Who is AuSIM?

AuSIM is an up-and-coming company located in Los Altos, California, near Stanford University and in the heart of Silicon Valley. It was founded in 1998 by William Chapin to provide positional 3D audio simulation solutions to mission-critical applications. Mr. Chapin is a designer and an engineer, with over a dozen years' experience in 3D simulation technologies. He has gathered a team of bright, enthusiastic engineers and acousticians to help grow AuSIM into the world leader in Audio Simulation.

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Engineering Solutions with Audio Simulation for Mission-Critical Applications

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InTheMix

AuSIM Presents: InTheMix

At SIGGRAPH 2000, AuSIM, Inc. is proud to introduce a creative exploration in sound: InTheMix. This groundbreaking combination of sound technologies is enhanced by the musical contributions of our friends, RST. We hope you enjoy the experience.

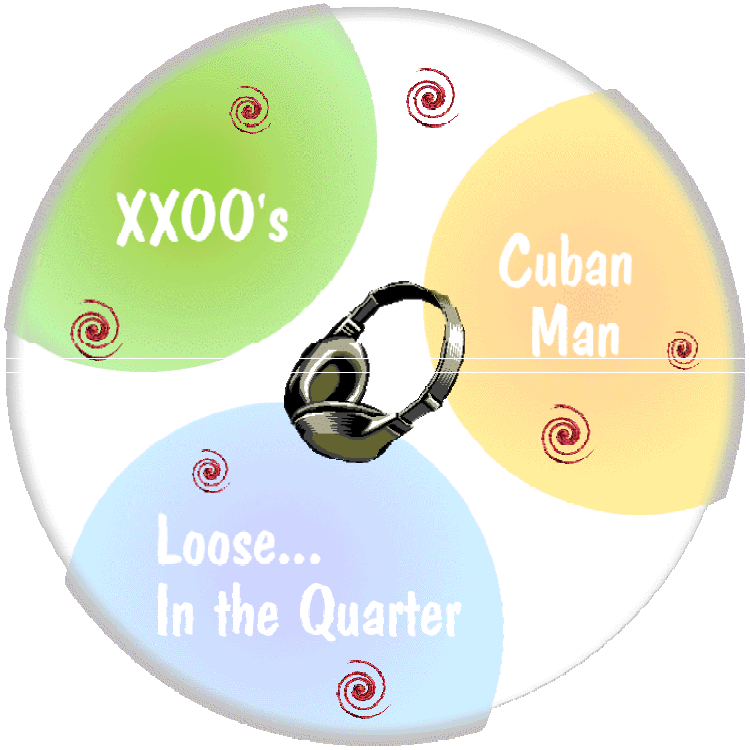
Our challenge in producing InTheMix: to process numerous sound sources in positional 3D audio, while interacting with the movements of the participant listener. In addition, we allow the participants in our multiple listening areas (nodes) to interact with each other in real time.

The Experience:

Exploring InTheMix is a highly creative aural adventure in three dimensions and six degrees of freedom. InTheMix allows you to discover and interact with several contrasting musical environments placed within the node.

In addition, the participant is able to mix original music by triggering audio events—instruments, voices, looping music—while sharing observations with participants in the other nodes.

The result is a one-of-a-kind music mix, as participants wander a unique path through an infinite number of possible arrangements.



The Solution:

InTheMix consists of multiple nodes. The participant in each node has a head-tracked headset, connected to an AuSIM Gold Series Server.

This simulation was made possible by combining AuSIM3D™spatialized audio, AuSIM GoldServe™ multiple sound-source processing, AuTrak™ tracking, Virtual Sound Server (VSS) action-driven responses and custom proprietary software.

The Future:

In the world of the future, we will be able to aurally explore places that would otherwise be inaccessible: performance stages during concerts, playing fields during ballgames, history-making parliamentary debates, remote caves or canyons, ocean floors, or outer space outposts, just to name a few.

We will also be able to bring distant people together like never before—for roundtable discussions, musical rehearsals, educational workshops, sports such as laser tag—opportunities for remote interaction will be limited only by our imaginations.

We invite you to join us in imagining all the creative and innovative ways this technology could be used, today and in the future.

AuSIM.

Engineering Solutions.