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Binaural effect

The binaural effect is a concept used in auditory experiences to reproduce three-dimensional and realistic sound by leveraging the differences in sound heard through two ears. The binaural effect is a method of conveying spatial auditory information by utilizing the differences in sound perceived by the human ears.

The binaural effect can accurately replicate how sound is heard by people through headphones. To achieve this, audio signals must be delivered separately to the left and right ears. Typically, the sounds played through the channels of headphones are adjusted by considering factors such as time differences, intensity variations, and phase differences heard in the left and right ears.

Through the binaural effect, sound is perceived as coming from positions that closely resemble their actual sources. For example, when listening to music or natural sounds with the binaural effect applied through headphones, listeners can realistically perceive factors like the direction of sound, distance, and spatial environment.

The binaural effect finds applications in various fields, including virtual reality (VR), gaming, music production, and sound design. In virtual reality environments, the binaural effect is applied to provide users with realistic auditory experiences. In games and movies, it is used to create immersive and three-dimensional sound. Furthermore, in music production, the binaural effect can add spatial depth, and in sound design, it is utilized to recreate real-world soundscapes.



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