

## The Future of Audio Post-Production using Virtual 3D Scenes

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Many motion pictures use 3D computer graphics software to generate imagery - moving 3D objects are positioned on a virtual space where a moving virtual camera is responsible for the rendering of the scene. Unfortunately, the same concept is not used for audio post-production. Even for immersive audio, the current audio post-production workflow is based only on Digital Audio Workstations (DAW), the audio equivalent of a video editing software, where hundreds of audio tracks are mixed together, but lacking a true integration between sound sources and the virtual sound "camera". — This paper presents the concept of a virtual 3D scene audio software, its advantages and disadvantages, based on a particle system software developed for sound design, which is currently being tested in major audio post-productions studios, capable of creating virtual 3D audio scenes.

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