

**LOUDSPEAKER ASSEMBLY AND HEADPHONES FOR SPATIALLY
LOCALIZING A SOUND EVENT**

- [0001] The present invention relates to a loudspeaker assembly, in particular on-ear headphones, to be arranged on and/or over the ear, comprising a housing in which a woofer is arranged, with the aid of which low frequency sound waves can be emitted along a low frequency sound beam axis toward the ear, and in which at least one tweeter is arranged, with the aid of which high frequency sound waves can be emitted along a high frequency sound beam axis.
- [0002] For modern applications, for example, for so-called virtual reality or augmented reality, it is advantageous when a localization of a sound event in space is made possible for the human ear with the aid of a headphone and the sounds generated therewith. In the case of a 3D object, the associated 3D sounds should also be delivered, in order to allow for a more realistic reproduction of a landscape or, for example, a virtual orchestra.
- [0003] The human ear can localize natural sounds and/or sound events, such as a chirping of birds, in space, for example, on the basis of a difference of the propagation time of the sound waves to the two ears. Phase differences between the sound waves with respect to the two ears can also play a role in this case. With conventional stereo headphones, the spatial position-finding of the sound event is not always possible. However, specifically in the case of virtual reality and, for example, while observing the 3D object, it should be the case that the 3D tone is also generated, in order to ensure not only a three-dimensional viewing

experience, but also a three-dimensional listening experience. For example, a spatial position of the source of the sound event that is always the same should be recognizable during the turning of the head.

[0004] EP 1 071 309 B1 describes a headphone comprising two housings, a right and a left housing assigned to the ears of a user, which comprise baffles, in which dynamic sound transducers are arranged, each of which includes a tweeter and a midrange driver/woofer arranged coaxially therewith. A sound event can be localized with the aid of a shadowing of sound waves. The disadvantage thereof is that such sound waves are only poorly suited for generating the 3D tone.

[0005] The object of the present invention is therefore to eliminate the disadvantages of the related art.

[0006] The object is achieved by means of a loudspeaker assembly and a headphone having the features of the independent patent claims.

[0007] The invention relates to a loudspeaker assembly to be arranged on and/or over the ear. The loudspeaker assembly can be utilized, for example, for on-ear headphones. The headphone can comprise, for example, ear cups, in which the loudspeaker assembly is arranged. With the aid of the loudspeaker assembly, preferably a 3D sound can be generated, so that a virtual sound event, which can be played back by the loudspeaker assembly, is localizable in space for the human ear. As a result, the human ear can localize a spatial origin of the virtual sound event. With the aid of the loudspeaker assembly, the human ear can, for example, detect that a virtual source of sound is situated in front of the

head of the wearer. As a result, a listening experience can be improved, in particular in connection with a virtual and/or augmented reality.

[0008] The loudspeaker assembly comprises a housing. A woofer is arranged in the housing, with the aid of which low frequency sound waves can be emitted along a low frequency sound beam axis toward the ear. Moreover, at least one tweeter is arranged in the housing, with the aid of which high frequency sound waves can be emitted along a high frequency sound beam axis. The low frequency sound waves of the woofer can have a low frequency. Low frequencies can have a frequency range, which is arranged in a lower audible spectrum for the human ear. The low frequency sound waves can comprise, for example, frequencies of 20 Hz, i.e, starting at a low hearing threshold of the human ear, to 1 kHz – 2 kHz. These are the frequencies that can be emitted by the woofer or from woofers.

[0009] Likewise, the tweeter can emit relatively high frequencies. This comprises, in particular, frequencies, which are situated above the frequencies of the low frequency sound waves. The frequencies of the high frequency sound waves can extend, for example, from 1 kHz – 2 kHz to 15 kHz – 20 kHz, i.e., approximately up to the upper hearing threshold of the human ear.

[00010] For example, the low tones can be played back with the aid of the woofer and the high tones can be played back with the aid of the tweeter.

[00011] The low frequency sound beam axis, as well as the high frequency sound beam axis, can be the axes, along which the emitted beam from

the woofer or from the tweeter, respectively, has a maximum intensity. The low frequency sound beam axis or the high frequency sound beam axis can be oriented, for example, coaxially with a central axis of the woofer or of the tweeter. The woofer emits the low frequency sound waves essentially along the low frequency sound beam axis. Most of the sound power can be arranged along the low frequency sound beam axis.

[00012] According to the invention, the at least one tweeter is a MEMS loudspeaker. MEMS is an abbreviation for micro-electromechanical systems. Very clear frequencies can be played back with the aid of the MEMS loudspeaker. In addition, the MEMS loudspeaker can have a low total harmonic distortion. The MEMS loudspeaker can play back sound waves having frequencies that deviate very little from setpoint frequencies. The MEMS loudspeaker likewise has low distortion. As a result, a localization of the virtual sound event can be simplified for the human ear.

[00013] Moreover, a broad frequency spectrum can be played back with the aid of the MEMS loudspeaker. The MEMS loudspeaker can simultaneously play back frequencies in the middle-frequency range, for example, from 1 kHz – 2 kHz to 8 kHz – 10 kHz, and frequencies in the high frequency range. Therefore, a midrange driver and a tweeter can be implemented with the aid of a single MEMS loudspeaker. In addition, sound waves above 20 kHz can be generated with the aid of the MEMS loudspeaker.

[00014] In addition, the MEMS loudspeaker can be designed to be very small, so that, with the aid thereof, high frequency sound waves can be generated that reach the human ear from a small solid angle. As a result, the

human ear can highly precisely localize the origin of the high frequency sound waves.

[00015] In addition to the low frequency sound waves of the woofer, high frequency sound waves, with the aid of which the human ear can localize the origin of the virtual sound event, can be played back with the aid of the tweeter, which is designed as a MEMS loudspeaker. It is not necessarily the case that the tweeter must generate the high frequency sound waves, for example, from above the ear, in order to give the human ear the impression that the sound event has taken place above the ear or the head of the wearer. With the aid of the tweeter, an acoustic wave field can also be formed, wherein the acoustic wave field can be situated essentially overall at the loudspeaker assembly, so that the human ear is given the impression that the sound event has taken place above the ear. Additionally or alternatively, the acoustic wave field can also be formed by the low frequency sound waves of the woofer. Moreover, the acoustic wave field can also be formed by an interference of the low frequency sound waves and of the high frequency sound waves.

[00016] Moreover, the at least one tweeter designed as a MEMS loudspeaker can be arranged radially spaced apart from the woofer, in particular with respect to its low frequency sound beam axis. As a result, the tweeter can be utilized for simulating a sound coming from a certain direction. Moreover, an acoustic wave field can be formed in a large spatial volume.

[00017] In one advantageous enhanced embodiment, the at least one tweeter can be arranged relative to the woofer in such a way that its high

frequency sound beam axis intersects the low frequency sound beam axis, in a side view. The high frequency sound beam axis and the low frequency sound beam axis can therefore have a common angle of crossing. Due to the fact that the high frequency sound beam axis and the low frequency sound beam axis intersect, in a side view, they can also be skewed in relation to one another, in order to likewise have the angle of crossing. When the two axes are skewed in relation to one another, the two axes can be projected into a plane. Thereupon, the two axes intersect and the angle of crossing can be formed.

[00018] As described above, the woofer emits the low frequency sound waves along the low frequency sound beam axis toward the ear. Since the low frequency sound waves have a relatively low frequency, they have a relatively high wavelength. The wavelength is in the range of a few tens of centimeters up to meters. At these wavelengths, the human ear can only poorly localize the point of origin of the sound waves. This means, the low frequency sound waves are essentially unsuitable for the localization of the sound event.

[00019] By comparison, a point of origin of sound waves having high frequencies can be well located by the human ear. The high frequency sound waves, which enable the spatial localization of the sound event by the human ear, can be generated with the aid of the tweeter, which is arranged in such a way that its high frequency sound beam axis intersects the low frequency sound beam axis, in a side view, so that these have the common angle of crossing. Due to the angle of crossing, for example, the high frequency sound waves extending along the high frequency sound beam axis can be generated above the woofer and then extend obliquely from above toward the ear. A listener then gets the impression

that the sound event has taken place at a certain height above his/her head.

[00020] In a further advantageous enhanced embodiment of the invention, the low frequency sound beam axis is arranged coaxially with an axial direction of the woofer.

[00021] It is also advantageous when the low frequency sound beam axis and the high frequency sound beam axis of the at least one tweeter are oriented in parallel to one another. As a result, the low frequency sound waves and the high frequency sound waves can be emitted toward the ear. Reflectances, refractions, and/or defractions of the sound waves can be reduced as a result.

[00022] Moreover, it is advantageous when the at least one tweeter is slanted toward the woofer. For example, the high frequency sound beam axis can be arranged coaxially with an axial direction of the tweeter. When the high frequency sound beam axis extends coaxially with the axial direction of the tweeter, the angle of crossing can be formed by the slant of the tweeter with respect to the woofer.

[00023] It is advantageous when the housing is open on a front face. As a result, for example, the woofer and/or the at least one tweeter can be introduced into the housing for assembly.

[00024] Additionally or alternatively, it is advantageous when a cover element is arranged in the housing and forms a cavity together with the housing. The cover element can be arranged, for example, at the open front face, so that the open front face is closeable with the aid of the cover element.

Preferably, the woofer can be arranged in the cavity. The cavity can act, for example, as a resonant cavity for the woofer, so that the low frequency sound waves are amplifiable with the aid of the cavity. The cavity can also be a back volume of the woofer.

[00025] It is also advantageous when the cover element comprises a window section, through which the low frequency sound waves of the woofer can exit the cavity. The window section can be designed, for example, in the shape of a grid. With the aid of the window section, the low frequency sound waves can exit the cavity. The cavity remains delimited to a certain extent. The low frequency sound beam axis can advantageously extend through the window section. The window section can also be curved. The window section can curve away from the cavity. As a result, for example, the high frequency sound waves can be reflected at the window section, so that they are redirected to the ear. The high frequency sound beam axis of the tweeter can be directed, for example, toward the window section for this purpose.

[00026] Furthermore, it is advantageous when the cover element comprises at least one outlet passage, through which the high frequency sound waves of the at least one tweeter can exit. When the loudspeaker assembly comprises multiple tweeters, multiple outlet passages can also be arranged in the cover element, so that one outlet passage can be assigned to each tweeter. The high frequency sound beam axis of the at least one tweeter can extend through the outlet passage.

[00027] Additionally or alternatively, the at least one tweeter can also be arranged in the cavity. As a result, for example, the cavity can also act as a resonant cavity for the tweeter.

[00028] Moreover, it is advantageous when the loudspeaker assembly comprises multiple tweeters. Preferably, these are arranged, with respect to the low frequency sound beam axis, circumferentially around the woofer, which is arranged, in particular, in the center.

[00029] It is also advantageous when the tweeters are circumferentially spaced apart from one another by, in particular identical or differently-sized, circumferential angles. The tweeters can be arranged around the low frequency sound beam axis. As a result, multiple high frequency sound beam axes of the particular tweeters can be directed from multiple directions toward the ear of the wearer. As a result, a 3D tone can be generated, which can originate from multiple directions.

[00030] It is advantageous when the loudspeaker assembly comprises a control unit. The control unit is preferably designed in such a way that at least the tweeters can be operated in a normal mode and/or in a stereoscopic sound mode. In the normal mode, spatial localization of a sound event by the user is not possible. Accordingly, the normal mode is suitable for usual applications, such as listening to music. The stereoscopic sound mode can be utilized, in particular, in the case of image-based applications, such as computer games, motion pictures, or concert recordings. The stereoscopic sound mode makes it possible for the user to perceive sound events based on direction and/or space, i.e., in particular, a 3D stereoscopic sound.

[00031] It is advantageous when the control unit is designed in such a way that it actuates all tweeters simultaneously in the normal mode. As a result, a

voluminous sound experience coming from all directions can be generated.

[00032] It is advantageous when only one of the tweeters and/or only a portion of the tweeters can be actuated simultaneously in the stereoscopic sound mode with the aid of the control unit, so that a sound event can be generated, which can be spatially localized by the user. Advantageously, at least the tweeter located in an angular interval corresponding, in the circumferential direction, to the direction of sound is actuated by the control unit for this purpose. Additionally or alternatively, it is advantageous when multiple or all tweeters can be actuated by the control unit in the stereoscopic sound mode in such a way that the sound waves from various tweeters interfere with one another, so that they cancel each other out and/or amplify one another.

[00033] It is also advantageous when the loudspeaker assembly comprises an inertial measurement unit, in particular a gyroscope and/or an acceleration sensor, coupled to the control unit. This is preferably designed in such a way that, with the aid thereof, a spatial orientation and/or a spatial position of the loudspeaker assembly can be detected. Advantageously, the control unit is designed in such a way that, with the aid thereof, the sound event, which can be spatially localized by the user, can be adapted depending on the measured values gathered by the inertial measurement unit.

[00034] Additionally or alternatively, the at least one portion of the tweeters can be arranged radially adjacent to the window section. As a result, a compact design of the loudspeaker assembly is possible.

[00035] Advantageously, the angle of crossing can be between 90° and 170° .

The angle of crossing can also be between 100° and 150° , however. As a result, essentially every point of origin of the sound event in space can be generated. The low frequency sound beam axis, for example, can act as a reference line. Moreover, when, for example, the loudspeaker assembly is arranged in a headphone and is worn by a person, the low frequency sound beam axis can be oriented perpendicularly to the ear. Moreover, when the headphone is worn as intended, the low frequency sound beam axis can be horizontally oriented. When, for example, the angle of crossing is 90° , the high frequency sound beam axis extends perpendicularly to the low frequency sound beam axis. The low frequency sound waves can then originate from a sound event, which has taken place above the head of the wearer or, in the case of virtual reality, is to correspond to a sound event, which has taken place above the head.

[00036] The angle of crossing can also be 170° , however, wherein this corresponds to a sound event that has taken place at a greater distance (several meters) next to the ear of the wearer. The high frequency sound beam axis then intersects the low frequency sound beam axis at an acute angle. At such an angle of crossing, the high frequency sound waves impact the ear approximately perpendicularly.

[00037] It is also advantageous when the circumferential angle is between 15° and 90° . In this case, the circumferential angle between two tweeters in each case does not need to be the same. For example, two adjacent tweeters can be separated by a circumferential angle of 30° . Another pair of tweeters can be separated by a circumferential angle of 45° . Yet another pair of tweeters can be separated by a circumferential angle of

90°. The smaller the circumferential angle is between any two tweeters, the higher a directional resolution can be of the sound event. This means, the sound event can be more precisely localized in space.

[00038] It is also advantageous when the woofer is an electrodynamic loudspeaker. As a result, the low frequency sound waves can be generated in a simple way. When, in addition, the electrodynamic loudspeaker must play back only low tones, it can be optimized with respect to the appropriate frequency spectrum.

[00039] Moreover, the invention relates to a headphone to be arranged on and/or over the ear, comprising at least one loudspeaker assembly. With the aid of the headphone, preferably a 3D tone can be generated, so that the human ear can localize an origin of the virtual sound event. The headphone can be utilized, for example, for a virtual reality or an augmented reality.

[00040] In this case, the headphone can comprise two loudspeaker assemblies, wherein one loudspeaker assembly is assigned to the left ear and the other loudspeaker assembly is assigned to the right ear. The loudspeaker assembly can be arranged, for example, in an ear cup, which is arranged over and/or on the ear when the headphone is worn. The loudspeaker assembly can therefore be located at a close distance (a few centimeters) next to the ear.

[00041] According to the invention, the loudspeaker assembly is designed according to at least one feature described in the preceding description and/or the following description.

[00042] In an advantageous enhanced embodiment of the invention, the headphone comprises a control unit, which can actuate a woofer of the loudspeaker assembly in such a way that a sound event reproduced by the headphone can be spatially localized. Additionally or alternatively, the control unit can also actuate a tweeter in such a way that the sound event reproduced by the loudspeaker assembly can be spatially localized.

[00043] With the aid of the headphone, for example, tones associated with the virtual reality can be generated, which convey a spatial impression. The headphone can therefore be, for example, part of a device for a virtual reality. With the aid of the virtual reality, for example, it is possible to participate in a virtual orchestral concert. With the aid of the headphone, the associated music can be spatially localized. The music is no longer simply played back. Instead, a wearer of the headphone can be given the impression that the music reaches him/her from a certain position in space.

[00044] The control unit can actuate the woofer and/or the tweeter in such a way that the sound event can be spatially localized. In the process, the control unit can time-delay, for example, a signal to the tweeter with respect to the signal of the woofer, so that a spatial impression of the sound arises. The loudspeaker assembly can also comprise multiple tweeters. In this case, the control unit can also actuate the tweeters in various ways, so that the spatial impression arises. For example, the control unit can also delay the reproduction of the sound of a woofer in a loudspeaker assembly with respect to the other woofer in the other loudspeaker assemblies, so that, for example, the ear can determine

whether the sound event has taken place to the left or to the right of him/her.

[00045] Moreover, the control unit can carry out a wave field synthesis with the aid of the at least one tweeter and/or the woofer. With the aid of the tweeter, the control unit can form an acoustic wave field, which approximates or is even identical to that of a real sound event. As a result, a realistic and spatial sound event can be reproduced. Furthermore, high frequency sound waves that interfere with one another can be generated, for example, with the aid of multiple tweeters. The particular high frequency sound waves cancel each other out and/or amplify one another, so that a nearly realistic acoustic wave field is formed. The wearer of the headphone gets the impression that the sound event has taken place at a certain point in space.

[00046] Furthermore, it is advantageous when the headphone comprises an inertial measurement unit, with the aid of which a spatial orientation of the headphone can be determined. Additionally or alternatively, a spatial position of the headphone can also be determined. The inertial measurement unit can comprise, for example, a gyroscope and/or an acceleration sensor. The inertial measurement unit can also be coupled to the control unit for transmitting measurements. The orientation and/or position of the headphone can be determined with the aid of the control unit.

[00047] For example, turning motions of the headphone can be determined with the aid of the gyroscope. For example, if the wearer of the headphone turns his/her head to the left and, therefore, the headphone as well, the control unit can determine the new orientation of the head. Thereupon,

the control unit can actuate the woofer and/or the at least one tweeter in such a way that the impression is given that the sound event is fixedly arranged in space and does not turn therewith. During the turning of the head, the sound event can travel, for example, from in front of the head to behind the head, so that the wearer gets the impression that the sound event was in front of him/her at the beginning, was next to him/her during the turning of the head, and, finally is behind him/her.

[00048] The position in space can also be detected with the aid of the acceleration sensor. If the wearer, for example, runs past a virtual sound event, the source of the sound event initially approaches the wearer and, thereafter, moves away. Thereupon, the control unit can reduce the sound level of the reproduced sound event, for example, according to the increasing distance. The control unit can also change the position of the sound event.

[00049] Further advantages of the invention are described in the following exemplary embodiments. Wherein:

[00050] **figure 1** shows a lateral view of a sectional view of an ear of a wearer and a lateral view of a loudspeaker assembly,

[00051] **figure 2** shows a top view of a loudspeaker assembly comprising a woofer and at least one tweeter,

[00052] **figure 3** shows a sectional view of a loudspeaker assembly,

[00053] **figure 4** shows a sectional view according to a section line A-A from figure 2,

[00054] **figure 5** shows a sectional view according to a section line B-B from figure 2,

[00055] **figure 6** shows a sectional view according to a section line C-C from figure 2,

[00056] **figure 7** shows a perspective view of the loudspeaker assembly comprising a woofer and multiple tweeters,

[00057] **figure 8** shows a schematic representation of the loudspeaker assembly in a normal mode,

[00058] **figure 9** shows a schematic representation of the loudspeaker assembly in a stereoscopic sound mode, and

[00059] **figure 10** shows a schematic representation of a positioning of the loudspeaker assembly with respect to the ear.

[00060] Figure 1 shows a lateral sectional view of an ear 2 of a wearer and a lateral view of a loudspeaker assembly 1 of the type arranged, for example, in a headphone (not shown here). The loudspeaker assembly 1 can be arranged, for example, in an ear cup of the headphone. The ear cup can enclose, for example, the ear 2, so that ambient noise can be muffled.

[00061] As shown in figure 1, the loudspeaker assembly 1 can have a distance to the ear 2, which can amount to a few centimeters when the headphone is used as intended. Furthermore, the loudspeaker

assembly 1 can face the ear 2. A woofer 4 (not shown here) can be arranged in the loudspeaker assembly 1. A low frequency sound beam axis 5 of the woofer 4 can be directed toward the ear 2. When the headphone is used as intended, it is advantageous that the low frequency sound beam axis 5 faces the ear 2, so that low frequency sound waves, which propagate along the low frequency sound beam axis 5, enter the ear 2. Reflectances, defractions, or refractions of the low frequency sound waves can be reduced as a result. In addition, as a result, the output of the woofer 4 can be kept low.

[00062] The low frequency sound waves have relatively low frequencies. They can have, for example, frequencies in the range from 20 Hz to 1 kHz – 2 kHz. Due to the high wavelength associated with the low frequency, a wearer cannot or can only poorly localize a point of origin of the low frequency sound waves.

[00063] In order to be able to localize a point of origin of a (virtual) sound event, for example, of an instrument in an orchestra, the loudspeaker assembly 1 comprises at least one tweeter 6 (not shown in figure 1). With the aid of the tweeter 6, high frequency sound waves having a frequency of, for example, 1 kHz – 2 kHz to 20 kHz – 30 kHz can be generated. In this frequency range, a wearer of the headphone can localize the point of origin of the sound event.

[00064] Since a human ear 2 is shown in figure 1, the orientation designations top, bottom, right, left, front, and back are to be used, for the sake of simplicity, for the description of the figures, when doing so is useful for the explanation of the invention. The ear 2 can be arranged in space, in this case, in the way it is arranged with respect to a person, the wearer,

who is standing or is sitting upright. Furthermore, figure 1 shows a horizontal H, which can be utilized as a reference plane. When the headphone is used as intended, and when the wearer is standing or is sitting upright, the horizontal H can be parallel to a horizontal of the surroundings. Such references to the surroundings are intended merely to simplify the explanation of the invention.

[00065] The tweeter 6 can emit high frequency sound waves along a high frequency sound beam axis 7. According to the exemplary embodiment shown in figure 1, the tweeter 6 is arranged above the ear 2. The wearer can therefore be given the impression that the sound event was above him/her. Additionally or alternatively, at least one further tweeter 6 can also be arranged below the ear 2. As a result, sound events that have taken place below the ear 2 of the wearer can be localized. Moreover, even more tweeters 6 can be arranged in the loudspeaker assembly 1, of course, in order to depict sound events that have taken place in front of and/or behind the wearer.

[00066] The tweeter 6 is radially spaced apart from the woofer 4. Furthermore, the high frequency sound beam axis 7 can be oriented in parallel to the low frequency sound beam axis 5.

[00067] Figure 2 shows a top view of a loudspeaker assembly 1 comprising a woofer 4 and at least one tweeter 6. In the present exemplary embodiment from figure 2, the loudspeaker assembly 1 comprises seven tweeters 6a through 6g.

[00068] The woofer 4 is situated centrally in the loudspeaker assembly 1. The low frequency sound beam axis 5 is not shown in figure 2. It is directed

out of the plane of the drawing. Additionally or alternatively, the high frequency sound beam axes 7 (not shown here) of the particular tweeters 6a through 6g can also be directed out of the plane of the drawing.

[00069] Furthermore, a cover element 8 is arranged in the housing 3. The cover element 8 comprises a window section 9, through which the low frequency sound waves of the woofer 4 can exit the housing 3. The woofer 4 can be arranged coaxially with the window section 9. In particular, the low frequency sound beam axis 5 can also be arranged coaxially with the window section 9.

[00070] The high frequency sound beam axes 7 of the particular tweeters 6a through 6g can be arranged perpendicularly to the cover element 8. Additionally or alternatively, the low frequency sound beam axis 5 can also be arranged perpendicularly to the cover element 8.

[00071] The cover element 8 also comprises at least one outlet passage 10. In the present exemplary embodiment from figure 2, the cover element 8 comprises multiple outlet passages 10, wherein only one outlet passage 10 is provided with a reference character, for the sake of simplicity. According to the present exemplary embodiment, one outlet passage 10 is assigned to each tweeter 6a through 6g. Through the outlet passage 10, the high frequency sound waves of the tweeters 6a through 6g can exit through the cover element 8 and out of the housing 3.

[00072] Moreover, the cover element 8 comprises multiple openings 11, wherein only one opening 11 is provided with a reference character, for the sake of simplicity. With the aid of the openings 11, for example, a pressure

compensation can take place between a cavity 12 in the housing 3 and the surroundings.

[00073] The tweeters 6a through 6g are arranged spaced apart from one another circumferentially around the woofer 4. The tweeters 6a through 6g are spaced apart from one another by a circumferential angle α , β , γ . According to figures 1 and 2, the loudspeaker assembly 1 comprises the horizontal H as a reference plane. The horizontal H can be arranged, for example, in the headphone in such a way that, when the headphone is used as intended, the horizontal H is also oriented horizontally with respect to the surroundings. The tweeter 6g can therefore be arranged, for example, above the ear 2.

[00074] For example, the circumferential angle α can be formed between the tweeters 6g and 6f. Moreover, the circumferential angle β can be formed between the tweeters 6a and 6e. Furthermore, the circumferential angle γ can be formed between the tweeters 6d and 6f. The circumferential angles α , β , γ can be in a range between 15° and 90° . The smaller the circumferential angles α , β , γ are, the more precisely can the direction of the sound event be localized.

[00075] In addition, the tweeters 6a through 6g can have a radial distance R to the woofer 4, in particular to the low frequency sound beam axis 5. For the sake of simplicity, only the tweeter 6g is shown with the radial distance R. For example, the tweeters 6a through 6d have a shorter radial distance R to the woofer 4 than the tweeter 6g. According to the present exemplary embodiment, the tweeters 6a through 6d are arranged adjacent to the window section 9. In particular, the outlet

passages 10 of the tweeters 6a through 6d can adjoin the window section 9.

[00076] A control unit 14 (not shown here) can actuate the tweeters 6a through 6g in various ways in order to generate a 3D tone. In this way, the tweeters 6a through 6g can be operated by the control unit 14 in a normal mode schematically represented in figure 8 and in a stereoscopic sound mode schematically represented in figure 9. In the stereoscopic sound mode, the control unit 14 can actuate only one or a few tweeters 6a through 6g, so that the high frequency sound waves reach the ear 2 from only one direction. As a result, a certain localizability of the sound event is already established. The control unit 14 can also actuate the tweeters 6a through 6g according to a wave field synthesis, however. Virtual acoustic surroundings can be created with the aid of the wave field synthesis. For this purpose, the control unit 14 can actuate a few tweeters 6a through 6g in such a way that an acoustic wave field is formed by the tweeters 6a through 6g, which corresponds to that of a real sound event or at least comes close thereto. In the process, the sound waves from various tweeters 6a through 6g can interfere with one another, so that they cancel each other out and/or amplify one another. As a result, an acoustic wave field can be generated, which gives the impression that the sound event reaches the ear 2 from a certain direction.

[00077] Furthermore, according to the present exemplary embodiment from figure 2, the tweeters 6e and 6f can lie on the horizontal H. When the headphone comprising the loudspeaker assembly 1 is worn as intended, for example, a sound event that arose in front of and/or behind the ear 2 can be localized with the aid of the two tweeters 6e, 6f.

[00078] With the aid of the tweeter 6g, for example, a sound event that took place above the ear 2 can be localized. A sound event that took place, for example, obliquely underneath can be represented with the aid of the tweeter 6c. A sound event that took place, for example, obliquely overhead can be represented with the aid of the tweeter 6d. A sound event that took place obliquely overhead and/or obliquely underneath can be represented with the aid of the two tweeters 6a, 6b.

[00079] Figures 3, 4, 5, 6 each show a sectional view of the loudspeaker assembly 1 according to the lines of cut from figure 2.

[00080] The housing 3 shown in figures 3, 4, 5, 6 is open on a front face 13. The housing 3, which is open on the front face 13, can be closed with the aid of the cover element 8. The housing 3 and the cover element 8 delimit a cavity 12 in the housing 3. The woofer 4 can be arranged in the cavity 12. The cavity 12 can act, for example, as a resonant cavity for the woofer 4. The cavity 12 can also be a back volume of the woofer 4. Additionally or alternatively, the at least one tweeter 6 can also be arranged in the cavity 12.

[00081] The cover element 8 comprises the window section 9 in a central region. The window section 9 and the woofer 4 can be arranged coaxially with one another. The window section 9 can also be arranged coaxially with the low frequency sound beam axis 5. The window section 9 can be curved outwardly, away from the cavity 12, in the region of the woofer 4.

[00082] According to the woofer 4 shown in figures 3, 4, 5, 6, the woofer 4 can be designed as an electrodynamic loudspeaker.

[00083] The tweeters 6, which can be designed as MEMS loudspeakers, are also shown. One advantage of MEMS loudspeakers is that they can be designed to be small. Furthermore, the MEMS loudspeaker has a low total harmonic distortion. Sound waves having low distortion can be reproduced with the aid of the MEMS loudspeaker. Furthermore, a broad frequency spectrum can be covered with the aid of the MEMS loudspeaker.

[00084] According to figure 3, the tweeter 6 is arranged in such a way that its high frequency sound beam axis 7 is oriented in parallel to the low frequency sound beam axis 5 of the woofer 4. As a result, the high frequency sound waves can be emitted along the high frequency sound beam axis 7 toward the ear 2. The human ear gets the impression that a sound event has taken place above the ear 2.

[00085] According to the figures 4, 5, 6, the at least one tweeter 6 is arranged in relation to the woofer 4 in such a way that its high frequency sound beam axis 7 intersects the low frequency sound beam axis 5 in the sectional view shown here. The high frequency sound beam axis 7 has an angle of crossing δ , ϵ , ζ with respect to the low frequency sound beam axis 5.

[00086] Figure 3 shows the section along the line of cut A-A from figure 2. According to figure 3, the angle of crossing δ can be 90° . The high frequency sound beam axis 7 is therefore perpendicular to the low frequency sound beam axis 5. The high frequency sound waves of the tweeter 6 can also interfere with other high frequency sound waves, however, in order to form an acoustic wave field. A sound event that

originates from above the ear 2 can be generated with the aid of the tweeter 6.

[00087] Figure 4 shows the section along the line of cut B-B from figure 2.

According to figure 4, the angle of crossing ϵ can be 110° . The high frequency sound waves can then be emitted along the high frequency sound beam axis 7 in the direction of the ear 2.

[00088] Figure 5 shows the section along the line of cut C-C from figure 2.

According to figure 5, the angle of crossing ζ can also be in the range of 120° . The high frequency sound waves can then be emitted along the high frequency sound beam axis 7 in the direction of the ear 2.

[00089] An intersection point of the high frequency sound beam axes 7 with the low frequency sound beam axis 5 shown according to figures 4, 5, 6 does not need to be arranged in front of the ear 2. The intersection point can also be arranged behind the ear 2, i.e., within the head.

[00090] Figure 7 shows a perspective view of the loudspeaker assembly 1. The features are known from the preceding figures, so that an explanation of figure 7 will be dispensed with.

[00091] A loudspeaker assembly 1 comprising the above-described control unit 14 is schematically represented in figures 8 and 9. The loudspeaker assembly 1 can be designed according to one or more of the aforementioned exemplary embodiments, wherein the aforementioned features can be present individually or in any combination. In particular, the loudspeaker assembly can comprise multiple tweeters 6a through 6g

designed as MEMS loudspeakers. These can all – or individually – have the angles of crossing δ , ϵ , ζ described in figures 3 through 6.

[00092] In all aforementioned exemplary embodiments, the control unit 14 is designed in such a way that it can operate the tweeters 6a through 6g in a normal mode (cf. figure 8) and/or in a stereoscopic sound mode (cf. figure 9). In the normal mode, spatial localization of a sound event by the user is not possible. Accordingly, the normal mode is suitable for usual applications, such as listening to music. The stereoscopic sound mode can be utilized, in particular, in the case of image-based applications, such as computer games, motion pictures, or concert recordings. The stereoscopic sound mode makes it possible for the user to perceive sound events based on direction and/or space, i.e., in particular, a 3D stereoscopic sound.

[00093] For this purpose, the control unit 14 is designed in such a way that it simultaneously actuates all tweeters 6a through 6g in the normal mode. Therefore, a voluminous sound experience coming from all directions can be generated.

[00094] In the stereoscopic sound mode represented in figure 9, only one of the tweeters 6a through 6g and/or only a portion of the tweeters 6a through 6g can be actuated simultaneously by the control unit 14, so that a sound event can be generated, which can be spatially localized by the user and is indicated in figure 9 with the aid of the arrow. Advantageously, for this purpose, at least the tweeter 6a through 6g located in an angular interval corresponding, in the circumferential direction, to the direction of sound, i.e., according to the figure, the two tweeters 6a through 6g located in the lower right, is actuated by the

control unit 14. Additionally or alternatively, it is advantageous when multiple or all tweeters can be actuated by the control unit 14 in the stereoscopic sound mode in such a way that the sound waves from various tweeters 6a through 6g interfere with one another, so that they cancel each other out and/or amplify one another, in order to generate the stereoscopic sound experience.

[00095] In an exemplary embodiment not represented here, the loudspeaker assembly 1 comprises an inertial measurement unit, in particular a gyroscope and/or an acceleration sensor, coupled to the control unit 14. This is preferably designed in such a way that, with the aid thereof, a spatial orientation and/or a spatial position of the loudspeaker assembly 1 can be detected. Advantageously, the control unit 14 is designed in such a way that, with the aid thereof, the sound event, which can be spatially localized by the user, can be adapted depending on the measured values gathered by the inertial measurement unit.

[00096] Figure 10 shows a schematic representation of a positioning of the loudspeaker assembly 1 with respect to the ear 2. According to the present exemplary embodiment, the ear 2 is shown from the outside, wherein the loudspeaker assembly 1 is arranged over the ear 2. Figure 10 therefore shows an example of a positioning of the loudspeaker assembly 1 with respect to the ear 2 of a listener during use as intended. The viewing direction is from the outside onto the loudspeaker assembly 1 and onto the ear 2. The horizontal H is also shown in figure 10.

[00097] According to the present exemplary embodiment, the loudspeaker assembly 1 comprises multiple woofers 4a, 4b. The first woofer 4a is

represented in figure 10 as a circle formed by a dotted line and is arranged over the ear 2 when the loudspeaker assembly 1 is positioned as intended. When the loudspeaker assembly 1 is used as intended, the woofer 4a is arranged coaxially with the ear 2 or an ear canal of the ear 2. As a result, the low frequency sound beam axis is oriented coaxially with the ear 2 and with the ear canal. The low frequency sound beam axis is not shown here. It is perpendicular to figure 10. It extends into the plane of the drawing. The low frequency sound waves generated by the woofer 4a therefore enter, in particular directly, the ear canal and, therefore, reach the tympanic membrane.

[00098] According to the present exemplary embodiment, the loudspeaker assembly 1 comprises a second woofer 4b. This woofer 4b is arranged in front of the ear 2 when the loudspeaker assembly 1 is positioned or arranged as intended. In this case, “front” means the directions “front” and “back”, which are usual for a person. The low frequency sound beam axis 5b is arranged in parallel to the horizontal H. Additionally or alternatively, the low frequency sound beam axis of the first woofer 4a and the low frequency sound beam axis of the second woofer 4b are oriented perpendicularly to one another. The second woofer 4b can also be arranged in the loudspeaker assembly 1 in such a way, however, that the low frequency sound beam axis 5b of the second woofer 4b is slanted toward the ear 2, so that the low frequency sound waves enter the ear 2 obliquely from the front.

[00099] Additionally or alternatively, a woofer 4 (not shown here) can also be arranged behind the ear 2. This woofer 4 can be arranged behind the ear 2 as a mirror image of the second woofer 4b (shown here) with respect to a center line of the loudspeaker assembly 1. The woofer 4

(not shown here) can be arranged in the loudspeaker assembly 1 in the same manner as the second woofer 4b, although not in front of the ear 2 but rather behind the ear 2.

[000100] Moreover, the loudspeaker assembly 1 from figure 10 comprises a plurality of tweeters 6a through 6f. According to the present exemplary embodiment, in particular all tweeters 6a through 6f are spaced apart from the horizontal H. Moreover, the tweeters 6a through 6f are arranged at an angle with respect to one another.

[000101] Advantageously, at least a portion of the high frequency sound beam axes 7 and/or of the low frequency sound beam axes 5 can intersect at an intersection point K. The intersection point K can also be an intersection line. As a result, at least a portion of the high frequency sound beam axes 7 and/or of the low frequency sound beam axes 5 extend through the intersection line K.

[000102] According to the present exemplary embodiment, the high frequency sound beam axes 7a through 7f of the tweeters 6a through 6f intersect at the intersection point K. Additionally or alternatively, the low frequency sound beam axis 5b of the second woofer 4b and/or the low frequency sound beam axis (not shown here) of the first woofer 4a can also extend through the intersection point K. As a result, according to the present exemplary embodiment, all sound axes – whether they are low frequency sound beam axes 5 or high frequency sound beam axes 7 – intersect at an intersection point K. The sound transducers – whether they are woofers 4 or tweeters 6 – can be arranged in the loudspeaker assembly 1 in such a way that the intersection point K is located over the ear 2 when the loudspeaker assembly 1 is positioned

as intended. As a result, for example, a stereoscopic sound can be generated, which is not or only slightly distorted.

[000103] According to the present exemplary embodiment, the four tweeters 6a through 6d are arranged in front of the ear 2 and the two tweeters 6e, 6f are arranged behind the ear 2. It is advantageous when more tweeters 6 are arranged in front of the ear 2 than behind the ear 2. Since most virtual sound events take place in front of the user during normal use of the loudspeaker assembly 1, it is advantageous when more tweeters 6 and/or woofers 4 are arranged in front of the ear 2 (normally, for example, in the case of a virtual reality, the user looks at the event generating the virtual sound event, so that it is in front of the user).

[000104] According to the present exemplary embodiment, the tweeters 6a through 6f and the second woofer 4b are arranged on a circle formed by a dotted line, having the radius R , shown in figure 10. This means, the tweeters 6a through 6f and the second woofer 4b all have the same distance to the centrally arranged first woofer 4a. Since the first woofer 4a is arranged directly over the ear 2, the tweeters 6a through 6f and the second woofer 4b all have the same distance to the ear 2. This distance is precisely the radius R of the circle. The distance is also the radial distance R . As a result, the propagation times of the sound waves of the tweeters 6a through 6f and of the second woofer 4b to the ear 2 are equal to each other. Additionally or alternatively, the first woofer 4a can also have the radius R or the radial distance R to the ear 2. As a result, all sound transducers – whether they are woofers 4 or tweeters 6 – can have the same distance to the ear 2. All sound transducers, whether they are woofers 4 or tweeters 6, can therefore be arranged in the loudspeaker assembly 1 in a bowl-shaped manner, in particular, a

spherical bowl-shaped manner. As a result, in the case of a positioning of the loudspeaker assembly 1 over the ear 2 as intended, all sound transducers have the same distance to the ear 2, so that all sound waves reach the ear 2 at the same time or have the same propagation time to the ear 2 with respect to one another.

[000105] The present invention is not limited to the represented and described exemplary embodiments. Modifications within the scope of the claims are also possible, as is any combination of the features, even if they are represented and described in different exemplary embodiments.

List of reference characters

[000106]	1	loudspeaker assembly
[000107]	2	ear
[000108]	3	housing
[000109]	4	woofer
[000110]	5	low frequency sound beam axis
[000111]	6	tweeter
[000112]	7	high frequency sound beam axis
[000113]	8	cover element
[000114]	9	window section
[000115]	10	outlet passage
[000116]	11	openings
[000117]	12	cavity
[000118]	13	front face
[000119]	14	control unit
[000120]	α, β, γ	circumferential angle
[000121]	δ, ϵ, ζ	angle of crossing
[000122]	H	horizontal
[000123]	R	radial distance
[000124]	K	intersection point

Claims

1. A loudspeaker assembly (1), in particular for on-ear headphones, to be arranged on and/or over the ear (2), comprising a housing (3), in which a woofer (4), with the aid of which low frequency sound waves can be emitted along a low frequency sound beam axis (5) toward the ear (2), and at least one tweeter (6), with the aid of which high frequency sound waves can be emitted along a high frequency sound beam axis (7), are arranged,
characterized in that
the at least one tweeter (6) is a MEMS loudspeaker and is arranged radially spaced apart from the woofer (4), in particular from its low frequency sound axis (5).

2. The loudspeaker assembly as claimed in the preceding claim,
characterized in that the at least one tweeter (6) is arranged relative to the woofer (4) in such a way that its high frequency sound beam axis (7) intersects the low frequency sound beam axis (5), in a side view, so that these have a common angle of crossing (δ , ϵ , ζ).

3. The loudspeaker assembly according to one or more of the preceding claims, characterized in that the low frequency sound beam axis (5) and the high frequency sound beam axis (7) of the at least one tweeter (6) are oriented in parallel to one another.

4. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the tweeter (6) is slanted toward the woofer (4).
5. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the housing (3) is open on a front face (13) and/or
in that a cover element (8) is arranged in and/or on the housing (3), in particular on the open front face (13), which forms a cavity (12) with the housing (3), wherein the woofer (4) and/or the tweeter (6) are/is preferably arranged in the cavity (12).
6. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the cover element (8) comprises an, in particular grid-shaped, window section (9), through which the low frequency sound waves of the woofer (4) can exit the cavity (12).
7. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the cover element (8) comprises at least one outlet passage (10), through which the high frequency sound waves of the at least one tweeter (6) can exit.
8. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that multiple tweeters (6a through 6g) are arranged with respect to the low frequency sound beam axis (5) circumferentially around the woofer (4).
9. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the tweeters (6a through 6g) are

circumferentially spaced apart from one another by, in particular identical or different, circumferential angles (α , β , γ).

10. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the loudspeaker assembly (1) comprises a control unit, with the aid of which at least the tweeters (6a through 6g) can be operated in a normal mode and/or in a stereoscopic sound mode.
11. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the control unit is designed in such a way that it simultaneously actuates all tweeters (6a through 6g) in the normal mode, and/or
simultaneously actuates only one or a portion of the tweeters (6a through 6g) in the stereoscopic sound mode in order to generate a sound event that is spatially localizable for a user and/or actuates multiple or all tweeters (6a through 6g) in such a way that the sound waves of various tweeters (6a through 6g) interfere with one another, so that they cancel each other out and/or amplify one another.
12. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the loudspeaker assembly (1) comprises an inertial measurement unit, in particular a gyroscope and/or an acceleration sensor, coupled to the control unit, with the aid of which a spatial orientation and/or a spatial position of the loudspeaker assembly (1) can be detected, and/or
in that the control unit is designed in such a way that, with the aid thereof, the sound event, which can be spatially localized by the user, can be adapted depending on the measured values gathered by the inertial measurement unit.

13. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the angle of crossing (δ , ϵ , ζ) is between 90° and 170° , in particular between 100° and 150° , and/or in that the circumferential angle (α , β , γ) is between 15° and 90° .
14. The loudspeaker assembly as claimed in one or more of the preceding claims, characterized in that the woofer (4) is an electrodynamic loudspeaker.
15. Headphones, in particular on-ear headphones, to be arranged on and/or over the ear (2) comprising at least one loudspeaker assembly (1), characterized in that the loudspeaker assembly (1) is designed according to one or more of the preceding claims.