

# **netMUSE: Networked Multi-user Sonic Environment**

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## **ABSTRACT**







## **3.1 Objects**

### **3.1.1 Wavefront**



## **4. Technical Implementation**

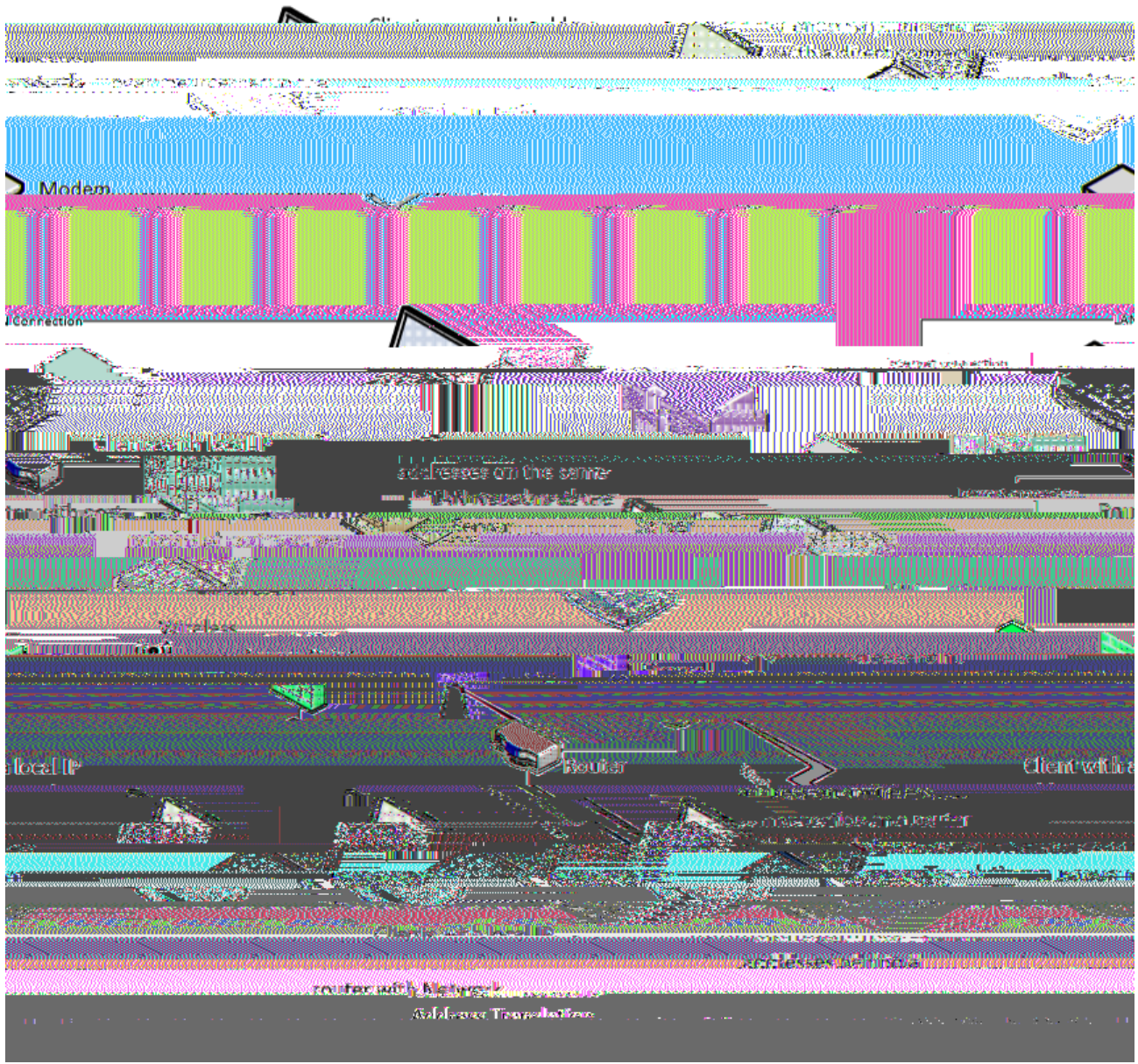


Figure 3 Some common networking scenarios.













## References

*Conference on Intelligent Audio Environments*

*Computing Conference*

*Journal of Computing Sciences in Colleges,*

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*30th International*

*Sound and Music*