Minutes of the AES Technical Committee on Coding of Audio Signals

21th Meeting called to order at the 124th AES Convention, Amsterdam, at 10:00, Sat 16 May 2008, by J. Herre, co-chair.

The agenda was approved, as listed in the annex. In order to join the TC, an email should be sent to the chair after the convention. The minutes of the last TC meeting at New York had been posted on the TC email reflector, approved and uploaded to the TC web site.

The ongoing activities of the committee and other coding-related events were reviewed. There are 2 sessions (1 lecture and 1 poster) on Audio Coding at the convention. These showed a wide mixture of interesting research and applied technology.

New TC activities for upcoming events were discussed next (specifically for the upcoming 125th AES convention in San Francisco):

1) Michael Kelly pointed out the needs of the gaming industry for "interactive audio codecs" which play back with sample accurate random access and looping of sound excerpts. Currently, MP3 is frequently used together with a number of tricks to work around the limitations of the codec which had not been designed specifically for this purpose. It could be interesting to put together an event discussing tricks and solutions for such gaming applications. The TC on Audio in Games is currently putting together a conference on "all aspects of game audio" to be held in the UK Feb 2009. Codec people should be invited contribute to such aspects, e.g. via the coding TC reflector. Jim Johnston suggested an invited papers session comprising 4 to 6 papers for the upcoming San Francisco AES Convention. The TC will try to instantiate such an event, Michael Kelly being the designated driver behind it.

2) In view of the ongoing related MPEG activities, a workshop on Spatial Audio Object Coding (SAOC) was proposed. Oliver Hellmuth will be the dedicated driver behind this effort with assistance from Jürgen Herre. The tentative list of panelists includes experts from Philips (Werner Oomen), Illusonic (Christoph Faller), Neural Audio (Jim Johnston offered a tutorial on spatial audio perception), Dolby (Jonas Engdegård) and, potentially, people from ETRI.

Both proposals are to be submitted by the end of the convention to meet the submission deadline.

No other business was conducted.

The next meeting will be held in conjunction with the upcoming AES 125th Convention in San Francisco in October 2008.

The meeting was adjourned at 10:40.

Annex I: Agenda

1) Approval of Agenda
2) Opening Remarks of Chairman
3) Review of recent activities for current convention / conference
   - Richard C. Heyser Memorial Lecture Series
   - Other activities

78) Review of / proposals for activities at upcoming conventions, conferences, workshops etc.
   - 125th AES convention New York

5) Any Other Business
6) Next Meeting
7) Closing of the Meeting

Annex II: Attendees:

Name	Affiliation
Juergen Herre	Fraunhofer IIS
Jim Johnston	Neural Audio
Marej Bartkowiak	Poznan University of Technology
Jonas Engdegård	Dolby
Tomasz Zernicki	Poznan University of Technology
David Trainor	APT Ldt.
Michael Kelly	Sony Computer Entertainment Europe
Mario Lavin	Guerilla-Games
Oliver Hellmuth	Fraunhofer IIS
Christof Faller	Illusonic
Francisco Pinto	EPF Lausanne
Pierrick Philippe	France Telecom R&D
Erik Schuijers	Philips Applied Technologies
Werner Oomen	Philips Applied Technologies
Louis Fielder	Dolby
Tobias Friedrich	Fraunhofer IDMT