Geometric Modeling of Sound Propagation in 3D Environments

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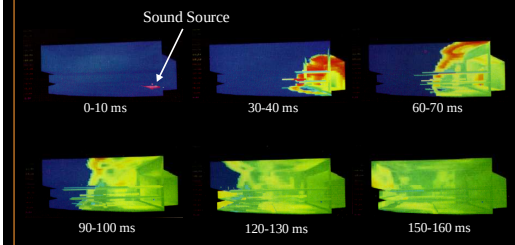
Princeton University

Goal

Model propagation of sound in 3D environments



Motivation

Realistic acoustics improve ...

- Ø Localization of auditory cues
- Comprehension of space
- Sense of presence

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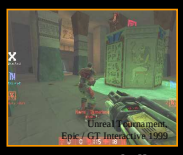

Large stone hall

Small wood corridor

Small metal room

Motivation

Realistic acoustics improve ...

- Localization of auditory cues
- Comprehension of space
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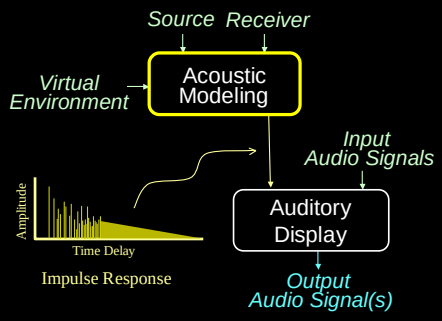
Audio Rendering



Talk Outline

Introduction

Acoustic modeling overview

Beam tracing method

- Stationary sources
- Moving sources

Conclusion

Future work

Acoustic Modeling Overview

Computational methods

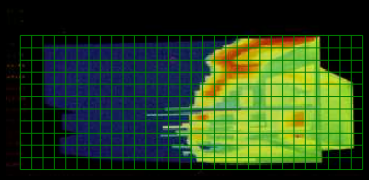
- Finite element methods
- Geometric path tracing
- Artificial reverberation

Acoustic Modeling Overview

Computational methods

Ø Finite element methods = wave theory approximation

- Geometric path tracing
- Artificial reverberation



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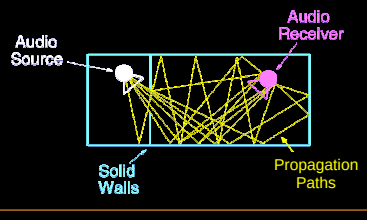
Acoustic Modeling Overview

Computational methods

- Finite element methods

Ø Geometric path tracing = ray theory approximation

- Artificial reverberation

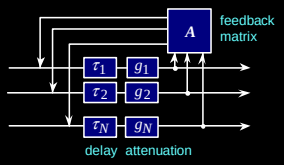


Acoustic Modeling Overview

Computational methods

- Finite element methods
- Geometric path tracing

Ø Artificial reverberation = perceptual approximation

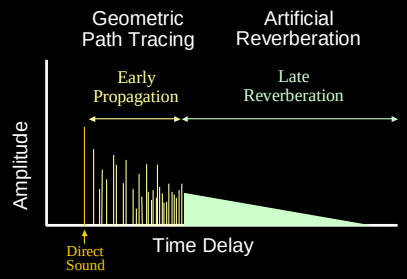


Feedback Delay Network

Jot

Acoustic Modeling Overview

Impulse response (early vs. late)



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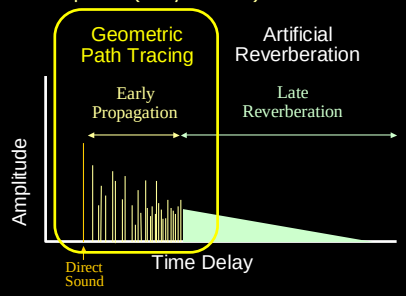
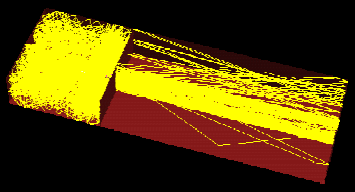


Geometric Path Tracing

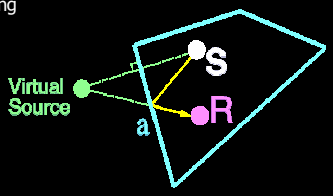
Challenge is to find early propagation paths efficiently



Geometric Path Tracing

Computational methods

- Ø Image sources
- Ray tracing
- Beam tracing

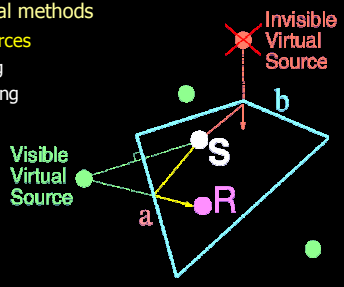


Model specular reflections with "virtual sources"

Geometric Path Tracing

Computational methods

- Ø Image sources
- Ray tracing
- Beam tracing



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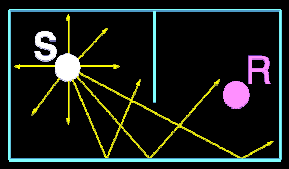
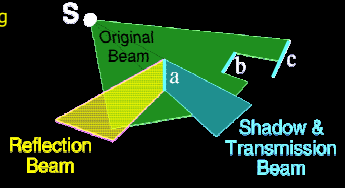


Trace rays from source

Geometric Path Tracing

Computational methods

- Image sources
- Ray tracing
- Ø Beam tracing



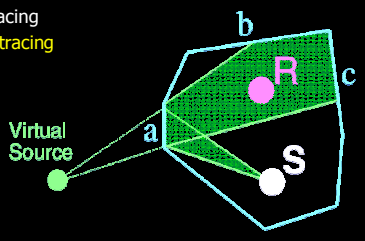
Trace beams (bundles of rays) from source

Geometric Path Tracing

Computational methods

- Image sources
- Ray tracing

Ø Beam tracing

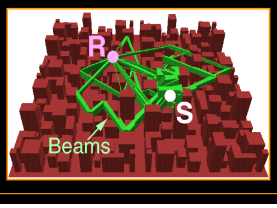


Beam Tracing Method

Key features

- Finds all propagation paths
- Models specular reflection, transmission, diffraction
- Updates at interactive rates as source/receiver move
- Scales for densely-occluded environments

Papers at
SIGGRAPH
1998, 1999, 2001



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Ø Stationary sources ←

- Moving sources

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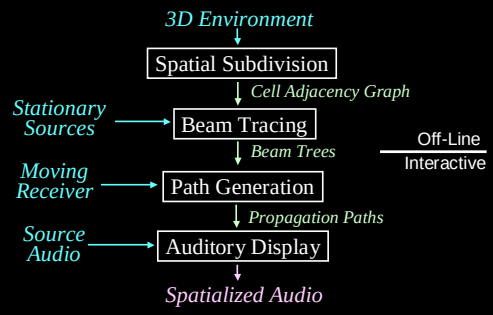
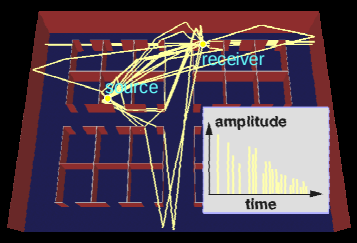
Beam Tracing Method

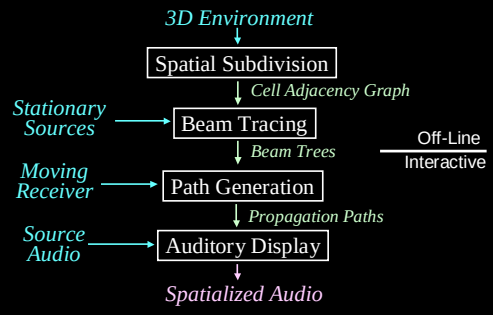


Step 4: Auralization

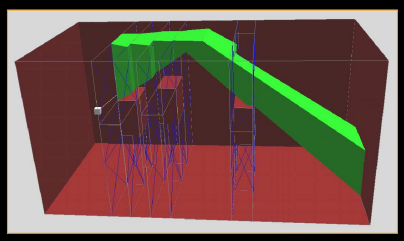
Combine paths to model early response



Beam Tracing Method

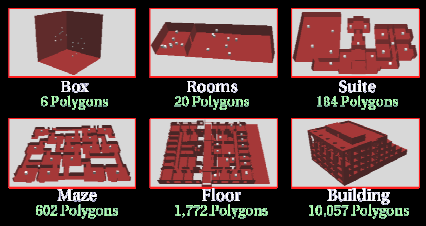


Beam Tracing Demo



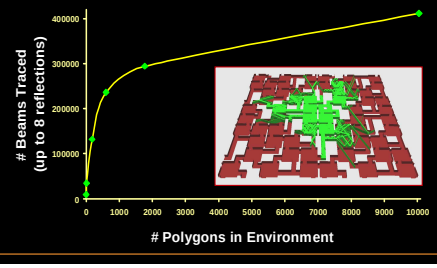
Experimental Results

Test propagation path update rates in large environments with several reflections



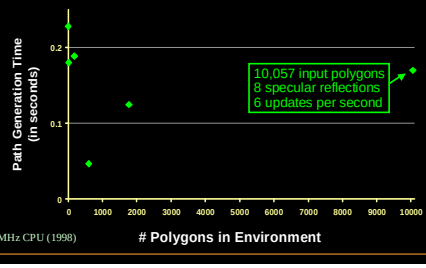
Beam Tracing Results

Beam tree does not necessarily grow with global complexity of environment

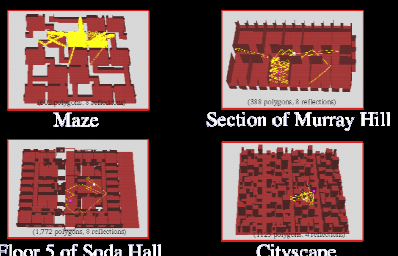


Path Generation Results

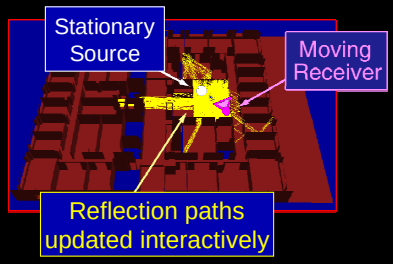
Propagation paths updated interactively ... even for large environments



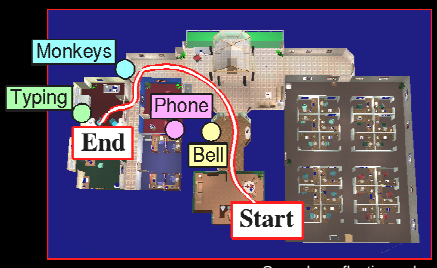
Path Generation Video



Path Generation Demo

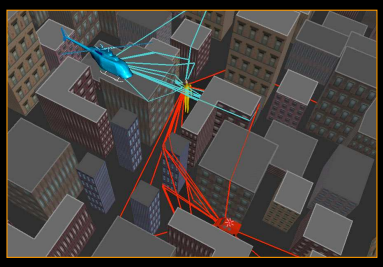


Auralization Video I



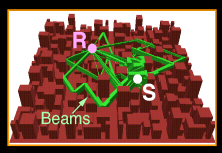
Specular reflection only

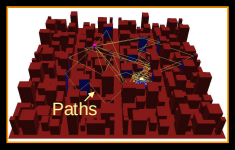
Auralization Video II



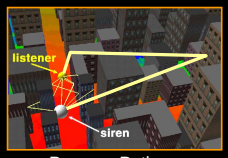
Diffraction and specular reflection

Diagnostic Results



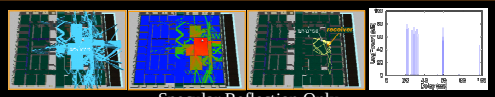


Power

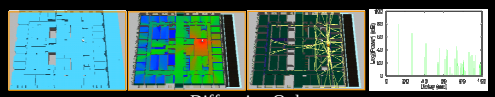


Power + Paths

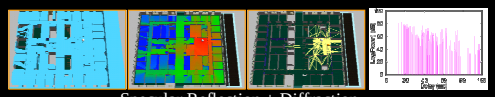
Diagnostic Results



Specular Reflection Only

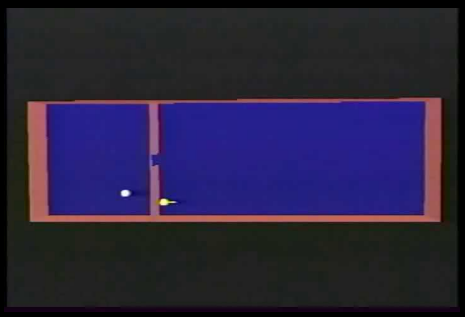


Diffraction Only



Specular Reflection + Diffraction

Diagnostic Results



Talk Outline

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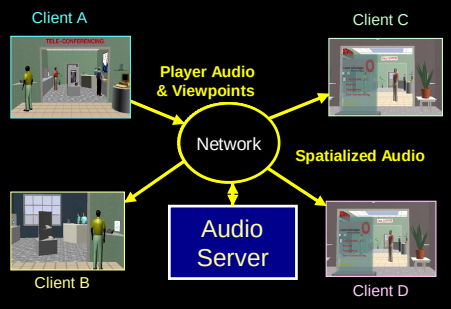
Beam tracing method

- Stationary sources
- Moving sources ←

Conclusion

Future work

Multi-Player Game System

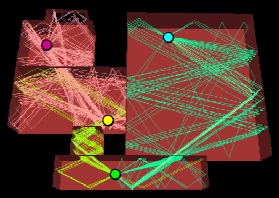


Moving Sources & Receivers

The audio server must ...

- find reflection paths between all pairs of avatars, ...
- with real-time update rates, ...
- as the avatars move.

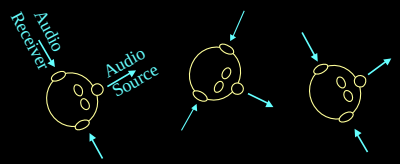
Real-time
Path Tracing



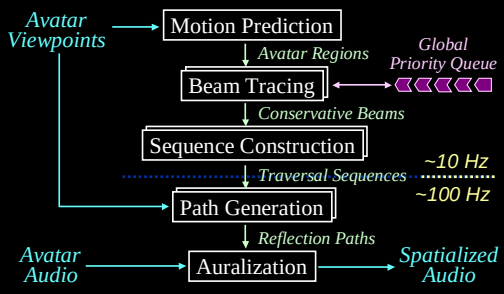
Real-Time Beam Tracing

Trace beams for predicted sources/receivers in real-time

- Amortized beam tracing
- Priority-driven beam tracing
- Bidirectional beam tracing
- Time-critical computing

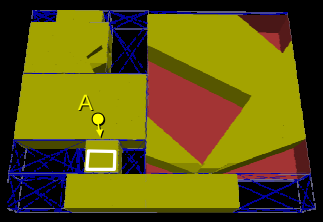


Real-Time System Organization



Amortized Beam Tracing

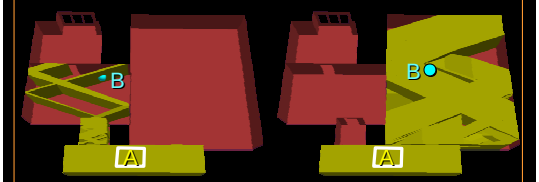
Trace beams from predicted avatar locations



Beams from box over-estimate paths from points in box

Priority-Driven Beam Tracing

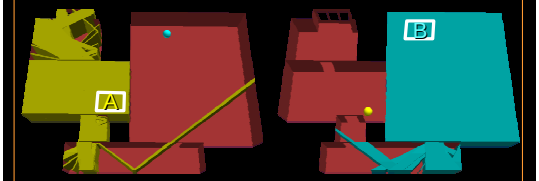
Prioritize beams based locations of other avatars



400 beams with shortest paths to “B”

Bidirectional Beam Tracing

Combine beams traced from every avatar

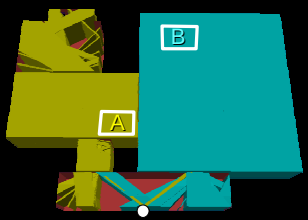


Beams from "A" (up to 2 reflections)

Beams from "B" (up to 2 reflections)

Bidirectional Beam Tracing

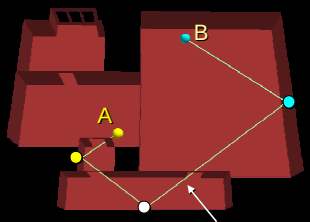
Combine beams traced from every avatar



Surface intersection

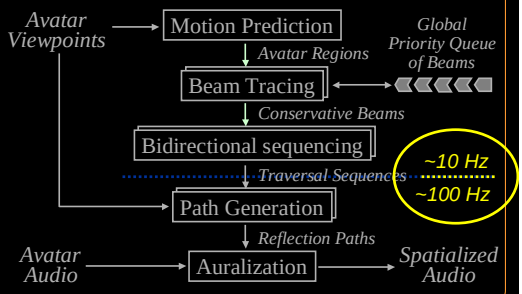
Bidirectional Beam Tracing

Combine beams traced from every avatar

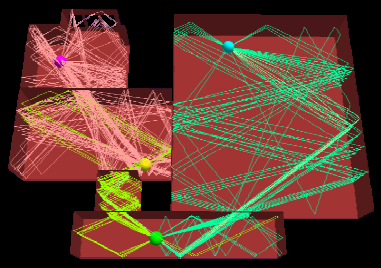


Propagation path

Predictive Time-Critical Computing



Real-Time Beam Tracing Video



Specular reflection only

Summary

Physically-based acoustic modeling

- Localization of sound sources
- Comprehension of space
- Sense of presence

Beam Tracing Methods

- Precomputation, conservative, convex
- Amortized, priority-driven, bidirectional, adaptive, etc.
- Predictive time-critical computing

Results

- Interactive computation of sound propagation paths
- Real-time auralization as sources/receivers move

Limitations of Current Method

Only densely-occluded environments
- Building interiors, cities, etc.

Only specular reflection, transmission, and diffraction
- Hard, locally reacting surfaces without diffusion

Only frequency-independent convolution in real-time
- Need sound card with sufficient filtering performance (e.g., Lake Huron)

Future Work

More general environments
- Locally complex environments
- Curved surfaces

Better scattering models
- Diffuse reflections
- Multiresolution obstacles

Designer tools
- Refine geometry/materials to achieve acoustic goals

Take better advantage of psychoacoustics
- Find perceptually similar approximations

Thank You ...

Princeton University
- Perry Cook, Patrick Min, Addy Ngan, Paul Calamia

Bell Laboratories
- Nicolas Tsingos, Ingrid Carlbom, Gary Elko, Mohan Sondhi, Jim West, Mike Gatlin, Gopal Pingali

Funding Agencies
- NSF Career Award, Sloan Foundation Grant

http://www.cs.princeton.edu/~funk