

Luctor et immergo. Real-life  
implications of immersive  
realities for the engineer





# Immersive – Music





what happens if technology  
meets the artist





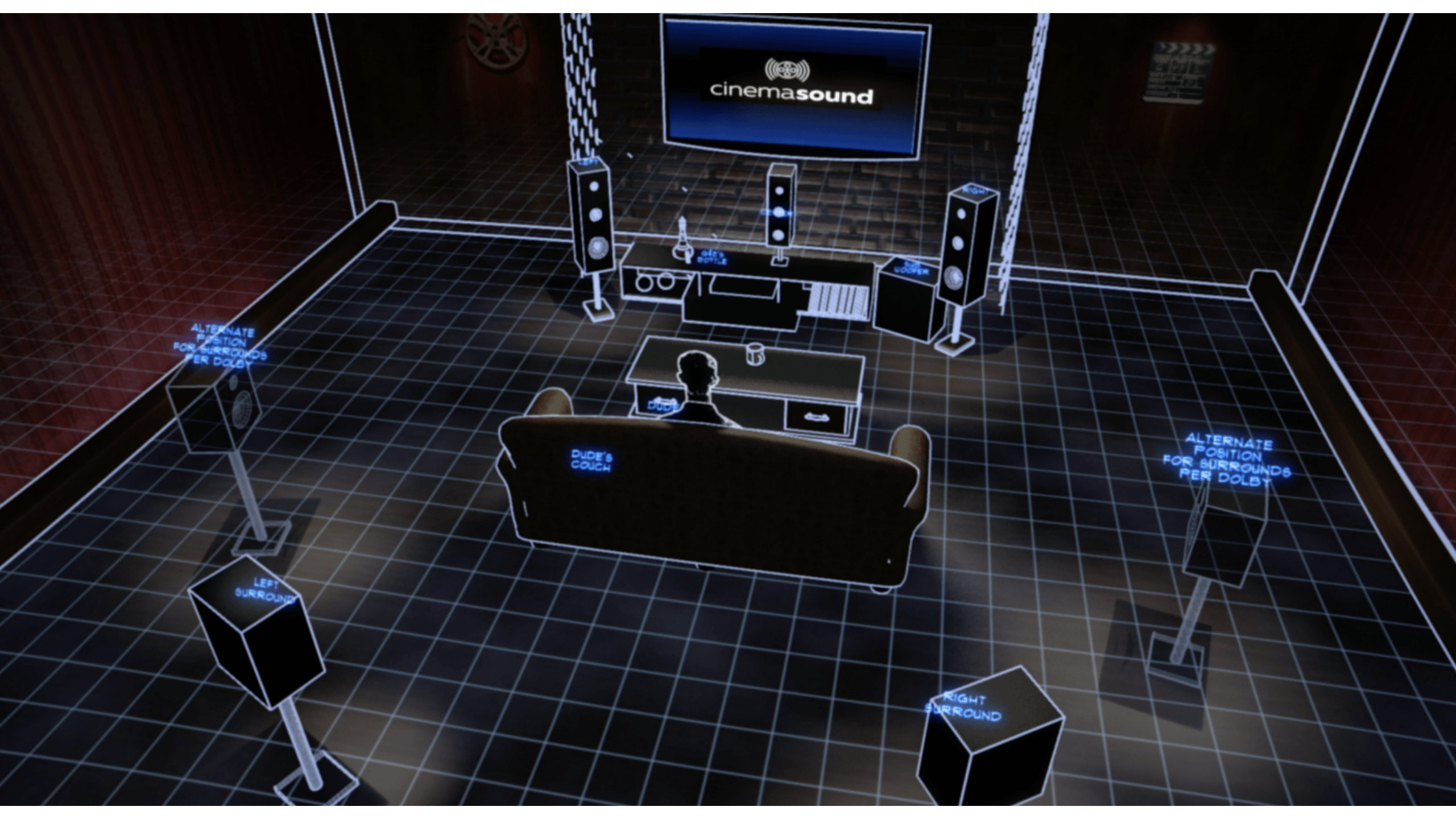
Q937

23/8-30









cinemasound

ALTERNATE  
POSITION  
FOR SURROUNDS  
PER DOLBY

ALTERNATE  
POSITION  
FOR SURROUNDS  
PER DOLBY

LEFT  
SURROUND

RIGHT  
SURROUND

DUDE'S  
COUCH

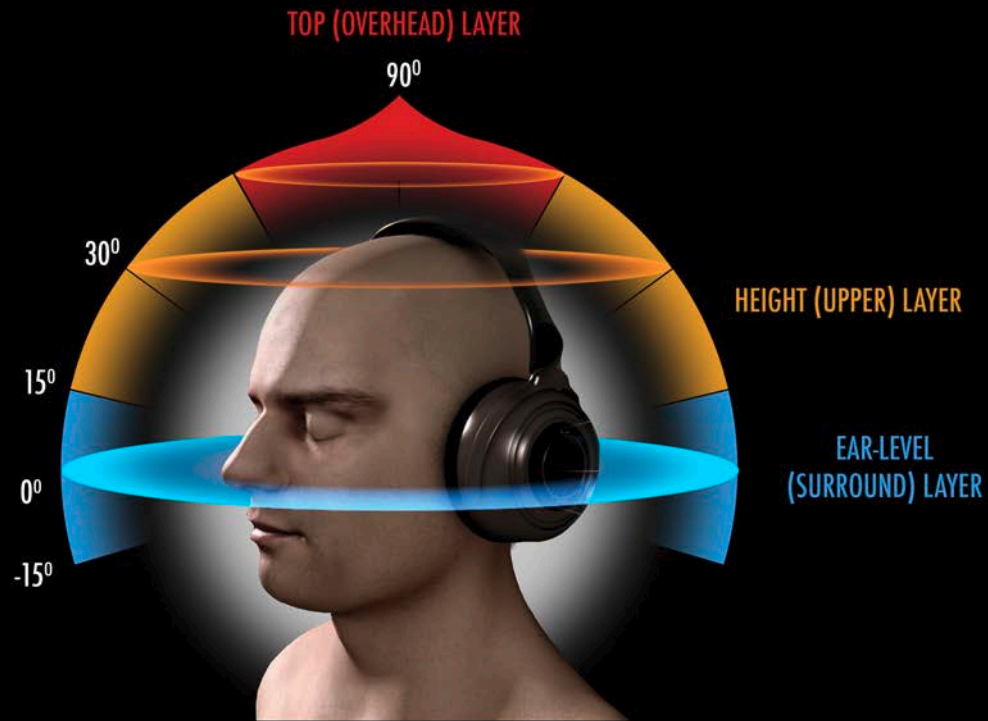
DUDE

GUY'S  
BOTTLE

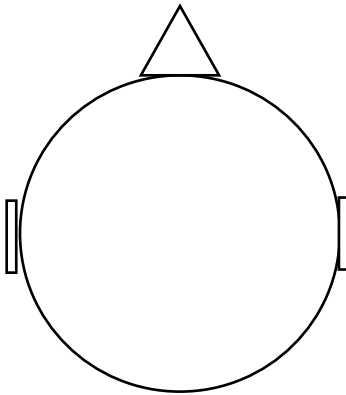
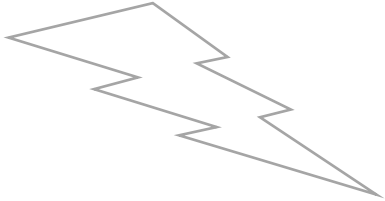
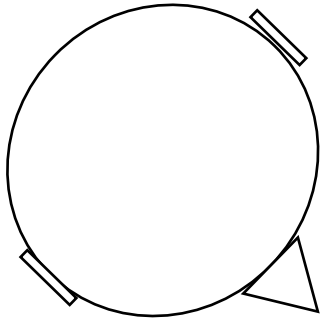
CUP

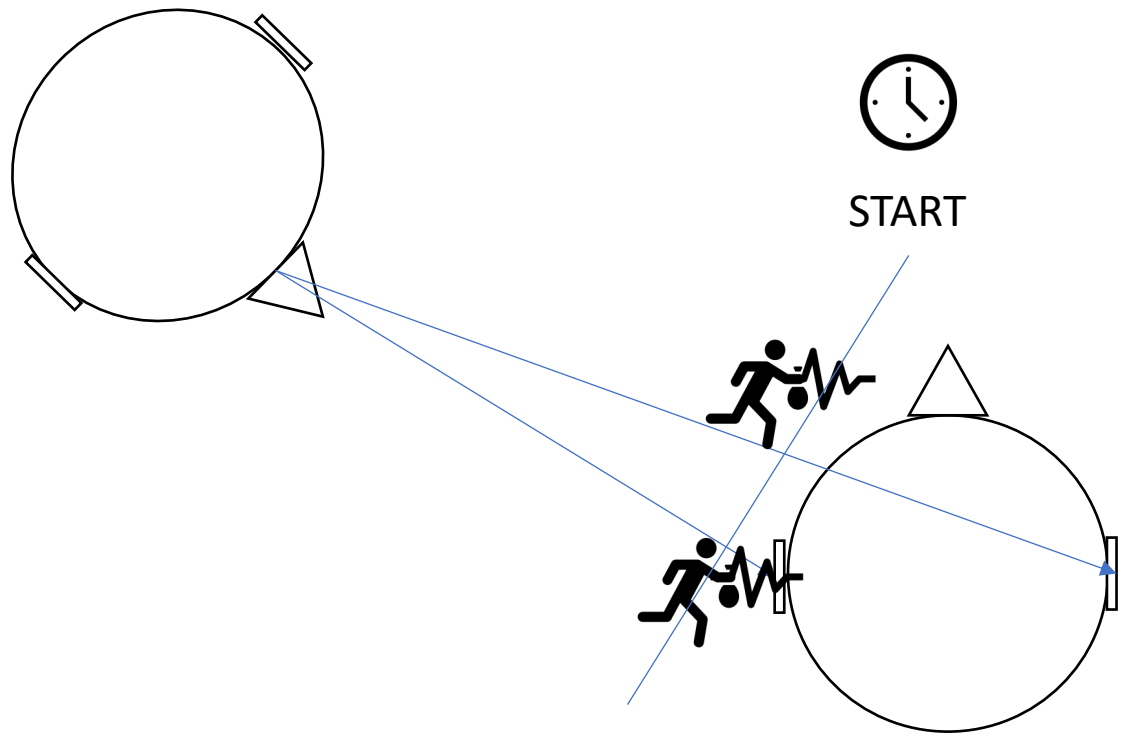
Are 3D audio and music a  
match ?

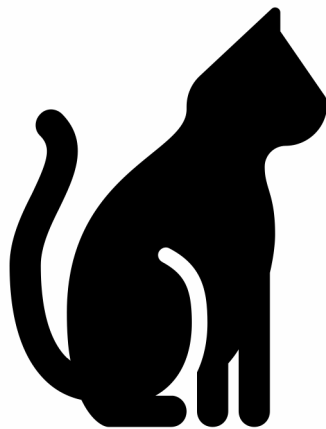
# How binaural works



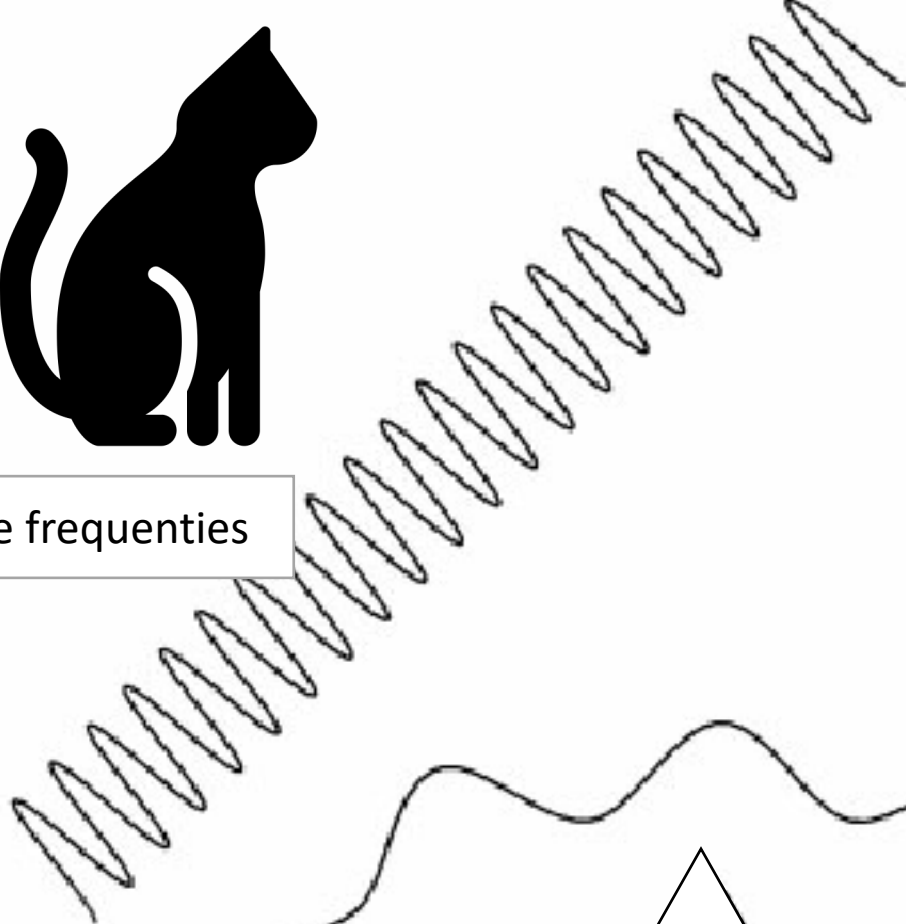




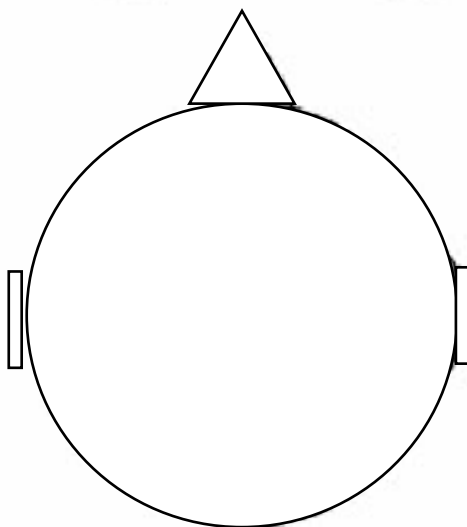
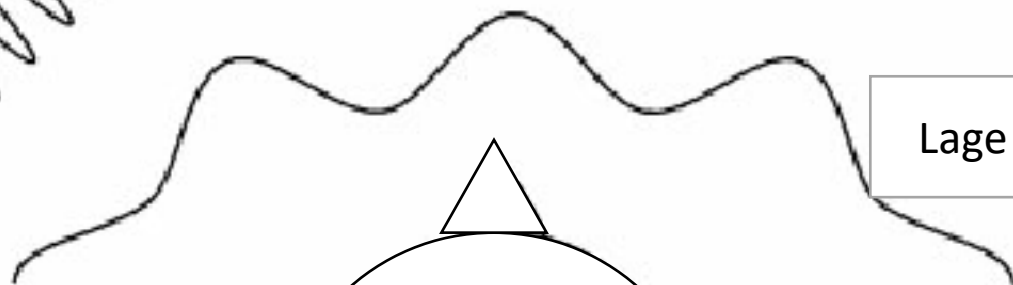




Hoge frequenties



Lage frequenties







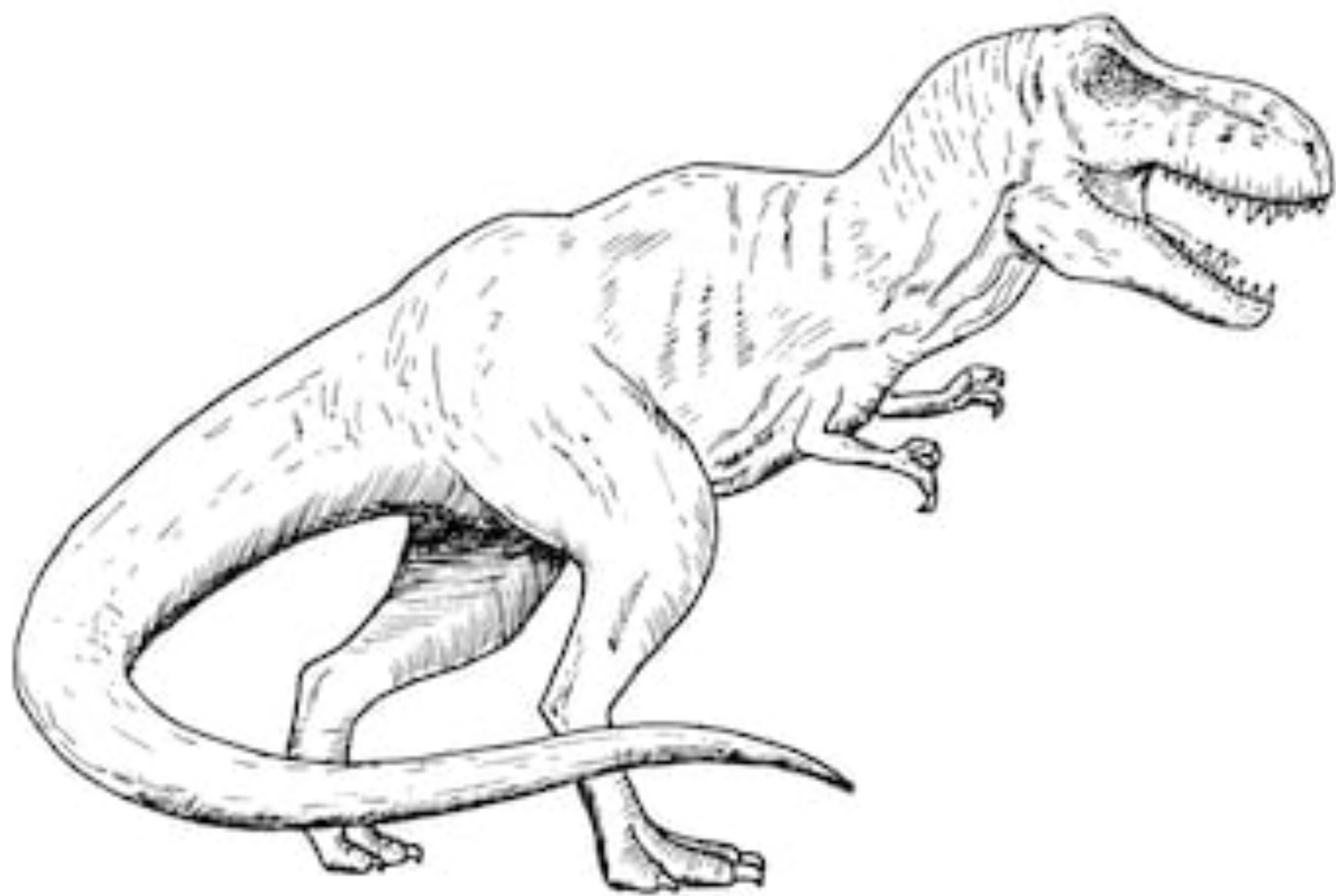
EUROPEAN UNION  
UNION EUROPÉENNE  
EUROPÄISCHE UNION

KONINKRIJK BELGIE  
ROYAUME DE BELGIQUE  
KÖNIGREICH BELGIEN

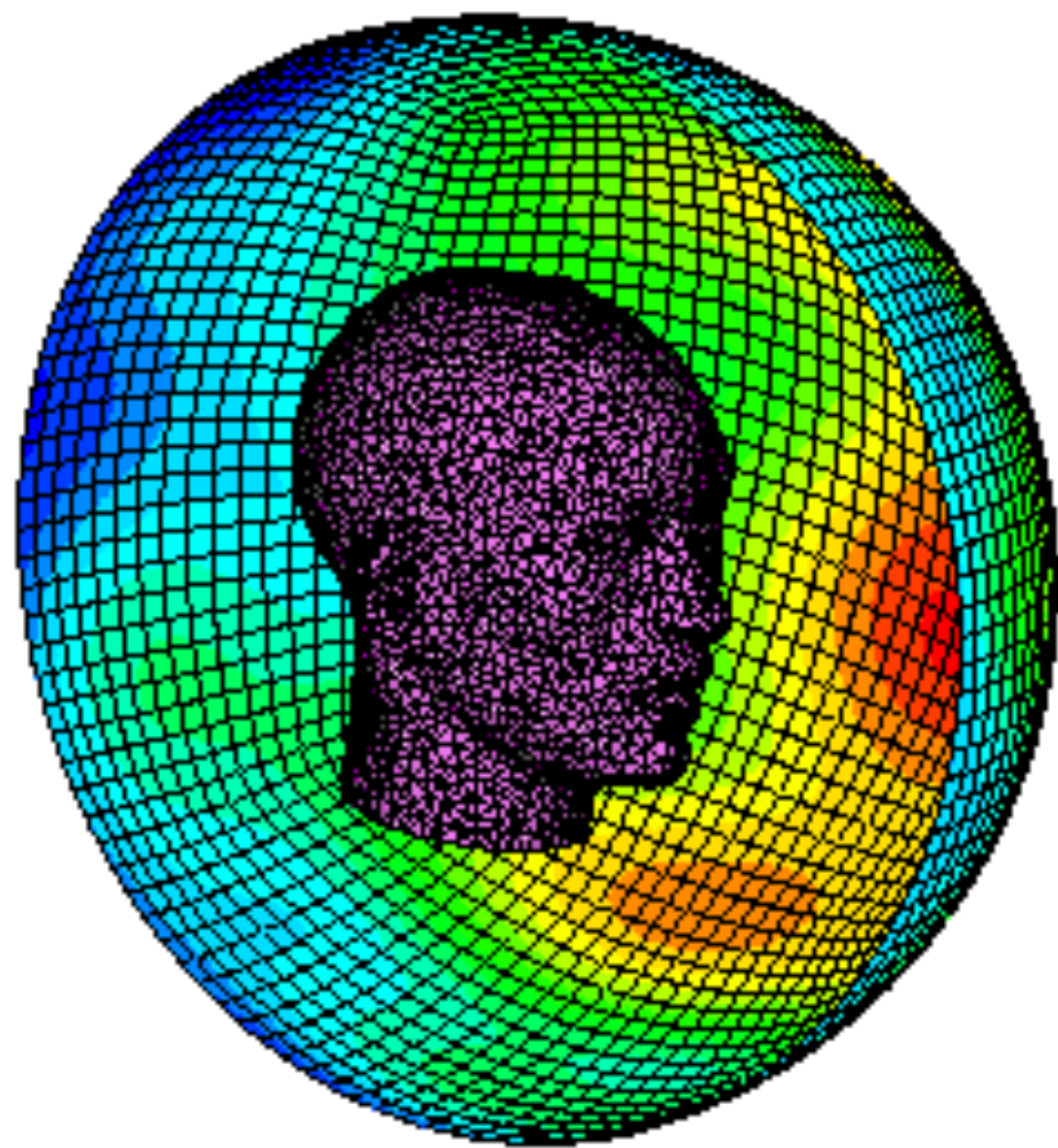


KONINKRIJK BELGIE  
ROYAUME DE BELGIQUE  
KÖNIGREICH BELGIEN

















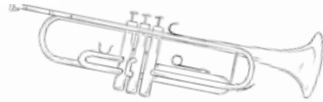
If everyone has access to 3D  
audio



We need suitable content



**IN STEREO**















# EYES CAN HEAR



<https://www.pxlmusic.be/nl/immersive>









SLEEP













# MIXING 3D









**TED**  
IDEAS WORTH SPREADING





**WHAT'S  
NEXT**

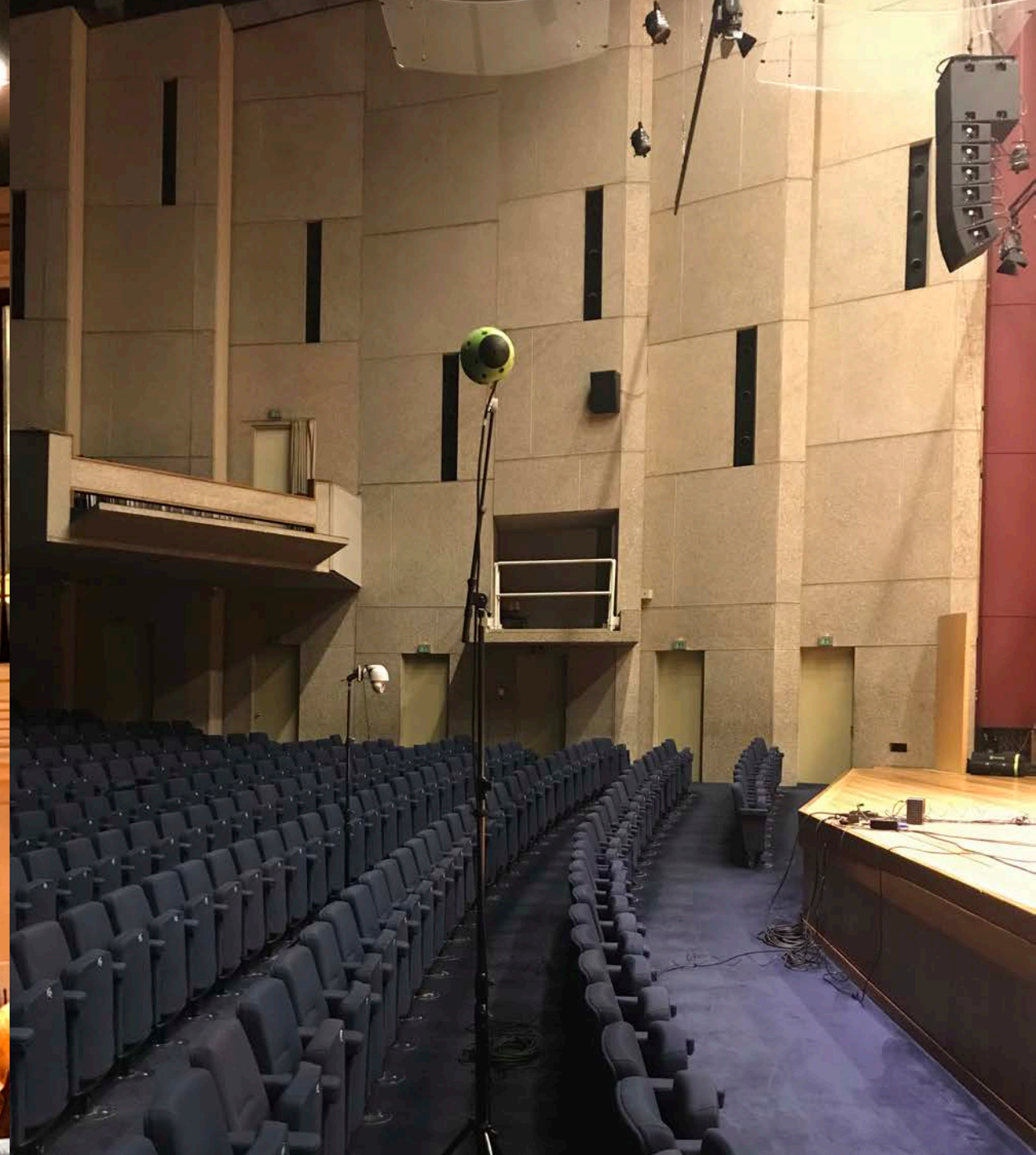
















Pikachu / CP 62













Unserved audience

What are you waiting for?

