Subject: Re: 3D Sound
Posted by Wayne Parham on Mon, 22 Aug 2011 13:16:02 GMT
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It's a phasing trick, to give an impression of improved stereo imaging. Carver used to do this, giving it the name "sonic holography". The Carver technique puts a delayed and equalized signal from the right channel at the left loudspeaker to cancel the signal from the right loudspeaker at the listener's left ear (and vice versa).

I personally do not care much for these kinds of processors. I think speaker placement and directivity are more effective, since they are acoustic solutions to an acoustic problem, e.g. unwanted reflections and room interactions. I prefer to have a good quality source, amplification and loudspeakers. Stick with the basics.