

Thursday September 17th 2015

19:00	Orangery, Castle Garden, Hofgasse 15 Welcome Reception
20:00	Artelier-Loft Reitschulgasse 21 ICSA welcome party with music

Friday September 18th 2015

Registration starts 8am at the MUMUTH Entrance

ICSA 2015 Posters: M. Bürger: The Impact of Loudspeaker Array Imperfections and Reverberation on the Performance of a Multitone Sound Field Synthesis System T. Nixon: A Reference Listening Room for 3D Audio Research G. Grimm: Comparison of distance perception in simulated and real rooms P. Gaëtan: Design and perceptual evaluation of a fully immersive three-dimensional sound spatialization system J. Daniel: A fast measurement of high spatial resolution head related transfer functions for the BILI Project J.-M. Batke: Production and recording of a 3D multi-media live event J. Bergner: VISTA4F - Development of an audiovisual virtual reality test environment for automotive G. Kearney: On Prediction of Auditory Height in Ambisonics P. Malecki: Ambisonic sounds of the ancient forest and the difficulty of silence recording
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Topic	Room: Orchestra Rehearsal Room	Room: Theater im Palais A (TIP A)	Room: Theater im Palais B (TIP B)	Room: Ligeti Hall	Room: MUMUTH 1st floor Foyer	Room: MUMUTH gnd floor Demo room
08:00	Welcome (Ligeti Hall)					
09:30	Welcome					
09:40	Keynote Gary Elko & Jens Meyer (Ligeti Hall)				Keynote Gary Elko & Jens Meyer: Past, present, and future of the Eigenmike® spherical microphone array	
10:40	coffee break [MUMUTH 1st floor Foyer, TIP Foyer]					
11:10	S. Pelzer: Modern 3D Audio Production for Headphones and Loudspeaker Arrays	H. Wittek: Stereo recording in 3D: Concepts and Examples		ALL POSTERS		
11:30	E. Kurz: Comparison of first-order Ambisonic microphone arrays	Lambda Labs: Loudspeaker Demo				
11:50	J. Nettingsmeier: Scaling up: Making point-source multichannel material work for larger listening areas					
12:10	R. d.Marco: The Acousmatic Room-Orchestration System (AROS)					
12:30	lunch [MUMUTH 1st floor Foyer]					
13:30			S. Pelzer [Demo]: Modern 3D Audio Production for Headphones and Loudspeaker Arrays	ALL POSTERS		
13:50	J. Nettingsmeier [Demo]: Scaling up: Making point-source multichannel material work for larger listening areas					
14:10			M. Rumori: StiffNeck Auralization Software			
14:30	L. Nipkow: The transparency of sound in Stereo and 3D 9.1 recordings					
14:50	coffee break [MUMUTH 1st floor Foyer, TIP Foyer]					
15:30	M. Marschall: Simulation of realistic background noise using multiple loudspeakers	Lambda Labs: Loudspeaker Demo		ALL POSTERS		
16:20	F. Zotter: Generalized tangent law for horizontal pairwise amplitude panning					
16:40	H. Lee: Evaluation of the elevation effect for phantom images					
17:00	R. Sazdov: Envelopment vs. Engulfment: Multidimensional scaling on the effect of spectral content within a three-dimensional loudspeaker setups	T. Ammermann: Music production for 3D headphone virtualizations				
17:20	C. Pörschmann: Perceptual Aspects of Dynamic Binaural Synthesis based on measured Omnidirectional Room Impulse Responses					
17:40	A. Neidhart: Investigating the Room Divergence Effect in Binaural Playback	repetition, H. Wittek: Stereo recording in 3D: Concepts and Examples				
18:00	dinner [Foyer Theater im Palais]					
18:30	Concert					
19:30						

Saturday September 19th 2015

Topic	Room: Orchestra Rehearsal Room	Room: Theater im Palais A (TIP A)	Room: Theater im Palais B (TIP B)	Room: Ligeti Hall	Room: MUMUTH 1st floor Foy Jazz Studio
09:00	Keynote Hervé Déjardin (Ligeti Hall)	Preparation time for Demos/Workshops	Preparation time for Demos/Workshops	Keynote Hervé Déjardin: Sequences, Electronic music live production at 360°	
10:00	A. Silzle: Towards an Extension of Rec. ITU-R BS.1770 for 3D Audio Loudness Calculation		S. Zaradic: Object-based Audio & Musicproduction with SpatialSound Wave		ALL POSTERS G. Schultze-Zendorff: Demo: Method for real-diffuse ambience sound reproduction Jazz Studio, in small groups LinkC
10:20	A. Mäkkivirta: Sound Pressure Capacity Requirements for Monitoring Immersive Audio Formats				
10:40	coffee break [MUMUTH 1st floor Foyer, TIP Foyer]				
11:10	G. v. Schultze-Zendorff: Real-diffuse enveloping sound reproduction				
11:30	M. Rumori: Organ Transplantation – Post-Production of Electronic Concert Organ Recordings Using Measured Room Impulse Responses	H. Lee: Psychoacoustics of 3D Sound Recording			
11:50	C. Cerles: Subjective and objective evaluation of a HOA processing chain				
12:10	A. Fedosov: Automatic HOA mixing				
12:30	lunch [MUMUTH 1st floor Foyer]				
13:30					
13:50			M. Frank: Ambisonic 3D Audio Tools, Plugins, and Production		
14:10					
14:30		A. Baskind: Surround and 3D-Audio Production on 2-Channel and 2D-Multichannel Loudspeaker Setups		M. Romanov: Biomotions - A Live 3D Audio Experience	
14:50					
15:10		Lambda Labs: Loudspeaker Demo			
15:30	coffee break [MUMUTH 1st floor Foyer, TIP Foyer]				
16:00	A. Vidal: Binaural Rendering Using Near-Field Loudspeakers				
16:20	H. Xu: A weighted region-based robust crosstalk cancellation design for 3D audio reproduction with loudspeakers		repetition M. Frank: Ambisonic 3D Audio Tools, Plugins, and Production		
16:40	J. Cubick: Comparison of Binaural Microphones for Externalization of Sounds				
17:00	G. Kearney: A Virtual Loudspeaker Database for Ambisonics Research				
17:20				L. Dölle: 3D Audio: Artistic and Technical Aspects of 3-dimensional Recordings	
17:40					
18:00					
20:00	Panoramic Dinner at Schlossbergrestaurant				

Sunday September 20th 2015

Topic	Room: Orchestra Rehearsal Room	Room: Theater im Palais A (TIP A)	Room: Theater im Palais B (TIP B)	Room: Ligeti Hall	Room: MUMUTH 1st floor Foyer
09:00	Panel Discussion				
11:00	coffee break [MUMUTH 1st floor Foyer, TIP Foyer]				
11:30	M. Zaunschirm: Multiple sound zones in a room: Compact loudspeaker arrays vs. distributed loudspeakers	repetition L. Nipkow: The transparency of sound in Stereo and 3D 9.1 recordings		T. Ammermann: Involving 3D / immersive audio production for music	ALL POSTERS
11:50	W. Fohl: Enhancements to a wave field synthesis to create an interactive immersive audio environment				
12:10	S. Mauer: IOSONO immersive sound in practice: applications and possibilities	repetition H. Lee: Psychoacoustics of 3D Sound Recording		T. Ammermann: Play and experience a triple A video game in 3D / immersive audio	
12:30					
12:50	farewell [Orchestra Rehearsal Room]				
13:00	lunch [MUMUTH 1st floor Foyer]				