

Title (en)

Method for simulating spatial and/or sonic impression

Title (de)

Verfahren zur Simulation eines Raum- und/oder Klangeindrucks

Title (fr)

Procédé pour simuler un effet spatial et/ou sonore

Publication

EP 0641143 B1 20011205 (DE)

Application

EP 94112549 A 19940811

Priority

DE 4328620 A 19930826

Abstract (en)

[origin: EP0641143A2] In a method for simulating the sound and/or listening impression at a representative listening location, the room impulse response $h(n)$ is determined separately for the left ear and the right ear. In this connection it is irrelevant whether the room is an actually existing real room or a virtual room. Of the room impulse response $h(n)$ determined, only those components which are determining for the sound impression are used, that is to say components of the room impulse response $h(n)$ which are smaller than a predetermined threshold are ignored. This considerably simplifies the circuit complexity for convoluting the electroacoustic signal to be reproduced with the relevant room impulse response. <IMAGE>

IPC 1-7

H04R 5/033; **H04R 29/00**

IPC 8 full level

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CPC (source: EP US)

H04S 7/305 (2013.01 - EP US); **H04S 1/002** (2013.01 - EP US); **H04S 1/005** (2013.01 - EP US)

Cited by

CN105981412A; EP1740016A1; US9936328B2

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US 5544249 A 19960806; AT E210362 T1 20011215; DE 4328620 C1 19950119; DE 59409989 D1 20020117; DK 0641143 T3 20020402; EP 0641143 A2 19950301; EP 0641143 A3 19990519; EP 0641143 B1 20011205; JP 3565908 B2 20040915; JP H0787589 A 19950331

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