

## **4 points to work with spatial sound in a musical and sound designing context.**

- Working with musical/sound objects in space and how they relate to each other spatially. Creating spaces is strongly connected to the experience of our surroundings, spatial mimicry can be a useful approach. Or the idea of allusion. Building up an impression of space. Connected to Reverberation in ambisonic (a room in a room) constructing different sizes. Perceptual processing(distance) as a part of constructing the space within ambisonic.
- Establish a good workflow practice ( DAW or environment) that facilitates what you want to accomplish.
- Take care of elevation, explore more boundaries at the horizontal, as our ears are more sensitive on the horizontal plane. Just because its 3D does not mean everything as to be jumping up and down.
- Keep in mind what is the intended performance space or medium ( sound installation, concert music, VR or other)