

High Order Ambisonics Panner

The strong public interest in and desire for immersive experiences is probably the most obvious trend in the entertainment industry in recent years. In this context, audio has a major role to play and new techniques like ambisonics, object-based, head-tracking and binauralization make a significant contribution to its immersiveness potential.

The [HOA Pan] plugin is a key element of the b<>com * Spatial Audio Toolbox *. It lets you pan up to 8 sound sources into a HOA-encoded 3D sound scene. Additional features are near-field compensation and distance attenuation.



{key features} :

- ♦ HOA formats from 1st to 4th order*
- ♦ Standard VST3 or AAX plugins
- ♦ Near-field effect and distance attenuation
- ♦ Pan up to 8 sources in any location
- ♦ User-friendly and intuitive GUI
- ♦ Equirectangular projection view

*4th order available in VST3 only

{benefits} :

- ♦ Adapt the scene's spatial resolution to your needs
- ♦ Work with your favorite DAW
- ♦ Design realistic and dynamic audio scenes
- ♦ Easily create HOA sound objects and ambiances
- ♦ Start creating immediately
- ♦ Create soundtracks for 360 videos

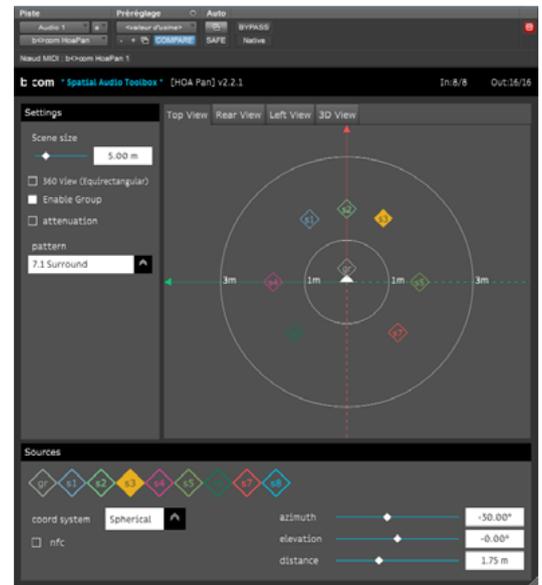
b<>com *Spatial Audio Toolbox*

With a strong background of several years of audio research performed by a world-class team and with the unique input of experts in subjective perception and experience acceptability, b<>com has introduced a set of audio plugins enabling the creation of truly immersive contents and experiences. Relying on the Higher Order Ambisonics (HOA) technology. The b<>com * **Spatial Audio Toolbox** * plugins provide a complete workflow, from capturing to rendering on headphones or multi-loudspeaker setups. HOA makes it easy to play back complex sound scenes binaurally with head-tracking and it has now become the audio technology of choice for the growing areas of Virtual and Augmented Reality.

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{specifications} :

<p>AUDIO INPUTS</p> <ul style="list-style-type: none"> • Up to 8 input channels
<p>AUDIO OUTPUT</p> <ul style="list-style-type: none"> • HOA from order 1 to 4* (from 4 to 25 channels) *limited to order 3 in AAX
<p>SAMPLING FREQUENCY</p> <ul style="list-style-type: none"> • 44.1 kHz, 48 kHz, 96 kHz, 192 kHz
<p>PANNING CONTROL</p> <ul style="list-style-type: none"> • Spherical coordinates • Cartesian coordinates • Group translation/rotation
<p>ADDITIONAL EFFECTS</p> <ul style="list-style-type: none"> • Adjustable and selectable near-field effect • Adjustable and selectable distance attenuation
<p>TYPE OF PLUGIN</p> <ul style="list-style-type: none"> • VST3 or AAX
<p>LICENSE MANAGEMENT</p> <ul style="list-style-type: none"> • One software license per seat (no hardware dongle)
<p>PLATFORM REQUIREMENTS</p> <ul style="list-style-type: none"> • Plugin for Mac OS (10.6 or later) and Windows (7 or later, 64-bit or 32-bit)
<p>GRAPHICAL USER INTERFACE</p> <ul style="list-style-type: none"> • User interface designed for a minimum screen resolution of 1024x768 • Sources controlled using the mouse or keyboard • Views: 3D, bird's eye and equirectangular projection
<p>PARAMETERS CONTROLLED BY AUTOMATION</p> <ul style="list-style-type: none"> • Spherical or Cartesian coordinates



User-friendly and intuitive graphical user interface

{about b com} :

With its innovations, the Institute of Research and Technology (IRT) b<>com is taking part in the European digital transformation. Its 230 researchers develop tools, products, and services that make everyday life easier. They focus on three fields of research:

- Hypermedia (ultra-high definition images, 3D sound, smart content, virtual and augmented reality)
- More agile ultra-high speed networks (cloud, cybersecurity, ultra-high speed mobile, network resilience, Internet of Things).
- e-Health (image sharing, augmented reality, surgical workflow)

Founded through a public/private partnership, the IRT gathers the best experts from industry and academia at its campus in Rennes (France).
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