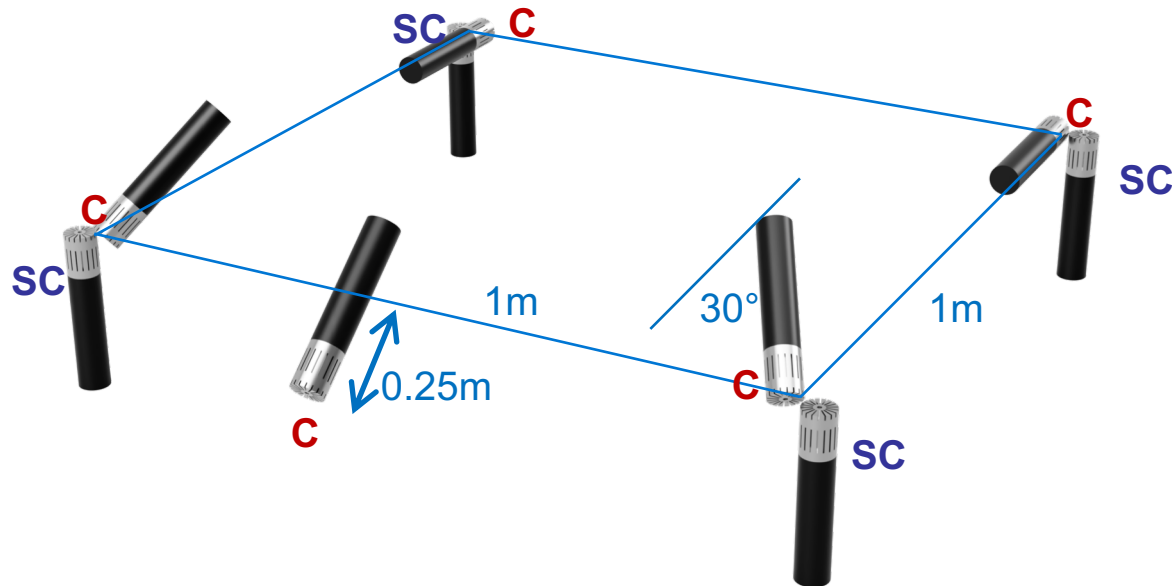


Immersive 3D Recording based on Psychoacoustics

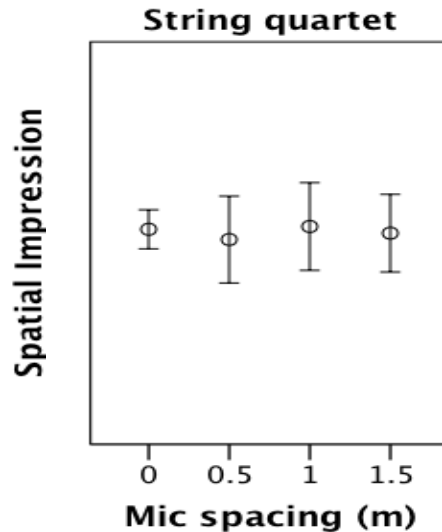
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- Perspective Control Microphone Array 3D
- Based on Lee 2011, Lee and Gribben 2014.
- Horizontally spaced, vertically coincident.



- 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)



Min. 7dB
reduction
of vertical
crosstalk



Siglo De Oro at Merton College Chapel, Oxford

- Recorded in 11.0 using the PCMA-3D concept.
- Pure Audio Blu-ray
 - Auro-3D 9.0 96kHz
 - Dolby Atmos 48kHz
 - DTS 5.0 192kHz
 - LPCM 2.0 192kHz
- To be released by Delphian Records on 18 May.

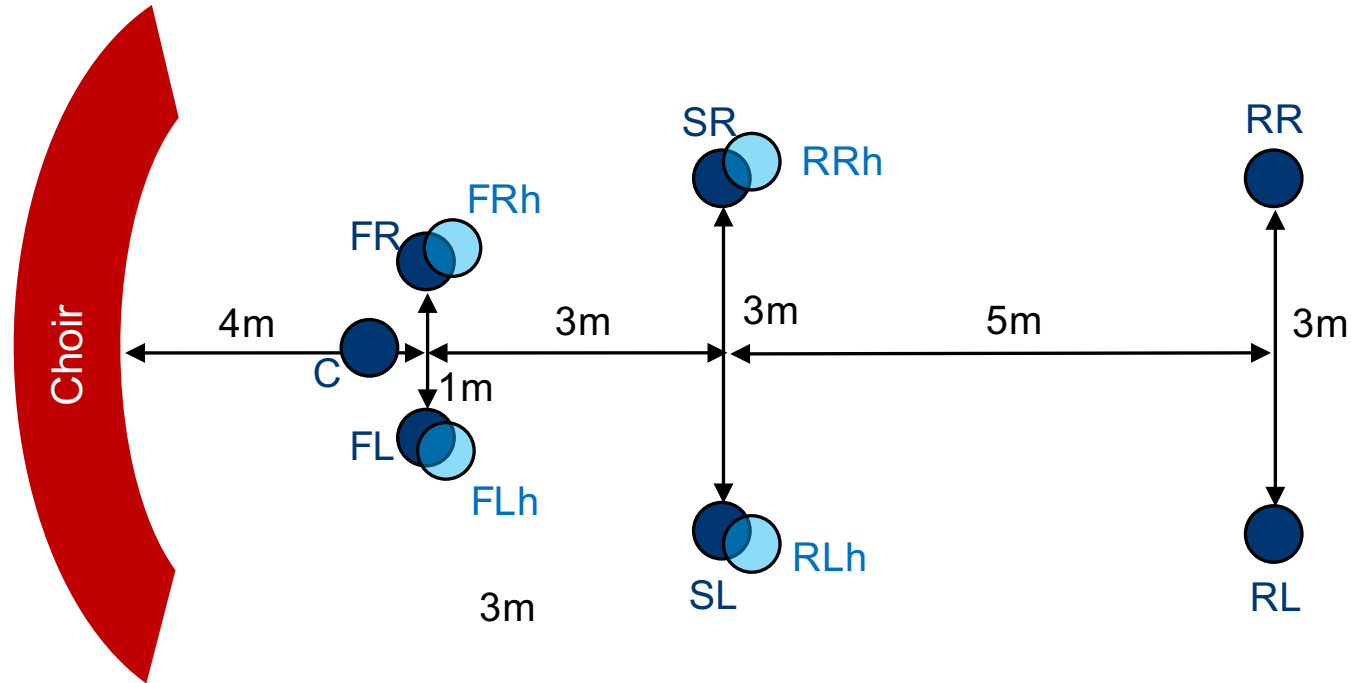


Siglo De Oro at Merton College Chapel, Oxford



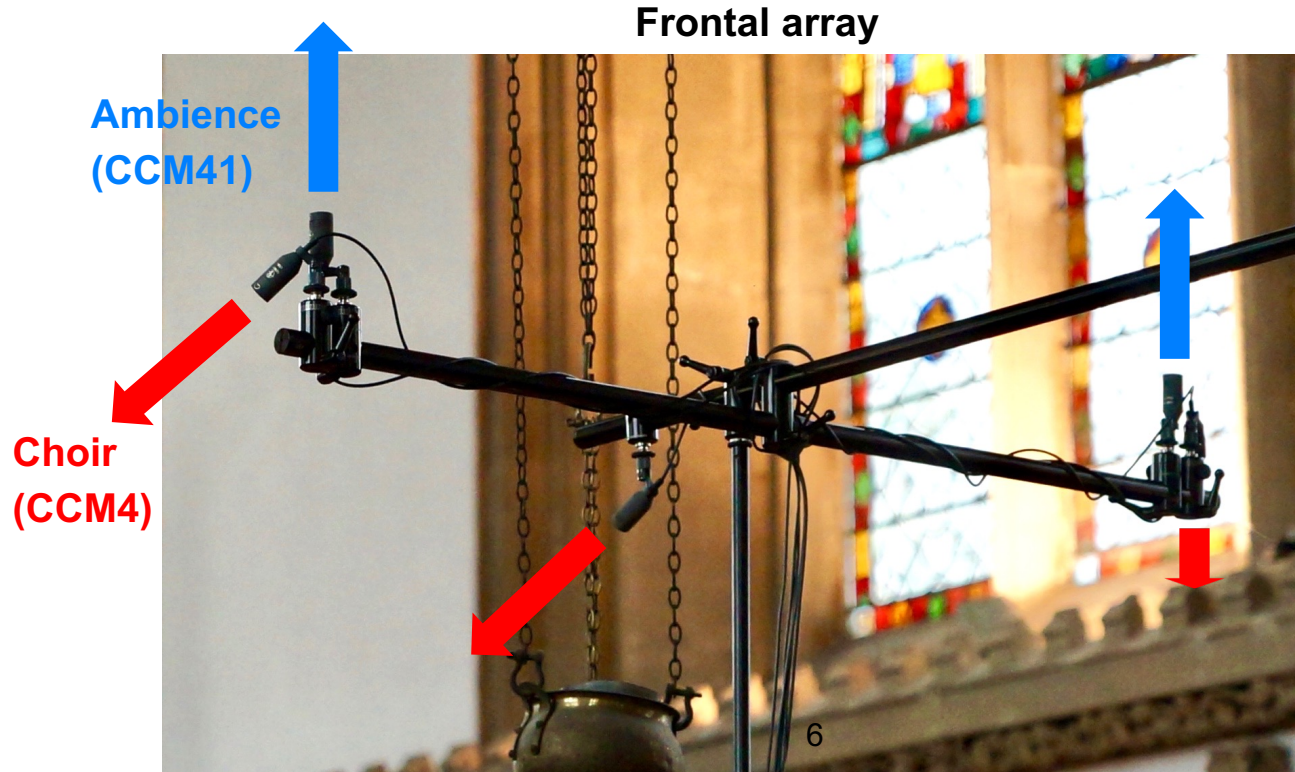
Siglo De Oro at Merton College Chapel, Oxford

- PCMA-3D microphone arrangement for 11.0 (7+4)



Siglo De Oro at Merton College Chapel, Oxford

- Microphones used: Schoeps CCM4 (main) and CCM41 (height).



Siglo De Oro at Merton College Chapel, Oxford

- Microphones used: Schoeps CCM4 and CCM41.



The Ebor Choir at York Minster



University of
HUDDERSFIELD

York Minster



The Ebor Choir at York Minster

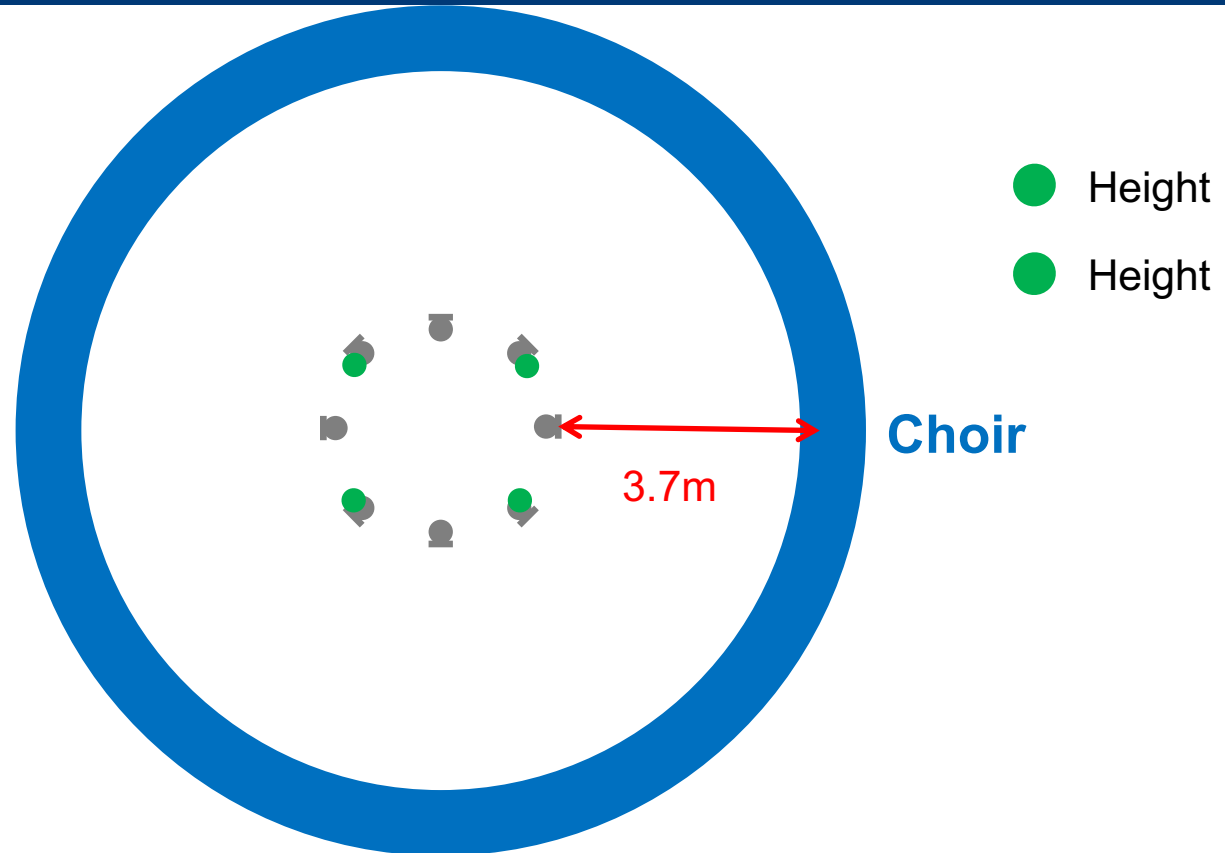
Chapter House



The Ebor Choir at York Minster



The Ebor Choir at York Minster



Schnyder Triple Concerto at Victoria Hall, Geneva



Schnyder Triple Concerto at Victoria Hall, Geneva

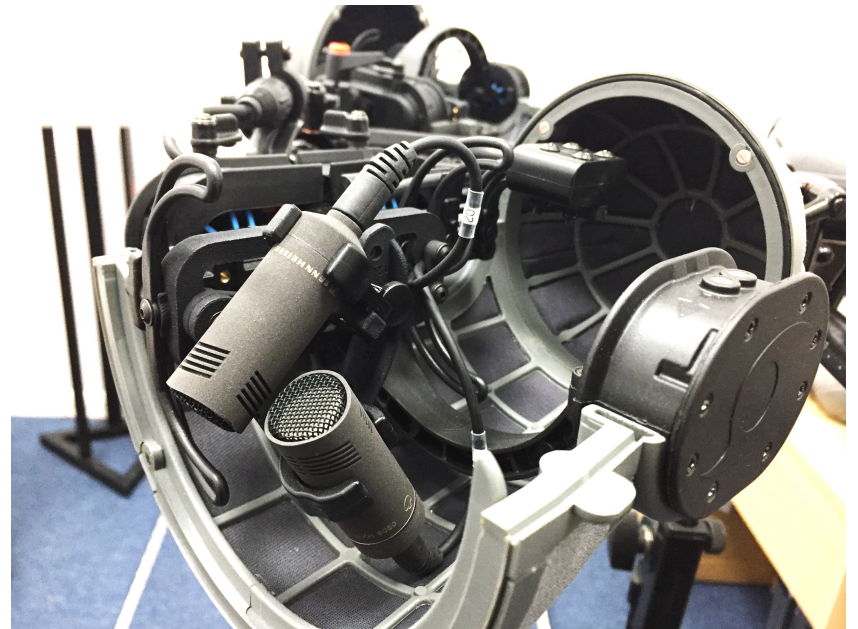


CCM22

CCM41

ESMA-3D

- Equal Segment Microphone Array 3D (for 360 VR recording).
- 50cm x 50cm square, for accurate localisation in a quadraphonic reproduction (Lee 2016).
- Vertically coincident (Cardioid main + supercardioid height.)



Manhattan Soundscape – Pier 81



Manhattan Soundscape – Washington Square



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Manhattan Soundscape – Washington Square



Manhattan Soundscape – Union Square



Manhattan Soundscape – Union Square Subway



Manhattan Soundscape – Grand Central Station



Manhattan Soundscape – Grand Central Station



Manhattan Soundscape – Time Square



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Manhattan Soundscape – Central Park



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Manhattan Soundscape – 34th St. / 10th Ave.



Manhattan Soundscape – Hudson Yards



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Manhattan Soundscape – Javits Center



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3D MARCo Database



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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



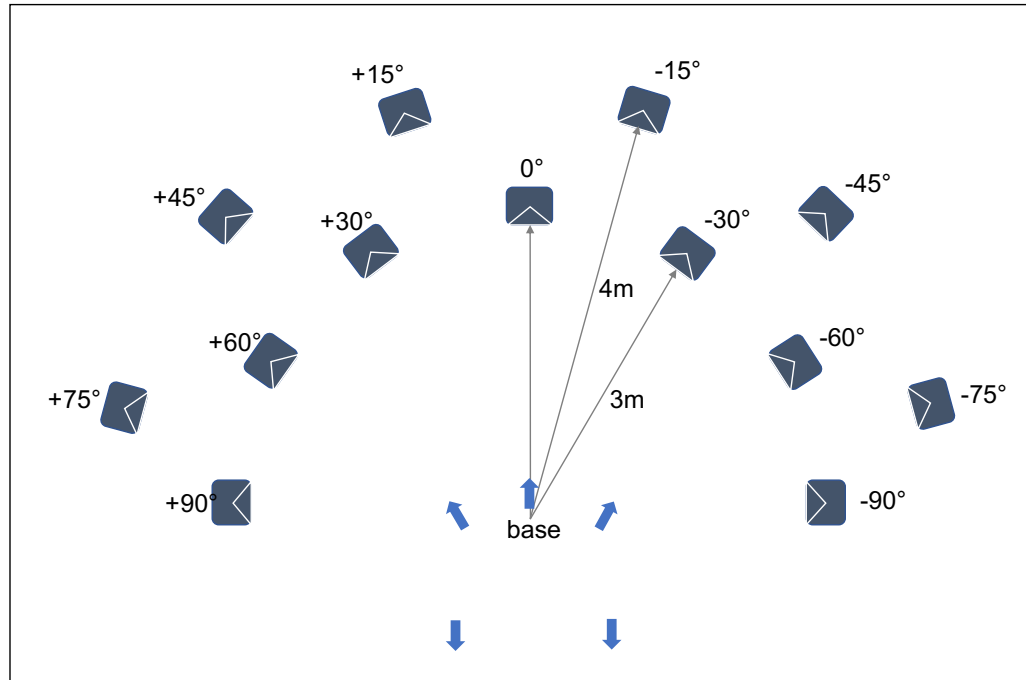






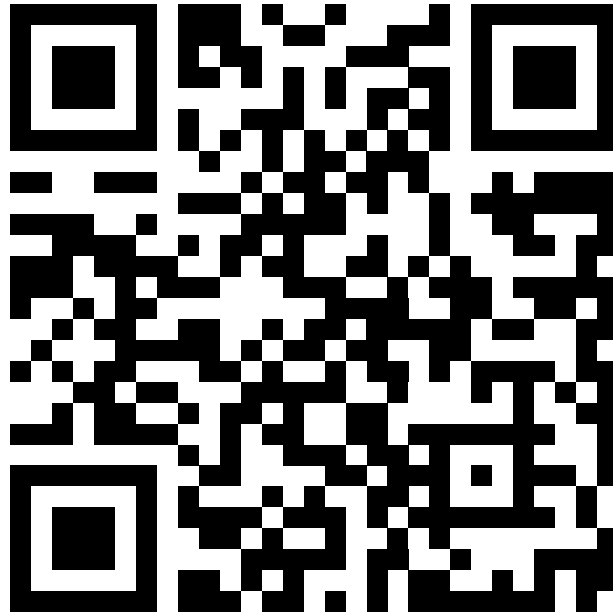
Mic array impulse responses (MAIRs)

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



“3D-MARCo” Open-Access Database

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



- H. Lee, “A new Multichannel Microphone Technique for Effective Perspective Control,” presented at the 130th AES International Convention (2011), convention paper 8337.
- H. Lee and C. Gribben, “Effect of Vertical Microphone Layer Spacing for a 3D Microphone Array,” *J. Audio Eng. Soc.*, vol. 62, pp. 870–884 (2014 Dec.).
- R. Wallis and H. Lee, “The Reduction of Vertical Interchannel Crosstalk: The Analysis of Localisation Thresholds for Natural Sound Sources,” *Appl. Sci.* vol. 7, pp. 278 (2017).
- H. Lee, “Capturing 360° Audio using an Equal Segment Microphone Array (ESMA)”, *J. Audio Eng. Soc.*, vol. 67, no. 1/2, pp. 13–26, (2019).
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