



Sense the Sound of Space

TOKYO, JAPAN

2010 OCTOBER 8-10

Conference Cochairs

Toru Kamekawa

Kimio Hamasaki

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Venues

NHK Science & Technology
Research Laboratories

Tokyo University of the Arts



Papers Cochairs

Kazuho Ono

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Workshops Cochairs

Kazutsugu Uchimura

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- Multichannel audio is now well known technology and introduced in many countries by means of digital broadcasting. Recently a spatial audio including three-dimensional audio technology has gradually become the important technology for future media. International Conferences on “Multichannel audio and binaural audio technologies” – held in Germany, Canada and Sweden – were a great success. Since AES TC-Multichannel and Binaural Audio Technology was renewed as AES TC-Spatial Audio, no international conference on this topic has been held as of today. Additionally there are a lot of companies and organizations in Japan who are contributing this area. Therefore, it is very good timing to hold International Conference on Spatial Audio in 2010 in Japan.
- The conference will focus on spatial audio including techniques for channel-based surround setups, object-based setups and for binaural audio technologies. Various issues on spatial audio will be discussed from scientific, engineering, and artistic viewpoints.
- The conference will be held at NHK Science & Technology Research Laboratories and Tokyo University of the Arts. As both venues have various studios where multichannel audio facilities including three-dimensional audio monitoring system are already installed, papers sessions, workshops, tutorials and practical demo sessions will be planned to be held.
- The 40th Conference Committee invites papers and proposals of workshops and tutorials from those working or studying in this field. Tokyo is the capital city of Japan and has a huge international airport to where direct flights from major cities over the world are available. October is the best season to visit Japan and various social events and optional tour to Kyoto where you can find various world heritages are also planned by the Conference Committee.



AES 40th International Conference

Audio Engineering Society <http://www.aes.org>

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

AES 40th

TOKYO 2010



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

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| 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](mailto: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