RealSpace® 3D Spatial Audio

Get an edge.
Enhance performance.
Rely on VisiSonics.

RealSpace 3D Spatial Audio enhances end-users' performance by increasing situational or spatial awareness, reducing listener fatigue and improving reaction time.

Our technology packages easily integrate into consumer electronics headphones, mobile devices and PCs, and into games. Customize the experience to each user's ear and body shape with personalized HRTFs.

RealSpace technology creates the most accurate digital simulation of real-life sound in the industry, utilizing a combination of physics-based modeling and simultaneous ambisonics and object-based rendering. Personalized HRTFs and audiogram measurements, created through a mobile application, can be used to further optimize the experience for each end user.

Markets

- Consumer Electronics
- Gaming and Esports
- AR/VR/XR
- Video Conferencing
- Military
- Training

Industry-Leading Spatial Accuracy

RealSpace 3D spatial audio technology provides the most accurate digital simulation of real-life, immersive sound in the industry.

- Accurate spatial location and distance
- Large sound field
- Smooth sound in motion
- Clear distinction of sound from multiple, simultaneous sources

Gain a Competitive Edge – Licensing RealSpace

VisiSonics provides our partners with an edge over their competitors.

- VisiSonics provides your consumers the best experience and helps them perform better.
- Our broad offer means you don't need to find, and integrate, multiple vendors.
- VisiSonics technology is currently available and easy to integrate, allowing you to get to market quickly.

About VisiSonics

VisiSonics is a 3D spatial audio technology company with a complete suite of solutions that enhances end-users' performance and experience. Millions worldwide from gamers to fighter pilots rely on VisiSonics.

Our offer includes 3D audio rendering, capture and analysis, and personalization software as well as acoustic visualization and measurement solutions.
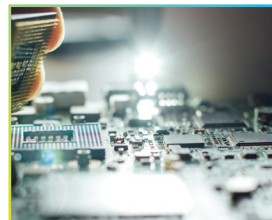
RealSpace - Licensable Technology Packages

Our technology packages are available in many different formats depending upon the required application.

SOFTWARE ONLY/ EXISTING HARDWARE

Downloadable software for use in existing gaming headsets, mobile and desktop devices.

EMBEDDED SOLUTIONS

RealSpace technology via DSP chips or an external dongle for headsets, mobile phones, PCs or gaming consoles.

SOFTWARE API OR IN-BROWSER SOFTWARE

3D audio for virtual meeting platforms or 3D streaming music platforms.

GAME DEVELOPMENT PLUGINS

Available as game development plug-ins for Unity, Unreal Engine and Audiokinetic's Wwise.

PERSONALIZATION

For use with any of our technology packages, users can personalize their experience with customized audio based on their unique HRTF using a smartphone mobile application.

All of our technology packages benefit from our proprietary database of traditionally acquired and BEM-computed HRTFs, the largest database of HRTFs available.