

INTERNATIONAL CONFERENCE ON SPATIAL AUDIO

ERLANGEN, 21 - 23 FEBRUARY 2014

NEW

PROGRAM

Talks

Workshops

Poster Sessions

Exhibitors:

New Audio Technology, www.newaudiotechnology.com

Media Logic, www.new-media-logic.de

Friday	Talks in Seminar Room West Wing				
	11:00	Opening			
	3D Multichannel				
	11:30	MPEG-H Audio - The Upcoming Standard for Universal Spatial / 3D Audio Coding	B02	Herre	
	12:00	The Immersive Sound Format: Requirements and Challenges for Tools and Workflow ^{P)}	B01	Van Daele	
	12:30	Lunch (Foyer back)			
	Multichannel Production				
	13:30	An Approach for Fast and Intuitive Monitoring of Microphone Signals Using a Virtual Listener	C01	Sladeczek	
	14:00	UI.FM – A Software Framework for Distributed Multi User Realtime Configuration of Large Spatial Audio Systems ^{P)}	C02	Gatzsche	
	14:30	Evaluation of Panning Algorithms for Large Rooms and Cinema Applications	C03	Tsingos	
	15:00	Coffee break			
	Multichannel Reproduction				
	15:30	Optimal Selection of a Renderer Depending on the Loudspeaker Setup	D01	De Bruijn	
	16:00	A Room Equalisation Approach for a Listening Area within a 3D Loudspeaker Setup using a Limited Number of Parametric IIR Filters	D02	Kosmidis	
	16:30	Comparison of Multichannel Speaker Setups in 2D and 3D	D03	Scuda	
	17:00	Binaural Rendering of Cinematic 3D Sound Systems over Headphones ^{P)}	D04	Smyth	
	17:30	Poster Session (in Poster Room)			
	18:30	Getting Together (dinner in Foyer back)			
	Workshops in AV Studio + Cinema (5+5)				
	13:30	3D Multichannel	Presentation of 3D-Audio Productions of the Fraunhofer IIS in 5.1+5	B03	Scuda
	14:00	3D Multichannel	How to Mix 3D-Audio	B05	Stenzel
	15:00	Coffee break			
	15:30	3D Multichannel	The Disappearing Village – A Case Study: Composing Electroacoustic Music in a 22.2 Channel Configuration	B07	Sazdov
	16:30	WFS & HOA	Production and Post-production of Ambisonic Recordings Using ambiX and Reaper	F06	Kronlachner
20:00	3D Multichannel	Game: Doom 3 – Scary Object Based Adventure	B08	Ammermann	
20:30	3D Multichannel	Game: Doom 3 – Scary Object Based Adventure	B08	Ammermann	
Cinema with WFS					
20:00		WFS Concert		Sazdov	
20:30		WFS Concert		Sazdov	

^{P)} Product contribution



Saturday	Talks in Seminar Room West Wing				
	9:00	Keynote: Spatial Audio – Reconstructing Reality or Creating Illusion?	E00	Rumsey	
	3D Audio Perception				
	10:00	3D Audio Quality Evaluation: Theory and Praxis	A01	Silzle	
	10:30	Predicting the Subjective Evaluation of Spatial Audio Systems	A03	Harma	
	11:00 Coffee break				
	11:30	Elevation and Microphone Setups for 3D Recordings	A05	Schneider	
	12:00	Perception of Elevated Sound Image with 3D-Audio Microphone Arrays	A06	Scuda	
	12:30	Amplitude Panning with Height on 2, 3, and 4 Loudspeakers	A07	Wendt	
	13:00 Lunch (Foyer front)				
	14:30	Localisation and Masking Thresholds of Diagonally Positioned Sound Sources including Time and Level Differences	A08	Stenzel	
	Spatial Audio				
	15:00	Innovation Based on Conventional Methods: Room Acoustic Systems as Initial Point for Interactive Music Scenography	E01	Prokop	
	15:30	Sector-based Directional Audio Coding with Higher-Order Microphone Input	E02	Politis	
	16:00	Diffuseness-based Mixing Time Estimation Using a Spherical Microphone Array	A04	Götz	
	16:30 Coffee break				
	17:00	Extracting Reverberant Sounds Using Multiple Microphones	E03	Thiergart	
	17:30	Replication of Human Head Movements in 3 Dimensions by a Mechanical Joint	E04	Heß	
	18:00	Poster Session (in Poster Room)			
	19:30 Social Event (dinner in Foyer front)				
	Workshops in AV Studio + Cinema (5+5)				
	10:00	3D Multichannel	Presentation of 3D-Audio Productions of the Fraunhofer IIS in 5.1+5 (<i>Repetition</i>)	B03	Scuda
	10:30	3D Multichannel	How to Mix 3D-Audio (<i>Repetition</i>)	B05	Stenzel
	11:00 Coffee break				
	11:30	Multichannel Reproduction	3D Virtualization, the Door into a New Audio Dimension... ^{P)} (in AV Studio only)	D05	Ammermann
	12:00	Multichannel Reproduction	3D Virtualization, the Door into a New Audio Dimension... ^{P)} (in AV Studio only)	D05	Ammermann
	13:00 Lunch (Foyer front)				
	14:30	Multichannel Production	Open Mind and Ears: Mono, Stereo, 5.1, 2+2+2, 2222+ - Hear the Differences	C05	Dabringhaus
	15:30	Multichannel Production	Ambience Microphone Setups for 5.1	C04	Wittek
	16:30 Coffee break				
	17:00	3D Audio Perception	Subjective Evaluation of a Composition for an Immersive Audio Experience	A09	Lawrence
	18:00	3D Audio Perception	Room Signals - Properties and Influence on Aesthetics of Auro 3D Recordings	A10	Nipkow
	Workshops B08 and D06^{P)} in 2C4.08 Soundlab Mozart, please note: limited number of participants. Please register at info counter.				

Sunday	Talks in Seminar Room West Wing				
	9:00	Roundtable: 3D Audio Systems	B00	Rumsey	
	11:00 Coffee break				
	WFS & HOA				
	12:00	WFS-3D – Refinement of a WFS Studio by Sound Reproduction from the Vertical Dimension	F04	Leckschat	
	12:30 Lunch (Foyer front)				
	14:00	Spatial Transformations for the Enhancement of Ambisonic Recordings	F01	Kronlachner	
	14:30	Application of Wave Field Synthesis for the Evaluation of Signal Processing Schemes for Hearing Instruments	F03	Weißgerber	
	15:00	Farewell speech + Announcement ICSA 2015			
	Workshops in AV Studio + Cinema (5+5)				
	11:30	3D Multichannel	Beethoven, Bernstein, Bowie in 3D	B06	Zielinsky
	12:30 Lunch (Foyer front)				
	14:00	3D Multichannel	3D Audio Production - Tools, Approaches and Current Results...	B04	Ammermann

^{P)} Product contribution

ENJOY ICSA 2014!