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Madrid, Spain, 10th – 13rd December 2024

**Title: Presentation of Specification/Report to TSG:  
TR26.933, Version 2.0.0**

**Source: S4**

**Document for: Information**

**Abstract of document:**

Providing immersive voice and audio services by end-user devices is becoming more and more practicable with the development of 4G/5G technologies, however, the devices generally can only have the capability of generating mono audio signals, so, the spatial audio capturing system should be considered. Due to physical constraints on their outline shapes and sizes, the end-user devices are usually configured with different numbers of microphones and different microphone setup configurations, hence different audio capturing capabilities are expected.

TR 26. 933 covers various UE categories including mobile phones, headphones, tablets, laptops, watches, XR devices and cars. The TR presents high level general example audio capture processing solutions. It addresses the needs for immersive audio capture, it is recommended to launch work to specify minimum performance requirements or performance objectives on raw microphone signals for immersive audio capture and design example solutions of converting raw and/or compensated microphone signals into at least one IVAS encoder input format.

**Changes since last presentation to SA Meeting:**

New contents of “microphone design for UE“, update contents for “HOA”, ”foldable mobile phones” and “conclusion” clause. It gives conclusion of launching work in the following.

**Outstanding Issues:**

None

**Contentious Issues:**

None.

Change history of this document:

1999-11-17: original issue

2007-09-06: removal of references to Working Groups; bring names of TSGs up to date; correction of typo

2015-01-06: adds tdoc header & removes redundant information below