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**Auditory Resolution in Virtual Environments: Effects of  
spatialization algorithm, off-center listener positioning and speaker  
configuration**

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We present the results of an empirical study on the effects of room and off-center listener positioning on sound localization in two virtual environments, VBAP and Ambisonics. Localization accuracy has been assessed by estimating Minimum Audible Angles and Minimum Audible Movement Angles for the two spatialization algorithms and for three directions of sound incidence, in the studio and a concert hall for listeners in off-center listener positions, with two loudspeaker setups. A model of localization accuracy as a function of the experimental variables is presented, that can be used to quantify the effects of the room and off-center listening positions on sound localization and auditory movement detection.