AUDIO ENGINEERING SOCIETY

CALL for PAPERS

AES 22nd International Conference, 2002
Espoo, Finland

Virtual, Synthetic, and Entertainment Audio

Dates: **2002 June 15–17**
Location: **Helsinki University of Technology, Espoo, Finland**

The conference will bring together researchers and developers in the fields of virtual and synthetic audio, as well as entertainment audio applications, targeted particularly to personal computers, the Internet, and mobile devices. Sound analysis, modeling, and synthesis techniques will be considered, from sound sources through to the room acoustics and the listener. The issues of coding, delivery, presentation, and rendering of natural and synthetic audio will be emphasized with respect to immersive and interactive applications such as games, sound effects, virtual reality, virtual program production, and telepresence. Perceptual issues will also be considered for these pleasure/leisure applications.

The AES 22nd International Conference Committee invites submission of technical papers for presentation at the 2002 June conference in Espoo, Finland. **By 2002 January 15**, **a full paper of 4–10 pages** should be submitted via the Internet to the AES 22nd Conference paper-submission site at **www.aes.org/22nd_authors**. You can visit this site for more information and complete instructions for using the site anytime after **2001 September 17**. Information for author's and paper templates will be available at www.aes.org/22nd_authors. Acceptance of papers will be determined by the AES 22nd Conference review committee based on full-paper submissions. Following acceptance, appropriate revisions based on the comments of the reviewers will be allowed, but no substantial rewriting. Authors without Internet access should contact the AES Headquarters office for hardcopy forms and instructions.

PROPOSED TOPICS FOR PAPERS

Audio Coding Techniques
Sound Synthesis Techniques
Physical Modeling of Sound Sources
Processing of the Singing Voice
Structured Audio
Virtual Audio Concepts
3-D Audio Technologies
Telepresence
Virtual and Augmented Reality
Audio Scene Description
Computational Auditory Scene Analysis
Auditory User Interfaces
Game Audio

Sound Effects
Internet Audio
High-Quality Audio Standards
Synthetic Audio Standards
Wireless Technologies
Mobile/PDA Applications
DSP Technologies in Entertainment Audio
Platforms for Entertainment Audio
Audio API's for Entertainment Audio
Subjective and Objective Evaluation
Multimodal Perception
Psychoacoustics in Entertainment Audio
Future of Virtual and Entertainment Audio

CONFERENCE COCHAIRS

Jyri Huopaniemi and Nick Zacharov, Nokia Research Center, Speech and Audio Systems Laboratory, 22nd_cochairs@aes.org

SUBMISSION SCHEDULE

Please submit a full paper of 4–10 pages at www.aes.org/22nd_authors no later than **2002 January 15.** If you have questions contact **Papers Chair**:

Vesa Välimäki
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Full-paper deadline: 2002 January 15
Acceptance emailed: 2002 March 15
Revised-paper deadline: 2002 April 15