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Subject: Re: 3D Sound

Posted by [Wayne Parham](#) on Sat, 29 Oct 2011 01:55:05 GMT

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Oh, yes, I know. It's described in the Carver patent.

I have the same settings in my processor, and I've tried the setup. So I know what you are experiencing - a sort of headphone-like imaging from loudspeakers. It's very good, but the benefits are limited to an extremely small listening position. Anywhere else, for all other listeners, it is somewhat artificial sounding. Like you said, the angles have to be perfect, or the whole thing falls apart. You must be directly in the "special spot" for this approach to work. I kind of don't like that.

This is how I prefer to setup my system:

High-Fidelity Uniform, the basic approach

Speaker placement and wavefront launch, visualization of wavefront propagation in the room

Room modes, multisubs and flanking subs, for modal smoothing below 200Hz

Surround speaker placement, for ambiance from the sides and rears My approach also gives excellent imaging, and provides a much wider "sweet spot". The listening area is truly as wide as the couch. I like my front channels to be very directional with a high ratio of direct-to-reflected sound. The surrounds I like just the opposite. In fact, I found that pointing them at a wall and reflected back towards the listeners works great. Point the (side and rear) surrounds so the angle of incidence directs the reflection generally towards the listening area.