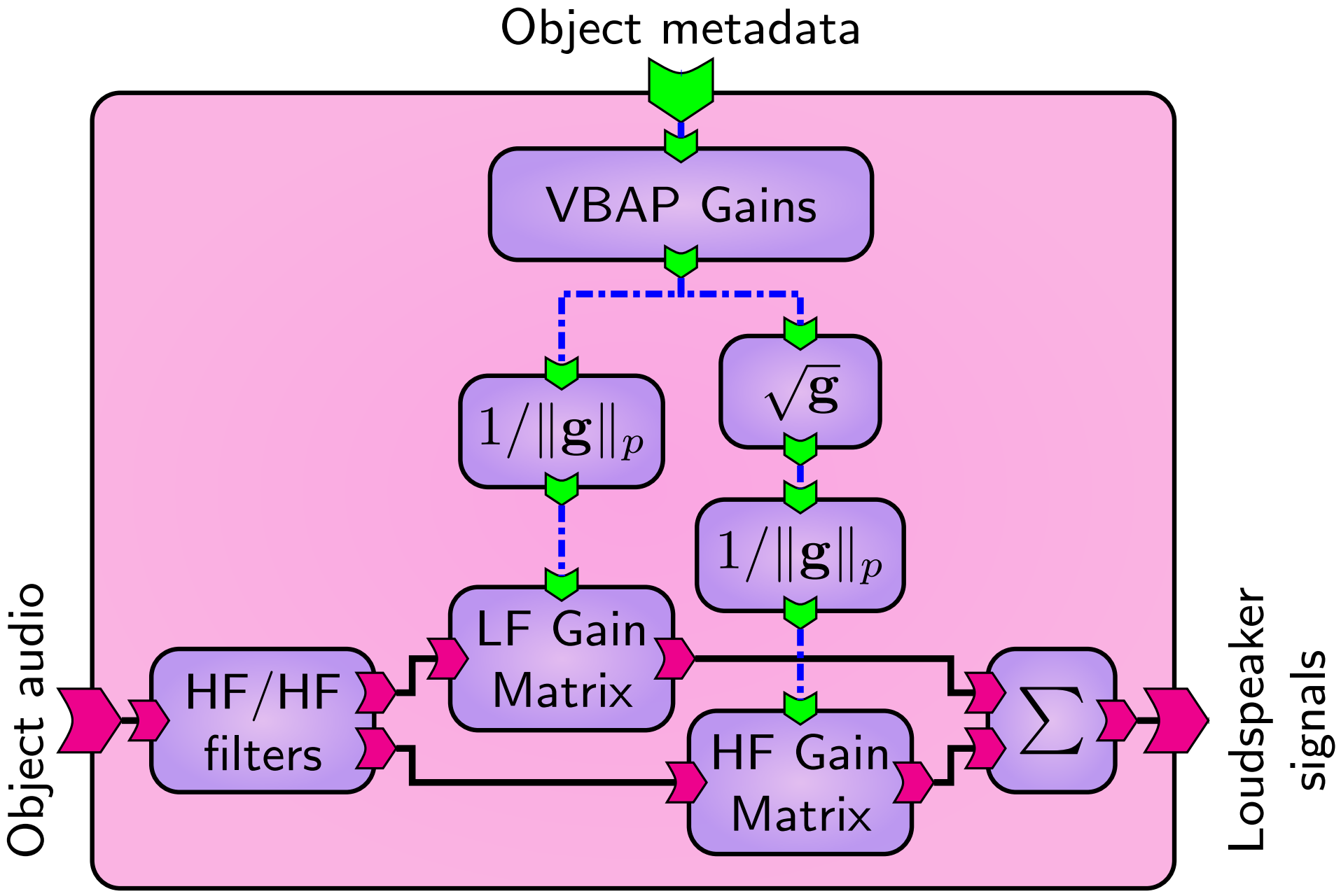
Object metadata
VBAP Gains
$1/\|\mathbf{g}\|_p$
$\sqrt{\mathbf{g}}$
$1/\|\mathbf{g}\|_p$
Object audio
HF/HF filters
LF Gain Matrix
HF Gain Matrix
Σ
Loudspeaker signals