

**THE EFFECT OF AUDITORY RENDERING ON PERCEIVED
MOVEMENT: LOUDSPEAKER DENSITY AND HRTF**

SOUND SAMPLE

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This is a recording of the stimulus that was described in "The Effect of Auditory Rendering on Perceived Movement: Loudspeaker Density and HRTF". This recording is the HRTF rendering described in the paper and was produced by recording the stimulus to a file. The sound was generated procedurally as the product of a 15.5 kHz sine wave and a 100 Hz pulse.

