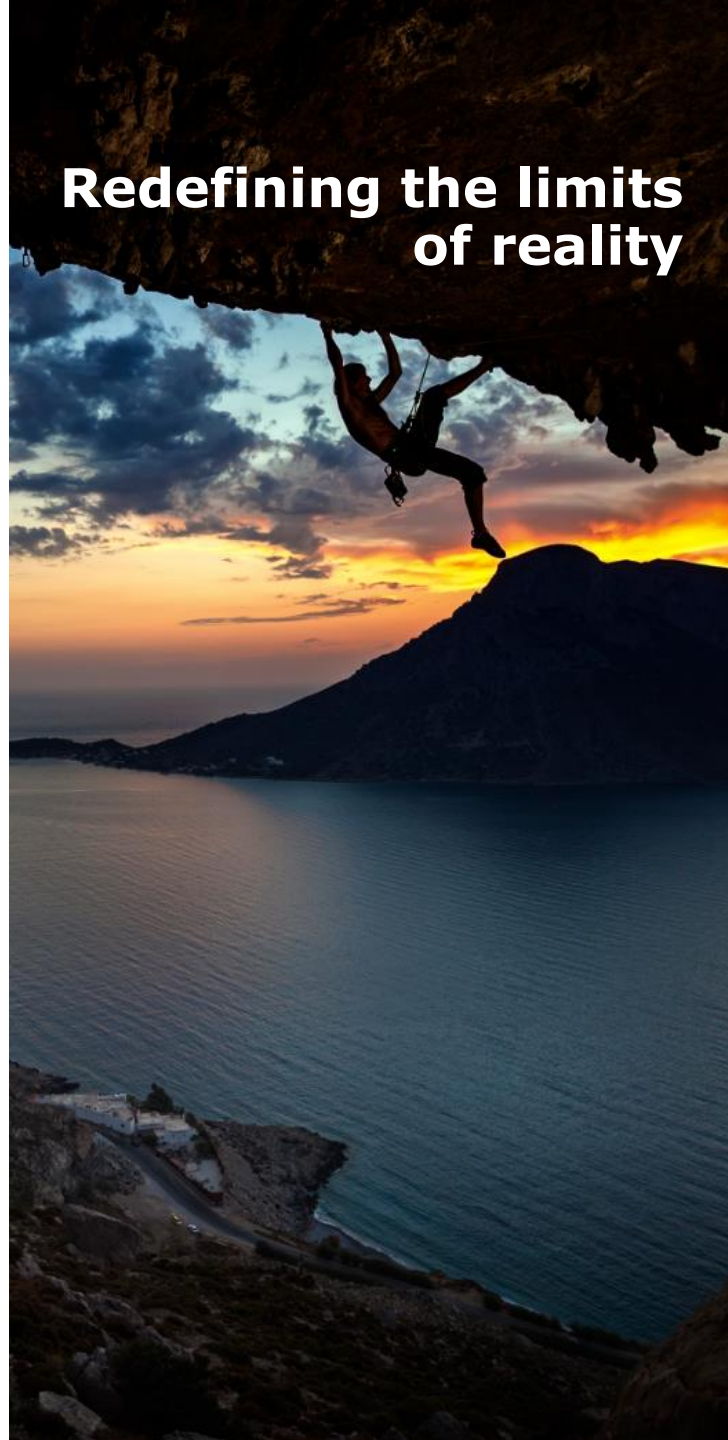
Real-time Immersive Audio for Realistic Training



Dave Fluegeman, VP, Simulation
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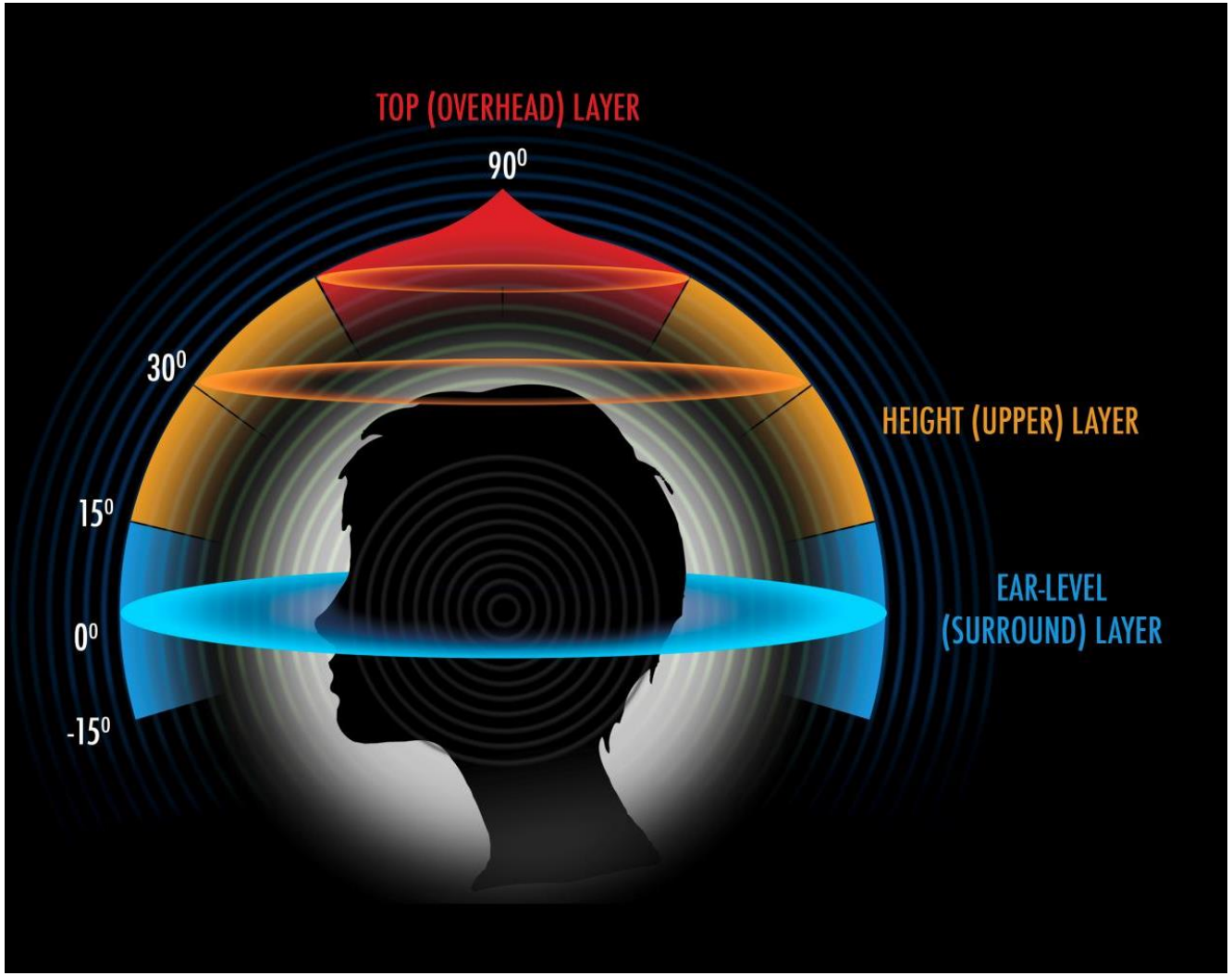
Introducing *Object-based, Real-time* Audio Processing

Object-based sound means:

- It positions sound correctly relative to the trainee's position and object's behavior in 3D space (x,y,z).
- No sweet spot.
- Independent of speaker setup.



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