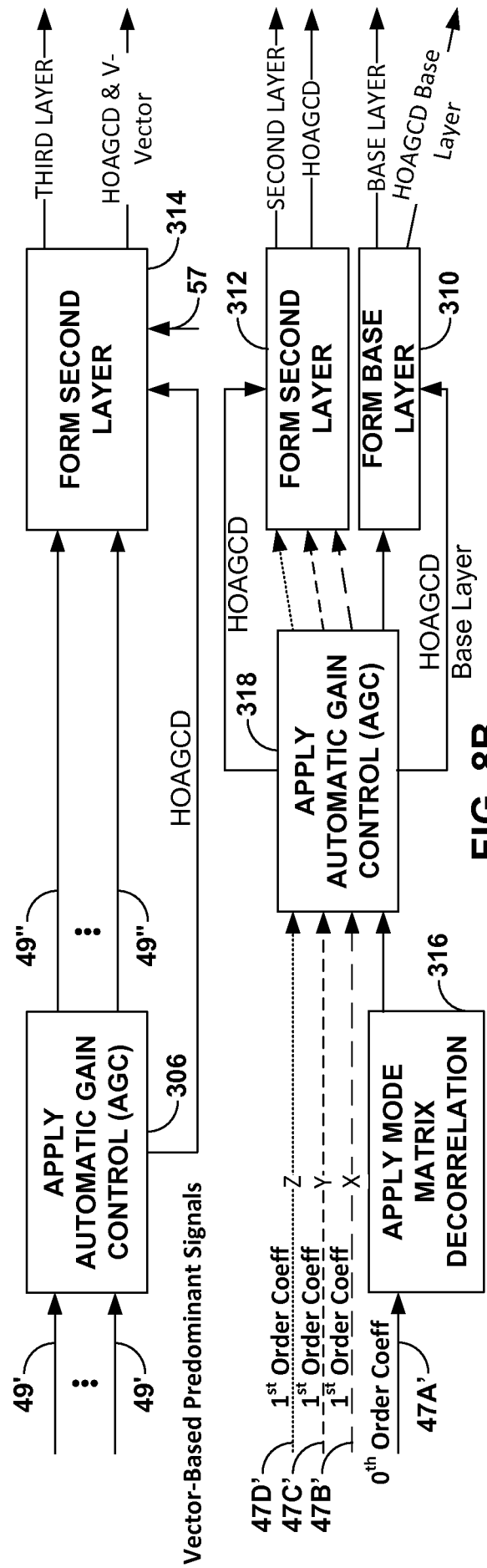


FIG. 8B

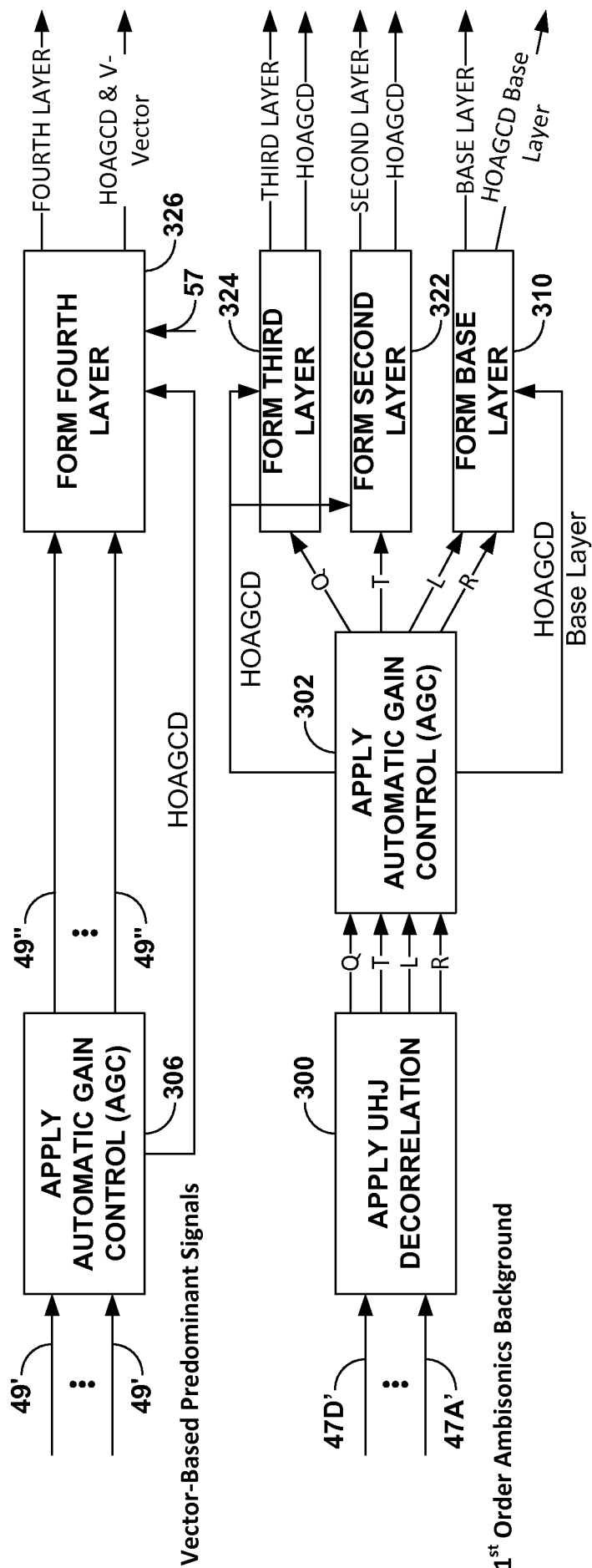


FIG. 9A

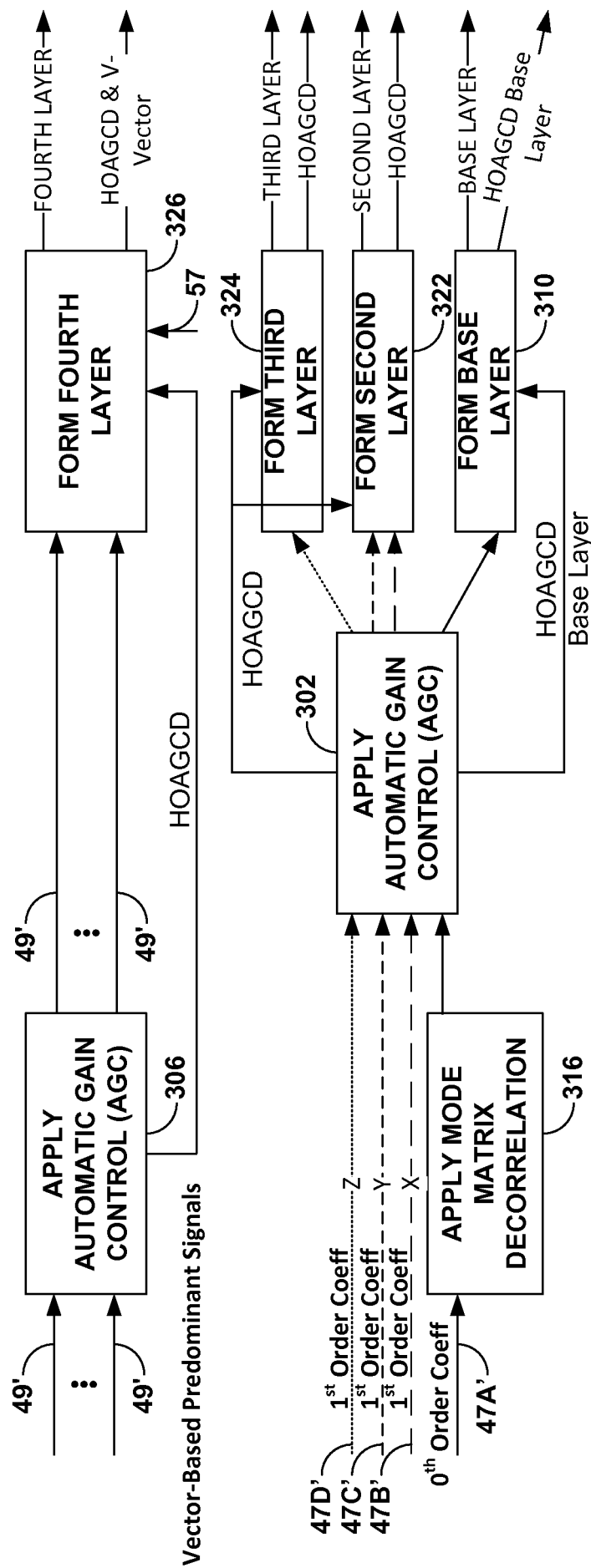


FIG. 9B

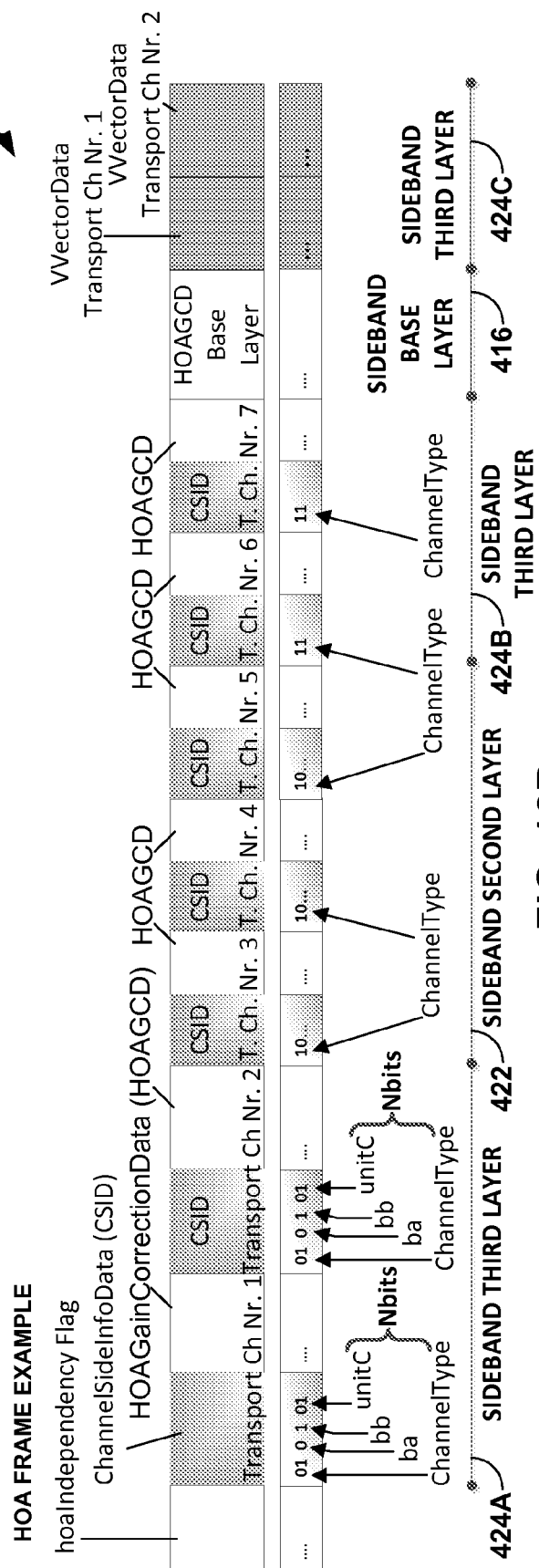
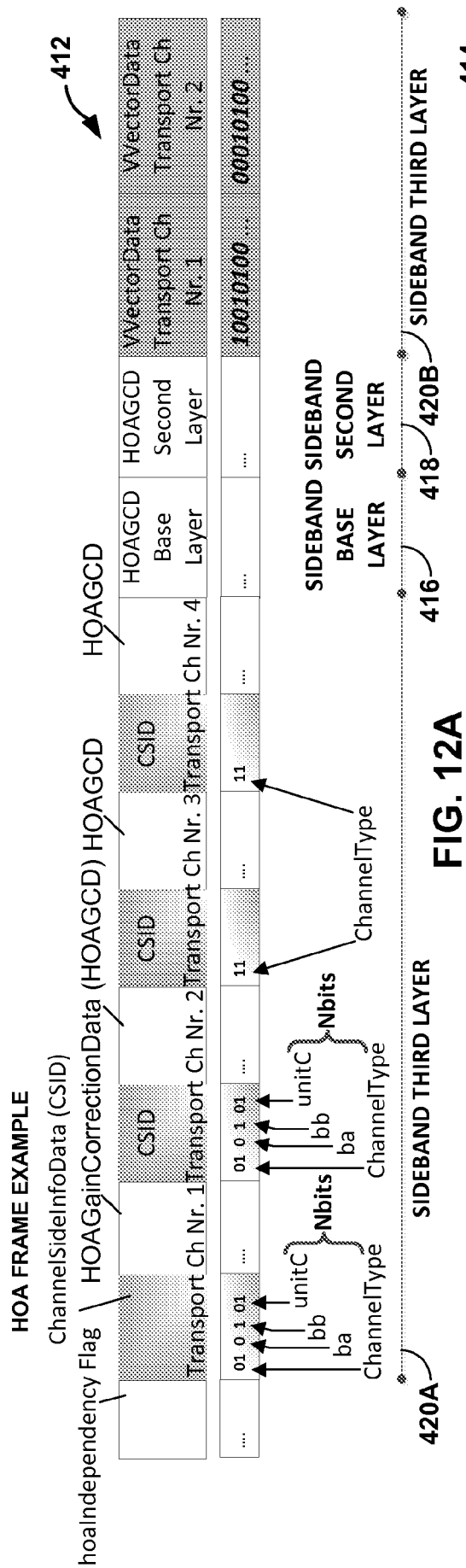
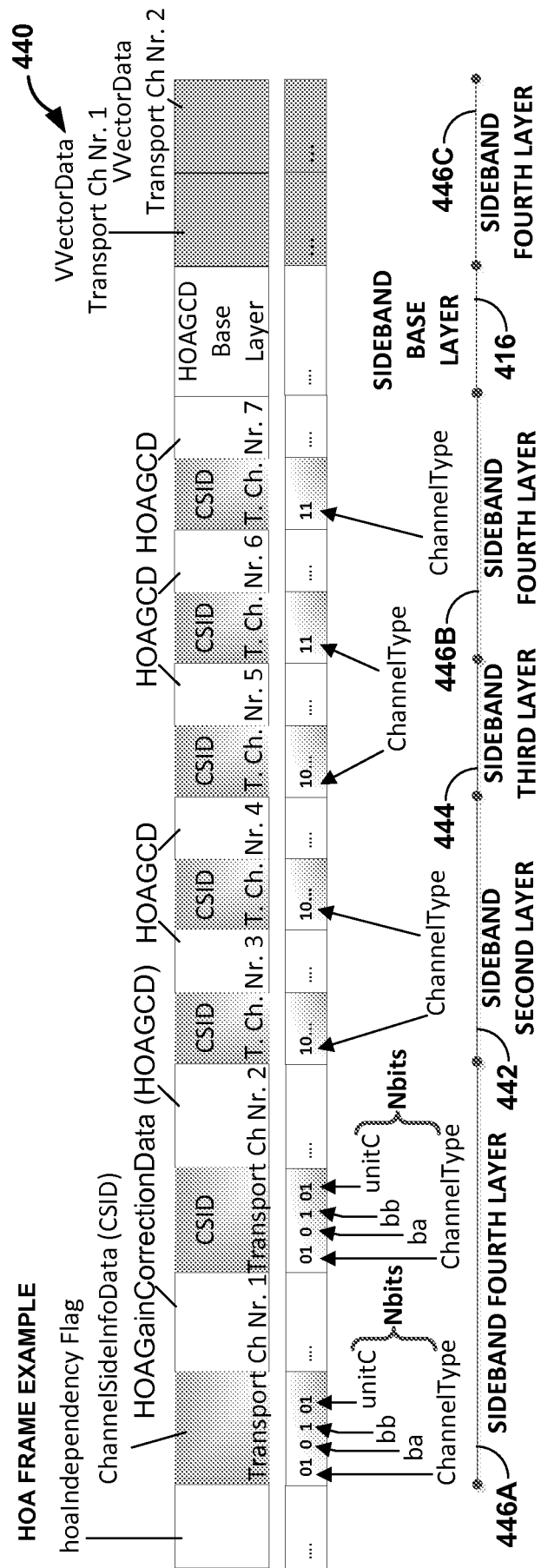
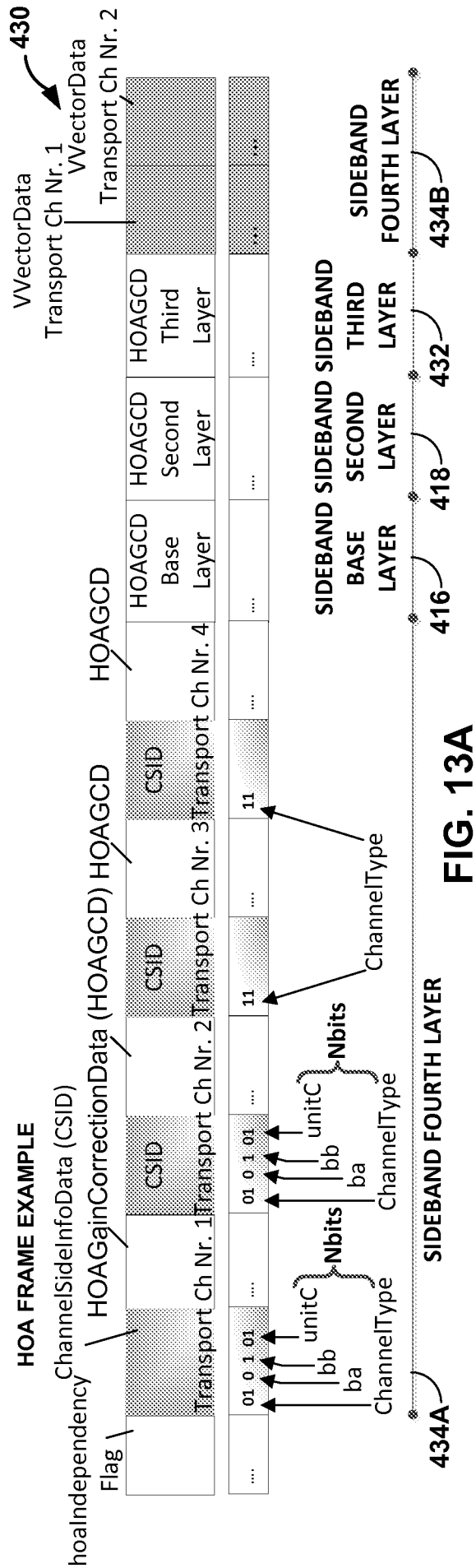


FIG. 12B



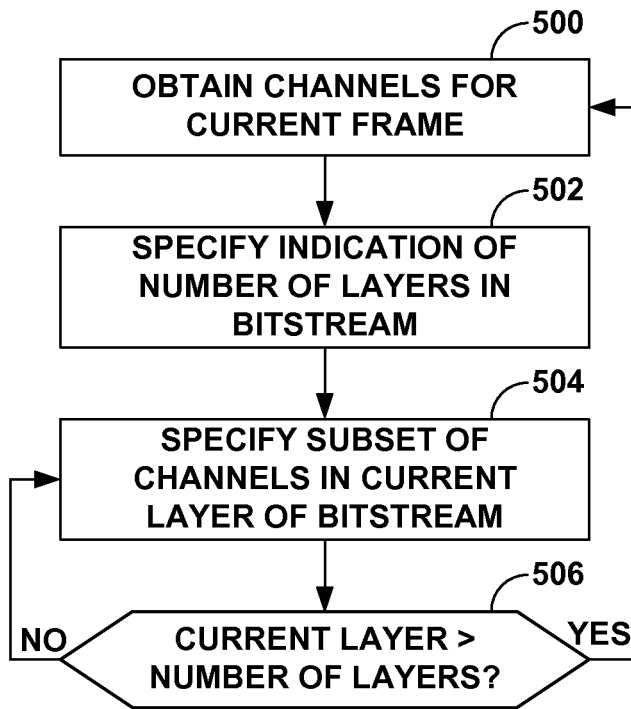


FIG. 14A

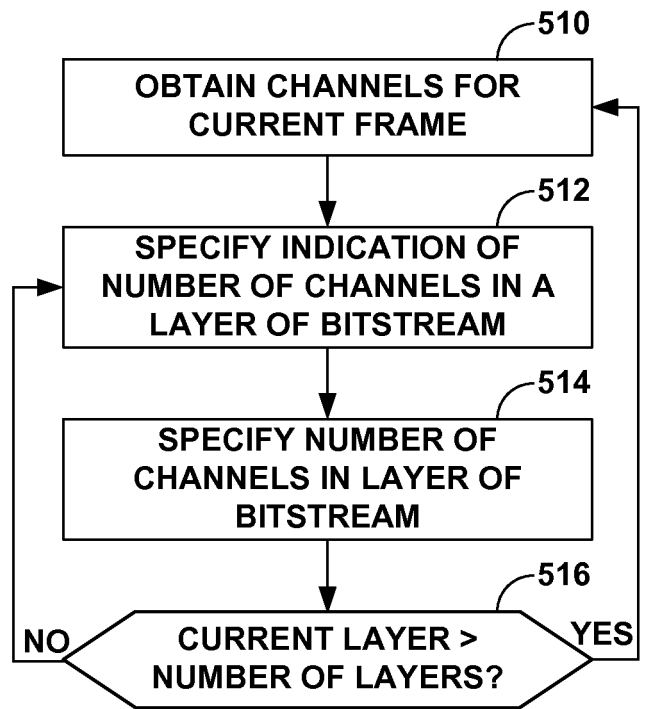


FIG. 14B

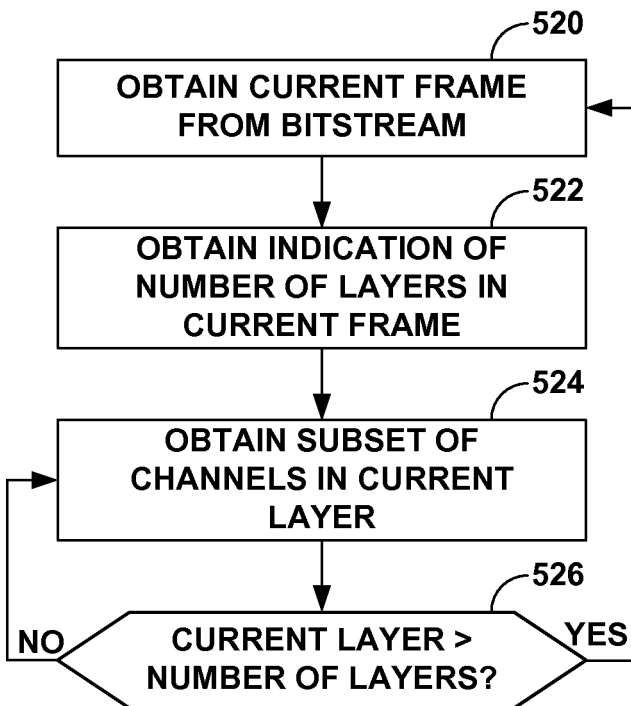


FIG. 15A

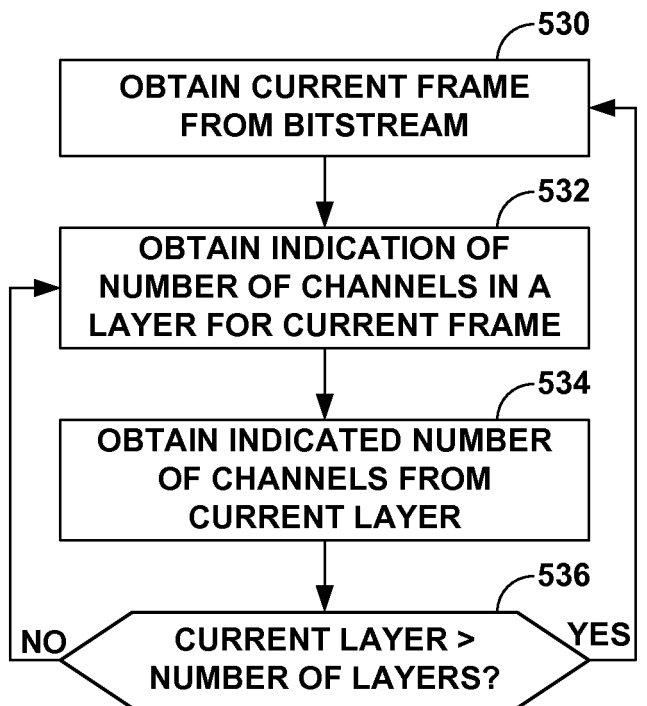


FIG. 15B

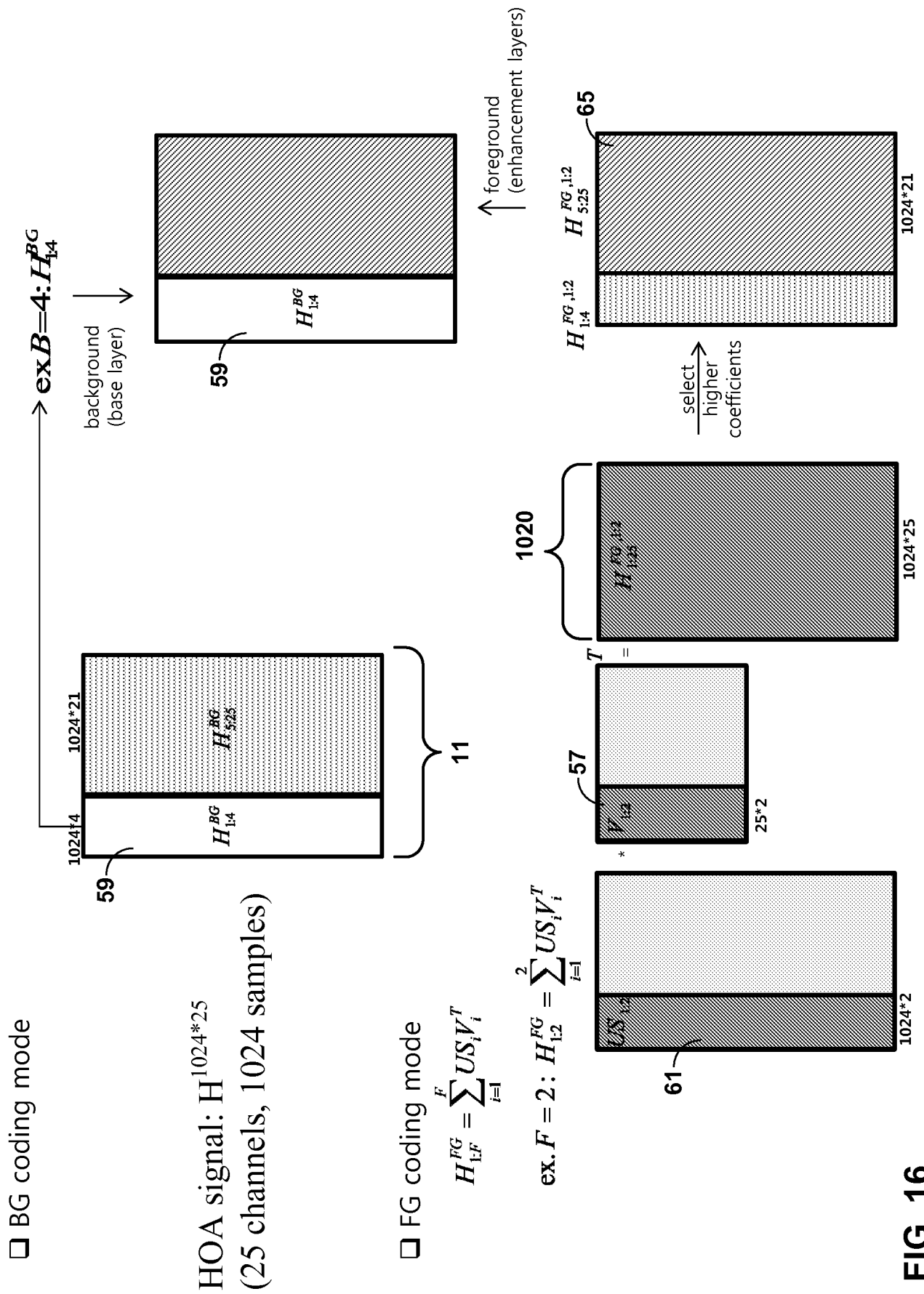


FIG. 16

- Enhancement layer 2: HOA components:
- Predominant audio signals plus encoded V-Vector,
 - Additional HOA channels
 - AGC sideband

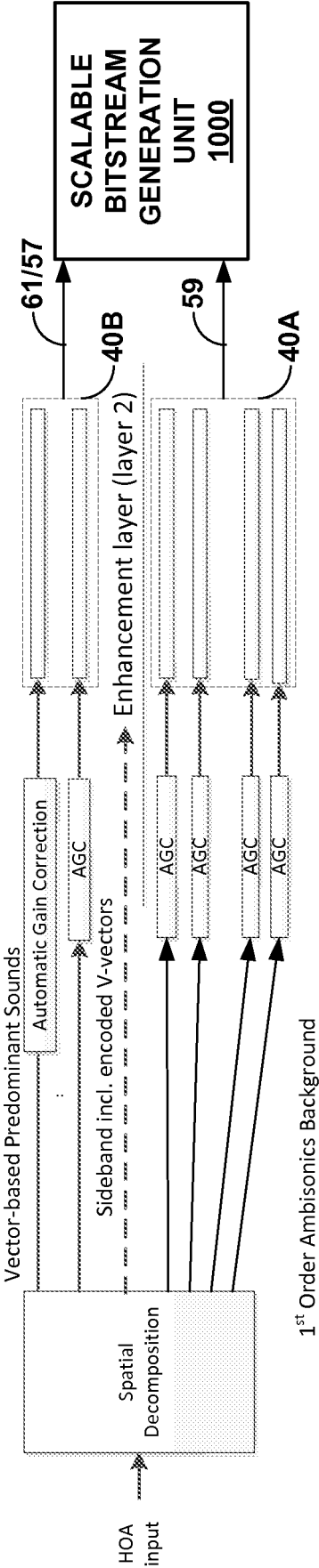


FIG. 17

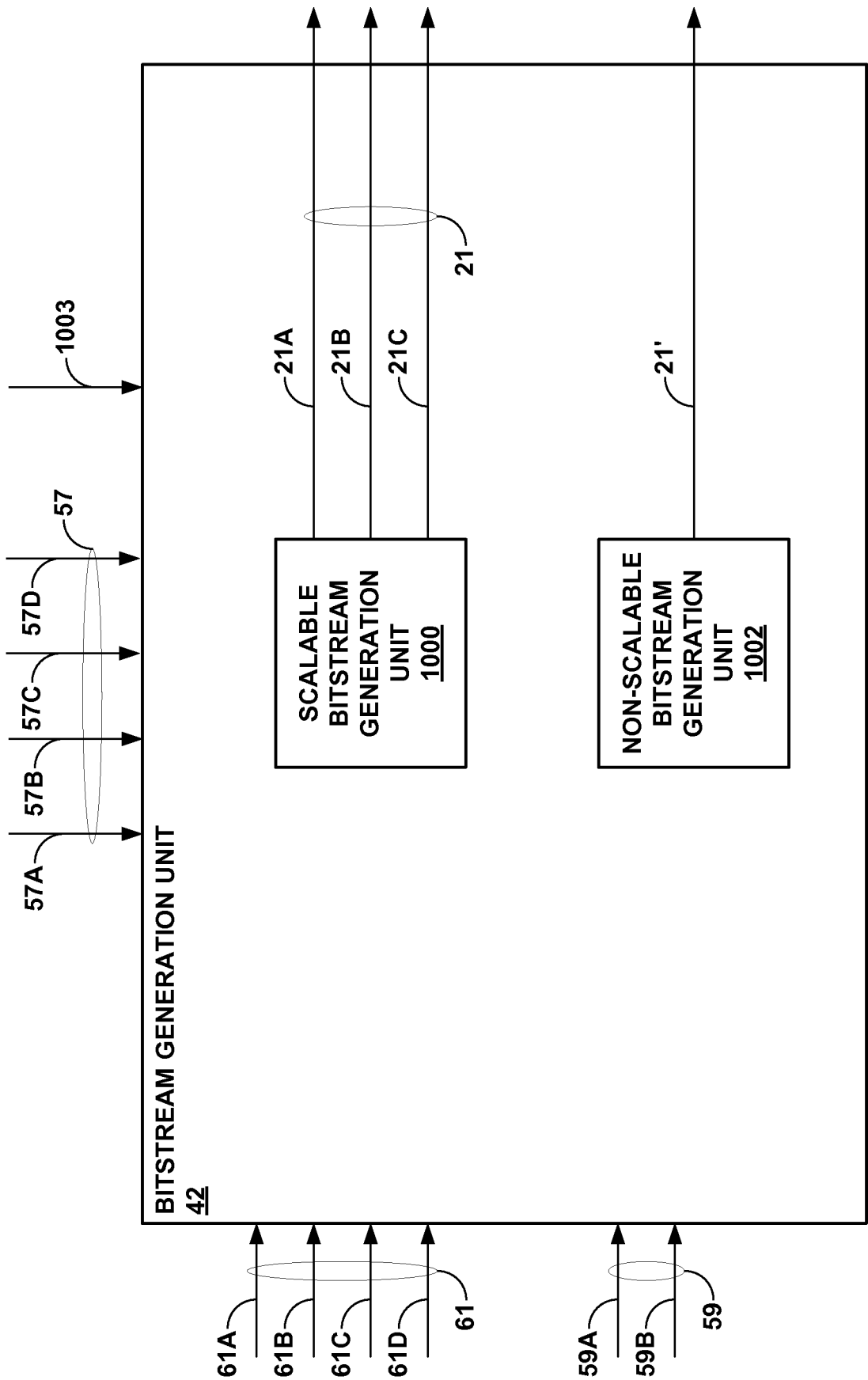


FIG. 18

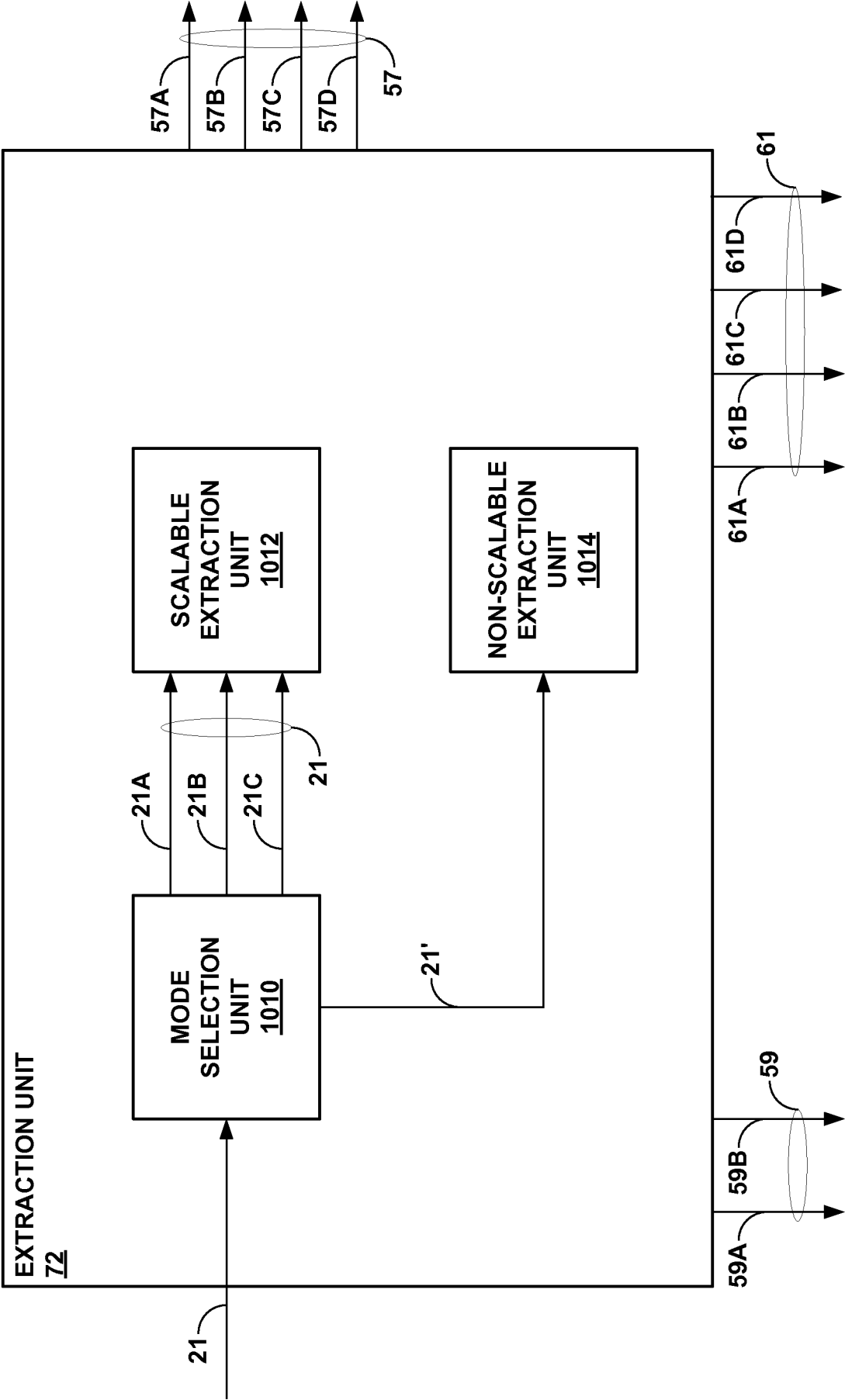


FIG. 19

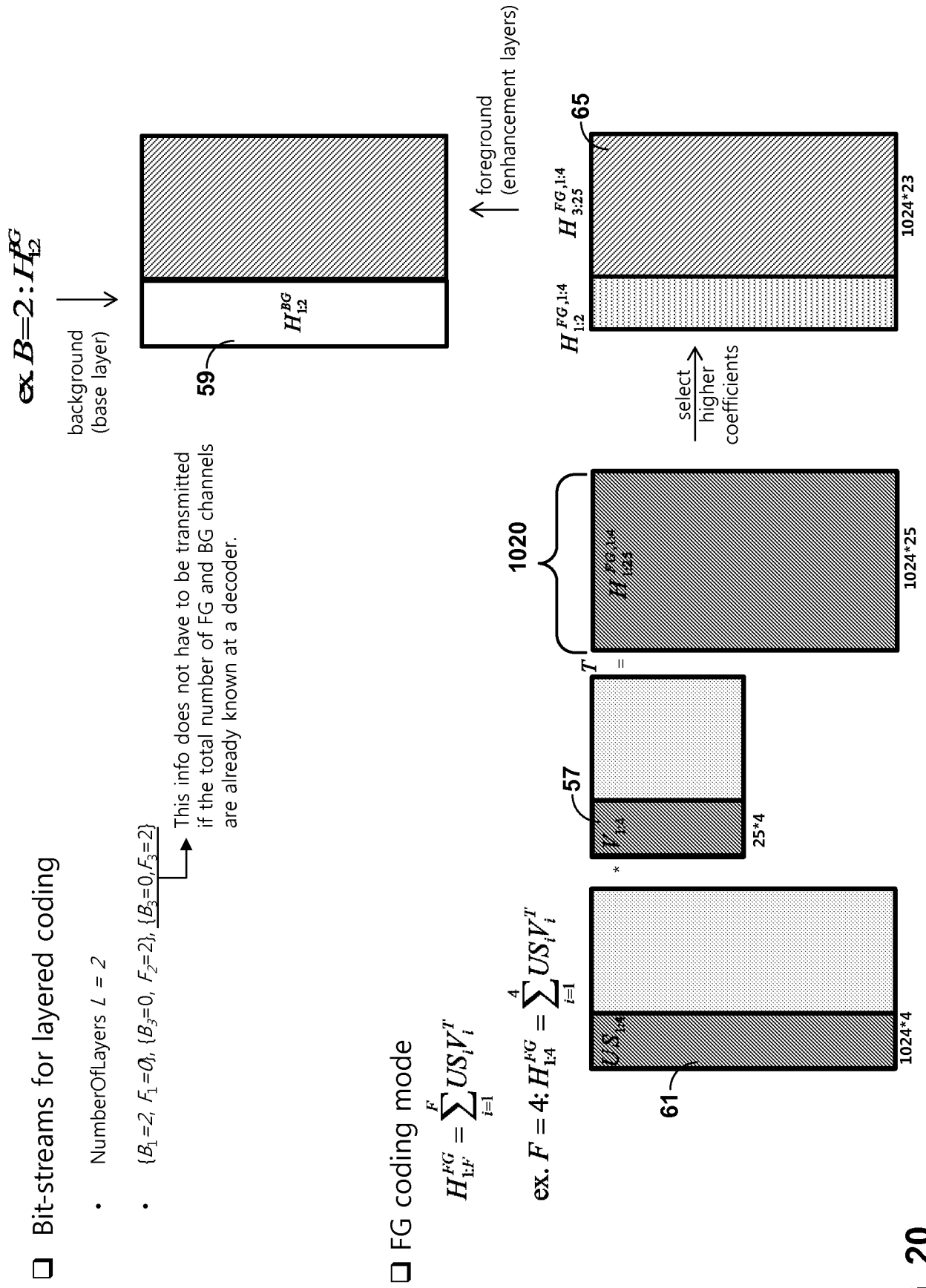


FIG. 20

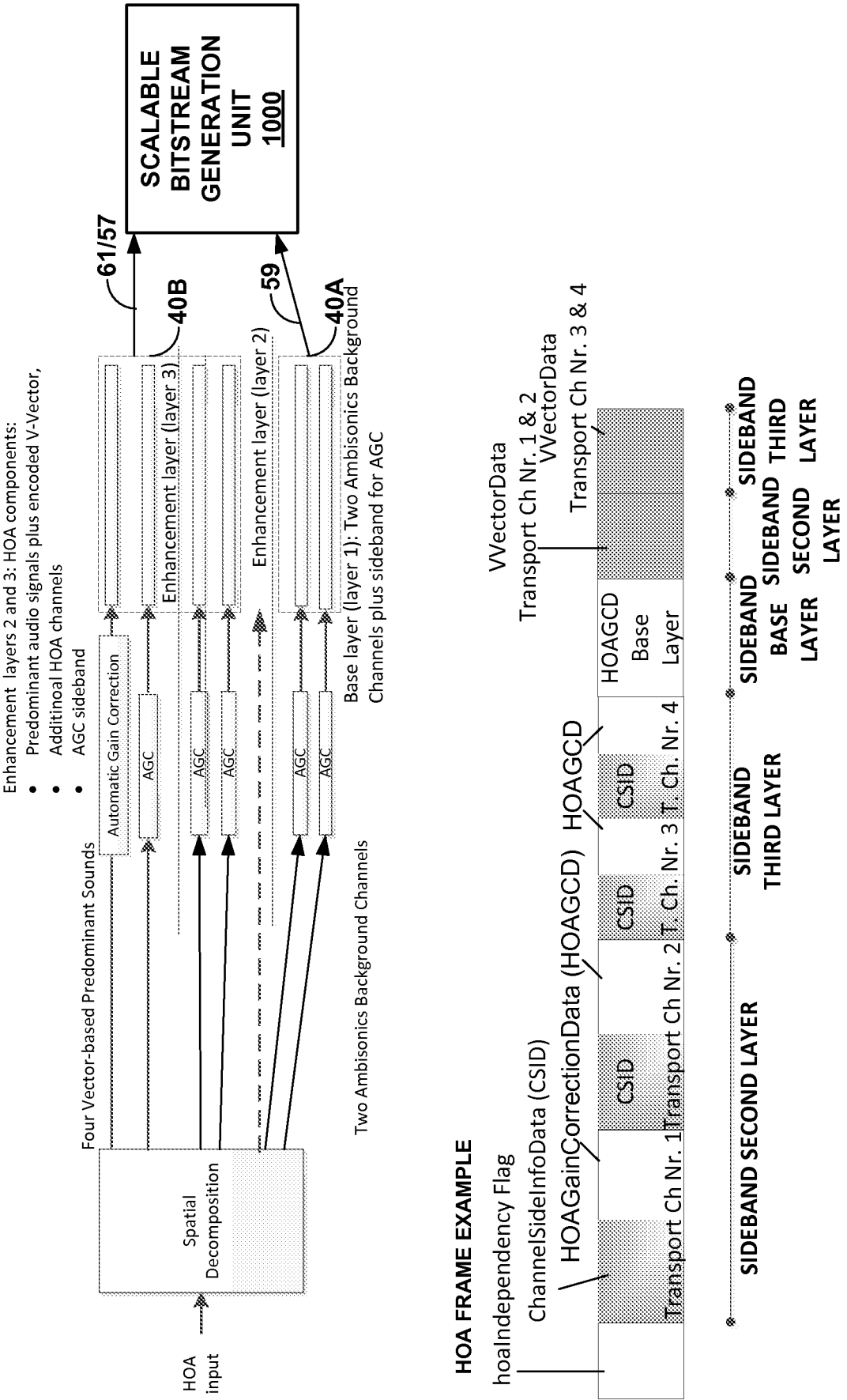


FIG. 21

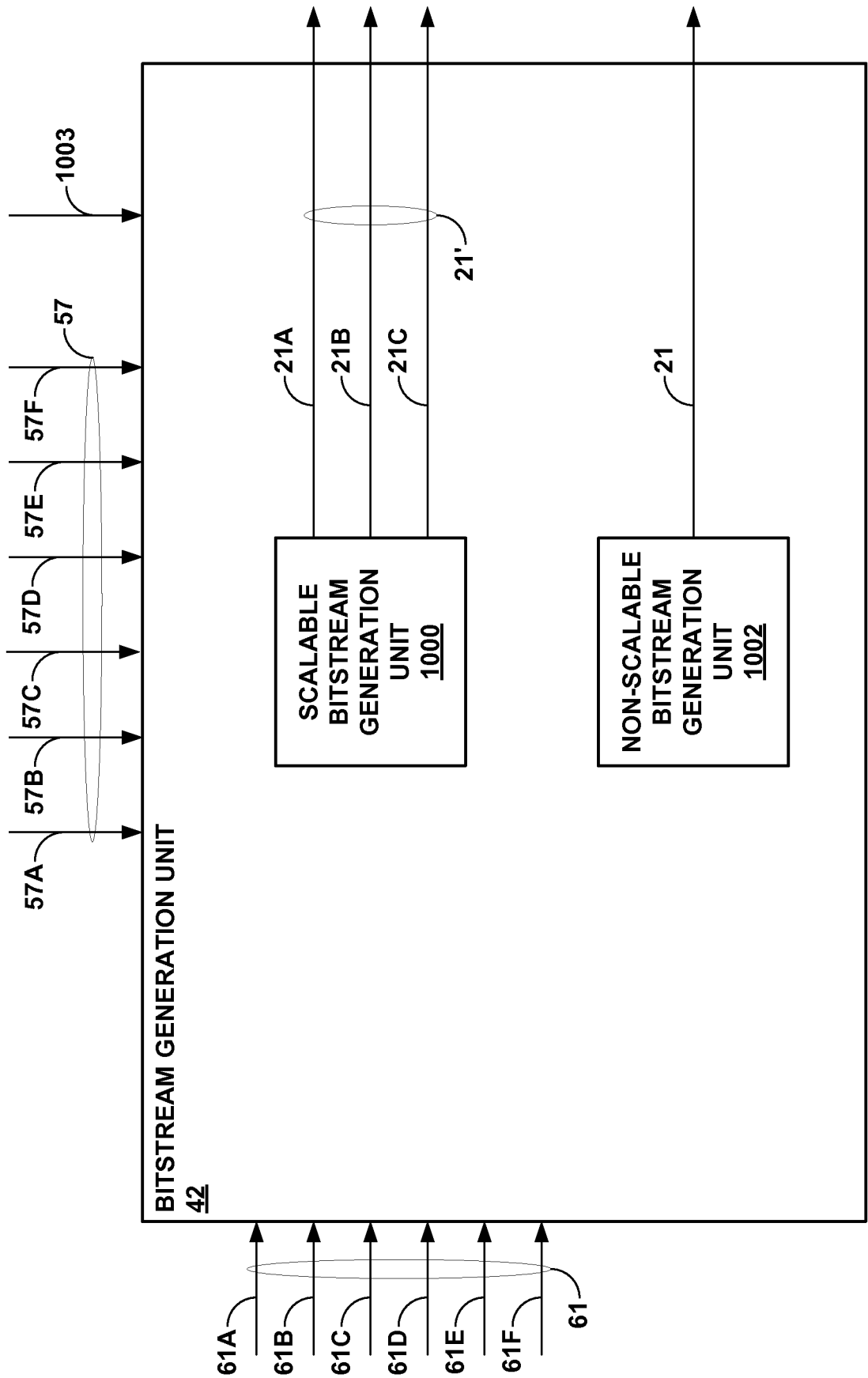


FIG. 22

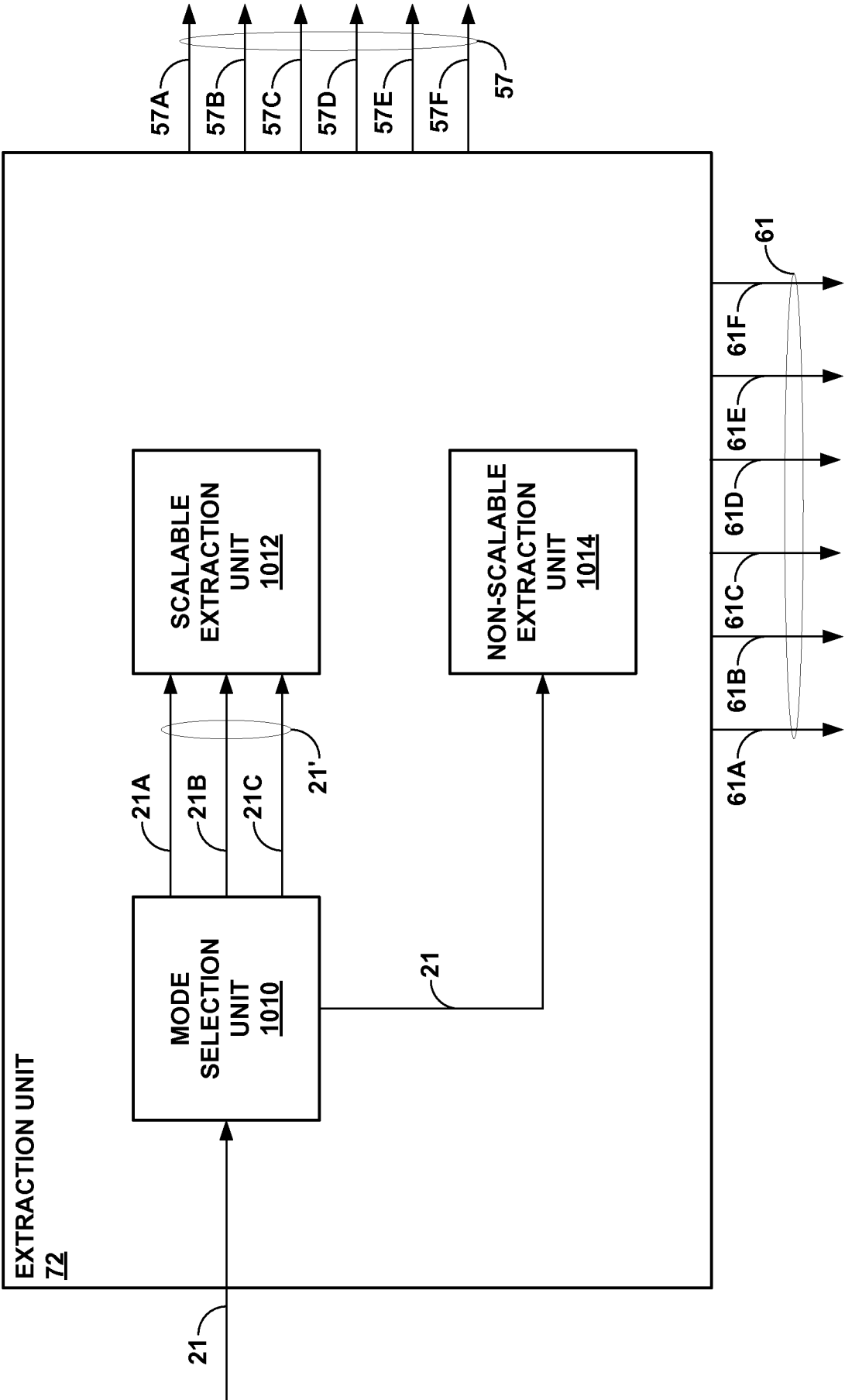


FIG. 23

□ Bit-streams for layered coding

- NumberOfLayers $L = 3$
- $\{B_1=0, F_1=2\}, \{B_2=0, F_2=2\}, \{B_3=0, F_3=2\}$

→ This info does not have to be transmitted when the total number of FG and BG channels are already known at a decoder.

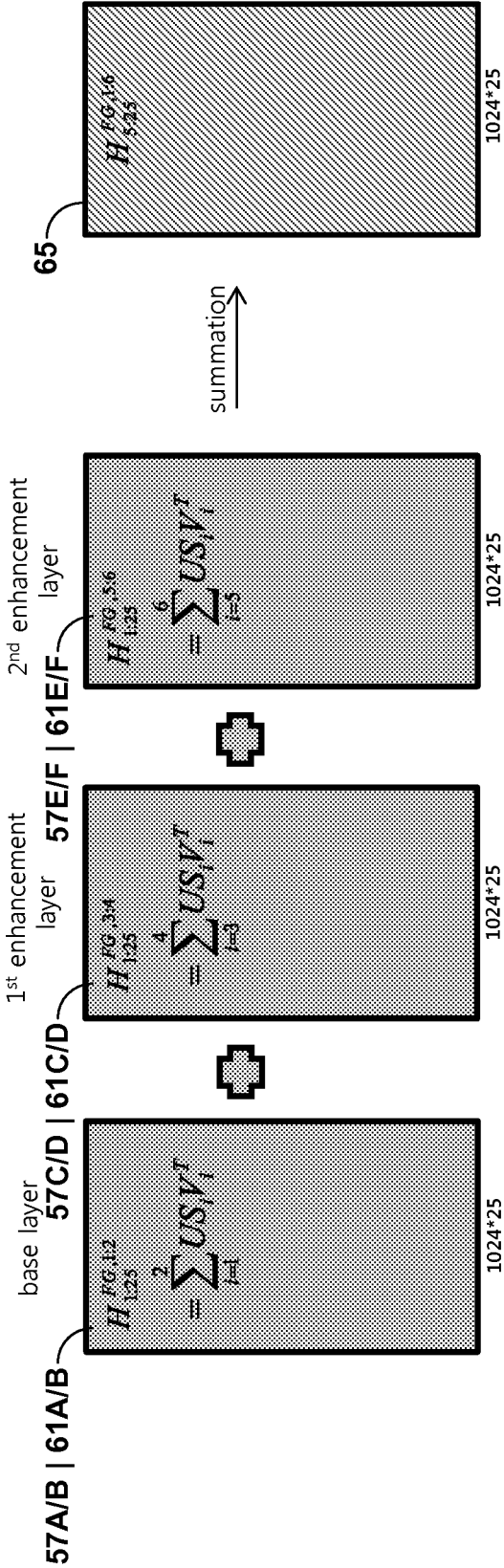


FIG. 24

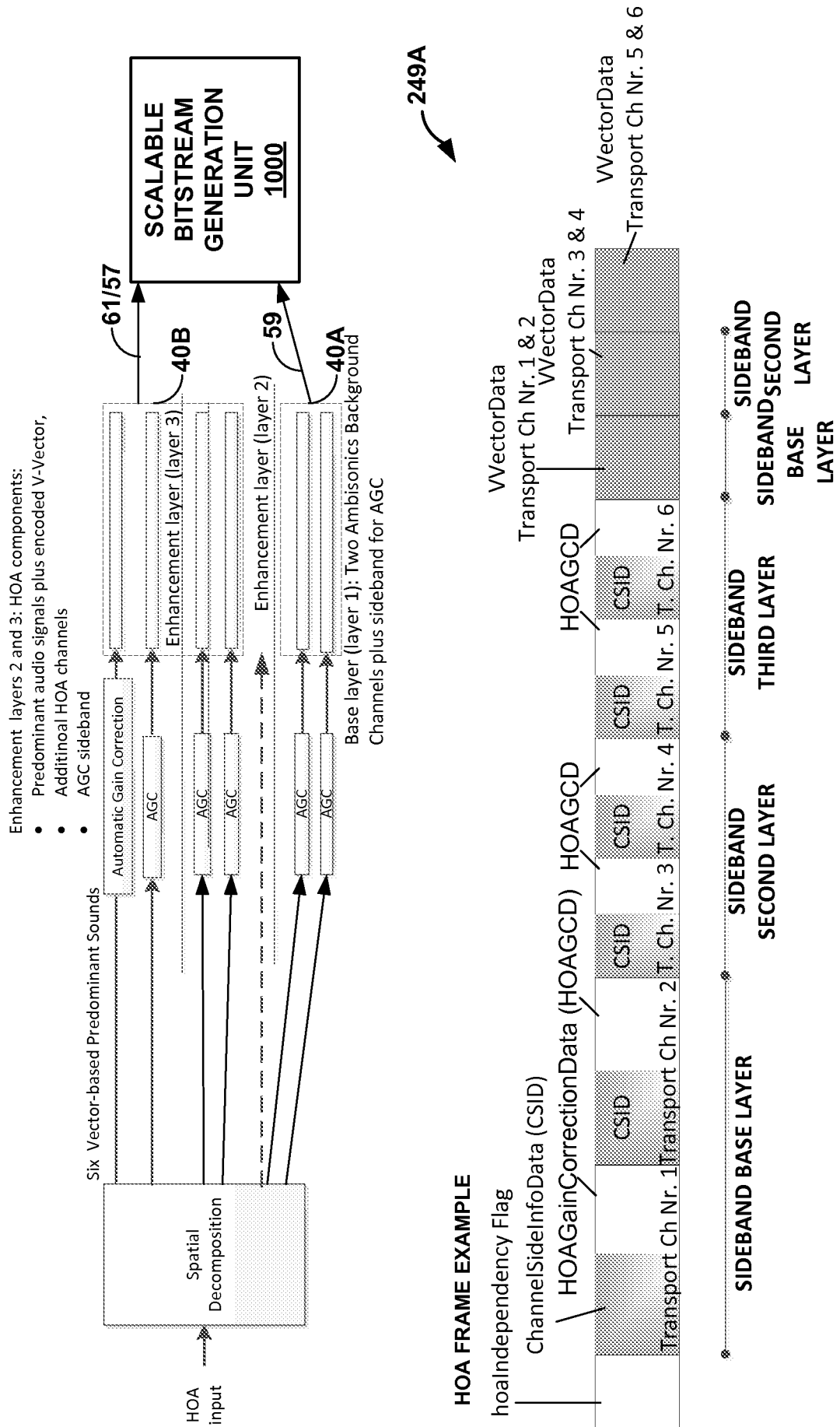


FIG. 25

□ Bit-streams for layered coding

- NumberOfLayers $L = 4$
 - $\{B_1=1, F_1=0\}, \{B_2=1, F_2=0\}, \{B_3=1, F_3=0\}, \{B_4=1, F_4=0\}$
- This info does not have to be transmitted when the total number of FG and BG channels are already known at a decoder.



FIG. 26

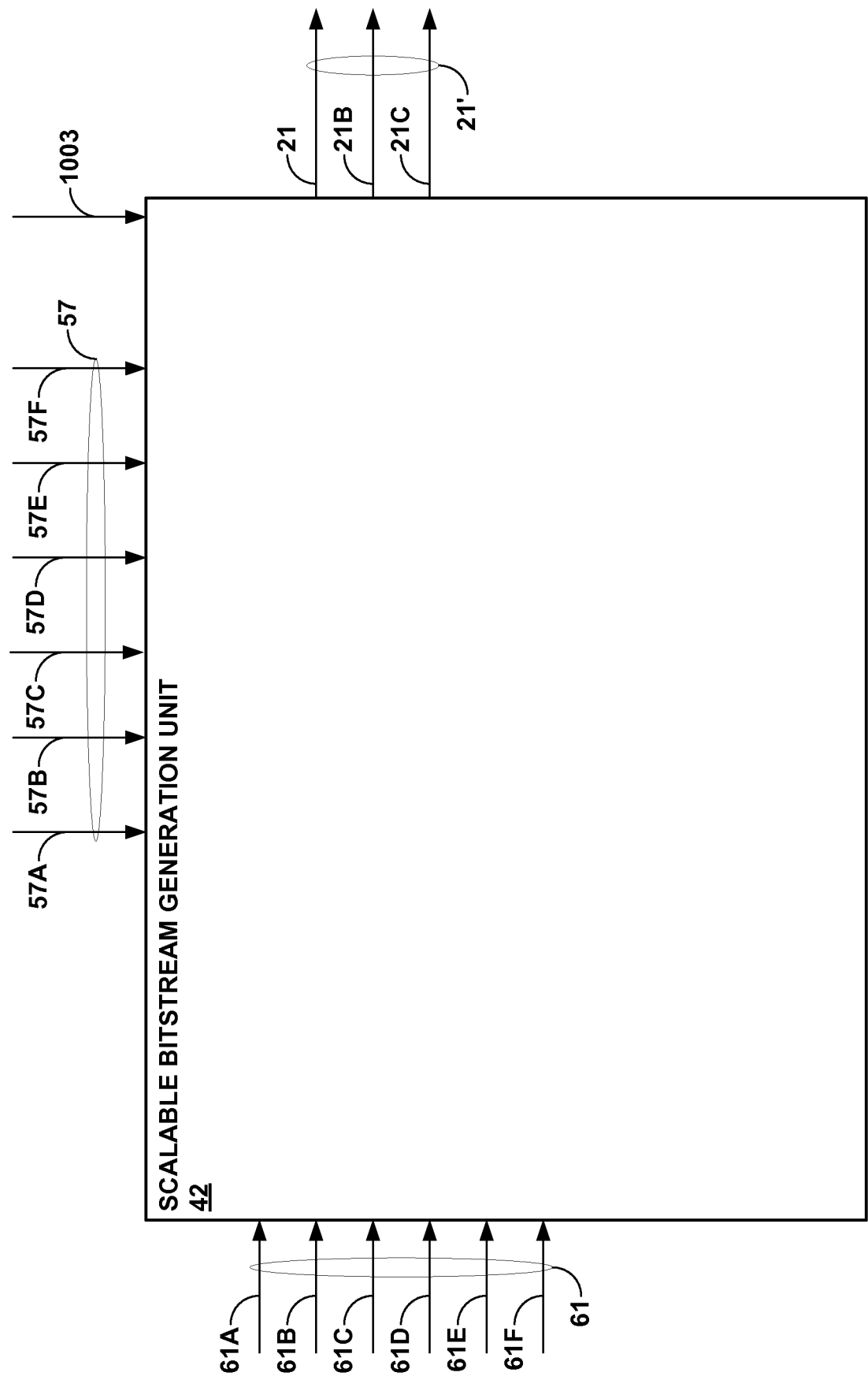


FIG. 27

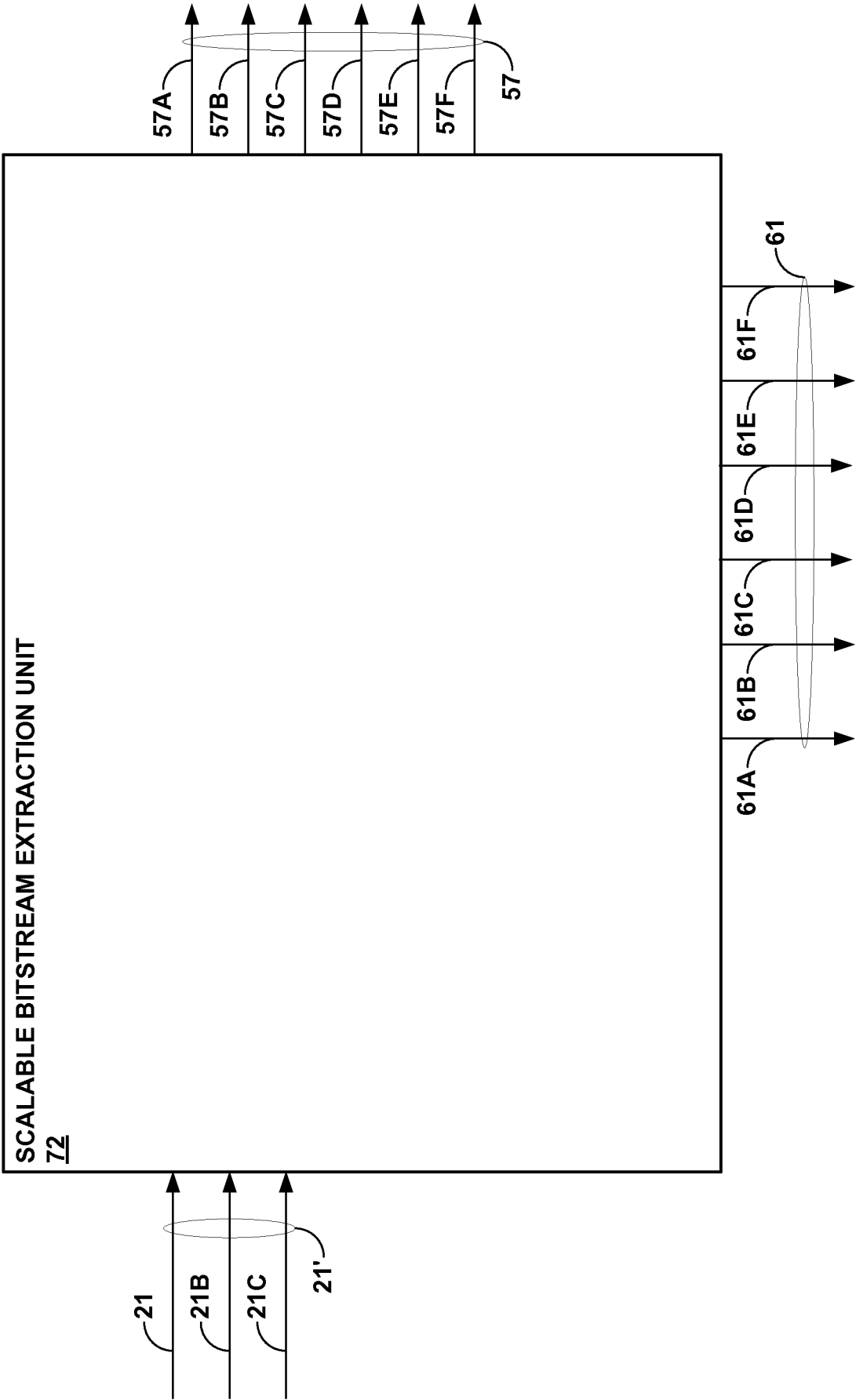


FIG. 28

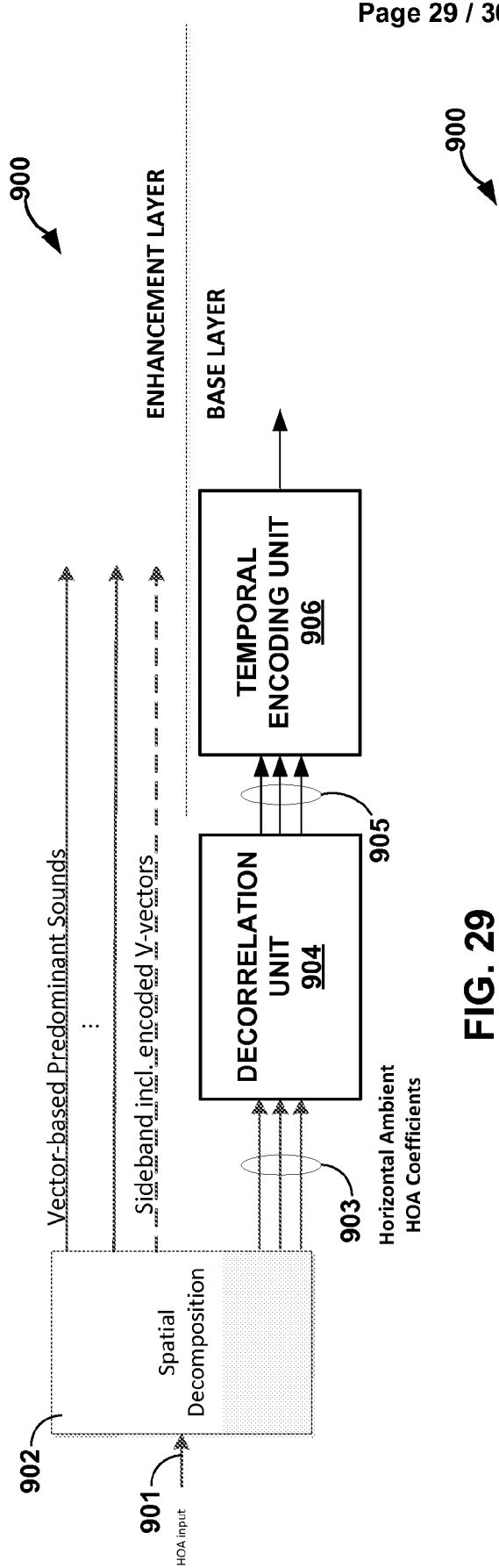


FIG. 29

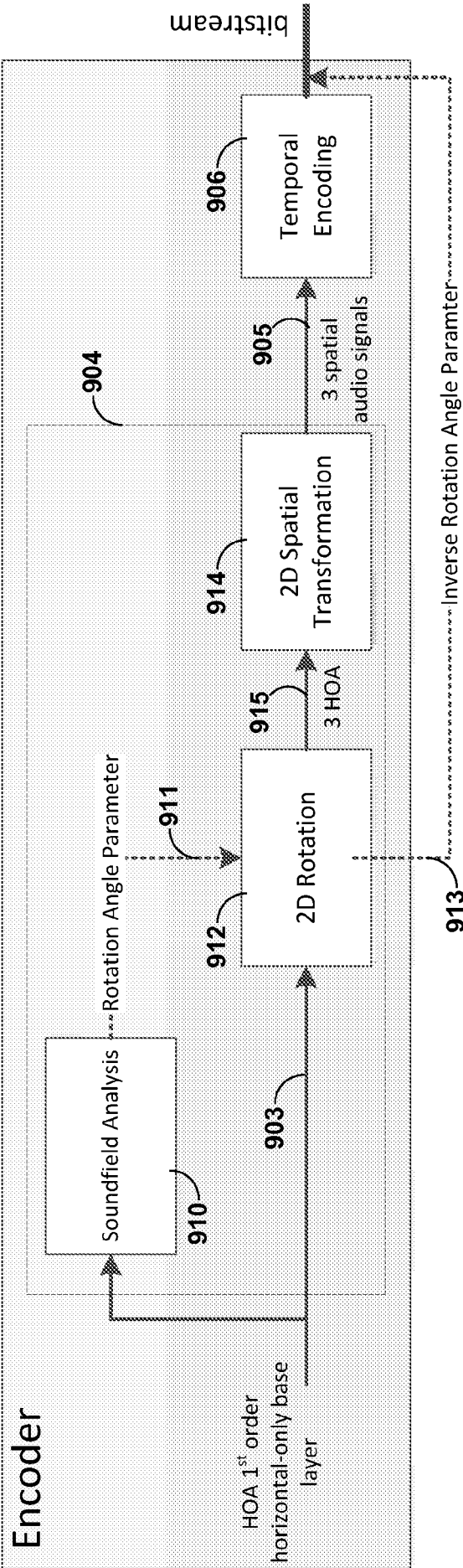


FIG. 30

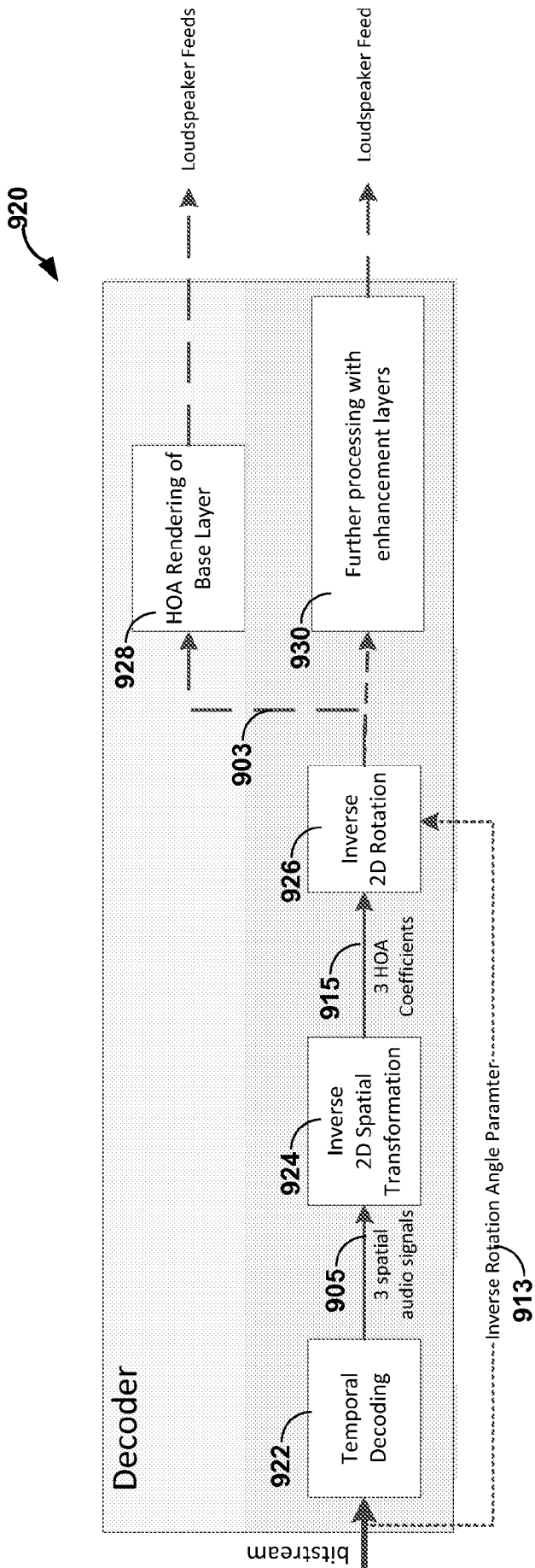


FIG. 31