

VR Audio SDK

“Complete Solution to Enable VR Audio for OTT platform”

FEATURES

- SDK format makes it easy to integrate into local players, streaming players and livestreaming players.
- Real-time HRTF rendering reflects changes in listener's head orientation and position as they occur.
- Interactive audio renderer for VR/360-degree video
- Superior sound localization
- Infinite number of virtual sound source positions (limited by CPU power)
- Advanced distance rendering (patented)
- Controllable between maximum spatial resolution vs. timbral preservation
- Low complexity and computationally efficient
- Low latency
- Fully based on software
- Cross-platform C++ library
- Available for multiple devices and platforms



SOFTWARE SPECIFICATION

* HOA : Higher Order Ambisonics

**FOA : First Order Ambisonics

Format	GA5 · GA3 · HOA* · FOA**
Source	local file, streaming, live streaming
Output Configuration	headphone(binaural), mono, stereo, 5.1, 5.1.2, 7.1.4, sound bar
Codec	codec agnostic
OS	Android, iOS, Windows, Mac, tvOS, (Web)
Device	smartphone, tablet, TV/STB, gear VR, oculus GO, oculus Rift, HTC vive
CPU Load	< 5% (@Samsung Galaxy Note5)
SDK Size	< 240KB (FOA only core)
Rendering Latency	0.6ms