

FIELDS & SPACES

OUTDOOR IMPULSE RESPONSES

FILENAME	DESCRIPTION
Canyon 01 Echo 170m HOA3.wav	Large canyon with plateaus and steep cliffs. One loud muffled echo with long diffuse tail. Ambisonics B-Format 3rd order, TOA.
Canyon 01 Echo 170m FOA.wav	Large canyon with plateaus and steep cliffs. One loud muffled echo with long diffuse tail. Ambisonics B-Format 1st order.
Canyon 02 Echo 0m HOA3.wav	Medium-sized canyon with steep rock faces. Strong single echoes combined with a diffuse tail. Ambisonics B-Format 3rd order, TOA.
Canyon 02 Echo 0m FOA.wav	Medium-sized canyon with steep rock faces. Strong single echoes combined with a diffuse tail. Ambisonics B-Format 1st order.
Canyon 02 Echo 40m HOA3.wav	Medium-sized canyon with steep rock faces. Multiple early reflections in quick succession with a diffuse tail. Ambisonics B-Format 3rd order, TOA.
Canyon 02 Echo 40m FOA.wav	Medium-sized canyon with steep rock faces. Multiple early reflections in quick succession with a diffuse tail. Ambisonics B-Format 1st order.
Canyon 02 Echo 70m HOA3.wav	Medium-sized canyon with steep rock faces. Multiple early reflections in quick succession with a diffuse tail. Ambisonics B-Format 3rd order, TOA.
Canyon 02 Echo 70m FOA.wav	Medium-sized canyon with steep rock faces. Multiple early reflections in quick succession with a diffuse tail. Ambisonics B-Format 1st order.
Canyon 02 Soft 30m HOA3.wav	Medium-sized canyon with steep rock faces. Long, bright and diffused tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Canyon 02 Soft 30m FOA.wav	Medium-sized canyon with steep rock faces. Long, bright and diffused tail evenly fading into distance. Ambisonics B-Format 1st order.
Canyon 03 Echo 0m HOA3.wav	Narrow cave-like canyon with wet surfaces. Wide early reflections with narrow dissolving tail. Ambisonics B-Format 3rd order, TOA.
Canyon 03 Echo 0m FOA.wav	Narrow cave-like canyon with wet surfaces. Wide early reflections with narrow dissolving tail. Ambisonics B-Format 1st order.
Canyon 03 Echo 20m HOA3.wav	Narrow cave-like canyon with wet surfaces. Strongly moving echos merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
Canyon 03 Echo 20m FOA.wav	Narrow cave-like canyon with wet surfaces. Strongly moving echos merging into diffuse tail. Ambisonics B-Format 1st order.
Forest 01 50m HOA3.wav	Wide open forest with dense treetops. Long and diffuse reverberation. Distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest 01 50m FOA.wav	Wide open forest with dense treetops. Long and diffuse reverberation. Distinct tonal character. Ambisonics B-Format 1st order.
Forest 02 0m HOA3.wav	Wide open forest with dense treetops. Long and diffuse reverberation. Distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest 02 0m FOA.wav	Wide open forest with dense treetops. Long and diffuse reverberation. Distinct tonal character. Ambisonics B-Format 1st order.
Forest Winter 01 50m HOA3.wav	Wide open forest with snow covered ground. Long and diffuse reverberation. Distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest Winter 01 50m FOA.wav	Wide open forest with snow covered ground. Long and diffuse reverberation. Distinct tonal character. Ambisonics B-Format 1st order.
Forest Winter 02 0m HOA3.wav	Wide open forest with snow covered ground. Smooth medium length tail. Distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest Winter 02 0m FOA.wav	Wide open forest with snow covered ground. Smooth medium length tail. Distinct tonal character. Ambisonics B-Format 1st order.
Forest Road 01 20m HOA3.wav	Road through a large forest area with tall deciduous trees. Road reflection followed by foliage reflection and diffuse tail. Ambisonics B-Format 3rd order, TOA.
Forest Road 01 20m FOA.wav	Road through a large forest area with tall deciduous trees. Road reflection followed by foliage reflection and diffuse tail. Ambisonics B-Format 1st order.
Forest Road 02 0m HOA3.wav	Road through a large forest area with tall deciduous trees. Diffused sequential road and foliage reflection with smooth tail. Ambisonics B-Format 3rd order, TOA.
Forest Road 02 0m FOA.wav	Road through a large forest area with tall deciduous trees. Diffused sequential road and foliage reflection with smooth tail. Ambisonics B-Format 1st order.
Forest Winter 03 Short 0m HOA3.wav	Road through a large forest area with snow covered trees. Diffused sequential road and tree reflection with smooth tail. Ambisonics B-Format 3rd order, TOA.
Forest Winter 03 Short 0m FOA.wav	Road through a large forest area with snow covered trees. Diffused sequential road and tree reflection with smooth tail. Ambisonics B-Format 1st order.
Forest Dense Short 0m HOA3.wav	Dense forest with thick foliage close by. Soft moving diffused tail quickly fading into distance. Ambisonics B-Format 3rd order, TOA.
Forest Dense Short 0m FOA.wav	Dense forest with thick foliage close by. Soft moving diffused tail quickly fading into distance. Ambisonics B-Format 1st order.
Forest 03 Long 0m HOA3.wav	Large forest area on hills with tall trees and undergrowth. Long moving diffused and muffled tail. Distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest 03 Long 0m FOA.wav	Large forest area on hills with tall trees and undergrowth. Long moving diffused and muffled tail. Distinct tonal character. Ambisonics B-Format 1st order.
Forest 03 Long 60m HOA3.wav	Large forest area on hills with tall trees and undergrowth. Long, diffused and muffled tail. Distinct tonal character. Ambisonics B-Format 3rd order, TOA.

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FILENAME	DESCRIPTION
Forest 03 Long 60m FOA.wav	Large forest area on hills with tall trees and undergrowth. Long, diffused and muffled tail. Distinct tonal character. Ambisonics B-Format 1st order.
Forest Light 01 0m HOA3.wav	High and light forest with even ground. Long diffused tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Forest Light 01 0m FOA.wav	High and light forest with even ground. Long diffused tail evenly fading into distance. Ambisonics B-Format 1st order.
Forest Light 02 10m HOA3.wav	High and light forest with even ground. Long diffused tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Forest Light 02 10m FOA.wav	High and light forest with even ground. Long diffused tail evenly fading into distance. Ambisonics B-Format 1st order.
Forest Light 02 20m HOA3.wav	High and light forest with even ground. Dominant early reflection merging with long diffused tail. Ambisonics B-Format 3rd order, TOA.
Forest Light 02 20m FOA.wav	High and light forest with even ground. Dominant early reflection merging with long diffused tail. Ambisonics B-Format 1st order.
Forest 04 0m HOA3.wav	Small pit with undergrowth in forest with high trees. Short, close and muffled reflections with distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest 04 0m FOA.wav	Small pit with undergrowth in forest with high trees. Short, close and muffled reflections with distinct tonal character. Ambisonics B-Format 1st order.
Forest 04 10m HOA3.wav	Small pit with undergrowth in forest with high trees. Short, close and muffled reflections with distinct tonal character. Ambisonics B-Format 3rd order, TOA.
Forest 04 10m FOA.wav	Small pit with undergrowth in forest with high trees. Short, close and muffled reflections with distinct tonal character. Ambisonics B-Format 1st order.
Hills Grass 0m HOA3.wav	Vast landscape with soft grass hills. Very warm and diffused tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Hills Grass 0m FOA.wav	Vast landscape with soft grass hills. Very warm and diffused tail evenly fading into distance. Ambisonics B-Format 1st order.
Hills Grass 60m HOA3.wav	Vast landscape with soft grass hills. Very warm and diffused tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Hills Grass 60m FOA.wav	Vast landscape with soft grass hills. Very warm and diffused tail evenly fading into distance. Ambisonics B-Format 1st order.
Hills Snow 0m HOA3.wav	Vast landscape with soft snow covered hills. Diffused smooth tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Hills Snow 0m FOA.wav	Vast landscape with soft snow covered hills. Diffused smooth tail evenly fading into distance. Ambisonics B-Format 1st order.
Hills Snow 60m HOA3.wav	Vast landscape with soft snow covered hills. Diffused smooth tail evenly fading into distance. Ambisonics B-Format 3rd order, TOA.
Hills Snow 60m FOA.wav	Vast landscape with soft snow covered hills. Diffused smooth tail evenly fading into distance. Ambisonics B-Format 1st order.
Hillside Dirt 10m HOA3.wav	Hill of wet soil on an open grass field. Bright short reflection followed by quickly fading diffusion. Ambisonics B-Format 3rd order, TOA.
Hillside Dirt 10m FOA.wav	Hill of wet soil on an open grass field. Bright short reflection followed by quickly fading diffusion. Ambisonics B-Format 1st order.
Hillside Dirt 40m HOA3.wav	Hill of wet soil on an open grass field. Bright and smooth reverberation fading with soft pulsation. Ambisonics B-Format 3rd order, TOA.
Hillside Dirt 40m FOA.wav	Hill of wet soil on an open grass field. Bright and smooth reverberation fading with soft pulsation. Ambisonics B-Format 1st order.
Mountain 01 0m HOA3.wav	Middle of a big lake surrounded by high mountain chains. Very short early reflections followed by late diffused echos. Ambisonics B-Format 3rd order, TOA.
Mountain 01 0m FOA.wav	Middle of a big lake surrounded by high mountain chains. Very short early reflections followed by late diffused echos. Ambisonics B-Format 1st order.
Mountain 02 0m HOA3.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Ambisonics B-Format 3rd order, TOA.
Mountain 02 0m FOA.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Ambisonics B-Format 1st order.
Mountain 02 15m HOA3.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Ambisonics B-Format 3rd order, TOA.
Mountain 02 15m FOA.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Ambisonics B-Format 1st order.
Mountain 02 90m HOA3.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Ambisonics B-Format 3rd order, TOA.
Mountain 02 90m FOA.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Ambisonics B-Format 1st order.
Mountain 03 0m HOA3.wav	Road through mountain range with grainy surface. Bright and smooth reverberation quickly fading. Ambisonics B-Format 3rd order, TOA.
Mountain 03 0m FOA.wav	Road through mountain range with grainy surface. Bright and smooth reverberation quickly fading. Ambisonics B-Format 1st order.

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Mountain 03 10m HOA3.wav	Road through mountain range with grainy surface. Bright and smooth reverberation quickly fading. Ambisonics B-Format 3rd order, TOA.
Mountain 03 10m FOA.wav	Road through mountain range with grainy surface. Bright and smooth reverberation quickly fading. Ambisonics B-Format 1st order.
Mountain Rumble 01 0m HOA3.wav	Rocky spot in mountain valley with huge cliffs. Early reflections from close by walls with long rumbling tail. Ambisonics B-Format 3rd order, TOA.
Mountain Rumble 01 0m FOA.wav	Rocky spot in mountain valley with huge cliffs. Early reflections from close by walls with long rumbling tail. Ambisonics B-Format 1st order.
Mountain Rumble 02 0m HOA3.wav	Mountain peak, green valley surrounded by high rock cliffs. Early reflections followed by a delayed long rumbling tail. Ambisonics B-Format 3rd order, TOA.
Mountain Rumble 02 0m FOA.wav	Mountain peak, green valley surrounded by high rock cliffs. Early reflections followed by a delayed long rumbling tail. Ambisonics B-Format 1st order.
Mountain Rumble 03 1000m HOA3.wav	Microphone on mountain peak, sound source in the valley. Muffled long rumbling tail. Ambisonics B-Format 3rd order, TOA.
Mountain Rumble 03 1000m FOA.wav	Microphone on mountain peak, sound source in the valley. Muffled long rumbling tail. Ambisonics B-Format 1st order.
Plane Grass 01 0m HOA3.wav	Mostly flat plain landscape with dense grass. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Grass 01 0m FOA.wav	Mostly flat plain landscape with dense grass. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 1st order.
Plane Grass 01 10m HOA3.wav	Mostly flat plain landscape with dense grass. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Grass 01 10m FOA.wav	Mostly flat plain landscape with dense grass. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 1st order.
Plane Grass 02 0m HOA3.wav	Mostly flat and plain landscape with sparse grass. Very short and smooth reflections with slightly muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Grass 02 0m FOA.wav	Mostly flat and plain landscape with sparse grass. Very short and smooth reflections with slightly muffled timbre. Ambisonics B-Format 1st order.
Plane Grass 02 10m HOA3.wav	Mostly flat and plain landscape with sparse grass. Very short and smooth reflections with slightly muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Grass 02 10m FOA.wav	Mostly flat and plain landscape with sparse grass. Very short and smooth reflections with slightly muffled timbre. Ambisonics B-Format 1st order.
Plane Sand 0m HOA3.wav	Even sandy desert consisting of mostly flat and plain landscape. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Sand 0m FOA.wav	Even sandy desert consisting of mostly flat and plain landscape. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 1st order.
Plane Sand 10m HOA3.wav	Even sandy desert consisting of mostly flat and plain landscape. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Sand 10m FOA.wav	Even sandy desert consisting of mostly flat and plain landscape. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 1st order.
Plane Snow 0m HOA3.wav	Mostly flat and plain landscape covered in powder snow. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Snow 0m FOA.wav	Mostly flat and plain landscape covered in powder snow. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 1st order.
Plane Snow 10m HOA3.wav	Mostly flat and plain landscape covered in powder snow. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Snow 10m FOA.wav	Mostly flat and plain landscape covered in powder snow. Very short and smooth reflections with muffled timbre. Ambisonics B-Format 1st order.
Plane Stone 0m HOA3.wav	Mostly flat landscape made of stone. Stone desert. Salt lake. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Stone 0m FOA.wav	Mostly flat landscape made of stone. Stone desert. Salt lake. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 1st order.
Plane Stone 10m HOA3.wav	Mostly flat landscape made of stone. Stone desert. Salt lake. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 3rd order, TOA.
Plane Stone 10m FOA.wav	Mostly flat landscape made of stone. Stone desert. Salt lake. Dry sounding, subtle reflections with slightly muffled timbre. Ambisonics B-Format 1st order.
River Bank 24m HOA3.wav	Spot close to shore on wide river with dense forest on both sides. Short and smooth reverberation fading softly. Ambisonics B-Format 3rd order, TOA.
River Bank 24m FOA.wav	Spot close to shore on wide river with dense forest on both sides. Short and smooth reverberation fading softly. Ambisonics B-Format 1st order.
Alley 01 45m HOA3.wav	Common alley with high walls, 50m to a dead end. Fast flutter on short transients, short and hollow characteristic. Ambisonics B-Format 3rd order, TOA.
Alley 01 45m FOA.wav	Common alley with high walls, 50m to a dead end. Fast flutter on short transients, short and hollow characteristic. Ambisonics B-Format 1st order.
Alley 02 0m HOA3.wav	Common alley with high walls, 50m to a dead end. Bright early reflections followed by single diffused echo. Ambisonics B-Format 3rd order, TOA.

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Alley 02 0m FOA.wav	Common alley with high walls, 50m to a dead end. Bright early reflections followed by single diffused echo. Ambisonics B-Format 1st order.
Alley 03 0m HOA3.wav	Common alley with high walls, close to a dead end. Bright early reflections with evenly fading reverberation. Ambisonics B-Format 3rd order, TOA.
Alley 03 0m FOA.wav	Common alley with high walls, close to a dead end. Bright early reflections with evenly fading reverberation. Ambisonics B-Format 1st order.
Alley 03 70m HOA3.wav	Common alley with high walls, close to a dead end. Muffled and hollow sounding reverberation with smooth tail. Ambisonics B-Format 3rd order, TOA.
Alley 03 70m FOA.wav	Common alley with high walls, close to a dead end. Muffled and hollow sounding reverberation with smooth tail. Ambisonics B-Format 1st order.
Alley 03 120m HOA3.wav	Common alley with high walls, close to a dead end. Muffled and hollow sounding reverberation with long smooth tail. Ambisonics B-Format 3rd order, TOA.
Alley 03 120m FOA.wav	Common alley with high walls, close to a dead end. Muffled and hollow sounding reverberation with long smooth tail. Ambisonics B-Format 1st order.
Alley 04 4m HOA3.wav	Small alley with high walls from closely-built houses. Hollow sounding reflection with slightly delayed smooth tail. Ambisonics B-Format 3rd order, TOA.
Alley 04 4m FOA.wav	Small alley with high walls from closely-built houses. Hollow sounding reflection with slightly delayed smooth tail. Ambisonics B-Format 1st order.
Alley 04 20m HOA3.wav	Small alley with high walls from closely-built houses. Slightly muffled and hollow sounding reflection with smooth tail. Ambisonics B-Format 3rd order, TOA.
Alley 04 20m FOA.wav	Small alley with high walls from closely-built houses. Slightly muffled and hollow sounding reflection with smooth tail. Ambisonics B-Format 1st order.
Alley 05 0m HOA3.wav	Small alley with high walls from very closely-built houses. Subtle close reflections followed by soft tail. Ambisonics B-Format 3rd order, TOA.
Alley 05 0m FOA.wav	Small alley with high walls from very closely-built houses. Subtle close reflections followed by soft tail. Ambisonics B-Format 1st order.
Alley 05 30m HOA3.wav	Small alley with high walls from very closely-built houses. Hollow sounding short and diffuse reflections. Ambisonics B-Format 3rd order, TOA.
Alley 05 30m FOA.wav	Small alley with high walls from very closely-built houses. Hollow sounding short and diffuse reflections. Ambisonics B-Format 1st order.
Bridge 01 3m HOA3.wav	Big bridge leading into a city, Microphone at the center. Dense early reflections, followed by a quiet delayed tail. Ambisonics B-Format 3rd order, TOA.
Bridge 01 3m FOA.wav	Big bridge leading into a city, Microphone at the center. Dense early reflections, followed by a quiet delayed tail. Ambisonics B-Format 1st order.
Bridge 02 4m HOA3.wav	Microphone beneath bridge and between pillars. Boomy early reflections, followed by a quiet tail. Ambisonics B-Format 3rd order, TOA.
Bridge 02 4m FOA.wav	Microphone beneath bridge and between pillars. Boomy early reflections, followed by a quiet tail. Ambisonics B-Format 1st order.
City 01 0m HOA3.wav	Big city crossing between tall houses. Multiple consistent echoes merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 01 0m FOA.wav	Big city crossing between tall houses. Multiple consistent echoes merging into diffuse tail. Ambisonics B-Format 1st order.
City 02 0m HOA3.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes with a diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 02 0m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes with a diffuse tail. Ambisonics B-Format 1st order.
City 02 7m HOA3.wav	Medium sized open square in a european town with high buildings. Multiple hard rhythmic echoes with a diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 02 7m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard rhythmic echoes with a diffuse tail. Ambisonics B-Format 1st order.
City 02 30m HOA3.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 02 30m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 1st order.
City 03 17m HOA3.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 03 17m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 1st order.
City 04 50m HOA3.wav	Empty street between town houses. Hard early reflection followed by a long diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 04 50m FOA.wav	Empty street between town houses. Hard early reflection followed by a long diffuse tail. Ambisonics B-Format 1st order.
Container Port 35m HOA3.wav	Port with container depot. Microphone in container alley. Long, bright and moving diffuse tail. Ambisonics B-Format 3rd order, TOA.
Container Port 35m FOA.wav	Port with container depot. Microphone in container alley. Long, bright and moving diffuse tail. Ambisonics B-Format 1st order.

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Container Port 0m HOA3.wav	Port with container depot. Microphone in container alley. Subtle echoes emerging within bright diffuse tail. Ambisonics B-Format 3rd order, TOA.
Container Port 0m FOA.wav	Port with container depot. Microphone in container alley. Subtle echoes emerging within bright diffuse tail. Ambisonics B-Format 1st order.
Courtyard 01 5m HOA3.wav	Big courtyard between antique buildings. Dominant slightly delayed echo followed by diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 01 5m FOA.wav	Big courtyard between antique buildings. Dominant slightly delayed echo followed by diffuse tail. Ambisonics B-Format 1st order.
Courtyard 01 15m HOA3.wav	Big courtyard between antique buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 01 15m FOA.wav	Big courtyard between antique buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 1st order.
Courtyard 02 0m HOA3.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 02 0m FOA.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 1st order.
Courtyard 02 10m HOA3.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 02 10m FOA.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 1st order.
Dam 01 4m HOA3.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 3rd order, TOA.
Dam 01 4m FOA.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 1st order.
Dam 01 0m HOA3.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 3rd order, TOA.
Dam 01 0m FOA.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 1st order.
Dam 02 4m HOA3.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two striking late echos. Ambisonics B-Format 3rd order, TOA.
Dam 02 4m FOA.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two striking late echos. Ambisonics B-Format 1st order.
Desert Village 0m HOA3.wav	Small abandoned sand village in the desert. Short diffuse reflections quickly fading into the distance. Ambisonics B-Format 3rd order, TOA.
Desert Village 0m FOA.wav	Small abandoned sand village in the desert. Short diffuse reflections quickly fading into the distance. Ambisonics B-Format 1st order.
Desert Village 10m HOA3.wav	Small abandoned sand village in the desert. Short hollow and diffuse reflections quickly fading. Ambisonics B-Format 3rd order, TOA.
Desert Village 10m FOA.wav	Small abandoned sand village in the desert. Short hollow and diffuse reflections quickly fading. Ambisonics B-Format 1st order.
Fortress 01 0m HOA3.wav	Medieval courtyard in a stone fortress. Short staggered echoes merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 01 0m FOA.wav	Medieval courtyard in a stone fortress. Short staggered echoes merging into diffuse tail. Ambisonics B-Format 1st order.
Fortress 01 25m HOA3.wav	Medieval courtyard in a stone fortress. Three fast sequential echos with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 01 25m FOA.wav	Medieval courtyard in a stone fortress. Three fast sequential echos with diffuse tail. Ambisonics B-Format 1st order.
Fortress 01 55m HOA3.wav	Medieval courtyard in a stone fortress. Strongly diffused reverberation with multiple echos. Ambisonics B-Format 3rd order, TOA.
Fortress 01 55m FOA.wav	Medieval courtyard in a stone fortress. Strongly diffused reverberation with multiple echos. Ambisonics B-Format 1st order.
Fortress 02 25m HOA3.wav	Medieval courtyard in a stone fortress. Stuttery early reflections with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 02 25m FOA.wav	Medieval courtyard in a stone fortress. Stuttery early reflections with diffuse tail. Ambisonics B-Format 1st order.
Fortress 02 0m HOA3.wav	Medieval courtyard in a stone fortress. Two short staggered echoes with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 02 0m FOA.wav	Medieval courtyard in a stone fortress. Two short staggered echoes with diffuse tail. Ambisonics B-Format 1st order.
Fortress 03 0m HOA3.wav	Medieval courtyard in a stone fortress. Immediate early reflections and diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Fortress 03 0m FOA.wav	Medieval courtyard in a stone fortress. Immediate early reflections and diffuse reverberation. Ambisonics B-Format 1st order.
Fortress 04 30m HOA3.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused and bright reverberation. Ambisonics B-Format 3rd order, TOA.

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Fortress 04 30m FOA.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused and bright reverberation. Ambisonics B-Format 1st order.
Fortress 05 0m HOA3.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Fortress 05 0m FOA.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 1st order.
Fortress 05 20m HOA3.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Fortress 05 20m FOA.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 1st order.
Industrial District 35m HOA3.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections with strongly diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Industrial District 35m FOA.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections with strongly diffuse reverberation. Ambisonics B-Format 1st order.
Industrial District 0m HOA3.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Industrial District 0m FOA.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 1st order.
Industrial District 10m HOA3.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Industrial District 10m FOA.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 1st order.
Metropole 01 17m HOA3.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Metropole 01 17m FOA.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 1st order.
Metropole 01 19m HOA3.wav	Crossroads downtown surrounded by high buildings. Distant echo with diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Metropole 01 19m FOA.wav	Crossroads downtown surrounded by high buildings. Distant echo with diffuse reverberation. Ambisonics B-Format 1st order.
Metropole 01 40m HOA3.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Metropole 01 40m FOA.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 1st order.
Metropole 02 17m HOA3.wav	Big street downtown with high tower buildings. Multiple distant and strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Metropole 02 17m FOA.wav	Big street downtown with high tower buildings. Multiple distant and strongly diffused echos. Ambisonics B-Format 1st order.
Metropole 02 30m HOA3.wav	Big street downtown with high tower buildings. Long and diffuse echoing fading into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 02 30m FOA.wav	Big street downtown with high tower buildings. Long and diffuse echoing fading into the distance. Ambisonics B-Format 1st order.
Metropole 02 40m HOA3.wav	Big street downtown with high tower buildings. Long and very diffuse echoing fading into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 02 40m FOA.wav	Big street downtown with high tower buildings. Long and very diffuse echoing fading into the distance. Ambisonics B-Format 1st order.
Metropole 03 100m HOA3.wav	Open scenery of a big modern city with high tower building. Very distant and diffuse echo with smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Metropole 03 100m FOA.wav	Open scenery of a big modern city with high tower building. Very distant and diffuse echo with smooth reverberation. Ambisonics B-Format 1st order.
Metropole 04 0m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright reflections evenly echoing into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 04 0m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright reflections evenly echoing into the distance. Ambisonics B-Format 1st order.
Metropole 04 30m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright and diffuse reflections evenly echoing into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 04 30m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright and diffuse reflections evenly echoing into the distance. Ambisonics B-Format 1st order.
Metropole 04 55m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and fluttery reflections evenly fading. Ambisonics B-Format 3rd order, TOA.
Metropole 04 55m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and fluttery reflections evenly fading. Ambisonics B-Format 1st order.
Metropole 04 60m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and stuttery reflections evenly fading. Ambisonics B-Format 3rd order, TOA.
Metropole 04 60m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and stuttery reflections evenly fading. Ambisonics B-Format 1st order.

FIELDS & SPACES

OUTDOOR IMPULSE RESPONSES

FILENAME	DESCRIPTION
Metropole 05 0m HOA3.wav	Long street with very high reaching buildings in a modern city. Diffuse early reflections followed by long and smooth tail. Ambisonics B-Format 3rd order, TOA.
Metropole 05 0m FOA.wav	Long street with very high reaching buildings in a modern city. Diffuse early reflections followed by long and smooth tail. Ambisonics B-Format 1st order.
Metropole 05 15m HOA3.wav	Long street with very high reaching buildings in a modern city. Large and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 3rd order, TOA.
Metropole 05 15m FOA.wav	Long street with very high reaching buildings in a modern city. Large and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 1st order.
Metropole 05 50m HOA3.wav	Long street with very high reaching buildings in a modern city. Huge and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 3rd order, TOA.
Metropole 05 50m FOA.wav	Long street with very high reaching buildings in a modern city. Huge and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 1st order.
Stone Quarry 01 0m HOA3.wav	Large stone quarry with very high walls. Very diffuse reverberation with two distinct sequential echost Ambisonics B-Format 3rd order, TOA.
Stone Quarry 01 0m FOA.wav	Large stone quarry with very high walls. Very diffuse reverberation with two distinct sequential echost Ambisonics B-Format 1st order.
Stone Quarry 01 300m HOA3.wav	Large stone quarry with very high walls. Slapping echos with very diffuse and long reverberation. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 01 300m FOA.wav	Large stone quarry with very high walls. Slapping echos with very diffuse and long reverberation. Ambisonics B-Format 1st order.
Stone Quarry 01 50m HOA3.wav	Large stone quarry with very high walls. Single event of staggered echos within a long and diffuse reverb. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 01 50m FOA.wav	Large stone quarry with very high walls. Single event of staggered echos within a long and diffuse reverb. Ambisonics B-Format 1st order.
Stone Quarry 02 0m HOA3.wav	Large stone quarry with very high walls. Multiple distant sequential echos within long and diffuse reverb. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 02 0m FOA.wav	Large stone quarry with very high walls. Multiple distant sequential echos within long and diffuse reverb. Ambisonics B-Format 1st order.
Stone Quarry 02 40m HOA3.wav	Large stone quarry with very high walls. Multiple sequential echos within long, moving and diffuse reverb. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 02 40m FOA.wav	Large stone quarry with very high walls. Multiple sequential echos within long, moving and diffuse reverb. Ambisonics B-Format 1st order.
Town 01 0m HOA3.wav	Small alpine town by a lake, winding alley. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Town 01 0m FOA.wav	Small alpine town by a lake, winding alley. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 1st order.
Town 02 0m HOA3.wav	Small alpine town by a lake, market square. Diffuse and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Town 02 0m FOA.wav	Small alpine town by a lake, market square. Diffuse and bright reverberation. Ambisonics B-Format 1st order.
Town 02 24m HOA3.wav	Small alpine town by a lake, market square. Strongly diffused and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Town 02 24m FOA.wav	Small alpine town by a lake, market square. Strongly diffused and bright reverberation. Ambisonics B-Format 1st order.
Town 03 8m HOA3.wav	Small alpine town by a lake, on a balcony. Slightly delayed, very diffuse moving echo. Ambisonics B-Format 3rd order, TOA.
Town 03 8m FOA.wav	Small alpine town by a lake, on a balcony. Slightly delayed, very diffuse moving echo. Ambisonics B-Format 1st order.
Town 03 13m HOA3.wav	Small alpine town by a lake, winding open road. Hollow diffuse and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Town 03 13m FOA.wav	Small alpine town by a lake, winding open road. Hollow diffuse and bright reverberation. Ambisonics B-Format 1st order.
Town 03 40m HOA3.wav	Small alpine town by a lake, winding open road. Multiple strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Town 03 40m FOA.wav	Small alpine town by a lake, winding open road. Multiple strongly diffused echos. Ambisonics B-Format 1st order.
Town Winter 0m HOA3.wav	Small alpine town by a lake, snow covered square. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Town Winter 0m FOA.wav	Small alpine town by a lake, snow covered square. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 1st order.
Town Winter 16m HOA3.wav	Small alpine town by a lake, snow covered square. Fast early reflections with bright and smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Town Winter 16m FOA.wav	Small alpine town by a lake, snow covered square. Fast early reflections with bright and smooth reverberation. Ambisonics B-Format 1st order.
Underpass 01 7m HOA3.wav	Road in a concrete underpass with pillars on both sides. Simple short and bright reverberation. Ambisonics B-Format 3rd order, TOA.

FIELDS & SPACES

OUTDOOR IMPULSE RESPONSES

FILENAME	DESCRIPTION
Underpass 01 7m FOA.wav	Road in a concrete underpass with pillars on both sides. Simple short and bright reverberation. Ambisonics B-Format 1st order.
Underpass 02 7m HOA3.wav	Road in a concrete underpass with solid walls on both sides. Simple, diffuse and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Underpass 02 7m FOA.wav	Road in a concrete underpass with solid walls on both sides. Simple, diffuse and bright reverberation. Ambisonics B-Format 1st order.
Village River 01 0m HOA3.wav	Calm river with wooden cottages at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 01 0m FOA.wav	Calm river with wooden cottages at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 1st order.
Village River 02 10m HOA3.wav	Multiple different shaped houses at the forested shore. Short early reflections with loud diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Village River 02 10m FOA.wav	Multiple different shaped houses at the forested shore. Short early reflections with loud diffuse reverberation. Ambisonics B-Format 1st order.
Village River 02 0m HOA3.wav	Multiple different shaped houses at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 02 0m FOA.wav	Multiple different shaped houses at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 1st order.
Village River 03 20m HOA3.wav	Wooden houses right next to a canal. Short reflections resembling a slapback delay with long diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 03 20m FOA.wav	Wooden houses right next to a canal. Short reflections resembling a slapback delay with long diffuse tail. Ambisonics B-Format 1st order.
Village River 04 0m HOA3.wav	Small courtyard between wooden houses. Bright early reflections followed by a smooth diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 04 0m FOA.wav	Small courtyard between wooden houses. Bright early reflections followed by a smooth diffuse tail. Ambisonics B-Format 1st order.