



3D Microphone Array Recording Comparison (3D-MARCo)

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About me

- Director of the Centre for Audio and Psychoacoustic Engineering, University of Huddersfield (2019-Present).
- Leader of the Applied Psychoacoustics Lab, University of Huddersfield (2013 – Present).
- Senior Lecturer (i.e. Associate Professor) in Music Technology at the University of Huddersfield, UK (2010 Present).
- Senior Research Engineer at LG Electronics, Korea (2006 2010).
- PhD in surround sound psychoacoustics, University of Surry, UK (2002 2006).
- BMus in Sound Recording (Tonmeister), University of Surrey (1998 2002).
- Freelance sound engineer (2002 Present).
- Assistant sound engineer at Metropolis studios, London, UK (2000 2001).
- Intern sound engineer at Aspen Music Festival, Colorado, USA (1999, 2000).
- Assistant sound engineer at Sound Hill studios, South Korea (1997 1998).

Content

- 45 minutes: Recording session summary / Tutorial on 3D mic arrays
- 45 minutes: Demo, discussion, Q&A

Motivation

- Various different microphone techniques for 3D sound capture have been proposed over the years.
- However, no scientifically rigorous study has been conducted to compare the perceived qualities of the techniques yet.
- More importantly, perceptual differences of different techniques have not been formally elicited yet → Attribute scales for the evaluation of 3D acoustic recording need to be established.
- A need for a database of 3D microphone array recordings and impulse responses for research & education.



Recording Session

- Venue: St. Paul's Concert Hall at the University of Huddersfield (RT60 = avg. 2.1s)
- 3 5 June 2019.
- 96 kHz / 24 bits for all microphones except Eigenmike (48/16).
- Software: Reaper DAW / Eigenstudio / HAART (for IR capture).
- A total of 71 microphones used simultaneously.

Microphone Techniques Used

3D Main Microphone Arrays (9-channel)

- PCMA-3D
- OCT-3D
- 2L Cube-inspired
- Decca Cuboid

3D Ambience Arrays (8-channel)

 Hamasaki Square with height at 0m and 1m

Ambisonics/Spherical Array

- Eigenmike EM32 (HOA)
- Ambeo FOA

Binaural

• KU100 dummy head

Additional Microphones

- Side/height pairs
- Floor L, C, R
- "Voice of God"
- ORTF
- Spot mics

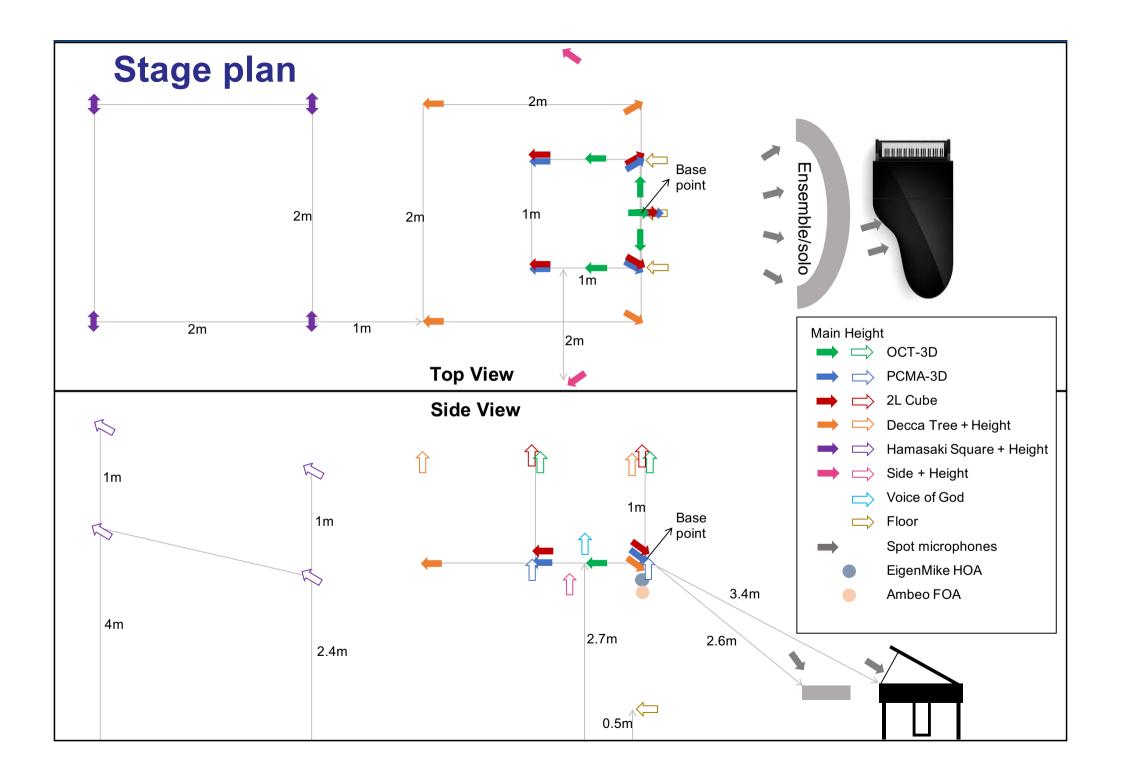
Equipment

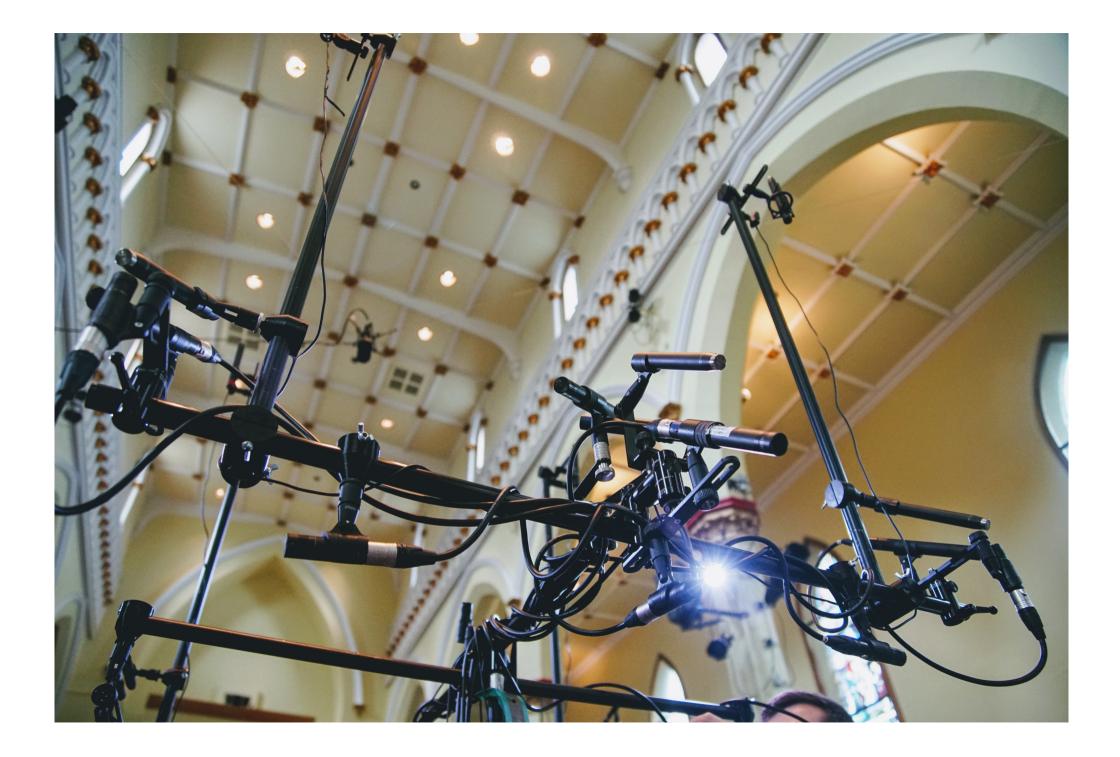
- All main and ambience arrays used DPA d:dicate series (except for Hamasaki Square using Schoeps CCM8 (Fig-8).
- Interface/Mic pres: Merging Technologies Horus/AD8P.
- Loudspeakers for IR: Genelec 8331A.
- Grace Design Spacebars + custom made joiners/polls



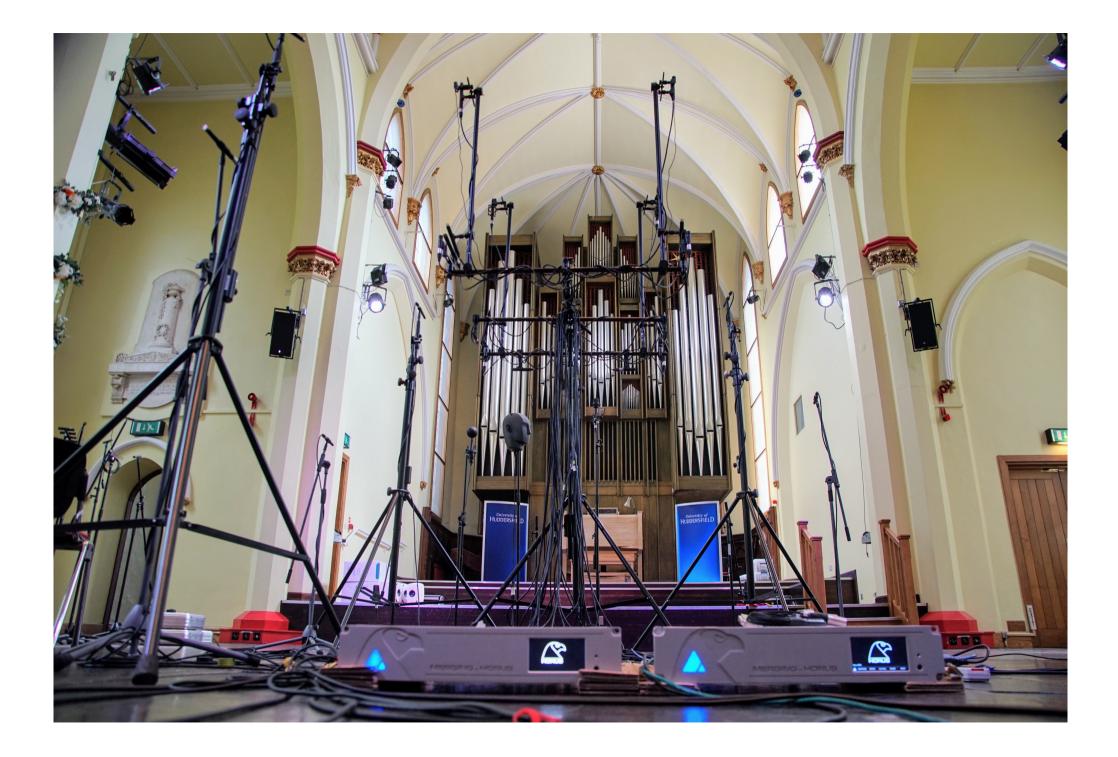
Recorded Materials

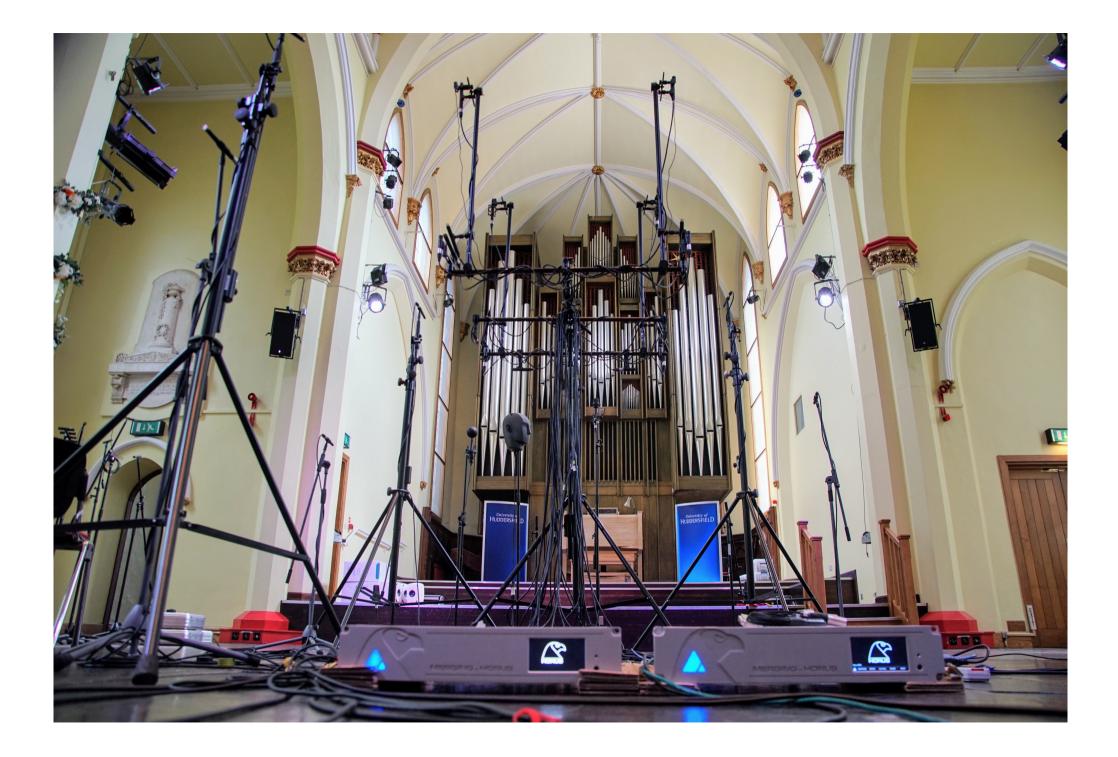
- String Quartet: Dvorak string quartet in G major op.106.
- **Piano trio (violin/cello):** Beethoven piano trio in E flat major, op. 1, no. 1.
- **Piano solo:** Chopin Nocturne in C sharp minor op. 27 & Chopin Mazurka in B flat op. 7.
- Pipe organ: improvisation
- A cappella group: Amber Run I found
- Anechoic single sources (male speech, cello, conga and trumpet) placed at 0°, -15°, -30°, -45°, -60° and -90° (in the right-hand side).
- Room impulse responses for 13 source positions with 15° resolution, captured by all microphones.



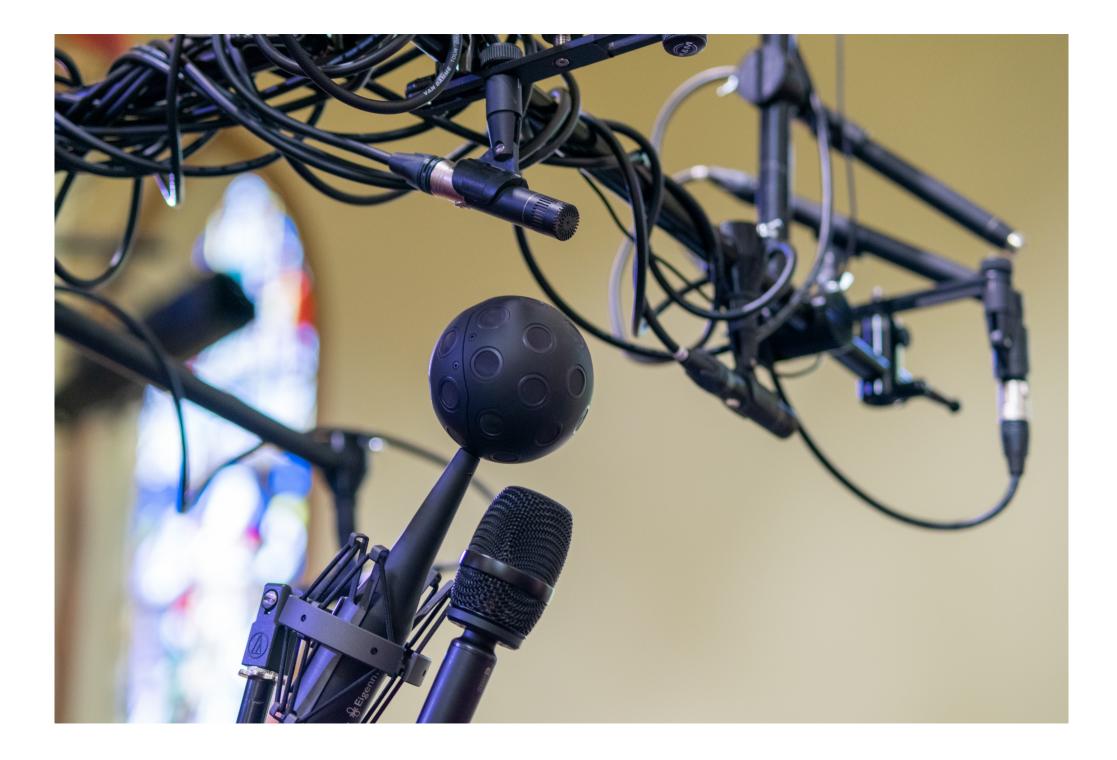


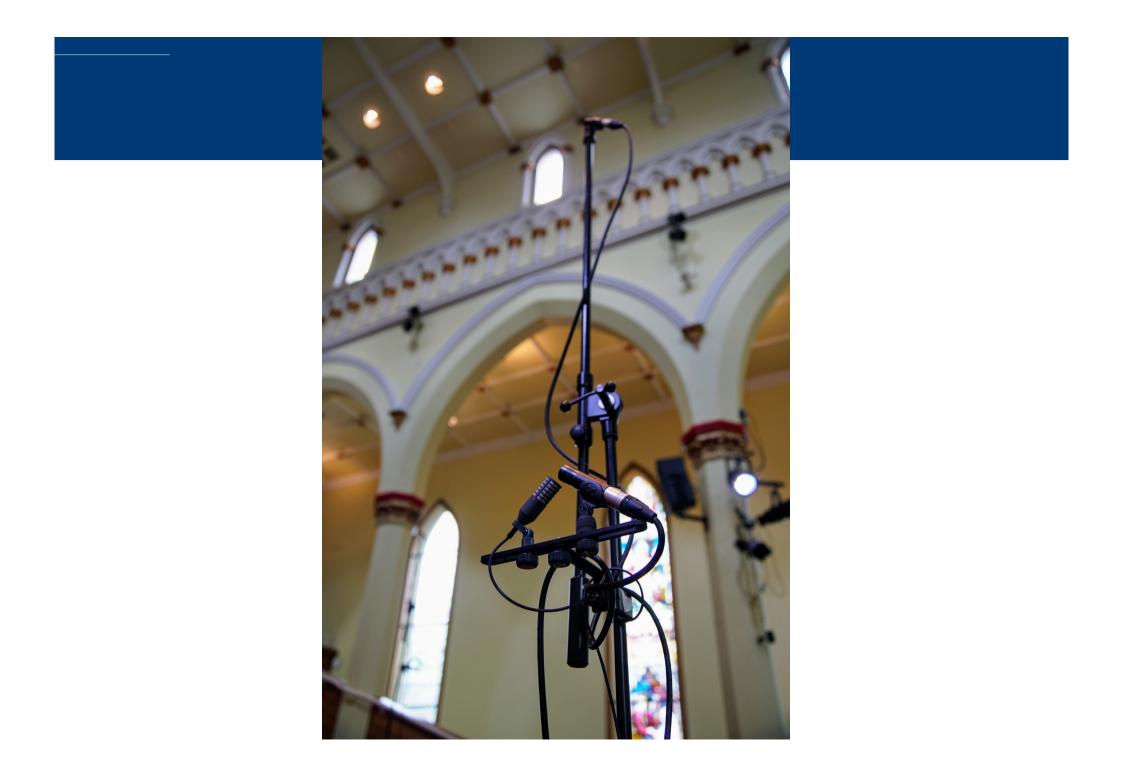






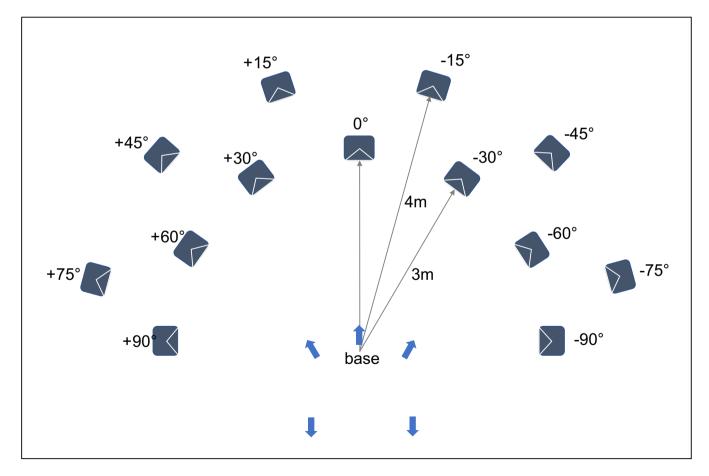






Mic array impulse responses (MAIRs)

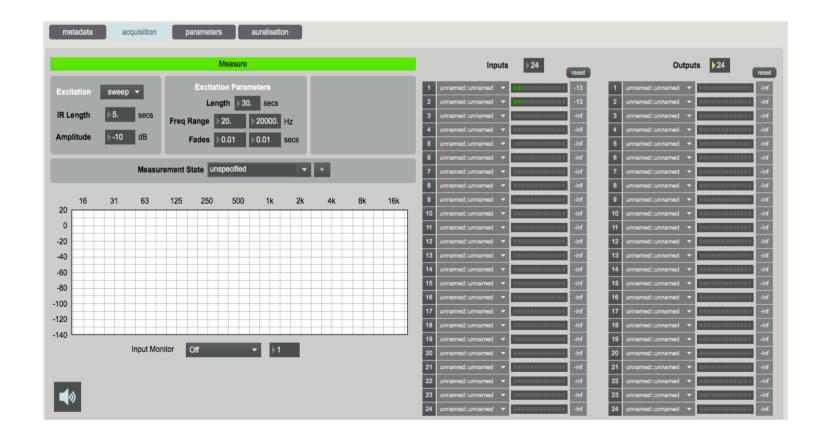
- 13 source positions with 15° angular resolution for all mics.
- Exponential sine sweep method / HAART (24 in/ 24 out)



Mic array impulse responses (MAIRs)

HAART (Huddersfield Acoustical Analysis Research Toolbox)

http://eprints.hud.ac.uk/id/eprint/24579/



"3D-MARCo" Open-Access Database

- 3D Microphone Array Recording Comparison (3D MARCo)
- Free download from https://doi.org/10.5281/zenodo.3474285



"3D-MARCo" Open-Access Database

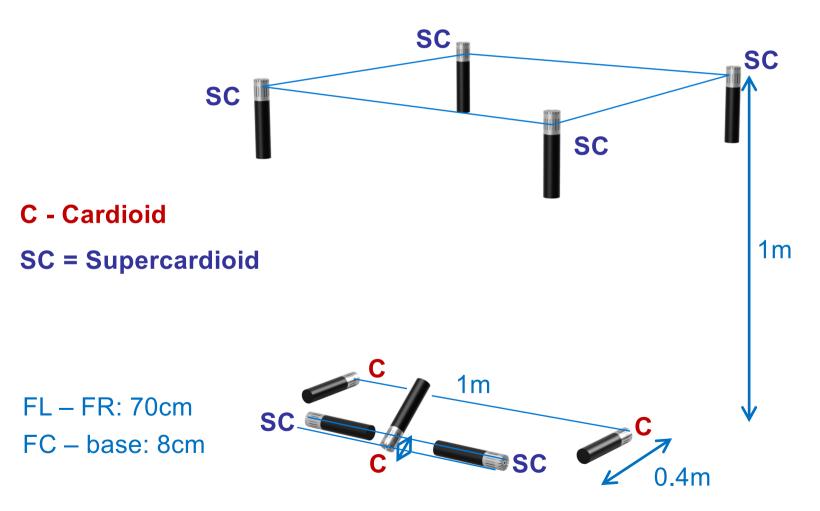
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- Applications
 - Recording education.
 - Critical ear training.
 - Spatial audio research (e.g. virtual 3D stimuli creation)
 - Acoustic analysis using IRs.



3D Microphone Arrays

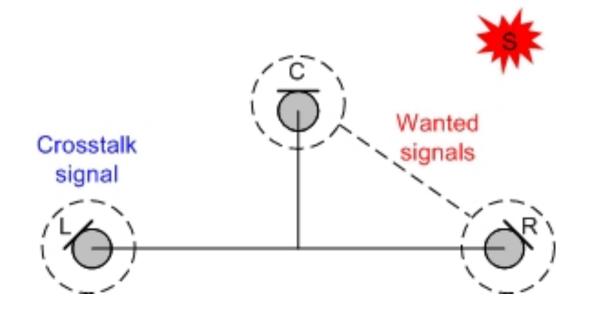
OCT-3D

• Based on Theile 2001, Theile and Wittek 2012.



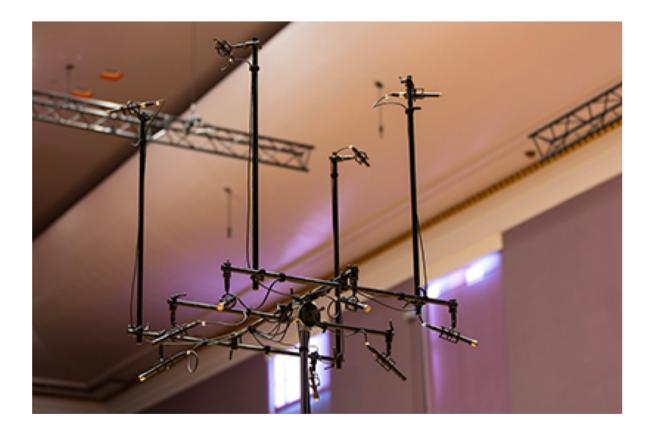
OCT-3D

- OCT (Optimal Cardioid Triangle): Optimised for horizontal localisation by reducing L-C-R interchannel crosstalk (using supercardioids facing sidewards).
- Crosstalk effect: Increase source width, decreased locatedness.
- Vertical extension (~1m spacing) with omni or supercardioid



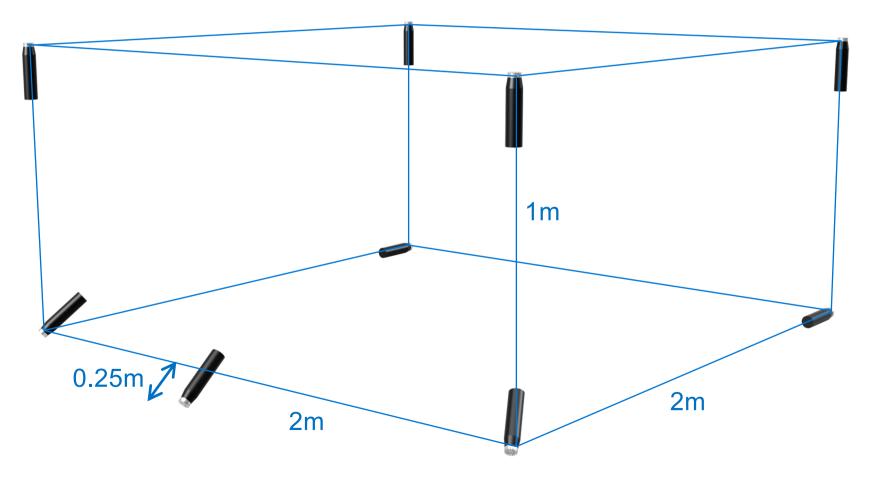
2L Cube-Inspired

- Originally developed by Morten Lindberg of the 2L Record Label.
- 9 omni microphones arranged in 1m x 1m x 1m cube.



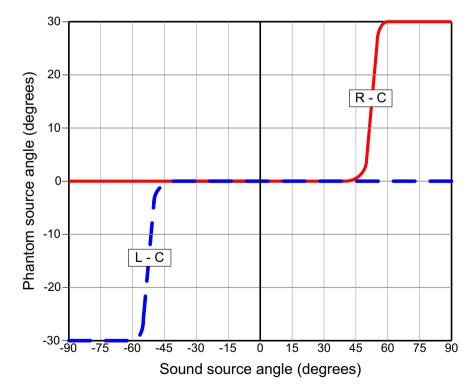
Decca Cuboid

- A modified Decca Tree augmented with rear and height mics.
- 9 omnidirectional mics.



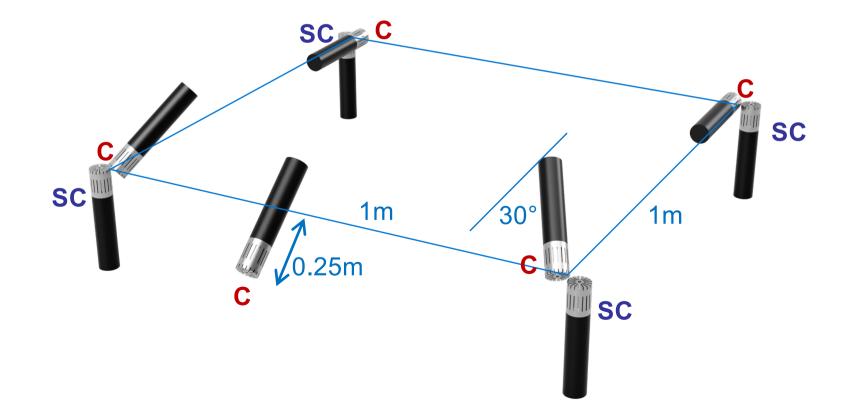
Decca Cuboid

- Original Decca Tree: 2m x (1m to 1.5m)
- Too much centre image dominance.
- Great spaciousness, but only 3 effective localization points (L, C, R) due to strong precedence effect.



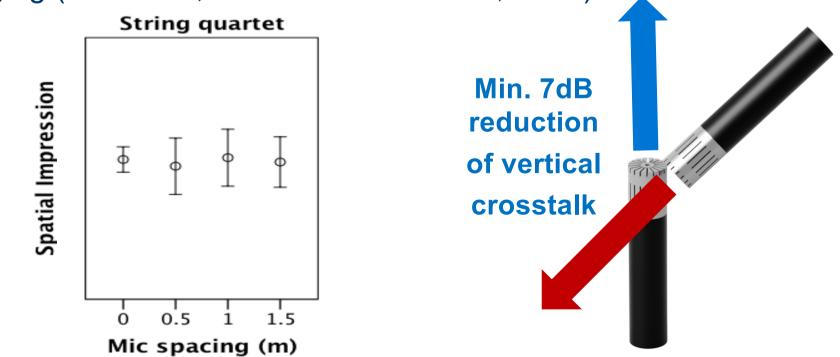
PCMA-3D

- Based on Lee 2011, Lee and Gribben 2014.
- Horizontally spaced, vertically coincident.



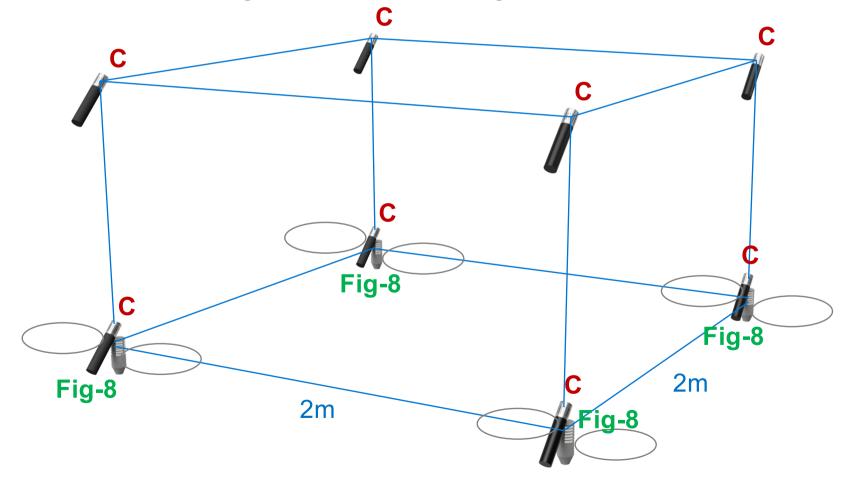
PCMA-3D

- The effect of vertical mic spacing & decorrelation is little or none for 3D spatial impression (Lee and Gribben 2014, Gribben and Lee 2018)
- Reducing vertical interchannel crosstalk for stable vertical imaging (Lee 2011, Wallis and Lee 2016, 2017)



Hamasaki Square + Height

- Hamasaki Square (4 side-facing Fig-8s in a 2m x 2m square)
- Plus back-facing cardioids for Height at 0m and 1m.



Hamasaki Square + Height

- A popular surround ambience capture technique.
- Horizontal spacing: originally proposed to be 2 to 3m spacing.
- For sufficient low-frequency decorrelation down to 100Hz, based on the Diffuse Field Coherence model assuming two Omni directional mics.
- But with directional mics, the spacing could be made shorter.
- Vertically, is there any perceptual difference between 0m and 1m spacings?

Ambisonics / Spherical Array

- Eigenmike EM32: 32 capsules on a sphere.
- HOA encoding / Beamforming up to 4th order
- Various decoding plugins available (IEM, SPARTA, Harpex, etc.)

mhAcoustics Eigenmike EM32

Sennheiser Ambeo FOA





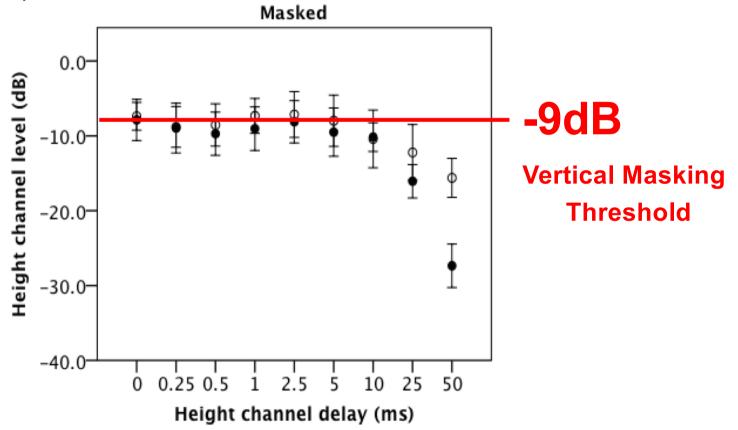
Let's have a listen!

What to listen for?

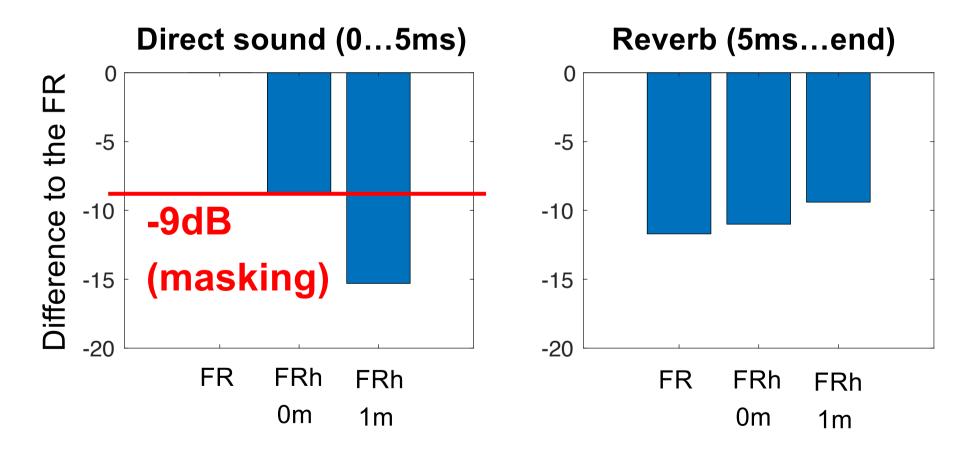
- Vertical height spacing
 - PCMA 0m vs 1m
 - Hamasaki 0m vs 1m
- Vertical localisation
- Source width
- Perceived depth

Vertical Interchannel Crosstalk

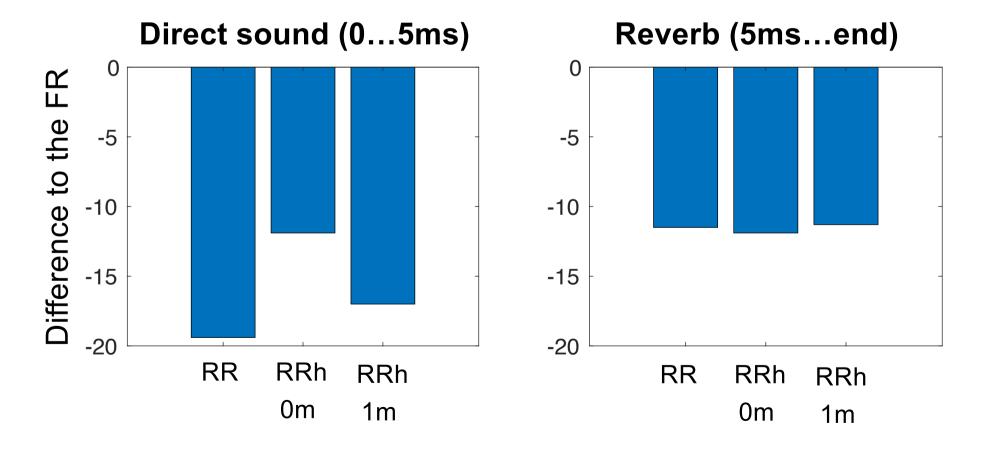
 Up to crosstalk delay of 5ms, the height channel level should be attenuated by at least 9dB to make the crosstalk inaudible (Lee 2011).



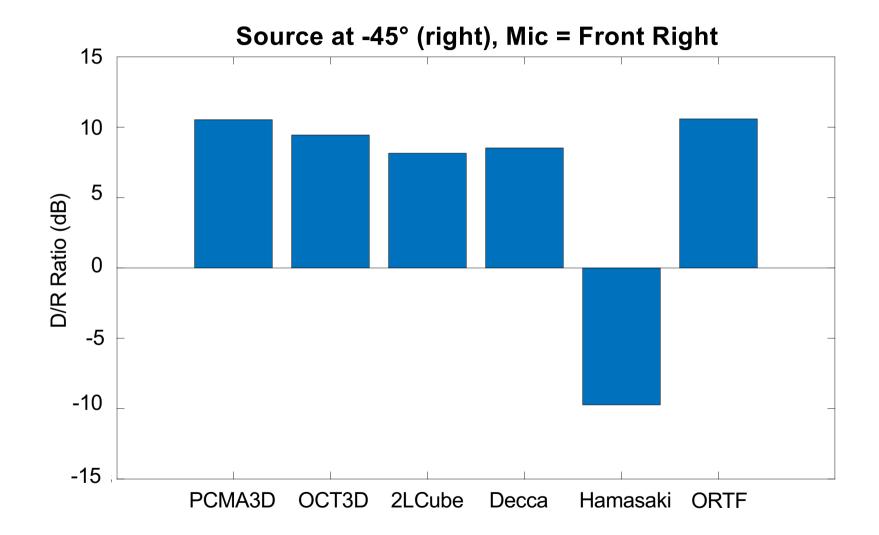
Energy difference to Front Right (FR)

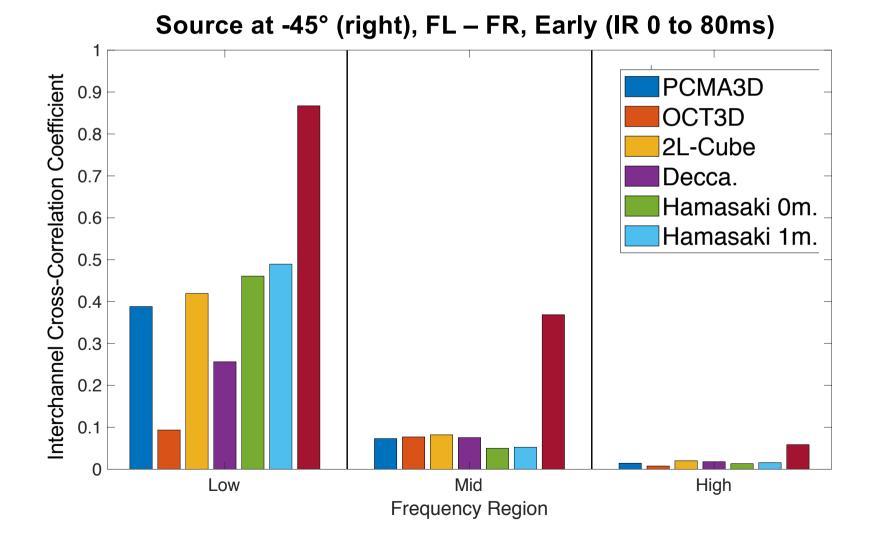


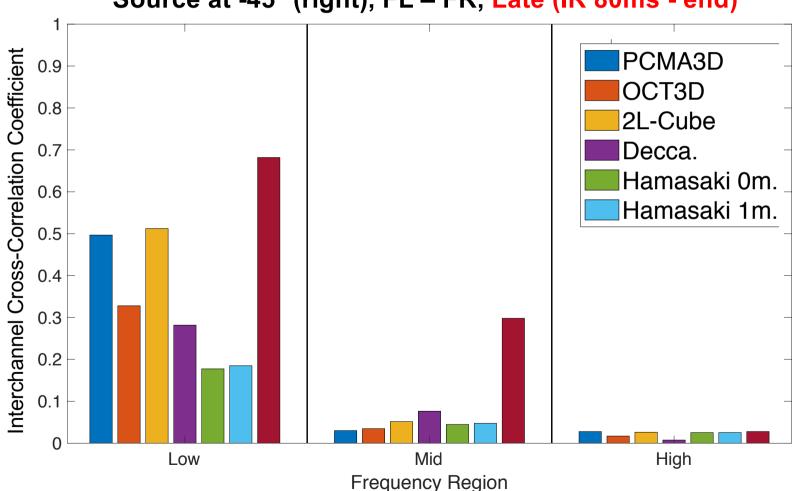
Energy difference to Front Right (FR)



D/R Energy Ratio Comparison

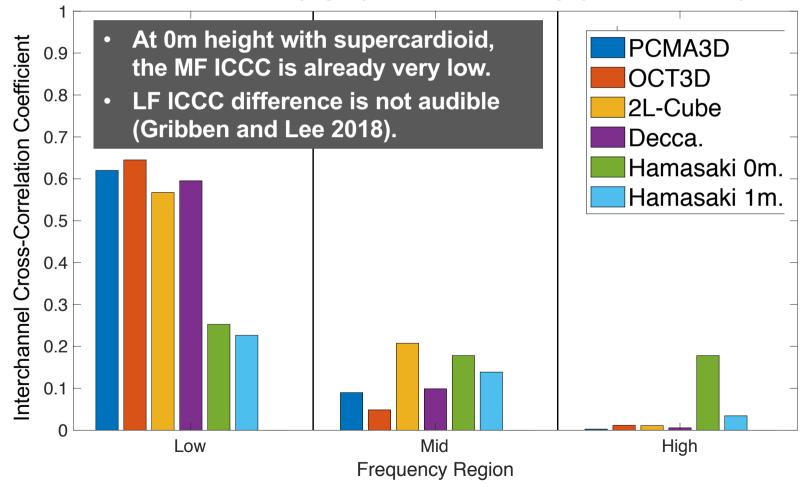




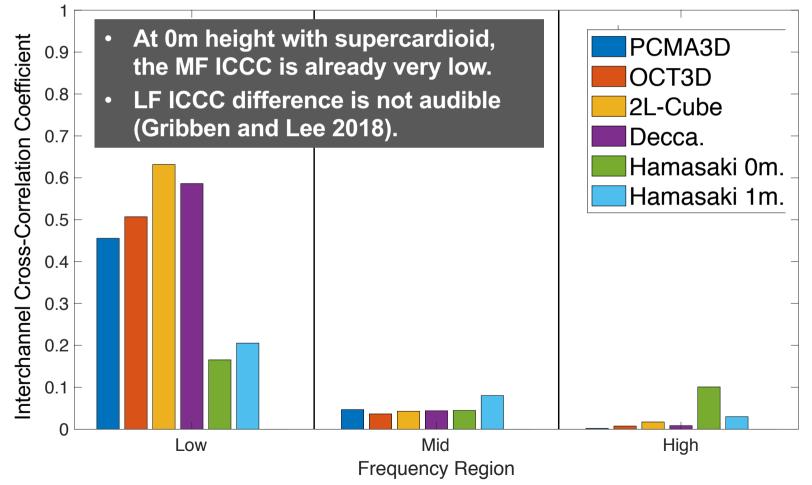


Source at -45° (right), FL – FR, Late (IR 80ms - end)

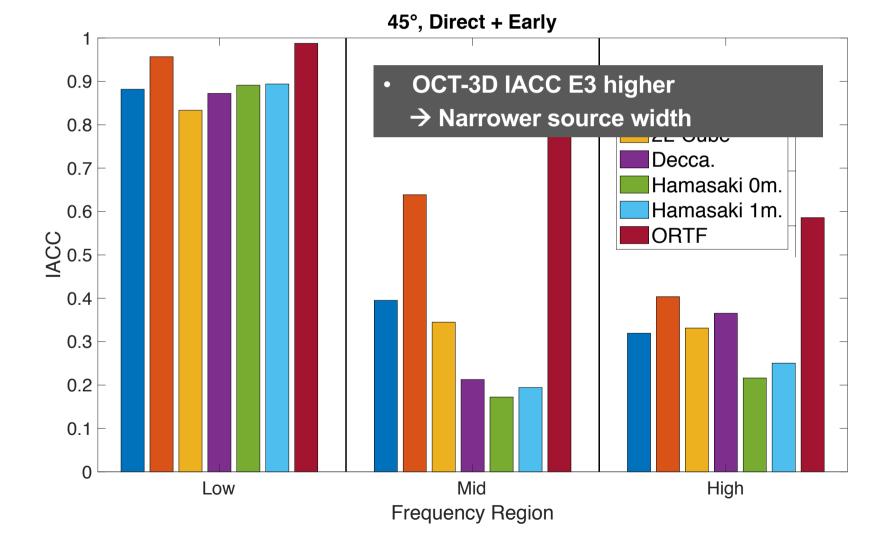
Source at -45° (right), FL – FLh, Early (IR 0 to 80ms)



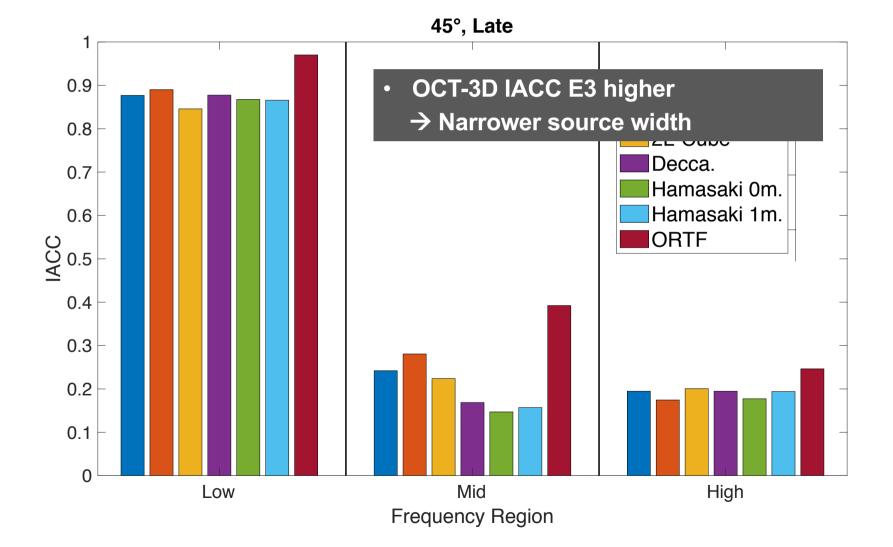
Source at -45° (right), FL – FLh, Late (IR 80ms to end)



Interaural Cross-Correlation Coefficient (IACC)



Interaural Cross-Correlation Coefficient (IACC)



Summary

- There is no one winner. Different 3D microphone arrays have different pros and cons.
- Optimal technique depends on content type and acoustics of the venue.
- Train ears to critically listen for different attributes (localization, width, depth, envelopment, tonal balance, etc.)
- A formal experiment will be conducted to elicit perceptual attributes for acoustic recording quality evaluation.

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More Information

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Applied Psychoacoustics Lab (APL) www.hud.ac.uk/apl



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