3D Sound for Virtual Reality and Multimedia

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One of the key underlying technologies of immersive virtual reality (VR) is 3-D sound for computers. While many recent books have provided overviews of VR, this is the first introduction to 3-D sound theory and applications aimed at the commercial engineer. It will provide the reader with an understanding of the communication chain between source and listener, and of how important issues in psychoacoustics and engineering interact.
"Anyone interested in synthesizing auditory spatial experience - whether for a multimedia, virtual reality, or other related application - will find this book a valuable resource...Durand Begault is arguably one of the most knowledgeable sources of reliable information on the subject. And his book, 3D Sound for Virtual Reality and Multimedia, attests to that fact."
--MIX Magazine

* The book covers: Components of spatial auditory displays Psychoacoustics of spatial hearing What sounds are appropriate to spatialize Applications to human-machine interfaces (including virtual reality and multimedia} computer music, and room acoustics Future directions Written by an author with expertise in both theory and applications, this book will provide readers with one key facet of an essential technical foundation in virtual reality.

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