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### Precedence effect, Hass effect

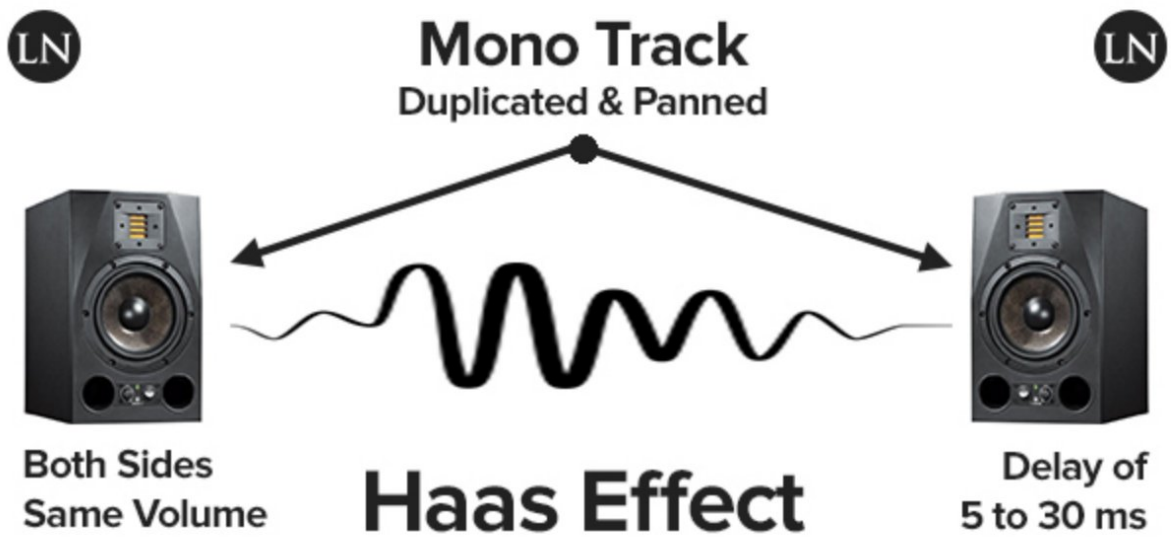
50ms

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50ms

- (Time Delay):
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# Precedence effect

Delays of less than 50ms are so brief that they don't create an echo-like effect.

By splitting a mono sound into two and panning them left and right, then applying a delay of less than 50ms to one channel, the sound, while artificially created, becomes perceptible as stereo.

The delay effect using the Precedence effect operates on the following principles:

- Time Delay: Sound travels at the speed of sound. Delay represents the time it takes to transmit a sound signal from one source to another.
- Stereo Listening: Human ears can detect sounds coming from different directions, perceiving the time difference at which two sounds arrive. This allows the brain to determine the directionality and distance of sounds.

The Precedence effect, utilizing delay, functions as follows:

- Centered Sound: Listeners perceiving a sound as coming from the center will feel that the sound reaches their brain directly.
- Lateral Sound: When a sound is heard from one side first, the brain interprets it as if it arrived from that direction. Therefore, the sound will appear to come from that direction.

By applying a delay, one can make listeners perceive the sound as coming from a more distant location between two speakers. This technique is used to manipulate auditory spaces or adjust the position of sounds, providing a richer listening experience to the audience.

The delay-based Precedence effect is applied in various fields, including sound design, music production, and filmmaking, to enhance the perception of spatial dimensions, enriching the overall auditory experience.

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