

ABSTRACT

This thesis investigates the representation of real world acoustic spaces, such as rooms or buildings, and reviews techniques necessary for representing them virtually on the internet. I will examine the various steps involved in such a process; from the recording process to the software necessary, and also to examine how the manner in which we listen and hear sound could guide our decisions about interface structure. This thesis is aimed at being a technical guide to anyone interested in implementing a virtual representation of a real acoustic space.