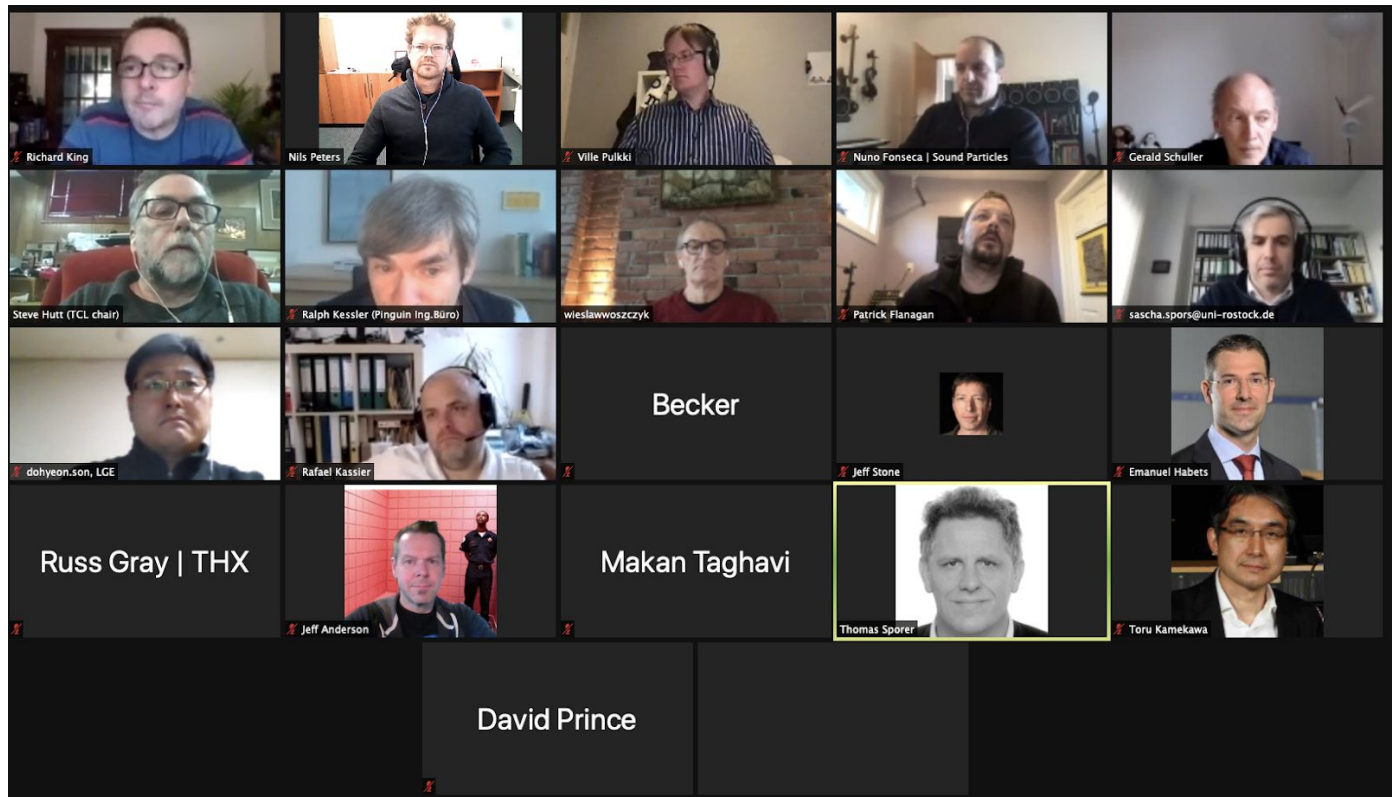# AES Technical Committee on Spatial Audio

Notes from the meeting of the TC at the 149th AES Convention, New York City

Date: October 29, 2019, 11:00 am — noon Easter Time

Attendees:

Chair(s): Sascha Spors, Nils Peters

Introduction of new TC members
- Tacksung Choi
- Dohyeon Son

Activities at current AES event:
- no spatial audio paper track, but big portion of technical papers deal with immersive audio
  - many of these papers have a focus on workflow, content creation tools, and practical aspects of content creation for immersive audio
- Patrick Flanagan had a panel on "Confusion in the Consumer Experience of Spatial

Audio in Games"
- Filippo Fazi had a workshop on "Cross-talk Cancellation Systems: past, present, and future"
- Kimio Hamasaki had a workshop on "Artistic Immersive Sound Contents Creation using the 22.2 Multichannel Sound"
- Jonathan Abel had a workshop on "Recording and Post-Production in Live Virtual Acoustics: 'The Lost Voices of Hagia Sophia"

- TC Members discussed the term *immersive audio* and how it relates to the TC for Spatial Audio and other TCs.

Report from recent Spatial Audio events:

- 2020 AES Conference On Audio For Virtual And Augmented Reality
  - Redmond, WA, US
  - http://www.aes.org/conferences/2020/avar/
    - well attended (virtual conference was officially sold out)
    - VR environment for registered users
    - YouTube stream as free alternative
    - TC members liked the alternative option of the YouTube stream
    - overall, organizers and technical conference crew made a great job

Upcoming Spatial Audio events:
- many conferences with relevance to spatial audio were postponed, such as:
  - Forum Acousticum, now December 7 – 11, 2020
  - EUSIPCO 2020, now Jan 18-22, 2021
  - Web Audio Conference, now 5-7 July 2021
  - IWAENC, now May 17-20, 2021

Proposals for Workshop/Tutorials/Special Sessions
- Patrick Flanagan: Challenges in Spatial Audio for gaming (together with TC of Gaming Audio)
- A recurring tutorial on the basics of spatial audio would be needed
  - Ville Pulkki has material
- Tutorial or workshop focused on immersive site-specific installations:
  - China's shows, Radio France multi-immersive productions, museums and other specific experiences like escape rooms
  - contact Jeff Levison
- On the impact of low bit-rate codecs on spatial perception
  - joined workshop with TC for Audio Coding
- Workshop on new findings in spatial perception
  - Externalization/Distance

- Multimodal spatial perception
- screen size vs. immersion
- hearing loss and spatial perception
- Christof Faller is interested in this

AOB

- Cleanup of member directory
- New ebook on 3D Audio by TC member Nuno: https://soundparticles.com/resources/ebooks/3daudio/
- Awards
  - AES awards and fellowships recommendations are open
  - further information under www.aes.org/awards

Technical Council Forum (Reminder)

For the TC, a discussion forum is provided on the website of the AES. You can reach the forum via "My Member Portal" when logged in on the AES website or by the direct link https://secure.aes.org/forum/tc/sa/.

Closing of meeting around 12:10 PM Eastern Time