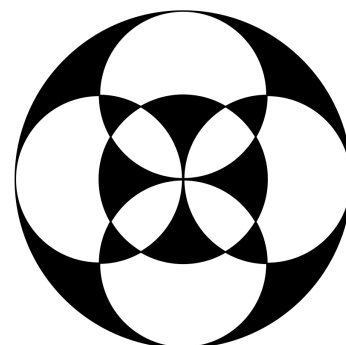




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[illegible]

Ambisonics

Ambisonics is an immersive audio format for three-dimensional space.

The method of reproducing sound through **speakers** is not predetermined; it decodes sound based on the listener's **speaker** setup using a method called B-format. Consequently, tracks produced in Ambisonics or recordings made in Ambisonics offer the flexibility to be played back in various listening environments, regardless of the format.

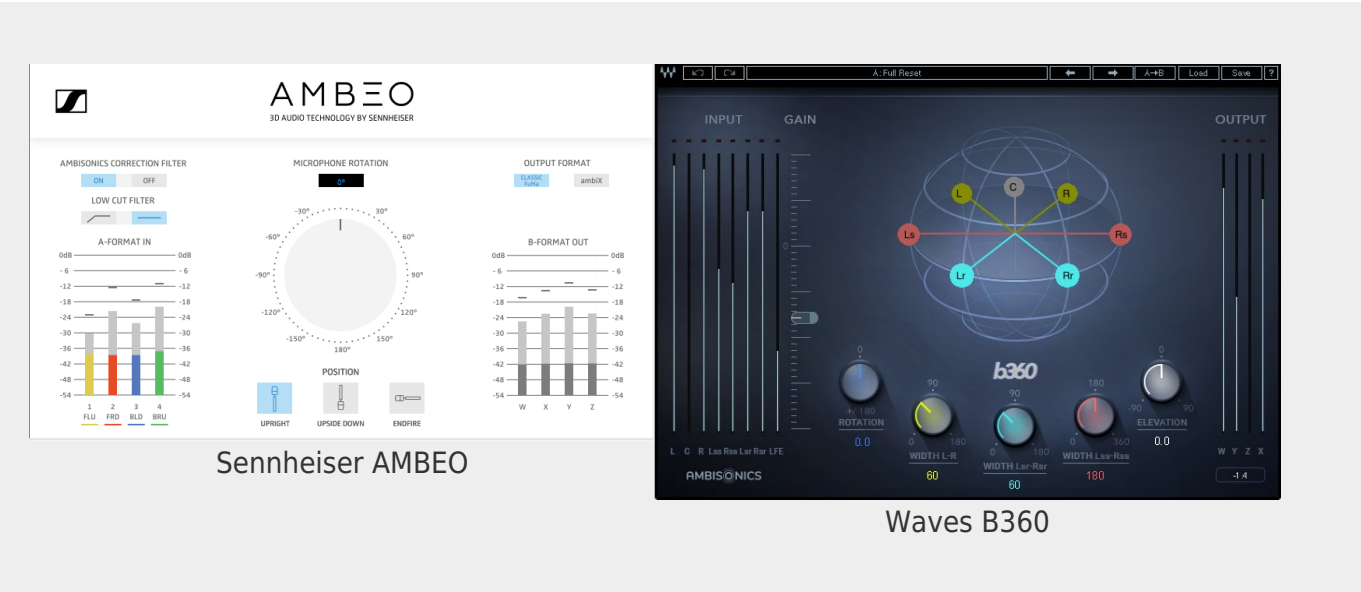
Ambisonics was developed in the 1970s by the British National Research Development Corporation. However, during that time, it didn't **gain** much attention due to the additional costs and technological requirements for devices needed for converting A-format to B-format and decoding B-format to suit **speaker** systems. In recent times, there has been a resurgence of interest in Ambisonics due to the growing demand for virtual reality (VR) and immersive audio. Advances in digital signal processing (**DSP**) and CPU capabilities have made the conversion and decoding process more accessible, which has brought Ambisonics back into the spotlight.

A-format

A-format (1st order, 2nd order, 3rd order) A-format 가 .

A-format converter

A-format B-format



B-format

B-format A-format

B-format 가
B-format FuMA AmbiX 가 가

Ambisonics Decoder



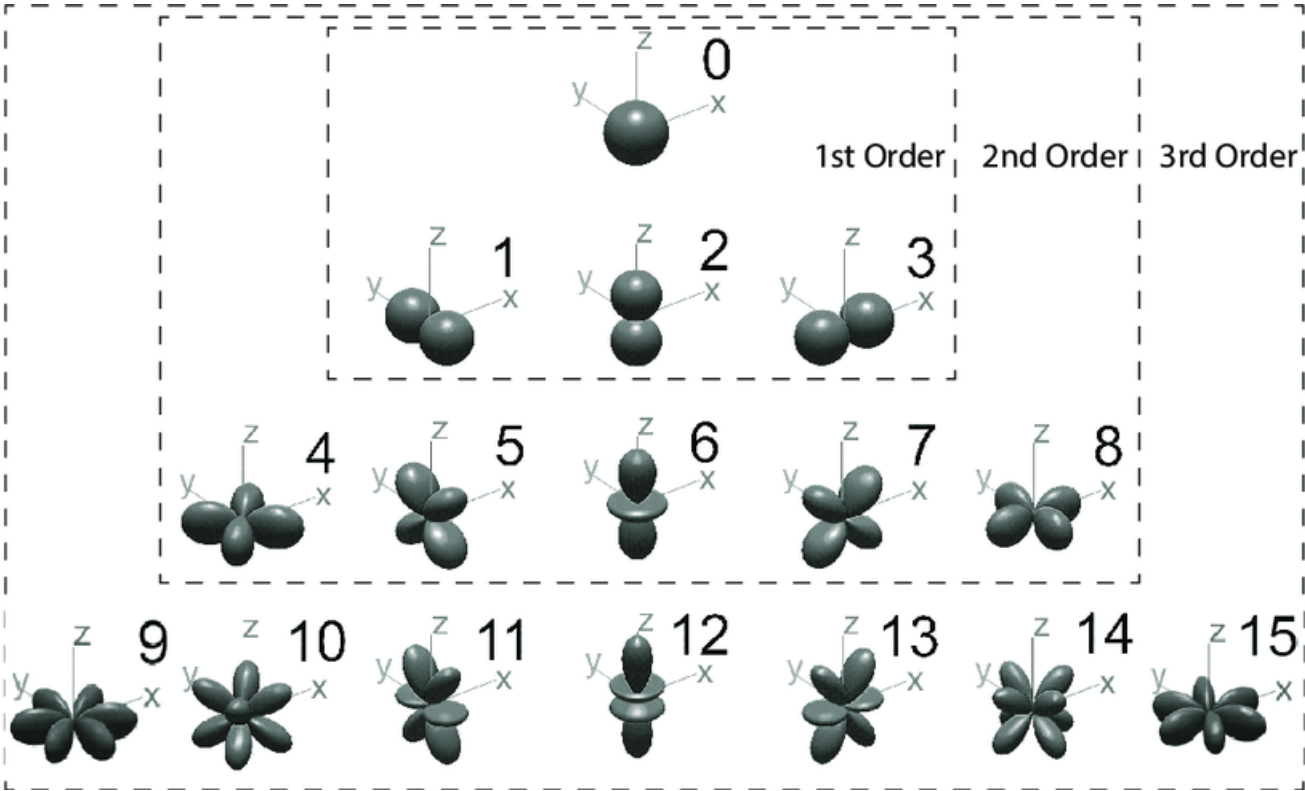
Steinberg AmbiDecoder

A-format

360
가 (VR), (AR),
가



Order



A-format (Order)가 가

- 0 : 1 , 0
- 1 : 4
- 3 : 9
- 4 : 16

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- [Email](#)

1)

Blumlein

2)

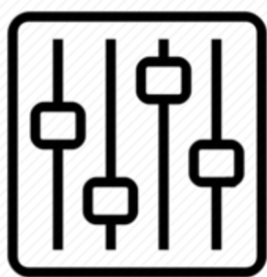
, Quad, 5.1, 7.1, [Dolby Atmos](#)

3)

, 가

, [MP3](#), 가

4)



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