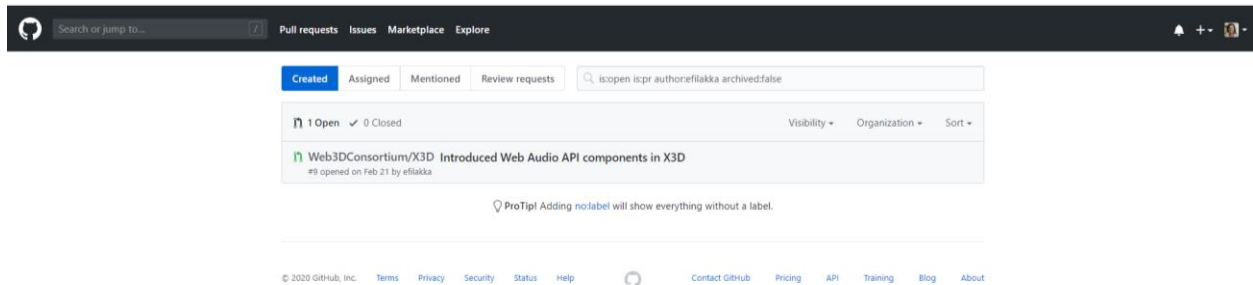


Synopsis of Efforts to Improve X3D Audio

Current Status:

1. The description of the proposed extra sound nodes in X3D (based on Web Audio API) for the ISO v4 is available in the Web3D GitHub:
 - we cloned the Web3D Project in my GitHub account, made the changes in the file **sound.html** in the folder ISO-IEC19775/ISO-IEC19775-1/ISO-IEC19775-1v4.0/ISO-IEC19775-1v4-WD1/Part01/components/ and after that,
 - we finished with a **Pull Request** (this method was used because we could not have access to push/pull any changes in the Web3DConsortium/X3D Project).



2. We have created in my account a repo in GitHub with the code of a simple demo "**x3domSpatialSoundDemo**".
 - This demo is a method for the introduction of spatial sound components in the X3DOM framework, based on the **above proposed extra sound nodes in X3D** for the ISO v4.
 - At the moment, the demo is a private project (Don Brutzman and Athanasios Malamos has already invited as collaborator in order to test it). We can invite any member of the consortium to have access in the code.

- Options
- Manage access**
- Branches
- Webhooks
- Notifications
- Integrations
- Deploy keys
- Secrets
- Actions

Who has access

PRIVATE REPOSITORY Only those with access to this repository can view it. [Manage](#)

DIRECT ACCESS 2 have access to this repository. 2 invitations.

Manage access

[Invite a collaborator](#)

Select all		Type
Find a collaborator...		
<input type="checkbox"/>	amalamos Awaiting amalamos's response	Pending Invite
<input type="checkbox"/>	Don Brutzman Awaiting brutzman's response	Pending Invite

[Previous](#) [Next](#)

Next steps:

- Feedback or any comments for the proposal
- We can have a discussion for the possible integration of the proposed extra sound nodes in X_ITE platform.