Summary

It all began in summer 2016. I got in contact with the Spatial Sound Wave System at Fraunhofer IDMT.

Immediately, I was fascinated by the music productions and small assets of sound structures that 3D mixing is capable of.

The mind-blowing and immersive effects that 3D systems and Plug Ins can create, started to make me think about application possibilities to use it. During my studies I decided to begin a research in the topics of Spatial Sound Systems and sound Design, especially atmospheres and soundscapes fort movies and games.

Me and my cousin who was a huge Sci-Fi Fan but slowly turned blind in the last years talked a lot about dreams and the production of audiobooks. Unfortunately he passed away that summer. His Illness was one reason that motivated me to dive further into this topic and the more I thought about it, the more eager I became to produce something for these systems that could open up a whole new way of consuming audio.

The work with big sessions, the production of new sounds and the style of mixing, can bring an immersive experience for consumers but also bring up many new questions.

With those Systems it´s time to stop working in conventions and usual mixing processes and start to think in new dimensions. It begins in the storyline and continues in every step of the production.

Especially the branches of gaming and filming and all type of virtual reality could benefit from this and with the new Data Format MPEGH 3D Audio could move into living Rooms without the needs of expensive Hardware..

Luckily it wasn't hard to find and motivate friends and students in the beginning of 2017 to work with. So we became a good and passionate working team, to realize a concept of a first person interactive audio game. It is placed in the Sci-Fi genre and tries to deal with different research aspects. We tried to create something to give you an impression what this way of mixing is capable of and defines a new way of storytelling.

On our journey there was a lot of research, theories and networking. We fixed a lot of workflow optimization and usually one answer brought up 10 new questions. But the motivation was growing every day and with overcoming all those obstacles on our way, we became closer and closer to the 3D integration.