

AUDIO ENGINEERING SOCIETY CALL for CONTRIBUTIONS AES 40th International Conference *Spatial Audio: Sense the Sound of Space* Tokyo, Japan, 2010 October 8–10



Cochairs: Toru Kamekawa and Kimio Hamasaki, 40th_chair@aes.org
Venues: NHK Science & Technology Research Laboratories and
Tokyo University of the Arts

Multichannel audio for surround loudspeaker setups is a common technology, and it is also being implemented in digital broadcasting. Recent research has looked at the reproduction of 3D spatial audio for 3D loudspeaker layouts and for headphone playback. However, some technological challenges still remain in capturing, coding, transmitting, and reproducing spatial audio. The AES 40th International Conference will focus on the latest advances in spatial audio including techniques for conventional channel-based surround setups, object-based setups, and for binaural listening. Various issues related to spatial audio will be discussed from both scientific and engineering perspectives.

The AES 40th International Conference Committee invites submission of technical papers for presentation at the conference in 2010 in Tokyo, Japan. By 2010 **March 31**, a full paper of 4 to 10 pages should be submitted online at www.aes.org/40th_authors, where paper templates will be available for downloading. You can visit this site for more information and complete instructions for using the site anytime after 2009 December 1. During the online submission process you will be asked to specify whether you prefer to present your paper in a lecture or poster session. The convention committee reserves the right to reassign papers to any session. If you are planning to submit a paper, please create a partial submission (title and tentative abstract) as early as you can so the organizers can monitor interest in real time. The 40th Conference Review Committee, based on full-paper submissions, will determine acceptance of papers and inform all authors before 2010 **May 31** by email. Following acceptance, appropriate revisions based on the comments of the reviewers will be allowed, but no substantial rewriting. **Revised papers must be submitted by 2010 July 31.**

The Committee also invites submission of proposals for workshops and tutorials. Before 2010 March 31, email all the pertinent information—title, workshop or tutorial, 125-word abstract, proposed workshop chair or tutorial presenter, possible panel speakers, preferred event duration, and special facility needs—to the workshops cochairs at 40th_workshops@aes.org.

PROPOSED TOPICS FOR PAPERS

3D sound	• Internet
Surround sound with height	• Package media including file formats for spatial audio
Sound design of spatial audio	Spatial rendering and reproduction techniques
Microphone and mixing techniques	Perception and evaluation of spatial audio
Signal processing	Monitoring of surround sound
Spatialization and reverberation	Applications of spatial audio including cars, games, and other interactive applications
Coding, mastering, and distribution of spatial audio	Integration of sound and picture
• Broadcasting	

SCHEDULE FOR PROPOSING PAPERS

Please submit 4- to 10-page papers at
www.aes.org/40th_authors
by **2010 March 31**.

If you have any questions, contact:
Email: 40th_papers@aes.org

PAPERS COCHAIRS
Kazuho Ono and Thomas Sporer
Paper deadline: 2010 March 31
Acceptance emailed: 2010 May 31
Revised paper deadline: 2010 July 31

SCHEDULE FOR PROPOSING WORKSHOPS AND TUTORIALS

By **2010 March 31**
email proposals for workshops and tutorials to:
Email:
40th_workshops@aes.org

WORKSHOPS COCHAIRS
Kazutsugu Uchimura and Florian Camerer
For updates on the conference go to
www.aes.org/events/40