

ACOUSTIC FILTER

New Virtual Reality Audio Format Pretends to Enhance
Immersive Experience

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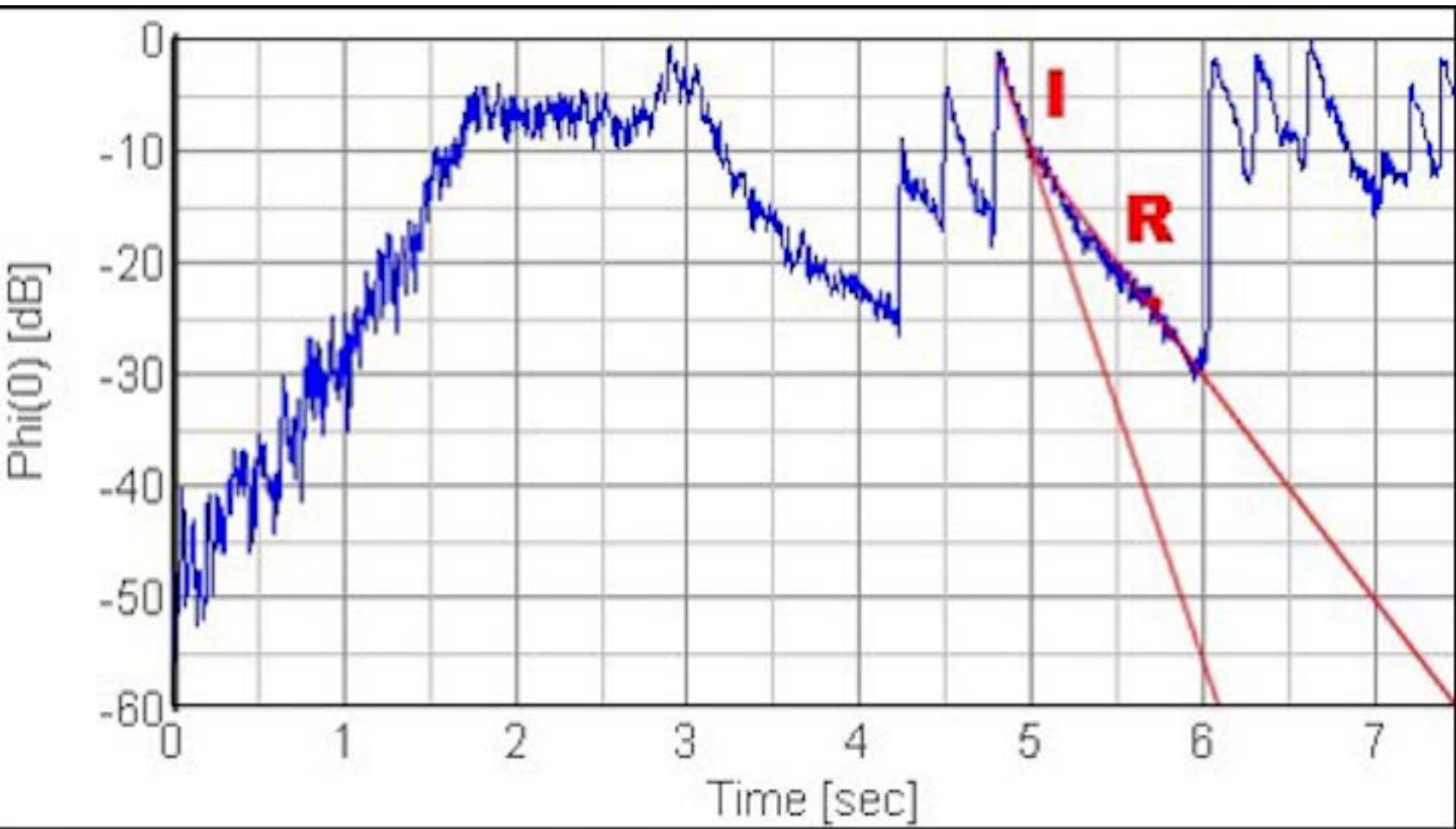
ETSAB-UPC

Gamification for the urban design education and its integration with public participation 3.0. GAME4CITY 3.0

1. Collecting acoustic data from places.
2. Designing the Acoustic Filter.
3. Testing the application with architectural students and users.

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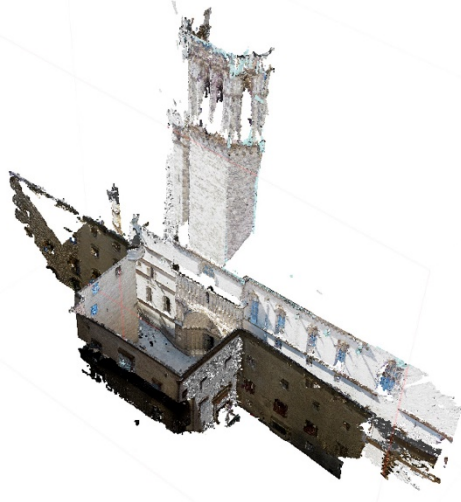


THE CASE STUDY SQUARES.

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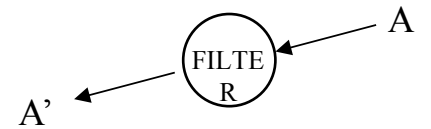
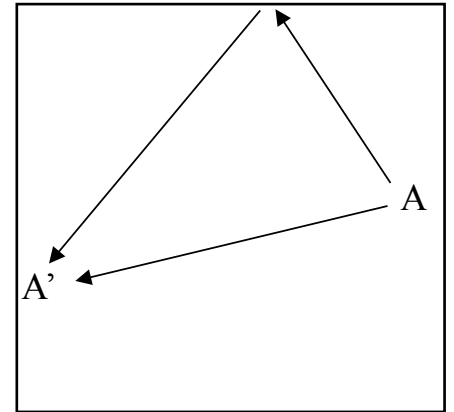
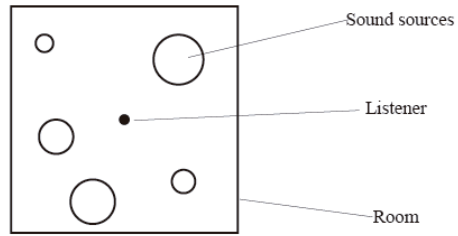


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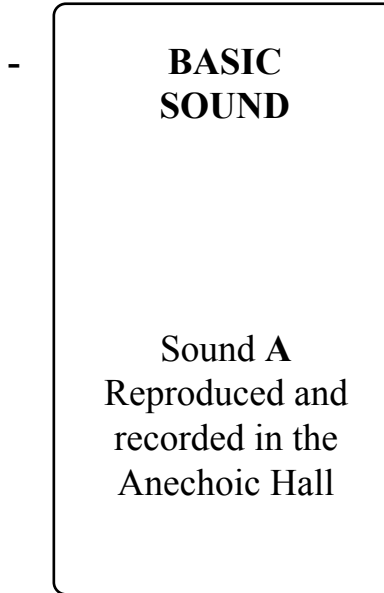
<https://www.youtube.com/watch?v=j221wBVAuM8>

BACKGROUND. VR audio formats and the new Acoustic Filter

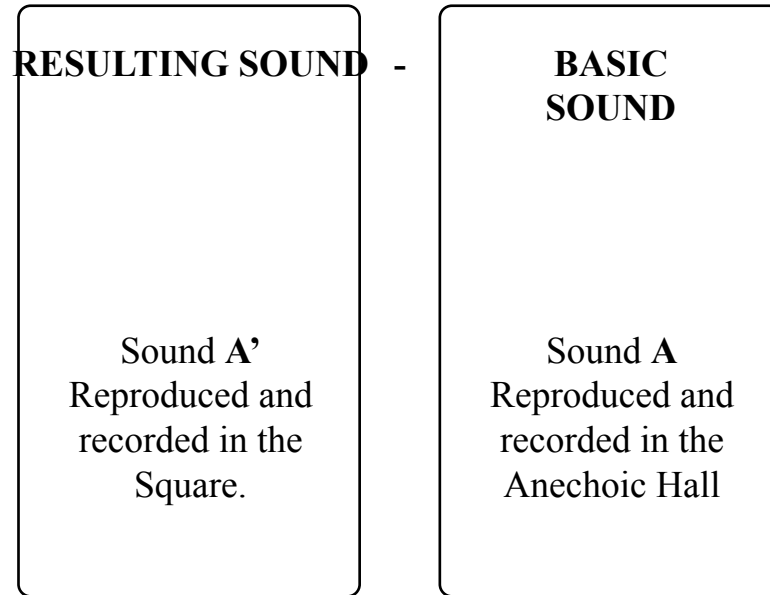
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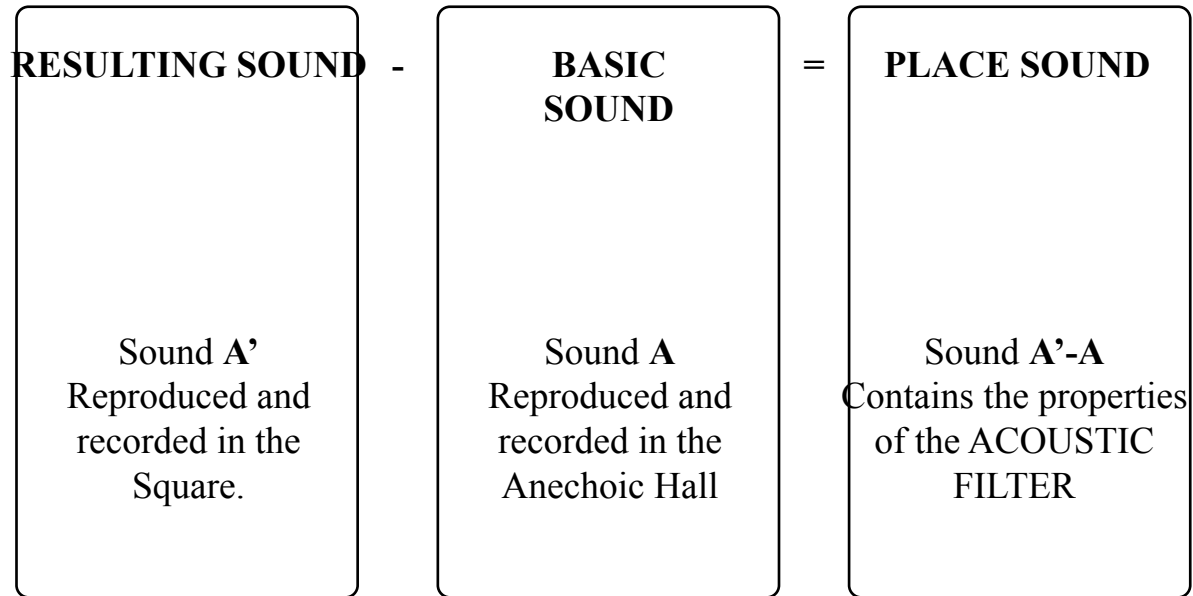
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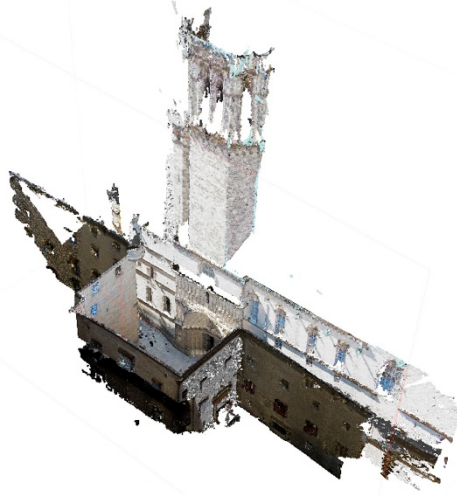


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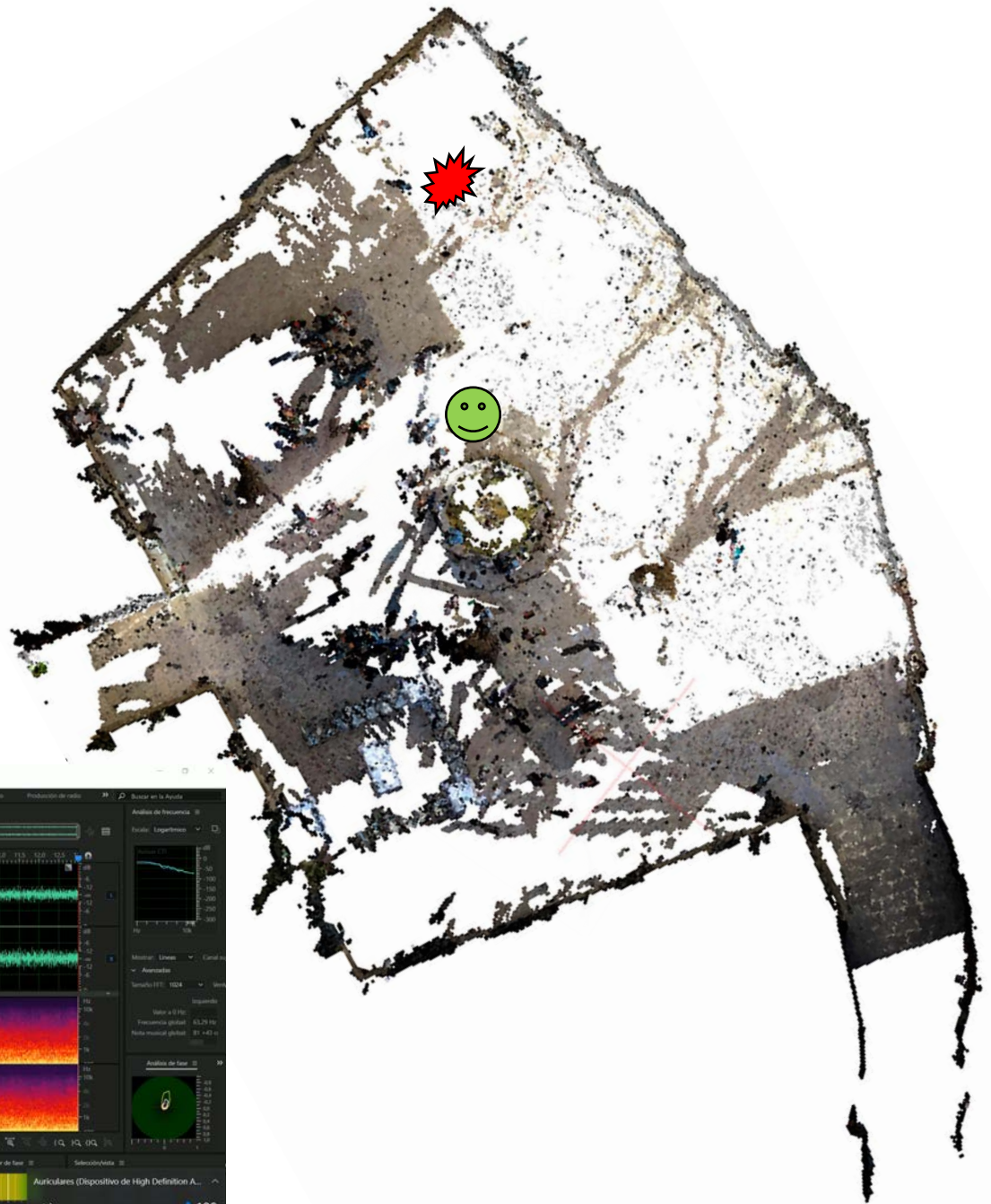


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THE CASE STUDY SQUARES.



THE RESULT OF THE ACOUSTIC FILTER.

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