SCALABLE SPATIAL AUDIO BROWSER

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ABSTRACT

Music collections are often visualized in a two dimensional space to show the relationships between songs. By employing spatial audio, user interfaces for two dimensional maps of songs allow easier access to the audio content. A common spatial audio interface is to have multiple songs playing simultaneously from differing spatial locations around the listener. However, when using this style of interface the spatial audio auralization of the collection is limited to a local subset of the collection, usually three to six songs. Our interface allows a listener to auralize the collection at different scales, from a local to a global viewpoint. A visual analog is online map interfaces which obscure the details of local road names and small towns when viewed at a country level, but which come into focus when zoomed in. This allows for a more intuitive navigation of a timbre space populated by a large collection of songs without relying on metadata.
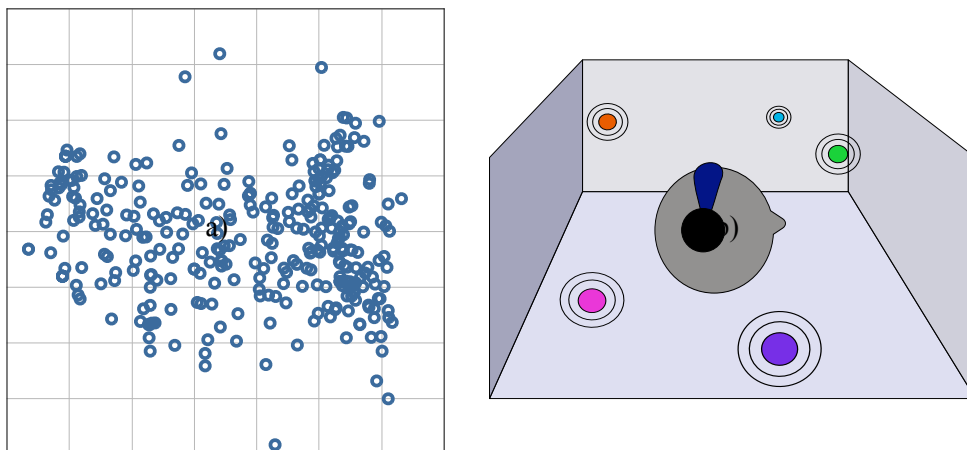
Figure 1. a) Collection of songs mapped to a two dimensional space and b) how a local subset commonly is arranged using spatial audio.