Real8D - AI. Audio reaches the digital market: the future of sound thanks to Artificial Intelligence

An idea, a thought, the dream that a music lover has, for some years now, turned into a reality: *"sounds in the real world are not static"*, they have dimension and movement. And yet, there are currently no digital devices that are capable of **REALLY** reproducing three-dimensional sound and placing the listener within the sound emission area. The market offers 8D emulations, which are still auditory simulations that trick the brain through headphones into thinking that the sound is moving.

Real8D – AI.Audio appears here. The inventor, **Lluis Vila**, brought together a team of computer scientists a couple of years ago to develop the change. It is the perfect combination between software and hardware that allows the construction of virtual scenarios in which the audio acquires volume and movement. Using the principles of the holophonic system (360 audio) to generate real sound, a unique experience for each person and space.

Unlike surround sound, which applies effects to modify the sound and change the listener's perception through headphones, **Real8D – AI.Audio** generates instructions for distance, direction, speed, and type of bounce so that the sound truly travels through the speakers. An unprecedented immersive experience that can transport the user to any place without being affected by the acoustic characteristics of the area where it is broadcast.

Today, **artificial intelligence (AI),** as it is identified internationally, is being applied in many activities and segments of our lives, from medicine, aeronautics, robotics, agriculture, home, etc.

Why not in the sound?, was the question Vila asked himself.

"We turned that initial idea into an intuitive, practical, and functional invention that, helped by AI, converts complex programming and customization tasks into optimal sound virtualization. With self-learning instructions that constantly improve the results," says the inventor.

And with this objective, he brought together, a couple of years ago, an interdisciplinary team of programmers and musicians who will make a prototype a reality that will change the future of sound: the audio editor/player in real three dimensions from 8 channels, **Real 8D - AI.Audio**, with a patent for registration (OEPM) since November 2021.

If we summarize what it is Real 8D - AI. Audio, we can express…

It is a set of software and hardware that allows recording, editing, mixing, and broadcasting audio in eight independent channels, capable of generating real positional immersive sound without the need to use headphones. An advance that combines programming and artificial intelligence with musical production to take the virtualization of sound to a new level. (The patent contemplates the possibility of expanding channels and distribution points.)

Although the first tests will be carried out with musical pieces, its scope is not limited only to music; it can also be applied in fields that include auditory stimulation, as varied as cinema, theater, audiobooks, video games, 3D simulations, and even the metaverse.

The final step is the creation of the prototype to transform it into the first physical reality, which allows all the tests and adjustments of the equipment to be carried out. For this purpose, crowdfunding is open to society, which will support the development and continuity of the project.

Multiple additional and fascinating pieces of information about the invention can be found in the contents of the websites "www.real8d.com" and "www.real8d.eu", as well as in the crowdfunding that is open for contributions to the "Indiegogo" platform.

- **The invention: Real 8D - AI. Audio**
- **The inventor: Lluís Vila**
- **Development: team of engineers, programmers, and musicians**
- **Crowdfunding platform: Indiegogo**

Barcelona, March 2024