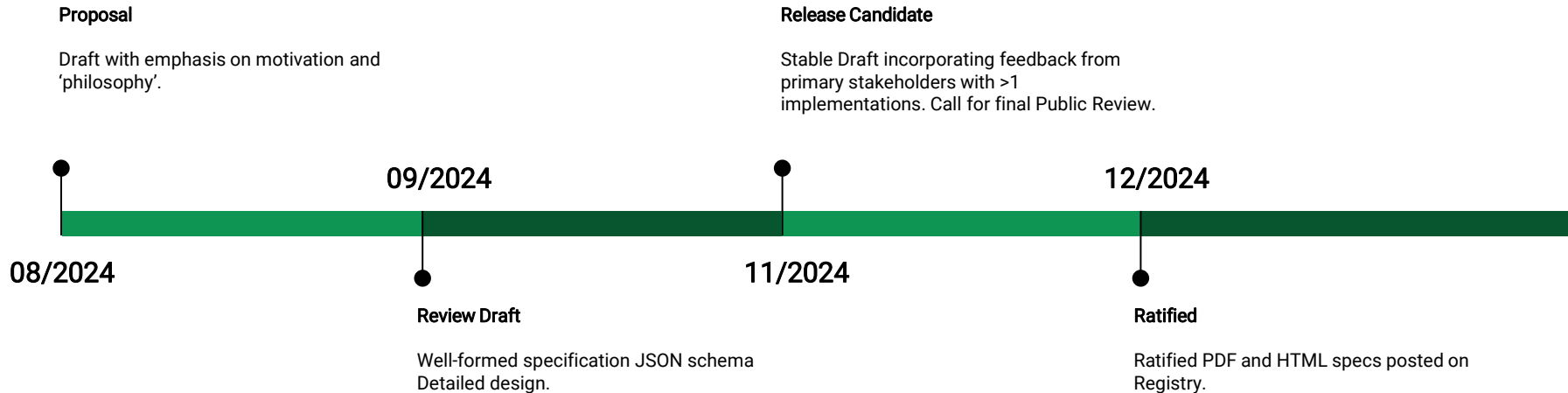




Audio

Chintan Shah (Meta) & Alexey Medvedev (Meta)

Audio: Spec Timeline



Audio: Framework

- Audio Graph
 - Audio processing pipeline is modeled as DAG comprised of nodes which operate on buffers of audio data
 - Graph based audio routing allows arbitrary connections between different audio node objects
- Audio Nodes
 - Building blocks of an audio graph for rendering audio to the audio hardware
 - Three basic node types are used to describe audio graphs
 - Source: no inputs / one output (e.g., file, stream)
 - Destination/Sink: one input / no outputs (e.g., spatial emitter)
 - Processor: one or more inputs / one or more outputs (e.g., filter, mixer, splitter)

Audio: Key Functionalities

- Audio routing for simple or complex mixing and processing architectures
- Input sources (memory buffer, file)
- Metadata (encoding properties)
- Playback controls (e.g., play, stop, loop)
- Spatial audio
- Signal processing
 - Basic (e.g., gain, delay, pitch)
 - Advanced (e.g., reverb, filtering)
- Flexible channel handling (e.g., splitting, merging)
- Animation control and dynamic update of node properties

Audio: Call for Action

Review and share feedback



To participate in early implementation

email:

chintans@meta.com / amedvedev@meta.com

Thank you!

We are excited to introduce GPU-accelerated, cross platform HDR images to you all!

- Feel free to check out our SDR project here:
https://github.com/binomialLLC/basis_universal
- Reach out to us directly: <https://binomial.info/contact>
- Contribute to the new HDR standard at 3DFormats Khronos meetings
- Public repo coming soon!