



# Production and Application of Room Impulse Responses for Multichannel Setups using FLOSS Tools

Martin Rumori & Florian Hollerweger

11 May 2013



## Introduction

# Binaural Room Impulse Responses (BRIRs)

Room IRs

convolution reverb

# Binaural Room Impulse Responses (BRIRs)

## Room IRs

convolution reverb

👉 voice \* room IR = voice in room

# Binaural Room Impulse Responses (BRIRs)

Room IRs

convolution reverb

👉 voice \* room IR = voice in room

+

Binaural IRs

simulating binaural recordings

# Binaural Room Impulse Responses (BRIRs)

Room IRs

convolution reverb

👉 voice \* room IR = voice in room

+

Binaural IRs

simulating binaural recordings

=

Binaural Room IRs

production & documentation of multichannel pieces

👉 Binaural 2ch mix of 8ch (use headphones)

# Contribution

- ▶ IRs for concert halls in AT, DE, UK, NZ

# Contribution

- ▶ IRs for concert halls in AT, DE, UK, NZ
- ▶ Extensive documentation (DIY)



# Contribution

- ▶ IRs for concert halls in AT, DE, UK, NZ
- ▶ Extensive documentation (DIY)
- ▶ Using exclusively FLOSS tools ...

# Contribution

- ▶ IRs for concert halls in AT, DE, UK, NZ
- ▶ Extensive documentation (DIY)
- ▶ Using exclusively FLOSS tools ...
- ▶ ... and extending some of them

# Contribution

- ▶ IRs for concert halls in AT, DE, UK, NZ
- ▶ Extensive documentation (DIY)
- ▶ Using exclusively FLOSS tools ...
- ▶ ... and extending some of them
- ▶ All freely available at <http://irdb.kug.ac.at> ...

# Contribution

- ▶ IRs for concert halls in AT, DE, UK, NZ
- ▶ Extensive documentation (DIY)
- ▶ Using exclusively FLOSS tools ...
- ▶ ... and extending some of them
- ▶ All freely available at <http://irdb.kug.ac.at> ...
- ▶ ... except they're not (quite yet) ☺



**Recording Venues**

# Aula

Academy of Media Arts, Cologne, Germany



# CUBE

Institute of Electronic Music and Acoustics, Graz, Austria





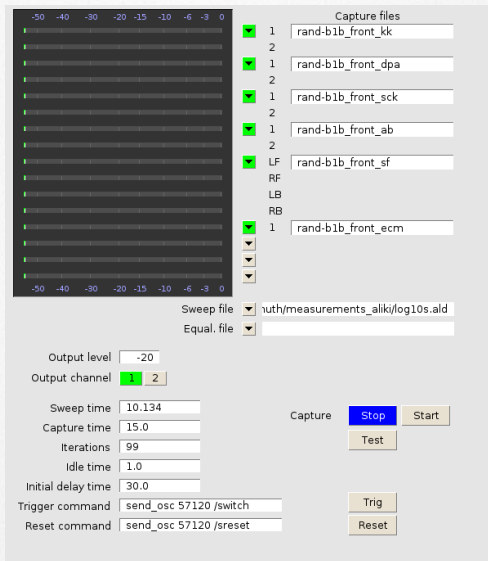
# MUMUTH

University of Music and Performing Arts, Graz, Austria





# Customised Aliki version



The interface displays a multi-channel oscilloscope on the left with a horizontal axis ranging from -50 to 0. The top right section, titled "Capture files", lists several channels with checkboxes and file names:   
 - Channel 1: ☒ 1 rand-b1b\_front\_kk   
 - Channel 2: ☒ 1 rand-b1b\_front\_dpa   
 - Channel 2: ☒ 1 rand-b1b\_front\_sck   
 - Channel 2: ☒ 1 rand-b1b\_front\_ab   
 - Channel LF: ☒ LF rand-b1b\_front\_sf   
 - Channel RF: RF   
 - Channel LB: LB   
 - Channel RB: RB   
 - Channel 1: ☒ 1 rand-b1b\_front\_ecm   
 Below the capture files, there are dropdown menus for "Sweep file" (set to huth/measurements\_aliki/log10s.ald) and "Equal. file".   
 The bottom section contains configuration parameters:   
 - Output level: -20   
 - Output channel: 1 (selected), 2   
 - Sweep time: 10.134   
 - Capture time: 15.0   
 - Iterations: 99   
 - Idle time: 1.0   
 - Initial delay time: 30.0   
 - Trigger command: send\_osc 57120 /switch   
 - Reset command: send\_osc 57120 /reset   
 On the right side of the bottom section, there are buttons for "Capture" (containing "Stop" and "Start"), "Test", "Trig", and "Reset".

# Sonic Lab

Sonic Arts Research Centre, Queen's University Belfast, Northern Ireland



# Adam Concert Room

New Zealand School of Music, Victoria University of Wellington



# Documentation

ACR Impulse Responses »



## Table Of Contents

### Recording

- Sweep Method
- Concert Hall Preparation
- Overview of Setup
  - Takes 1-8
  - Takes 9+10
  - Takes 11+12
- Loudspeaker Setup
- Microphone Setup
  - Dummy Head
  - X/Y Stereo Pair
  - Ambisonic Microphone
- DAW Hardware and

## Recording

The recording was conducted by Bridget Johnson, Stuart Macann, Jason Post and Florian Holle at the New Zealand School of Music on Friday, 14 October 2011, as a conclusion to the *Spatial Audio* course in trimester 2/2011 (CMPO383/NZSM483/NZSM503).

## Sweep Method

Fons Adriaensen has provided a [good overview](#) of various methods for capturing impulse responses (as opposed to anechoic chambers), the sweep method is superior to other approaches. firing starter pistols or playing binary MLS sequences, a sweep represents a source signal that can easily and exactly be reproduced by means of a loudspeaker. Moreover, the sweep method avoids the non-linear distortions typical for loudspeakers. Fons Adriaensen's *Aiki* package, which was used for these recordings, is well suited for such sweep-based impulse response measurements.

## Concert Hall Preparation

It was decided to conduct the recordings during the evening, in order to minimise unwanted noise. For this reason, we confirmed that no *Gamelan* rehearsal was scheduled on the day of the recording. The recording was treated for the recording as to prevent two undesirable types of artefacts:

### Background noise

The background noise was minimised by turning off all lights, the projector and – most significantly – the permanent



**Post Production**

# Tools and Tool Extensions

## for Automating the Post Production Process

- ▶ `aliki-convol`:  
Command line program for Aliko deconvolution
- ▶ `aliki-export`:  
Export from `.ald` to `.wav`
- ▶ `imptrim.sh` & `post_export.sh`:  
Shell scripts (`sox` etc.) for renaming, A-to-B conversion, roundtrip latency compensation, trimming, fade in, fade out, normalising, resampling
- ▶ `genjconv.sh`:  
for generating `jconvolver` configs:  

```
ls ir_*.wav | sort -n | genjconv.sh \  
> irjconv.conf
```



**Usage**

# Demo Scripts

Some [f|j]convolver config files and equivalent Octave scripts:

- ▶ `octo2binaural.[conf|m]:`  
Binaural headphone mixdowns of octophonic pieces
- ▶ `mono2stereo.[conf|m]:`  
à la standard convolution reverb
- ▶ `octo2stereo.[conf|m]:`  
Loudspeaker stereo mixdowns of octophonic pieces  
(experimental)





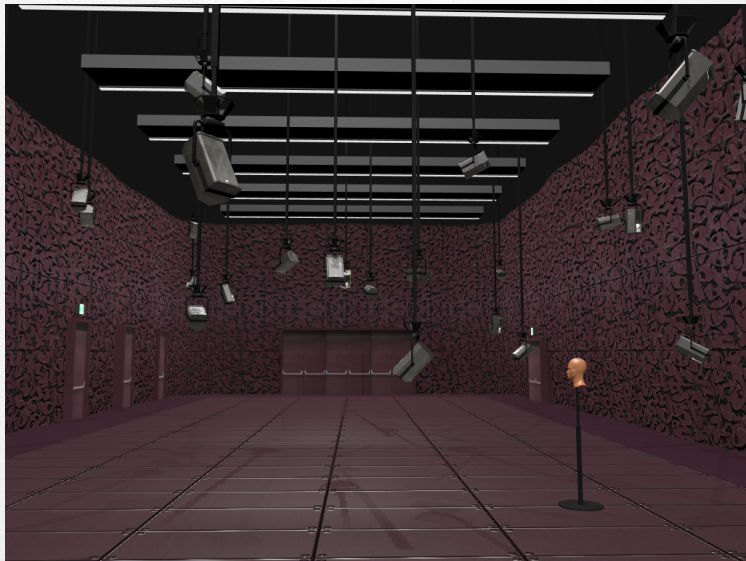
**Applications**

# Applications

- ▶ NooK (Dirk Specht & Gerriet K. Sharma) – *Abandonee*  
Gerriet K. Sharma – *I LAND*  
(binaural CD releases)
- ▶ Martin Rumori – *Parisflâneur, ruhrprotokolle*  
(audio augmented environments)
- ▶ Nic McBride, Elyssa Vulpes – *L'addio Scontato*  
(pop production)
- ▶ Martin Rumori et al. – *VirtualMUMUTH*  
(tool for *The Choreography of Sound* research project)

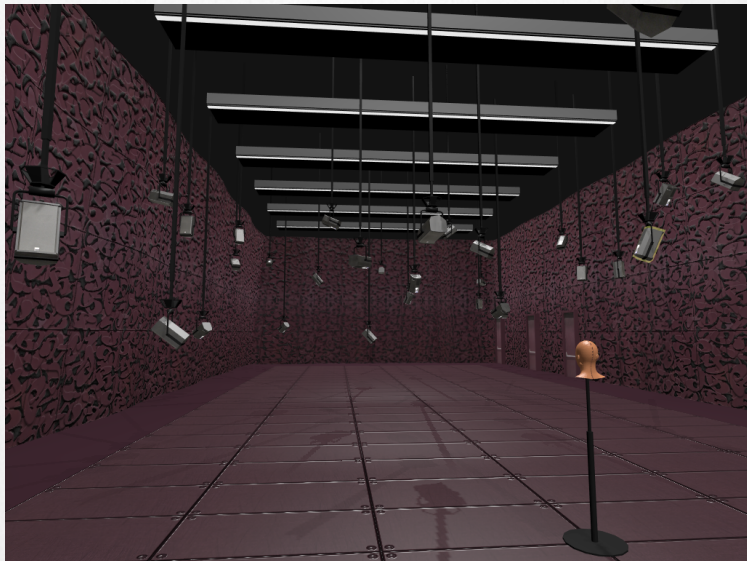
# VirtualMUMUTH

3D model and auralisation tool



# VirtualMUMUTH

3D model and auralisation tool



# Thanks to ...

Gerhard Eckel, Ramón González-Arroyo, Fons Adriaensen, Bridget Johnson, Jason Post, Stuart Macann, Roy Carr, Dugal McKinnon, Mark McGann, Mark Poletti, Andrés Cabrera, Gary Kendall, John Moeller, Justin Yang, Chris Corrigan, Anthony Moore, Dirk Specht, Thomas Musil, David Pirrò



SONICARTSRESEARCHCENTRE

