

Ambisonics & the ATK @ DXARTS



Joseph Anderson

Research Scientist
Center for Digital Arts & Experimental Media
University of Washington

Affiliate Assistant Professor, Composition
School of Music
University of Washington

Pacific Northwest Section of the AES
Wednesday, November 15, 2017

University of Washington, Raitt Hall 121
Seattle, WA, USA

Assigned Reading

- D. Arteaga, “Introduction to Ambisonics,” Universitat Pompeu Fabra, Barcelona, Spain, Lecture notes, Jun. 2017.
- J. Daniel, “Représentation de champs acoustiques, application à la transmission et à la reproduction de scènes sonores complexes dans un contexte multimédia,” PhD Thesis, Université Paris 6, Paris, 2001.
- M. Kronlachner, “Spatial Transformations for the Alteration of Ambisonic Recordings,” Master’s Thesis, Graz University of Technology, Graz, Austria, 2014.
- A. Politis, “Microphone array processing for parametric spatial audio techniques,” PhD Thesis, Aalto University, Helsinki, Finland, 2016.
- E. G. Williams, Fourier Acoustics: Sound Radiation and Nearfield Acoustical Holography. London: Academic Press, 1999.

Ambisonics is...

Holographic

Periphonic

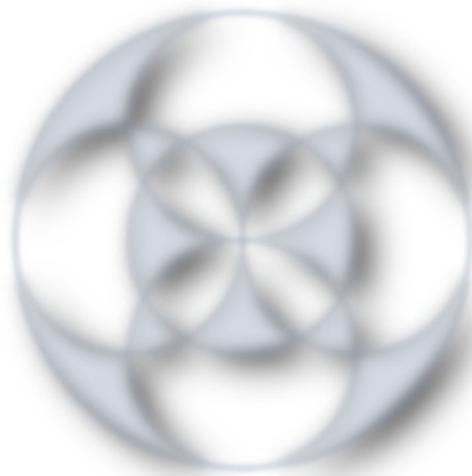
Isotropic

Rational

“Scene based”

Convenient

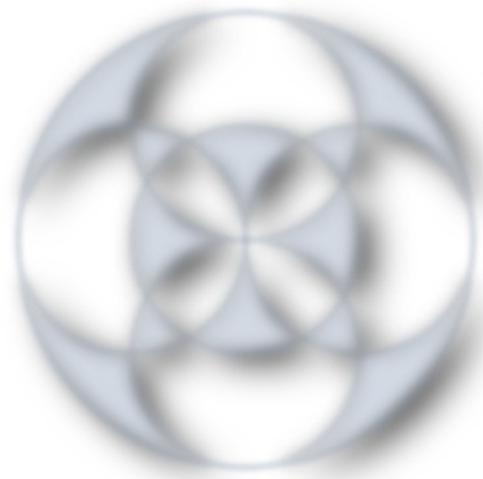
Hierarchical



Ambisonic Vocabulary

order

encoding



decoding

B-format

NFC

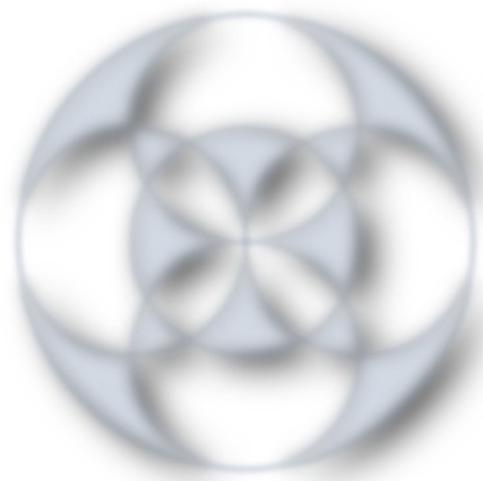
HOA

A-format

Ambisonic Flavors

“Classic” *B-format*, aka *Gerzonic*

- ◆ FOA



Furse-Malham, aka *FuMa*

- ◆ HOA ($\leq 3^{\text{rd}}$)

AmbiX

- ◆ HOA

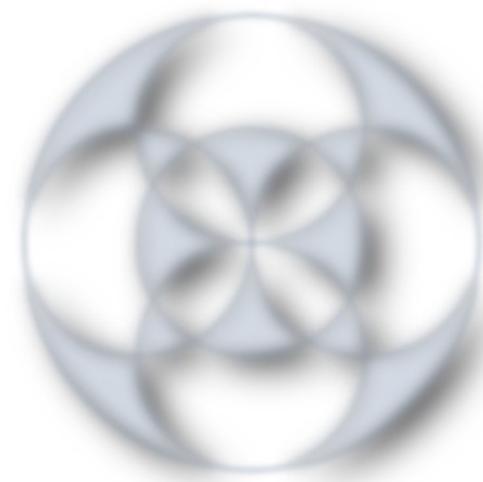
ACN-N3D (with NFC)

- ◆ HOA

Some other software solutions...

Production

- ◆ Blue Ripple Sound — Pro Audio
- ◆ ambiX — Ambisonic plug-in suite



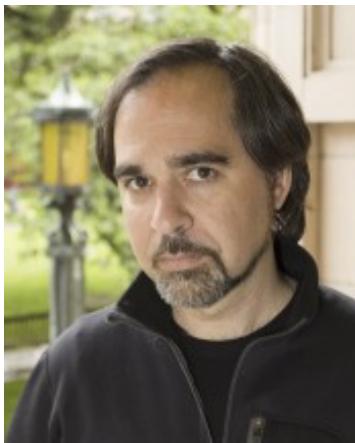
Research

- ◆ Higher Order Ambisonics Library
- ◆ Ambisonic Decoder Toolbox
- ◆ Sound Field Synthesis Toolbox
- ◆ SOFiA

ATK People



Joseph Anderson*



Juan Pampin*



Joshua Parmenter*



Michael McCrea*



Trond Lossius†‡



Daniel Peterson*

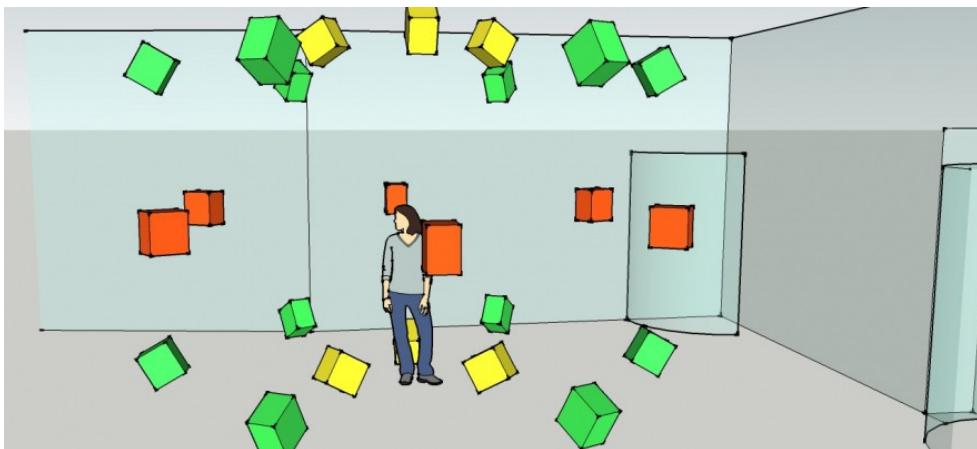


Center for Digital Arts and Experimental Media



‡ KUNSTHØGSKOLEN I OSLO
OSLO NATIONAL ACADEMY OF THE ARTS

ATK @ DXARTS



DXARTS Sound Lab – Mid-field Spherical Array



DXARTS Sound Lab – Near-field Hemi-spherical Array

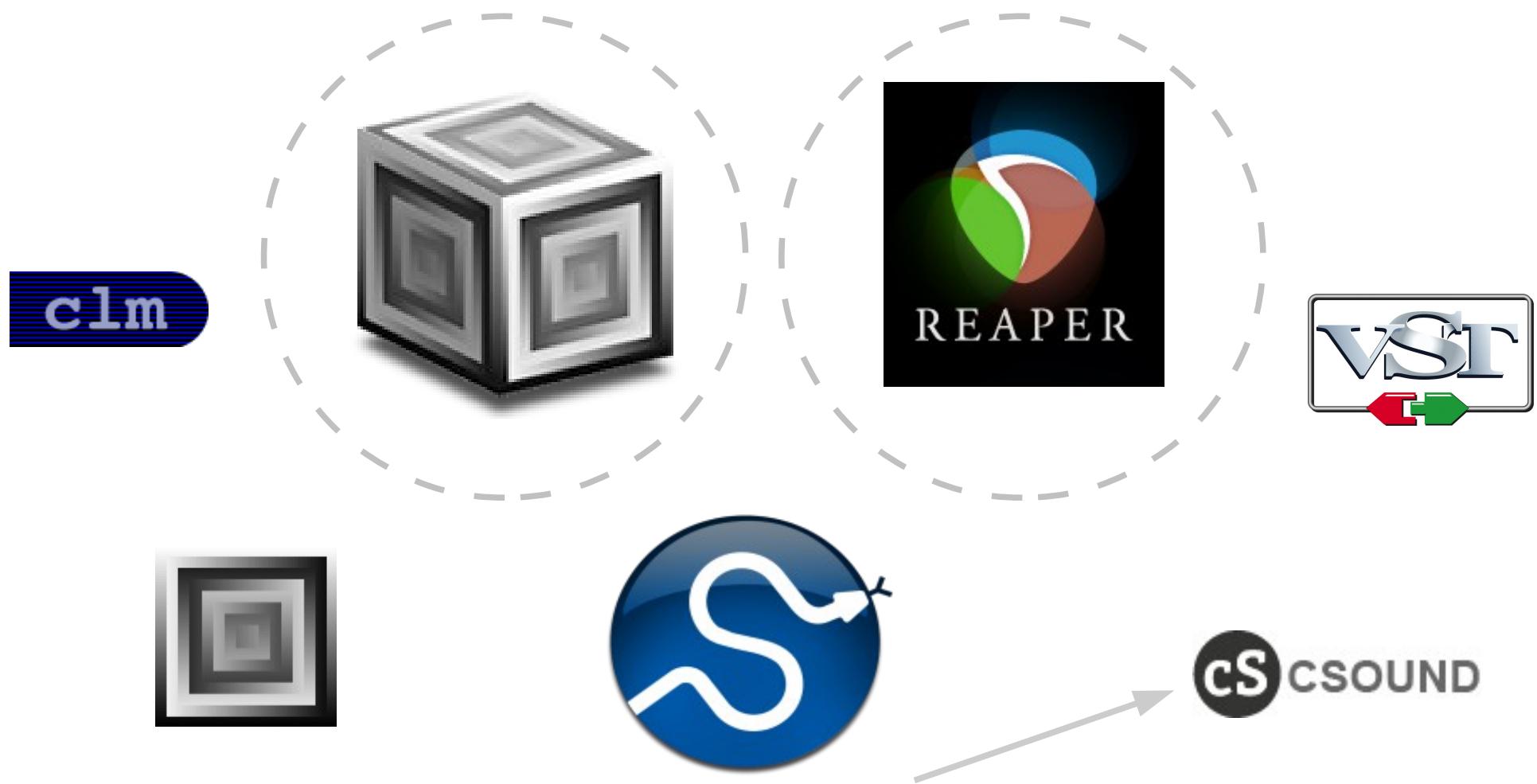


DXARTS Media Lab – Mid-field Hemi-spherical Array



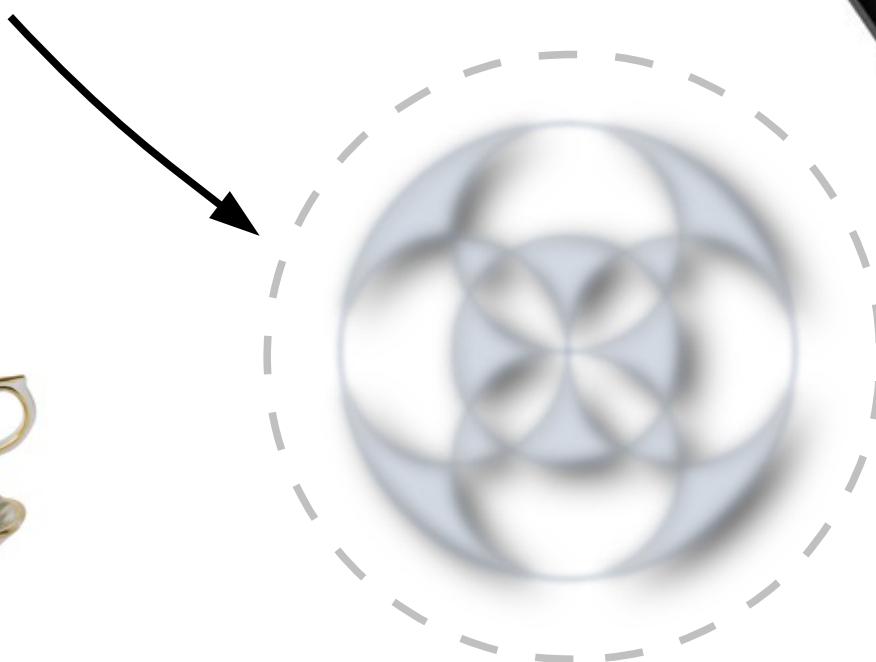
DXARTS Sound Lab – Loudspeaker Measurement & Correction

ATK Platforms

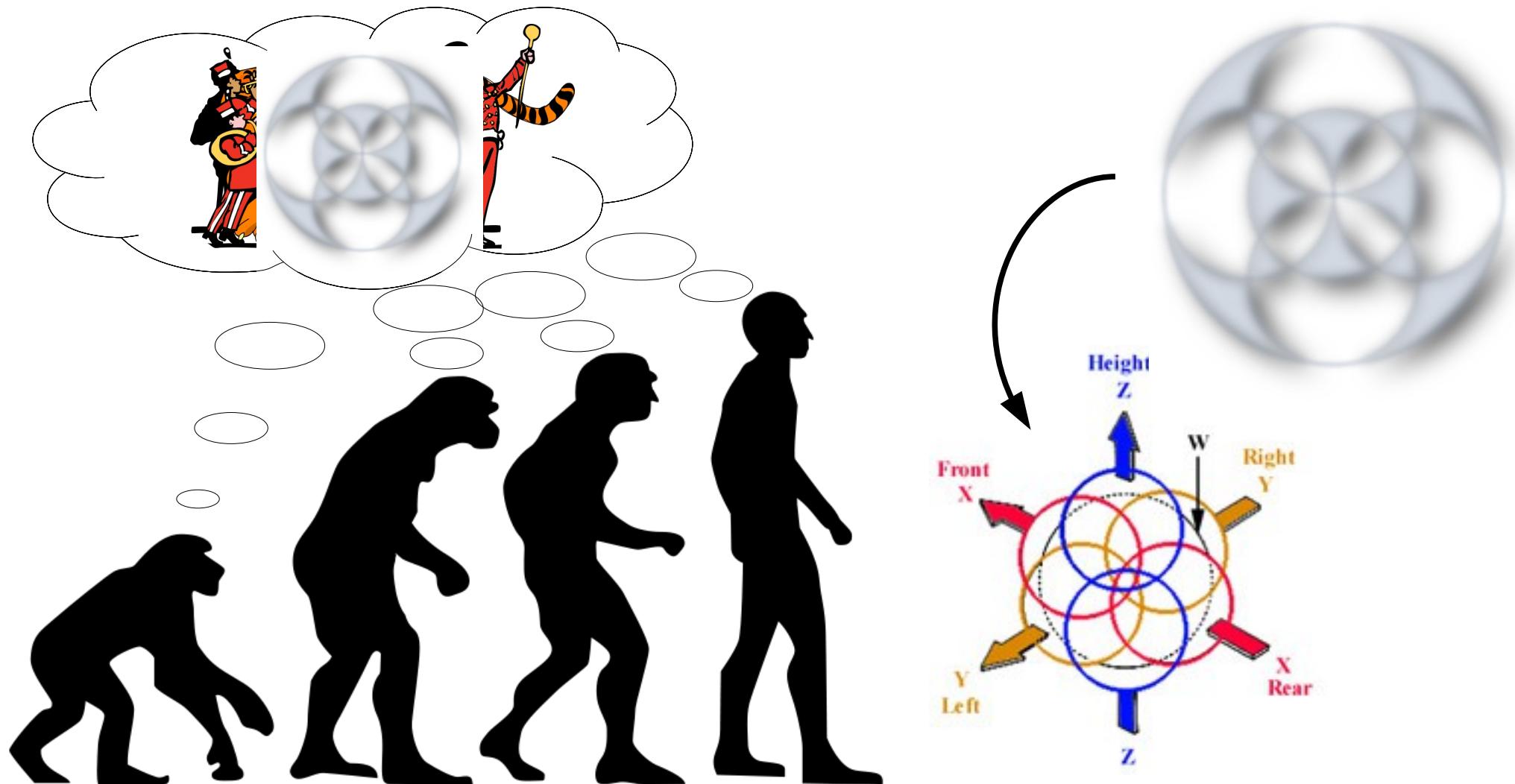


ATK Objectives

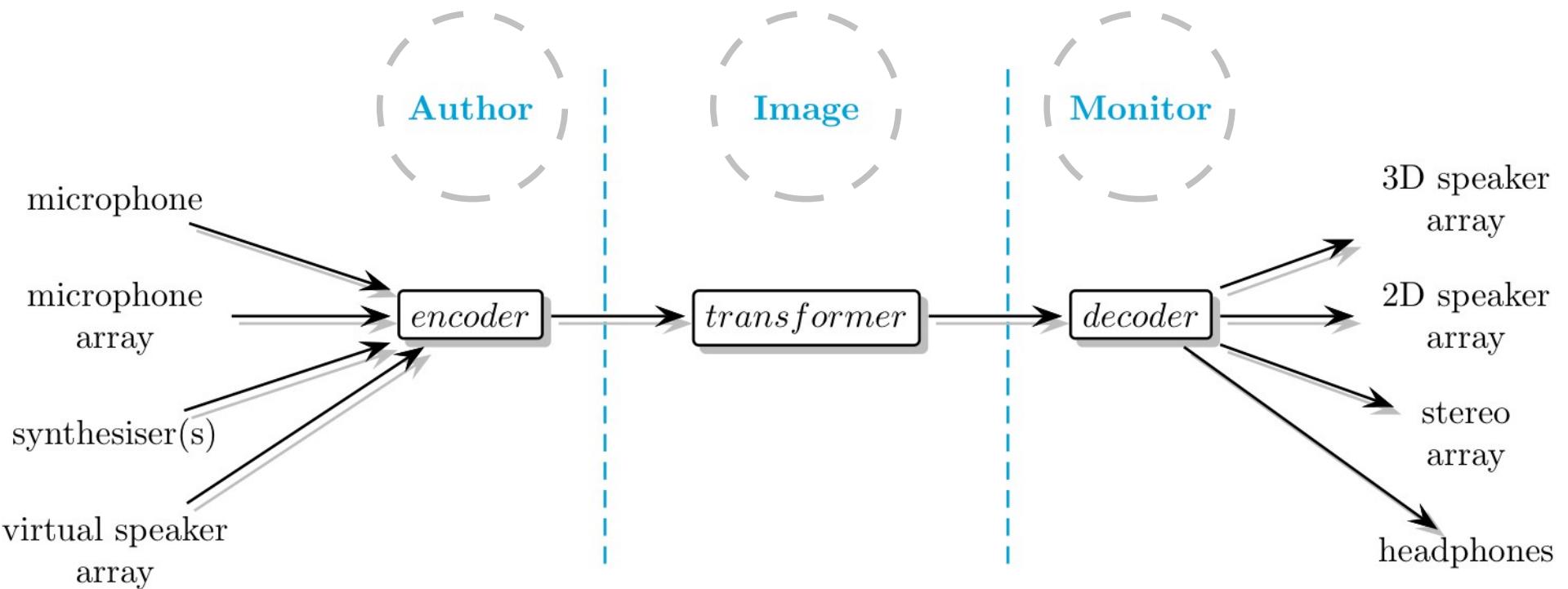
ATK



ATK: ‘Think Ambisonic!’



ATK Paradigm

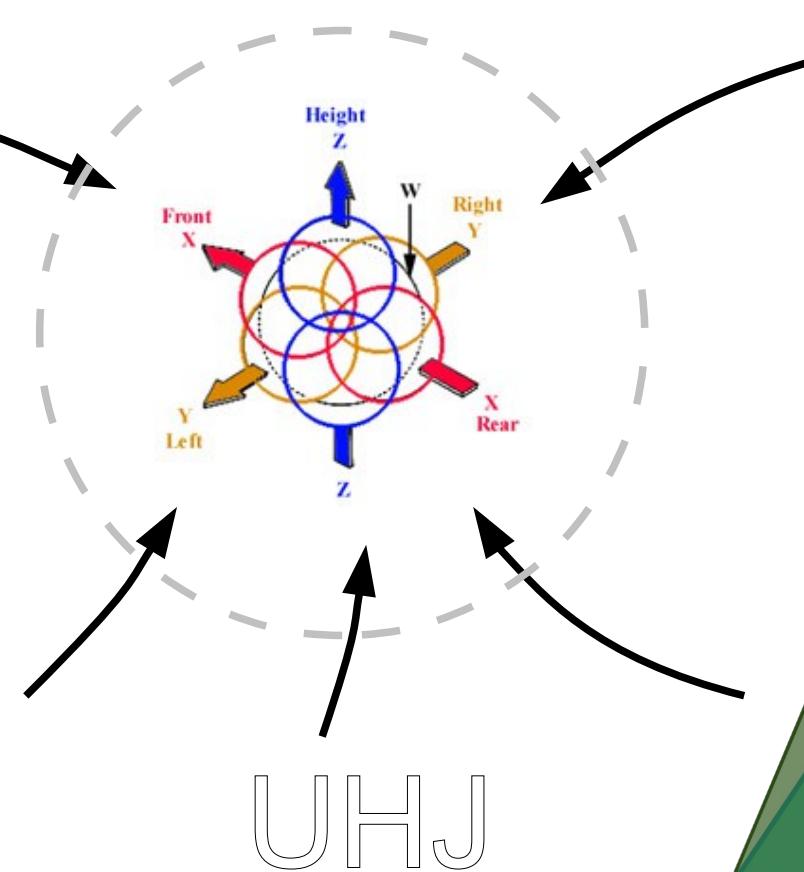


Encoding: Soundfield Authoring

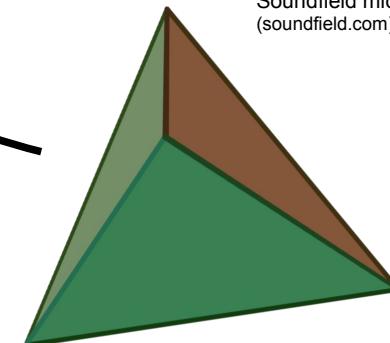


OUTRS tetrahedral microphone array, courtesy Stephen Thornton
(www.michaelgerzonphotos.org.uk)

$$\begin{pmatrix} \frac{1}{\sqrt{2}} \\ \cos \phi \cos \theta \\ \cos \phi \sin \theta \\ \sin \phi \end{pmatrix}$$



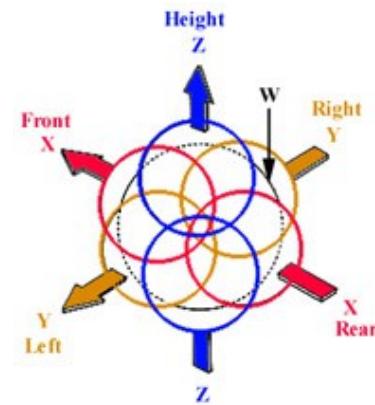
UHJ



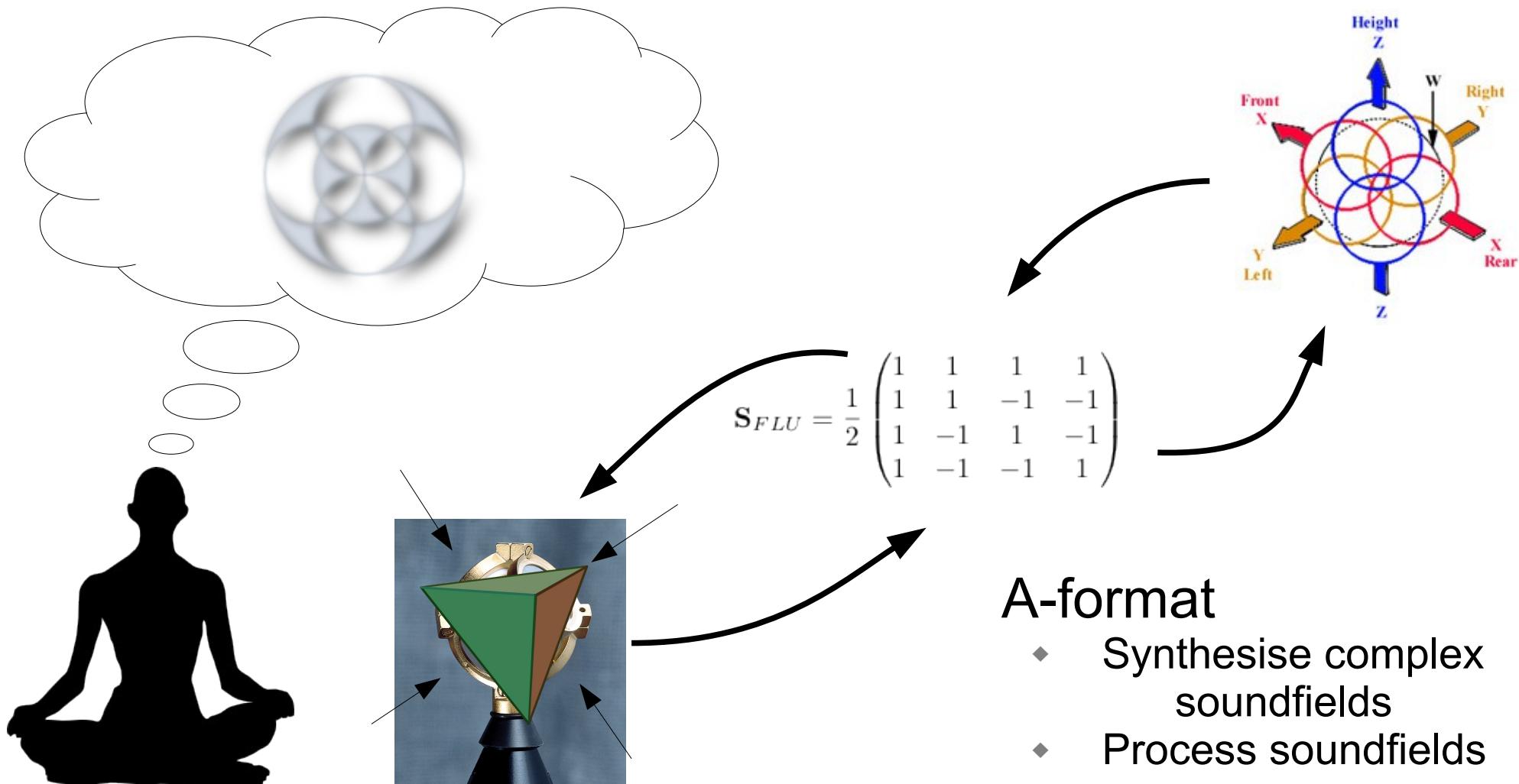
Soundfield microphone, Soundfield Ltd.
(soundfield.com)

Encoding: Soundfield Authoring

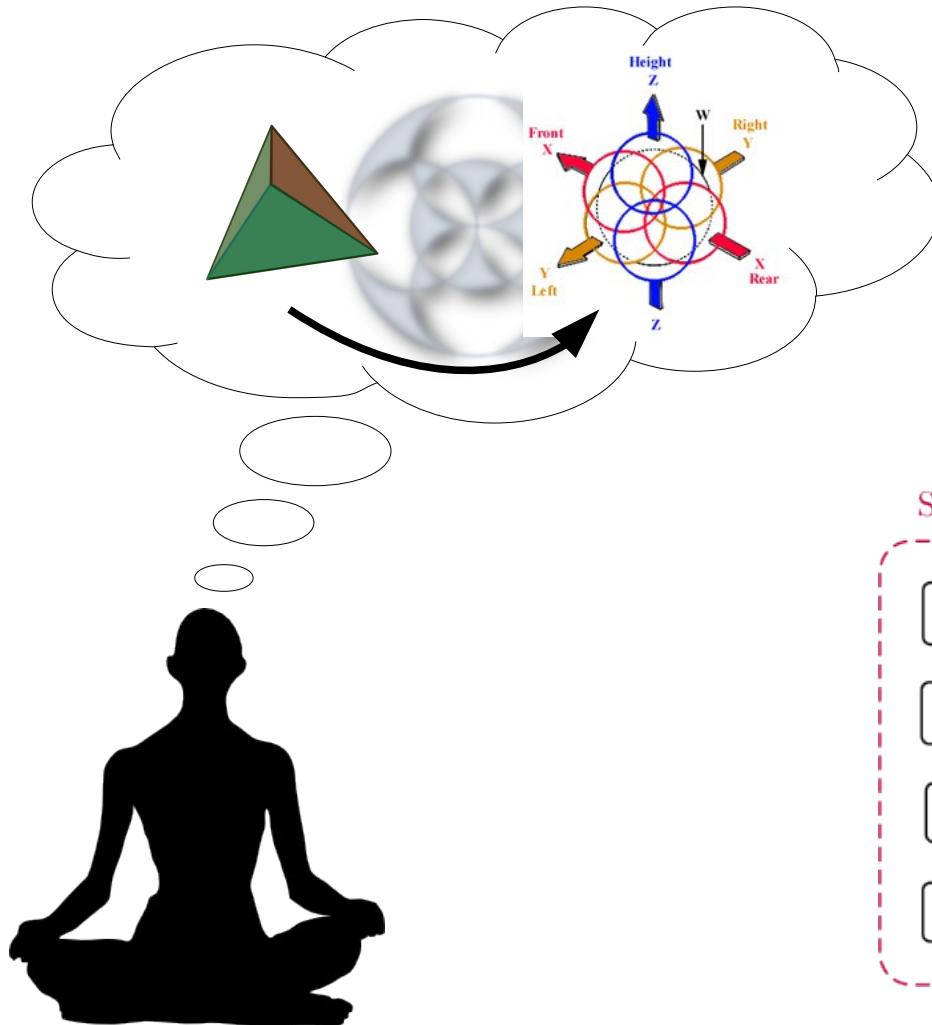
Encoding Mono using
ATK for Reaper



A-format & B-format: ‘Think Ambisonic’

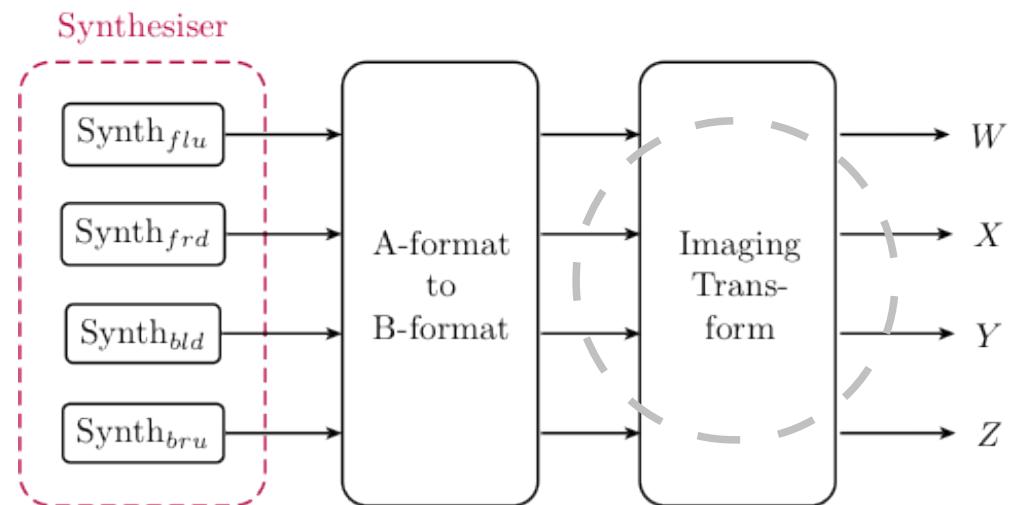


Soundfield Authoring: ‘Think Ambisonic’

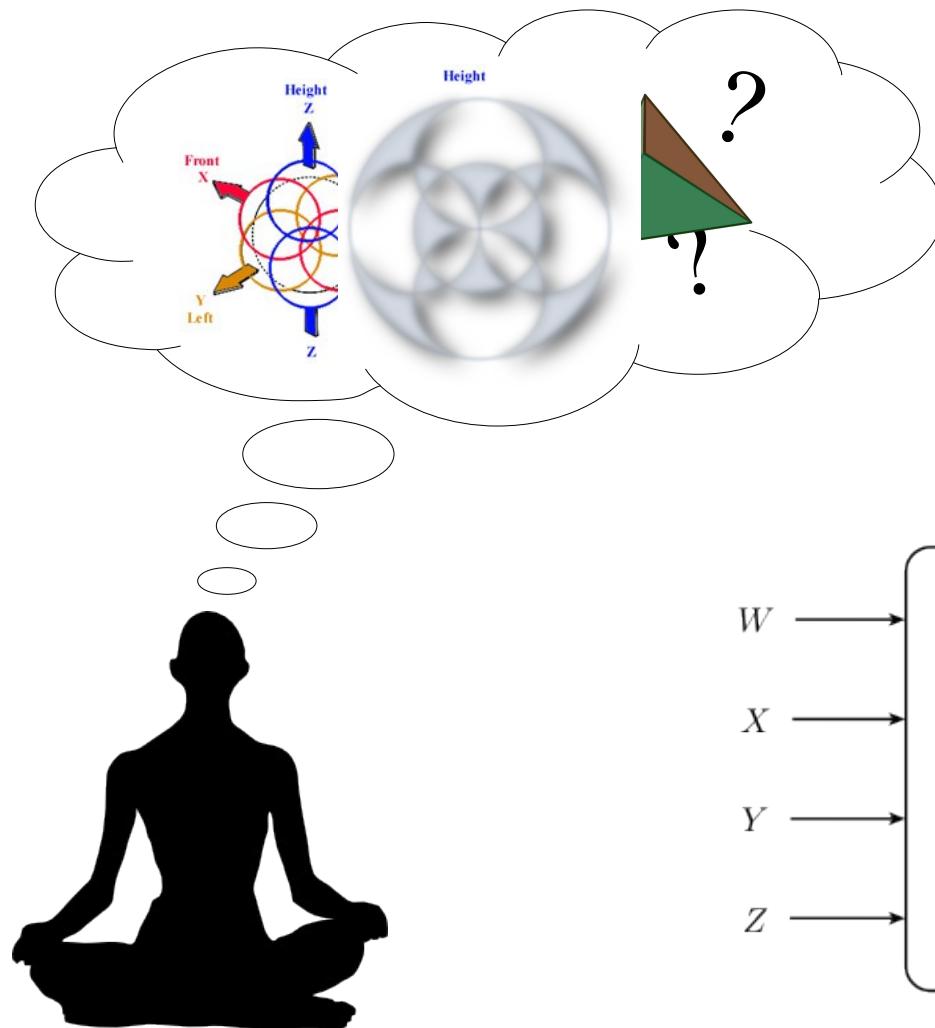


Synthesis

- In A-format
- Diffuse / active soundfield
- Followed by imaging

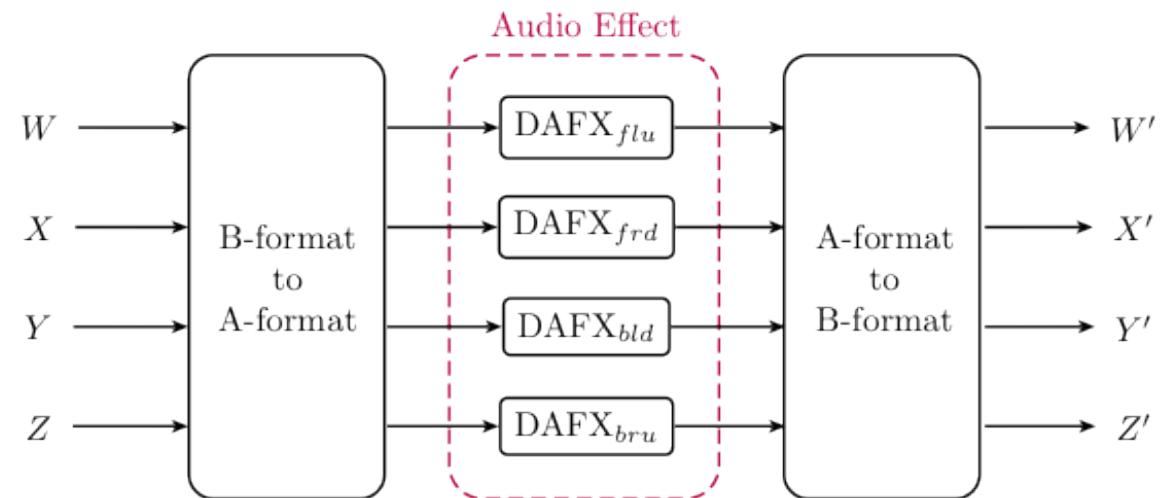


Soundfield DAFX: ‘Think Ambisonic’



Audio Effects

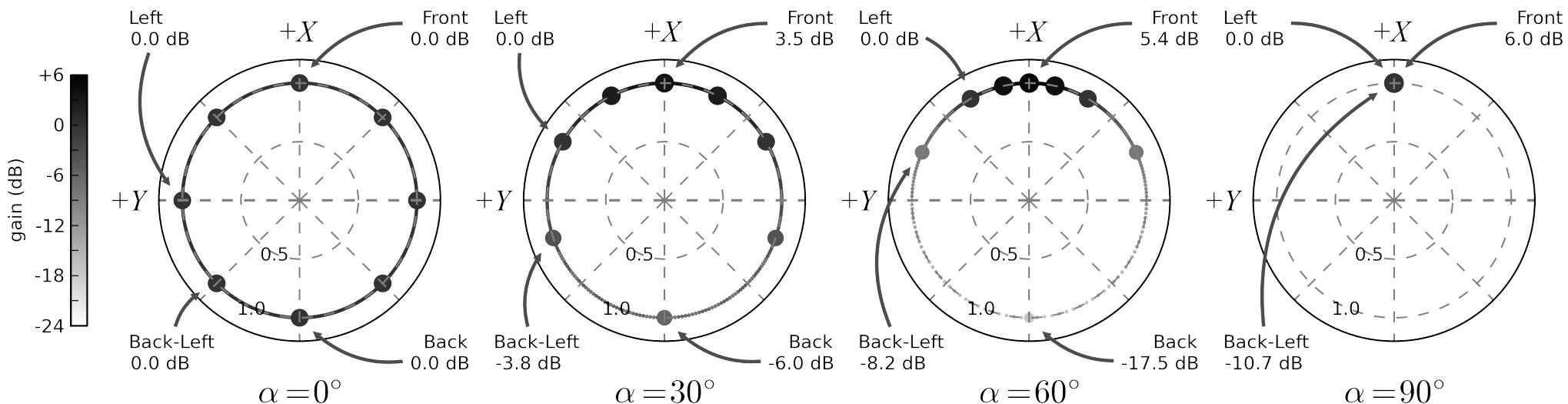
- Process in A-format
- Preserve imaging
- Effect complete soundfield
→ Ambisonic DAFX!



ATK Imaging: Zoom

- ◆ Zoom Transform
- ◆ Dominance
- ◆ Reshape Soundfield

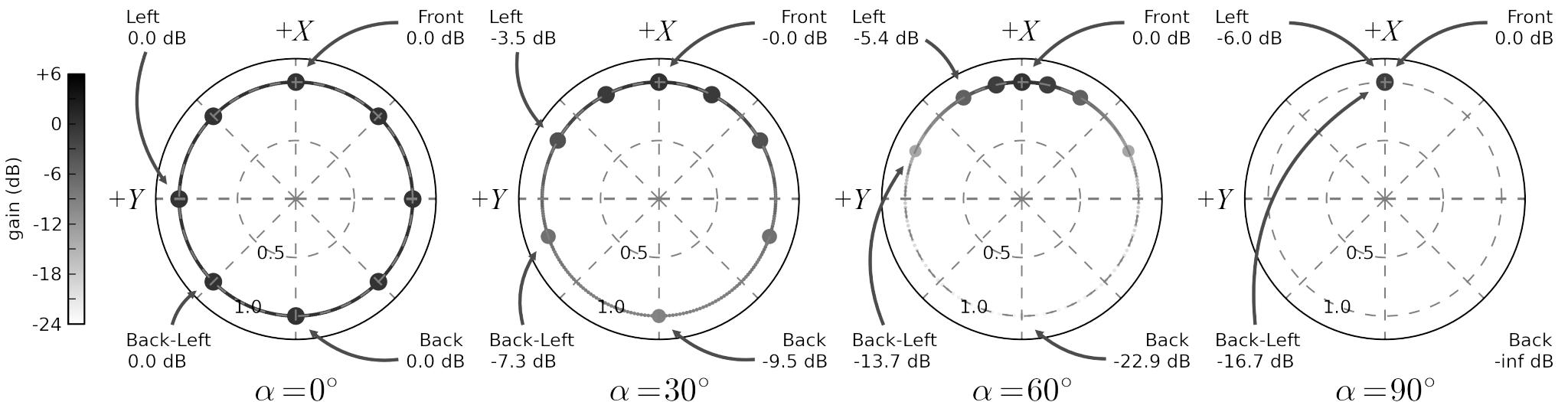
$$\mathbf{Z}_{X,\alpha} = \begin{pmatrix} 1 & \frac{1}{\sqrt{2}} \sin \alpha & 0 & 0 \\ \sqrt{2} \sin \alpha & 1 & 0 & 0 \\ 0 & 0 & \cos \alpha & 0 \\ 0 & 0 & 0 & \cos \alpha \end{pmatrix}$$



ATK Imaging: Focus

- ◆ Focus Transform
 - ◆ Dominance Related
 - ◆ Reshape Soundfield

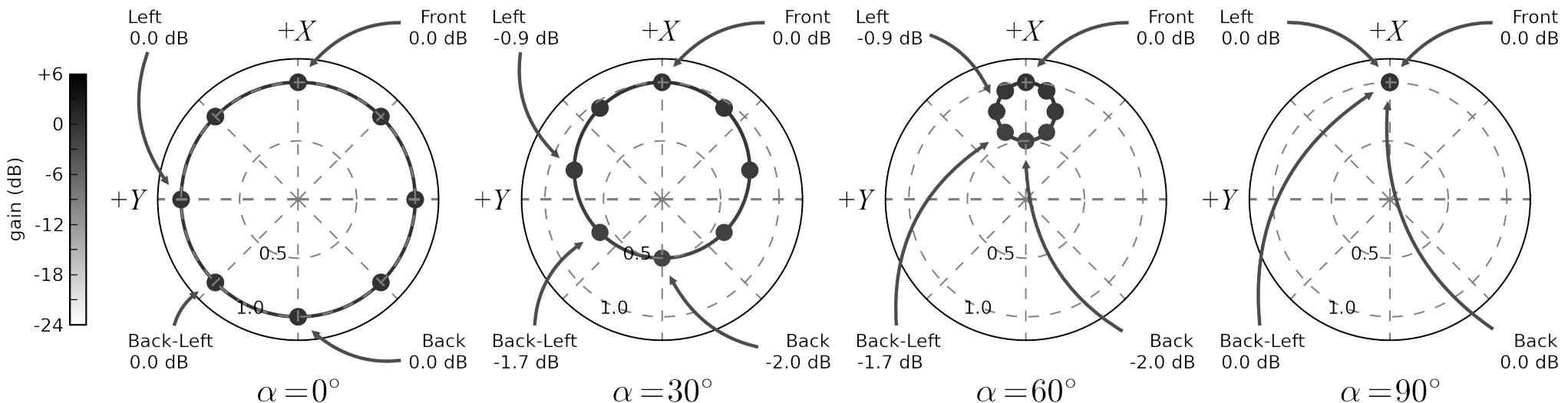
$$\mathbf{F}_{X,\alpha} = \begin{pmatrix} \frac{1}{1+\sin|\alpha|} & \frac{1}{\sqrt{2}}\left(\frac{\sin\alpha}{1+\sin|\alpha|}\right) & 0 & 0 \\ \sqrt{2}\left(\frac{\sin\alpha}{1+\sin|\alpha|}\right) & \frac{1}{1+\sin|\alpha|} & 0 & 0 \\ 0 & 0 & \frac{\cos\alpha}{1+\sin|\alpha|} & 0 \\ 0 & 0 & 0 & \frac{\cos\alpha}{1+\sin|\alpha|} \end{pmatrix}$$



ATK Imaging: Push

- ◆ Push Transform
 - ◆ Two metaphors:
 - ◆ Spatial Shelving-Filter
 - ◆ Re-align Tetrahedron
 - ◆ Reshape Soundfield

$$\mathbf{U}_{X,\alpha} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ \sqrt{2} \sin |\alpha| \sin \alpha & \cos^2 \alpha & 0 & 0 & 0 \\ 0 & 0 & \cos^2 \alpha & 0 & 0 \\ 0 & 0 & 0 & 0 & \cos^2 \alpha \end{pmatrix}$$

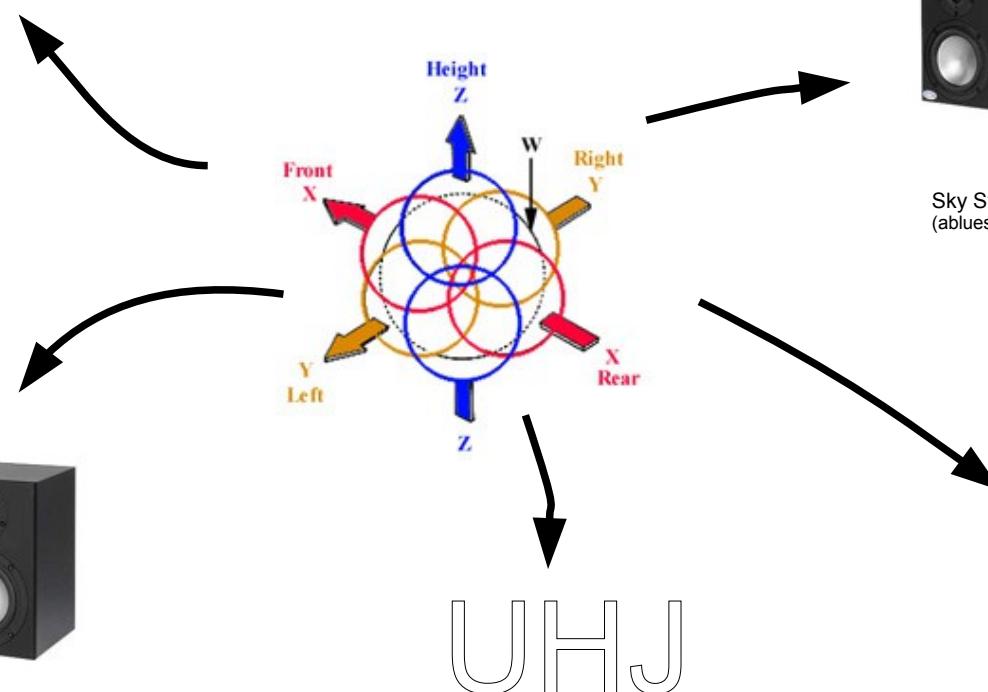


Decoding: Soundfield Monitoring

$$\begin{pmatrix} \alpha_i \\ \beta_i \\ \gamma_i \end{pmatrix} = \frac{1}{\sqrt{2}} nk \left[\sum_{j=1}^n \begin{pmatrix} x_j^2 & x_j y_j & x_j z_j \\ x_j y_j & y_j^2 & y_j z_j \\ x_j z_j & y_j z_j & z_j^2 \end{pmatrix} \right]^{-1} \begin{pmatrix} x_i \\ y_i \\ z_i \end{pmatrix}$$



Sky System One 2.1, Blue Sky International Ltd.
(abluesky.com)



UHJ

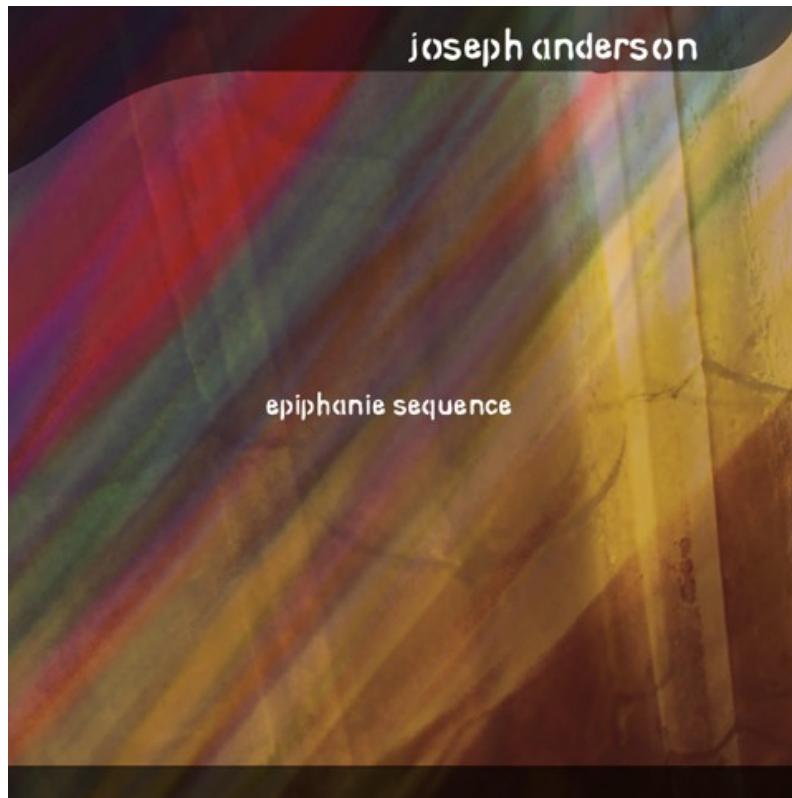


Sky System One 5.1, Blue Sky International Ltd.
(abluesky.com)

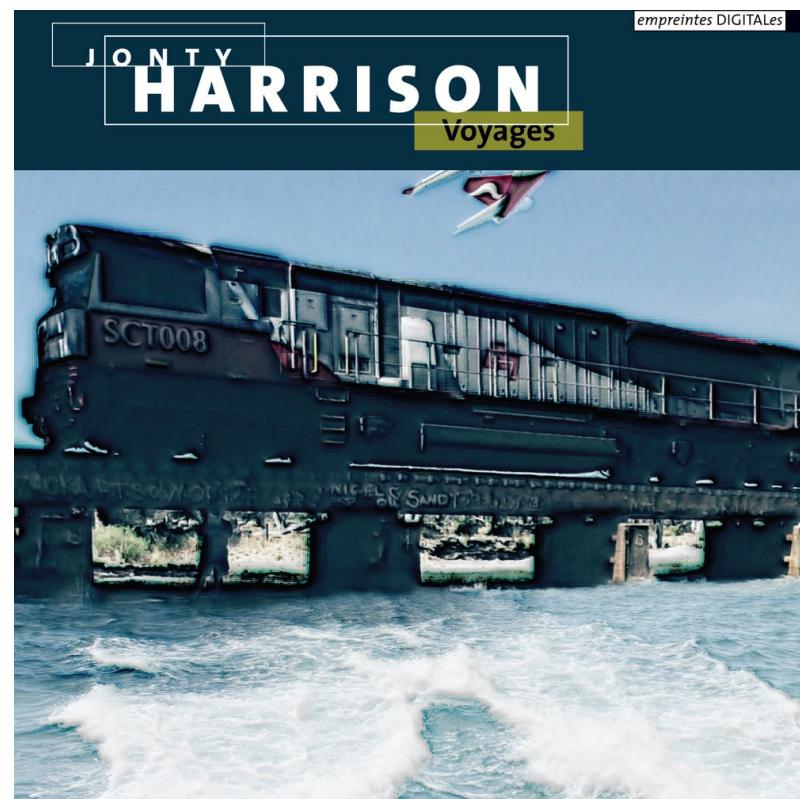


DT 990 PRO, beyerdynamic GmbH & Co. KG.
(www.beyerdynamic.com)

ATK Produced Works...

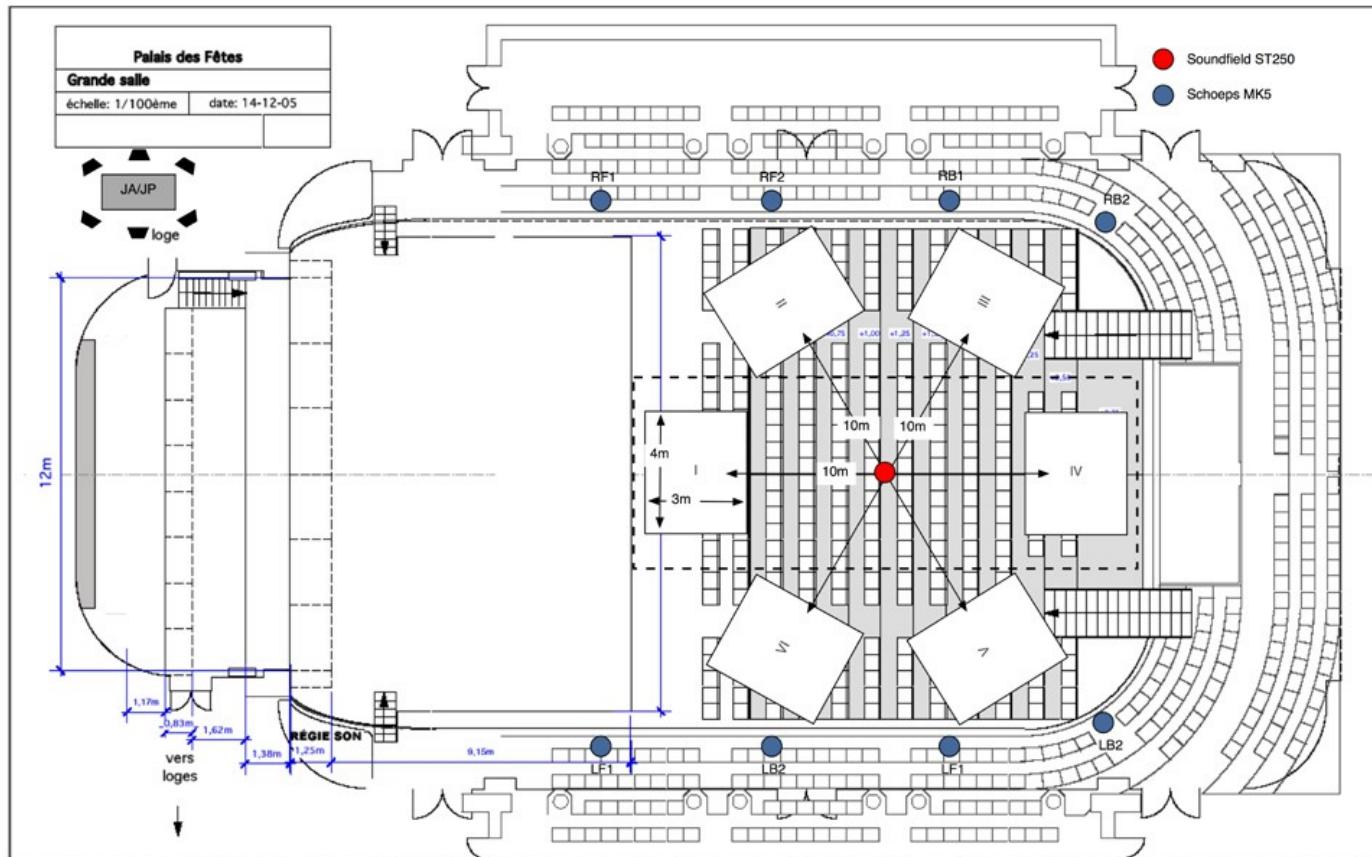


ATK Produced Works...



ATK Produced Works...

On Space recording plot

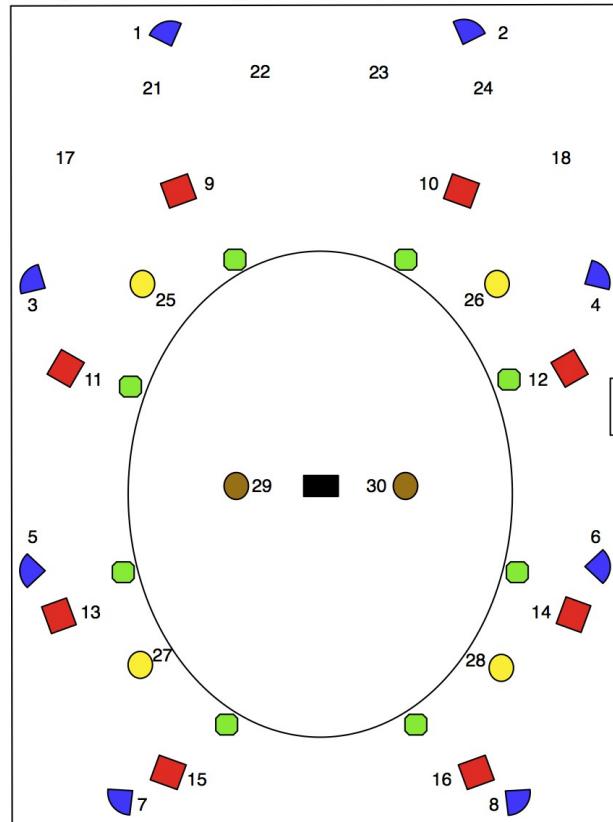


Palais des Fêtes



ATK Produced Works...

Jonty Harrison – *Espaces cachés*



1-8 8 High & Distant

25-28 4 High Quad

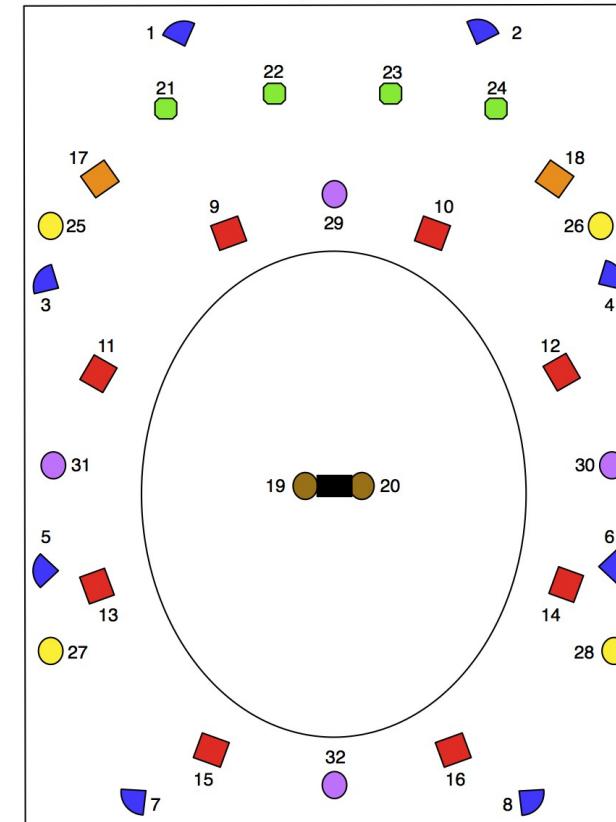
9-16 8 Main

29-30 Subs & Tweeters

17-24 8 Close

TOTAL channel count = 30

Possible set-up for Jonty Harrison – hcmf// 2015 (tbc)



1-8 8 Diffuse (4 wedge & 4 Mackie)

21-24 4 Solo/Effects (Bose)

9-16 8 Main (Meyer + sub)

25-28 4 High Quad (Mackie)

17-18 2 Reference/Solo (Meyer + sub)

29-32 4 Low Quad (Bellecour)

19-20 2 Desk (2 x 2 Moca Audio)

TOTAL channel count = 32

ATK in Action...

JONTY HARRISON
Voyages

The Center for Digital Art and Experimental Media and the School of Music co-host this presentation of Jonty Harrison's Voyages, presented in Holographic Higher Order Ambisonic surround-sound.

W SCHOOL OF MUSIC
UNIVERSITY of WASHINGTON

Request disability accommodation at (206) 543-6450/V, (206) 543-6452/TTY, (206) 685-7264/FAX or dso@uw.edu

**MUSIC
OF
TODAY**

Tuesday, November 28, 2017
7:30 PM
Meany Theater

TICKETS
\$15 GENERAL ADMISSION
\$10 STUDENTS/SENIORS

WWW.DXARTS.WASHINGTON.EDU
206.543.4880

DXARTS
Center for Digital Arts and Experimental Media
University of Washington

End of month!

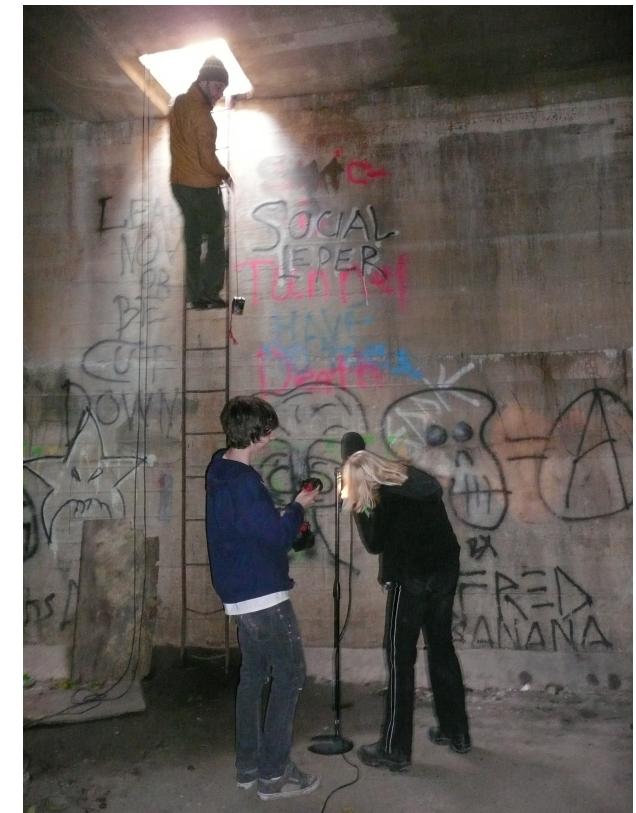
ATK in Practice

***Ambisonic Toolkit* (SuperCollider Library) Quick Look**

ATK in Practice

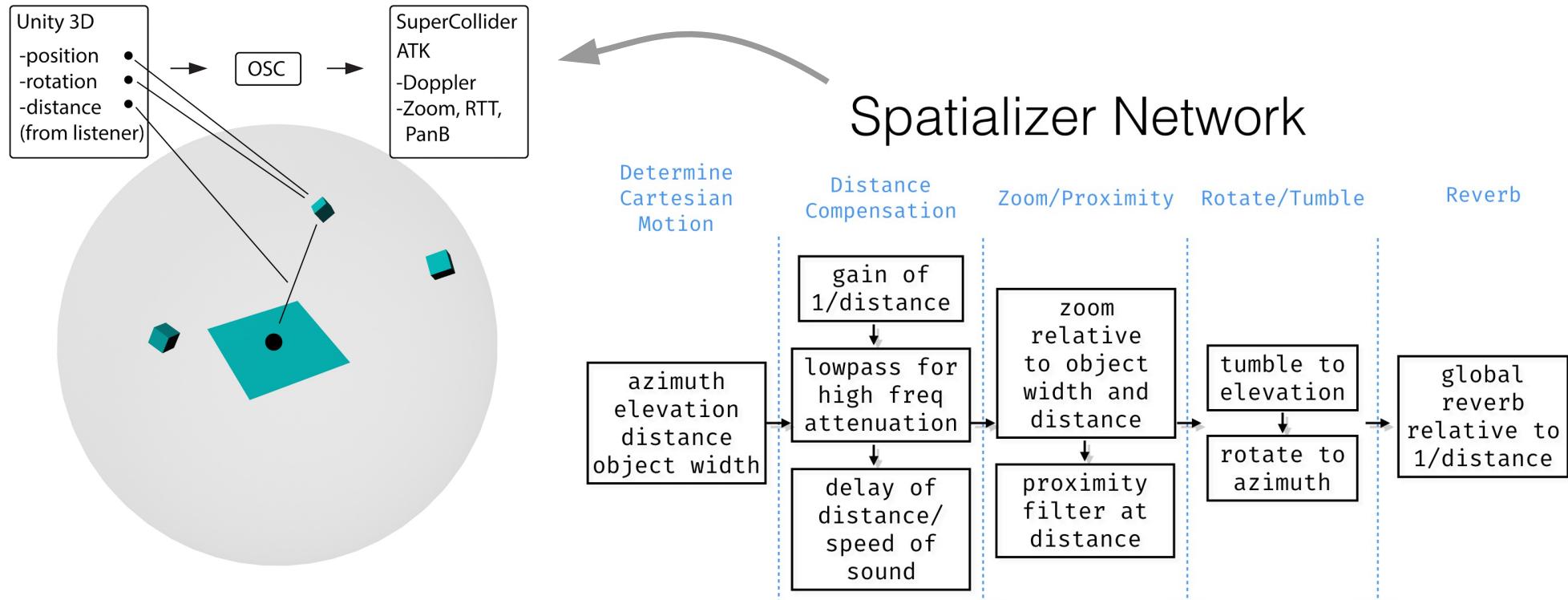


Seattle P-I



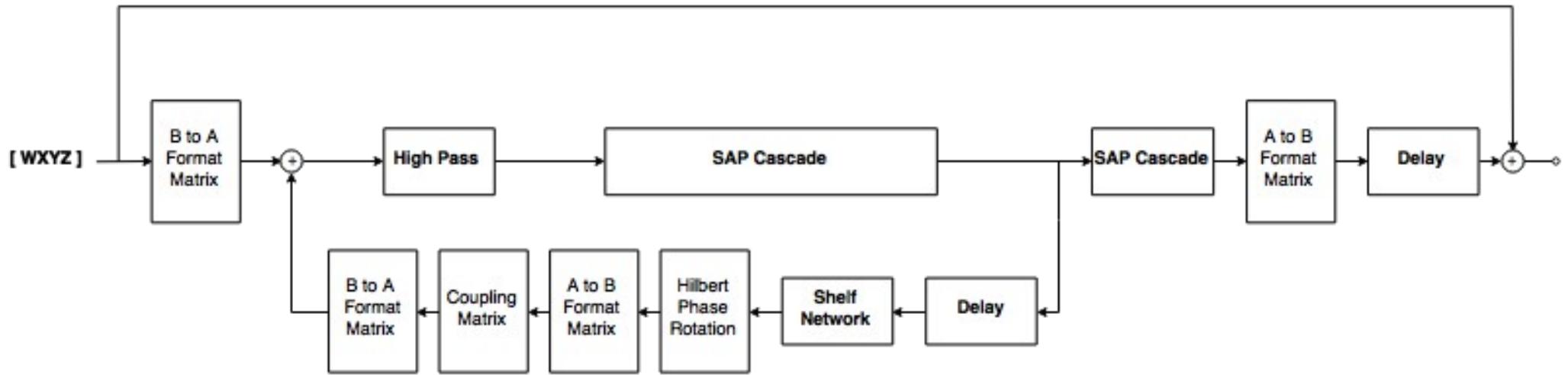
Ambisonic RIR from the Fort Worden Cistern
Ewa Trebacz & Josiah Boothby

ATK in Practice



VR & Holographic Sound Synthesis with the ATK
Daniel Peterson & Martin Jarmick

ATK in Practice



AmbiVerbSC: An Ambisonic tank reverb model for SC3
James Wenlock

ATK, Future Development...



Coming Soon (SC3)...

- ◆ Soundfield Analysis
- ◆ Soundfield (matrix) transform display

On the Horizon...

- ◆ T-design A-format
- ◆ ADT integration
- ◆ Revised beam-forming model
- ◆ HOA-NFC! (SC3 & Csound)

ATK, WTF?



Questions...?

References

- [1] V. R. Algazi, R. O. Duda, D. M. Thompson, and C. Avendano, "The CIPIC HRTF Database," in Proceedings of the 2001 IEEE ASSP Workshop on Applications of Signal Processing to Audio and Acoustics, New Paltz, NY, 2001.
- [2] J. Anderson, *Epiphanie Sequence*, vol. SCD28056. London: Sargasso, 2008.
- [3] J. Anderson, "Introducing... The Ambisonic Toolkit," in Proceedings of the Ambisonics Symposium 2009, Graz, 2009.
- [4] J. Anderson and J. Parmenter, "The Ambisonic Toolkit," Ambisonic Toolkit (ATK), 2011. [Online]. Available: <http://www.ambisonictoolkit.net/>.
- [5] D. Arteaga, "Introduction to Ambisonics," Universitat Pompeu Fabra, Barcelona, Spain, Lecture notes, Jun. 2017.
- [6] N. Barrett, "Kernel Expansion: a three-dimensional ambisonics composition addressing connected technical, practical and aesthetical issues," in Proceedings of the 2nd International Symposium on Ambisonics and Spherical Acoustics, Paris, 2010.
- [7] J.-M. Batke, "The B-Format Microphone Revised," in Proceedings of the Ambisonics Symposium 2009, Graz, 2009.
- [8] E. Benjamin, "Ambisonic Loudspeaker Arrays," in Proceedings of the 125th Audio Engineering Society Convention, San Francisco, 2008, vol. 7605.
- [9] E. Benjamin, R. Lee, and A. Heller, "Localization in Horizontal-Only Ambisonic Systems," in Proceedings of the 121st Audio Engineering Society Convention, San Francisco, 2006.
- [10] E. Benjamin, R. Lee, and A. Heller, "Is My Decoder Ambisonic?," in Proceedings of the 125th Audio Engineering Society Convention, San Francisco, 2008.
- [11] B. Bernschütz, C. Pörschmann, S. Spors, and H. Wierstorf, "SOFiA," Welcome to the *SOFiA sound field analysis* toolbox for MATLAB. [Online]. Available: http://audiogroup.web.th-koeln.de/SOFiA_wiki/WELCOME.html. [Accessed: 14-Nov-2017].
- [12] C. P. Brown and R. O. Duda, "An efficient HRTF model for 3-D sound," in Proceedings of the 1997 IEEE ASSP Workshop on Applications of Signal Processing to Audio and Acoustics, New Paltz, NY, 1997.

References

- [13] J. M. Chowning, "The Simulation of Moving Sound Sources," *Computer Music Journal*, vol. 1, no. 3, pp. 48–52, Jun. 1977.
- [14] S. Costello and J. Anderson, "Adapting Artificial Reverberation Architectures for B-format Signal Processing," in *Proceedings of the Ambisonics Symposium 2009*, Graz, 2009.
- [15] J. Daniel, "Représentation de champs acoustiques, application à la transmission et à la reproduction de scènes sonores complexes dans un contexte multimédia," PhD Thesis, Université Paris 6, Paris, 2001.
- [16] C. Dodge and T. A. Jerse, *Computer Music: Synthesis, Composition, and Performance*. New York: Schirmer Books, 1985.
- [17] R. O. Duda, "Modeling head related transfer functions," in *Proceedings of the Twenty-Seventh Annual Asilomar Conference on Signals, Systems and Computers*, Asilomar, CA, 1993.
- [18] A. Farina, "Advancements in Impulse Response Measurements by Sine Sweeps," presented at the Audio Engineering Society 122nd Convention, Vienna, Austria, 2007.
- [19] K. Farrar, "Soundfield microphone: design and development of microphone and control unit," *Wireless World*, p. 48–50 (Oct.), 99–103 (Nov.), 1979.
- [20] M. Gerzon, "Experimental Tetrahedral Recording," *Studio Sound*, vol. 13, p. 396–398, 472, 473, 475, 510, 511, 513 and 515, Oct. 1971.
- [21] M. A. Gerzon, "Periphony: With-Height Sound Reproduction," *Journal of the Audio Engineering Society*, vol. 21, no. 1, pp. 2–10, Feb. 1973.
- [22] M. A. Gerzon, "Panpot and Soundfield Controls," NRDC, *Ambisonic Technology Report 3*, Aug. 1975.
- [23] M. A. Gerzon, "Multi-system ambisonic decoder," *Wireless World*, pp. 43–47, 69–73, Aug. 1977.
- [24] M. A. Gerzon, "Practical Periphony: The Reproduction of Full-Sphere Sound," in *Proceedings of the 65th Audio Engineering Society Convention*, London, 1980, p. 10.

References

- [25] M. A. Gerzon, "Ambisonics in Multichannel Broadcasting and Video," *Journal of the Audio Engineering Society*, vol. 33, no. 11, pp. 859–871, Nov. 1985.
- [26] R. Hardin and N. Sloane, "McLaren's improved snub cube and other new spherical designs in three dimensions," *Discrete and Computational Geometry*, vol. 15, no. 4, pp. 441, 429, Apr. 1996.
- [27] J. Harrison, *Voyages*, vol. IMED 16139. Montreal, Canada: empreintes DIGITALes, 2016.
- [28] A. Heller, "Ambisonic Decoder Toolbox," Ambisonic Decoder Toolbox. [Online]. Available: <https://bitbucket.org/ambidecodertoolbox/adt.git>. [Accessed: 10-Nov-2017].
- [29] E. Jones, T. Oliphant, P. Peterson, and others, "SciPy: Open Source Scientific Tools for Python," SciPy -, 2001. [Online]. Available: <http://www.scipy.org/>. [Accessed: 24-Mar-2012].
- [30] M. Kronlachner, "Spatial Transformations for the Alteration of Ambisonic Recordings," Master's Thesis, Graz University of Technology, Graz, Austria, 2014.
- [31] M. Kronlachner, "ambiX v0.2.7 – Ambisonic plug-in suite," ambiX v0.2.7 – Ambisonic plug-in suite. [Online]. Available: <http://www.matthiaskronlachner.com/?p=2015>. [Accessed: 10-Nov-2017].
- [32] T. Lossius and J. Anderson, "ATK Reaper: The Ambisonic Toolkit as JSFX plugins," *Ideas Sónicas/Sonic Ideas*, vol. 16, pp. 9–19, Jun. 2016.
- [33] D. G. Malham and A. Myatt, "3-D Sound Spatialization using Ambisonic Techniques," *Computer Music Journal*, vol. 19, no. 4, pp. 58–70, 1995.
- [34] J. McCartney and others, "SuperCollider," SuperCollider » About, 1996. [Online]. Available: <http://supercollider.sourceforge.net/>. [Accessed: 15-Dec-2010].
- [35] D. Menzies, "W-panning and O-format, tools for object spatialization," in *Proceedings of the Audio Engineering Society 22nd International Conference on Virtual, Synthetic and Entertainment Audio*, Espoo, Finland, 2002.

References

- [36] C. Nachbar, F. Zotter, E. Deleflie, and A. Sontacchi, "AmbiX - A Suggested Ambisonics Format," in Proceedings of the 3rd International Symposium on Ambisonics and Spherical Acoustics, Lexington, Kentucky, 2011.
- [37] M. Neukom and J. C. Schacher, "Ambisonics Equivalent Panning," in Proceedings of 2008 International Computer Music Conference, Belfast, 2008, vol. 2008.
- [38] M. Noisternig, T. Musil, A. Sontacchi, and R. Höldrich, "3D Binaural Sound Reproduction using a Virtual Ambisonic Approach," in Proceedings of VECIMS 2003 - International Symposium on Virtual Environments, Human-Computer Interfaces, and Measurement Systems, Lugano, Switzerland, 2003.
- [39] J. Pampin, "Notes: On Space," Juan Pampin | On Space. [Online]. Available: <http://www.pampin.org/onspace/index.htm>. [Accessed: 21-Mar-2011].
- [40] J. Pampin et al., Percussion Cycle, vol. SCD28079. London: Sargasso, 2016.
- [41] A. Politis, "Microphone array processing for parametric spatial audio techniques," PhD Thesis, Aalto University, Helsinki, Finland, 2016.
- [42] A. Politis, "Higher Order Ambisonics Library," Higher Order Ambisonics Library. [Online]. Available: <https://github.com/polarch/Higher-Order-Ambisonics>. [Accessed: 10-Nov-2017].
- [43] W. Schottstaedt, "Common Lisp Music," The CLM Home Page, 1990. [Online]. Available: <https://ccrma.stanford.edu/software/clm/>. [Accessed: 24-Mar-2012].
- [44] SoundField Ltd., "SoundField Technology and B-Format," SoundField: SoundField Technology and B Format, 2001. [Online]. Available: <http://soundfield.com/soundfield/technology.php>. [Accessed: 09-Jun-2011].
- [45] S. Thornton, "Tetrahedral Recording Session Images," Michael Gerzon Audio Pioneer, 2009. [Online]. Available: <http://www.michaelgerzonphotos.org.uk/tetrahedral-recording-images.html>. [Accessed: 17-Apr-2011].
- [46] G. van Rossum and others, "Python Programming Language," Python Programming Language – Official Website. [Online]. Available: <http://www.python.org/>. [Accessed: 24-Mar-2012].
- [47] B. Vercoe and others, "Csounds," Csounds.com, 1986. [Online]. Available: <http://www.csounds.com/>. [Accessed: 24-Mar-2012].

References

- [48] H. Wierstorf and S. Spors, "Sound Field Synthesis Toolbox," Sound Field Synthesis. [Online]. Available: <http://sfstoolbox.org/en/latest/>. [Accessed: 10-Nov-2017].
- [49] B. Wiggins, I. Paterson-Stephens, V. Lowndes, and S. Berry, "The design and optimisation of surround sound decoders using heuristic methods," in Proceedings of UKSIM 2003: Conference on Computer Simulation, Cambridge, England, 2003.
- [50] E. G. Williams, Fourier Acoustics: Sound Radiation and Nearfield Acoustical Holography. London: Academic Press, 1999.
- [51] U. Zölzer, Ed., DAFX: Digital Audio Effects, 2nd ed. West Sussex, England: John Wiley & Sons, 2011.
- [52] F. Zotter, M. Frank, and A. Sontacchi, "The Virtual T-Design Ambisonics-Rig Using VBAP," in Proceedings of the 1st European Acoustics Association EuroRegio 2010 Congress on Sound and Vibration, Ljubljana, Slovenia, 2010.
- [53] J. Zwaanenburg, 20 Odd Years, vol. FMRC316-0711. Rayleigh, United Kingdom: FMR Records, 2012.
- [54] "Tetrahedron," Tetrahedron - Wikipedia, the free encyclopedia, 11-May-2011. [Online]. Available: <http://en.wikipedia.org/wiki/Tetrahedron>. [Accessed: 09-Jun-2011].
- [55] "3D Audio | MPEG," 3D Audio | MPEG. [Online]. Available: <https://mpeg.chiariglione.org/standards/mpeg-h/3d-audio>. [Accessed: 10-Nov-2017].
- [56] "Ambisonic data exchange formats," Ambisonic data exchange formats - Wikipedia, the free encyclopedia. [Online]. Available: https://en.wikipedia.org/wiki/Ambisonic_data_exchange_formats. [Accessed: 10-Nov-2017].
- [57] "Blue Ripple Sound — Pro Audio," Blue Ripple Sound — Pro Audio. [Online]. Available: <http://www.blueripplesound.com/pro-audio-home>. [Accessed: 10-Nov-2017].
- [58] "LISTEN HRTF DATABASE." [Online]. Available: <http://recherche.ircam.fr/equipes/salles/listen/>. [Accessed: 07-Jul-2011].
- [59] "The CIPIC HRTF Database - CIPIC International Laboratory." [Online]. Available: <http://interface.cipic.ucdavis.edu/sound/hrtf.html>. [Accessed: 07-Jul-2011].
- [60] "Virtual Studio Technology (VST)," Virtual Studio Technology - Wikipedia, the free encyclopedia. [Online]. Available: http://en.wikipedia.org/wiki/Virtual_Studio_Technology. [Accessed: 24-Mar-2012].

Thanks!!



joanders@uw.edu

dxarts.washington.edu

www.ambisonictoolkit.net

[Guides/Intro-to-the-ATK](#)

github.com/ambisonictoolkit