

1. Record Nr.	UNISA996280275303316
Titolo	The journal of the Institution of Electrical Engineers . Part III Radio and communication engineering, including the Proceedings of the Radio Section of the Institution
Pubbl/distr/stampa	London : , : Published by The Institution, , 1944-1948
ISSN	2054-0604
Descrizione fisica	1 online resource
Soggetti	Electrical engineering Telecommunication Periodicals.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	"Issued in three parts. Part I. General (Monthly). Part II. Power engineering (Alternative Months). Part III. Radio and communication engineering (Quarterly)."

2. Record Nr.	UNINA9910682600003321
Autore	Pfanzagl-Cardone Edwin
Titolo	The Art and Science of 3D Audio Recording // by Edwin Pfanzagl-Cardone
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2023
ISBN	9783031230462 9783031230455
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (433 pages)
Collana	Engineering Series
Disciplina	799 621.3893
Soggetti	Signal processing Science - Social aspects Signal, Speech and Image Processing Sound Studies
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Critical introduction and a few case studies -- 3D- or 'Immersive Audio' -- the Basics and a Primer on Spatial Hearing -- The DOLBY® „Atmos™“ System -- HOA – Higher Order Ambisonics (Eigenmike) -- The Isosceles-Triangle, M.A.G.I.C Array and MMAD 3D (after Williams) -- DTS:X -- SONY “360 Reality Audio” -- Recording microphone techniques for 3D-Audio -- Comparative 3D audio microphone array tests.
Sommario/riassunto	This professional book offers a unique, comprehensive and timely guide on 3D audio recording. Intended for sound engineers and professionals, and summarizing more than twenty-year research on this topic, it includes extensive information and details on various microphone techniques and loudspeaker layouts, such as Auro-3D®, Dolby® Atmos™, DTS:X®, MMAD, SONY 360 Reality Audio and Ambisonics. It presents a rich set of results obtained from both objective measurements and subjective listening tests, and a number of case studies for 3D recording, ranging from solo-instrument techniques to full symphony orchestra, and microphone systems for

virtual reality applications. Further, it includes a chapter on spatial hearing discussing issues of 3D audio sound reproduction. All in all, this book offers extensive, practical information for sound engineers and professionals.
