

AES TCAA Web meeting 10/14/21

Last meeting August 30, 2021

AES website has been updated, but still needs to have some edits updated unfortunately. Not completely the best source of current information. We'll try to keep the automotive group updated as best we can on our own. aes2.org

Recent Activity

- AES APEI “Automotive Audio Supply Chain” (Sep 1, 2021)
- SAE NVH Event - Sept 7-10
 - Promoted this TC & its NVH subcommittee
- Immersive Audio in Automotive
 - September 15, Dirac & Dolby ATMOS
 - Part 2 with DSP Concepts and possibly Fraunhofer (Dec 1, 2021)
- Detroit Motor-Bella (David Prince, moderator). September 22, Dolby

White Paper on In-Vehicle Measurements

- Jayant
- Sat, 23 Oct 2021 (9am PT, 12ET, 6pm CET)
- <https://sched.co/mKSN>
- <https://aesshow.com/aes-show-fall-online-2021/program/>
- circulating a draft to the TC-AA in January

NVH Audio and Sound (NAS) Subcommittee

- Samira Mohamady, Martha Romanelli Perressim, Agnieszka Oltarzewska
- Planner discussion at AES 2022 Conference
- Trial panel discussion in TC-AA
 - Collect topics, Ask about experience in collaboration

Upcoming Events

- AES Fall Show (151th Convention)
 - Online & Streamcast Convention Program: Oct 20-23, 2021
- Automotive Audio Conference (Dearborn, MI) June 8-10, 2022
 - <https://aes2.org/events-calendar/aes-2022-international-automotive-audio-conference/>
 - Co-Event with APEI Automotive (Scott Leslie)
 - Call for Papers open
 - Dewey, Samira
 - Sponsorships Starting next week
 - Lars Carlsson (Dirac), Myself, Sean Martin (AES)
 - Vehicle Demos and Exhibits

Open Discussion

- Virtual Acoustics Sub-Committee or Working Group (Kelvin Griffiths)
 - Goal to promote the field, show what can be done, platform for discussion, possible standardization
 - Simulation, auralization, virtual product development, virtual tuning
 - Kelvin Griffiths
 - What are we ultimately trying to do with simulated auralisations? Is it to tune the in car frequency response or reproduce the full experience including spatial and dynamics/ distortion/ noise? How important is it that these are highly accurate? How good does a sound reproduction system need to be to reproduce a good sound reproduction system – and then make critical decisions regarding the design?
 - What can we do today? What remains to be done? What is practical to do? (we cannot take forever to simulate, validate, etc.) – this is a fast paced, process driven industry.
 - What can't we do well – does it matter? If we can predict spectral performance, but we struggle to reproduce/ auralise spatial realistically – is that a blocker? Can we work around issues?
 - What are the risks? Pre-development work might benefit, but mis-guidance could be costly further through the development cycle.
 - Interested Lars Carlsson (Dirac), Matt Ruhlen (Bose), Marc Levasseur (Illusonic)
- Membership list
 - Rafael Kaiser's email and Member Survey
- Next meeting (Dec 15, 2021 if interest)