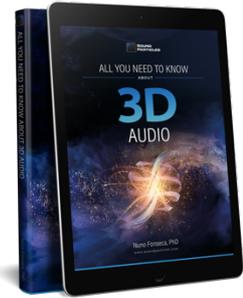


“All You Need to Know About 3D Audio”

Sound Particles releases first eBook on Immersive Audio

Sound Particles, well known for their 3D audio software, just released a free eBook entitled “All You Need To Know About 3D Audio”, with the goal of helping professionals around the world to transition into the immersive audio field. With this new eBook, sound enthusiasts will be able to find all the answers they’re looking for in a **detailed, complete** and **easy** to read guide.

Immersive Sound is the next big thing in audio. Cinema, TV, VR/AR, Videogames, Music, Installations - **everyone** is moving to 3D audio as a way to immerse audiences and improve their experiences. However, 3D audio brings **new concepts** and some new/old **technologies** that professionals may not understand at first, with buzzwords such as 7.1.2, VBAP, 22.2, objects, beds, B-format, AmbiX, ACN, SN3D, HRTF, HRIR. This eBook **summarizes** the most relevant information on this topic, covering **channel-based audio, object-based audio, Ambisonics, and binaural**.



“3D Sound is the **future**, and the last big challenge in audio” says Nuno Fonseca. “Yes, it may be a little confusing for someone to understand all the formats that currently exist, but the goal of this eBook is to give people the **initial push**, allowing everyone to start working on this new creative field.”

Visit <https://soundparticles.com/lp/ebook/3daudio/> to get your free copy!

About the Author

Nuno Fonseca (PhD) is the founder and CEO of Sound Particles company, and the creator of Sound Particles software, a 3D CGI-like audio software.

Former university professor (computer science and music technology areas), Nuno is the author of the Portuguese book “*Introdução à Engenharia de Som*” (“Introduction to Sound Engineering”), co-author of the Portuguese book “*Desenvolvimento em iOS*” (“iOS Development”), and author of more than 20 papers regarding audio research.

About Sound Particles Company

With a vision to use the power of computer graphics applied to sound, Sound Particles creates unique software used by top videogame companies and all major Hollywood studios in productions such as “**Star Wars 9**”, “Frozen II”, or “**Game of Thrones**”.

For more information on Sound Particles, please visit www.soundparticles.com.

To access the media kit go to: <https://soundparticles.com/press/resources/mediakit-3d-audio-ebook.zip>

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