Perceptual assessment of spatial sound: the Two!Ears project

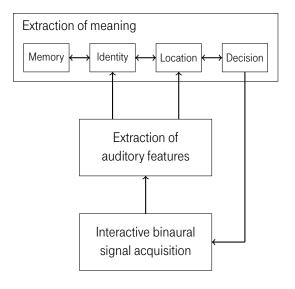
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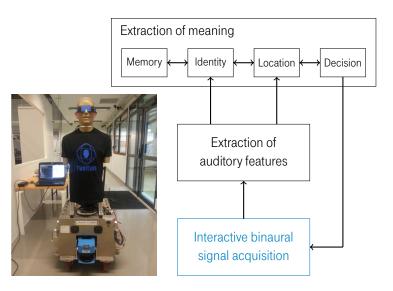


Two!Ears auditory model



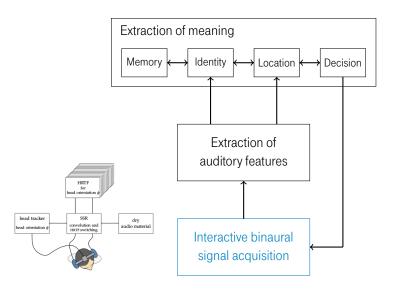


Two!Ears auditory model





Two!Ears auditory model

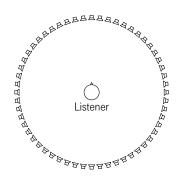




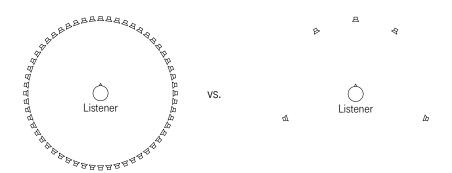
Applications of model

Auditory scene analysis **Target** Masker Masker Masker Listener

Assessment of spatial sound systems

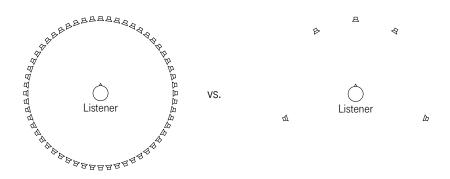


How to assess spatial sound systems?



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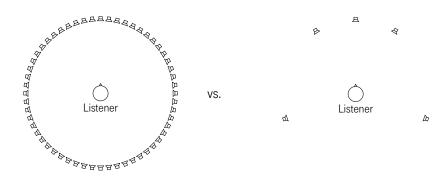
What to ask? Which scene to use?



- Perceptual attributes: localization, coloration for simple scenes
- Sound quality: preference ratings for complex scenes

How to assess spatial sound systems?

Advantages and disadvantages of binaural simulations



- Switch between different listening positions
- Compare arbitrary loudspeaker setup
- Ensure same input signals to the listener and the auditory model
- BUT: influence on results?