



December 1998 Meeting Notice

Audio for Interaction at Microsoft

Date: Wednesday, December 2, 1998 - 7:30 PM

Place: Microsoft Pebble Beach cafeteria
3750 163rd Ave. NE Redmond, WA
Between buildings 30 and 31.

Directions: Get to SR520 - Take NE 51st Street Exit - Turn South on 156th Ave NE - Turn East on NE 40th Street - Turn South on 163rd Ave NE - Park in parking structure by building 31, follow signs to cafeteria. It is between buildings 30 and 31. (see map)

Audio for interaction is a relatively new field combining traditional audio engineering skills with computer programming skills. There is a lot to be done as this new medium matures, and a number of groups at Microsoft are working on this. Microsoft's David Thiel has rounded up a representative from three development groups at Microsoft who will talk and demonstrate their approach to creating audio for interaction.

Robin Goldstein is a Program Manager at Microsoft. Robin will demonstrate DirectSound Design Studio which is a set of tools and software components for creating dynamic sound-scapes for interactive media products. Its primary purpose is to empower sound designers to build and test intelligent, sophisticated audio designs without the aid of a programmer.

David Yackely is the Program Manager for DirectMusic Producer, a composer, arranger and keyboard player, a native of Ohio, and has worked on interactive music for the past 8 years. David will be demo-ing interactive aspects of DirectMusic and Producer, the authoring tool for DirectMusic.

Ken Greenebaum has spent the last 10 years developing audio and video systems for SGI and Microsoft and is responsible for DirectAnimation's media capabilities. DirectAnimation is an API (application programming interface) and engine which provides interactive animation and integration of audio, video, 2D and 3D graphics for stand alone applications or web content.

David Thiel has been doing audio for interaction since his first interactive game soundtrack for Reactor in 1982 and is now working on audio for interaction within the context of the User Interfaces group of Microsoft Research. My Interactive Sound Sequencer (MISS) is based on a procedural scripting language written expressly for interactive soundtrack creation.

NON-MEMBERS ARE WELCOME TO ATTEND

Of Possible Interest

While the Audio Engineering Society and the PNW Section do not endorse any commercial products or endeavors of any sort, from time to time our meeting notices like this one will be used to inform you, the regional AES membership, of special events and educational programs coming to the area that may be valuable to you in your audio profession.

Acoustical Society of America (ASA) NW Chapter, meeting April, 22 1998. Topic: Background Noise Criteria in Buildings by Jerry Lilly, JGL Acoustics

Jerry Lilly, President of JGL Acoustics, Inc. will present a brief history of the various criteria that have been used to evaluate background noise in buildings. These criteria include dBA, NC, PNC, RC, NCB, and the new RC (Mark 2) method that will appear in the 1999 ASHRAE Handbook. He will discuss the advantages and disadvantages of each method, and he will also present measured spectra from selected projects to illustrate specific shortcomings of these methods. Finally, he will present his own opinions as to how these criteria should be used and what to expect in the future.

The venue of the April 15th presentation is Domani in Bellevue. 5:30 Cocktails; 6:00 Dinner; 7:30 Talk.

Please RSVP to the ASA Program Chairperson Ioana Park

(206-270-8910 or brc@seanet.com), or Treasurer Basel Jurdy (206-583-0465 or caby@msn.com), by 4:00 PM on April 13th. It is important that we know whether you intend to partake of the dinner or simply attend the presentation.

Future meetings include:

Wednesday, May 20, 1998

Speaker: Todd Welti, Michael R. Yantis Associates

Subject: Loudspeaker Line Arrays

Saturday, June 20, 1998

Speaker: Yoichi Ando, Kobe University, Japan

Subject: Blending Sound Sources, Sound Fields, and Listeners

Terry Denbrock, KUOW, 206-543-2710 - Raul Gonzalez, Concert Sound, 206-855-9576
Aurika Hays, RealNetworks, 206-674-2277 - Barry James, Puget Sound Recording, 206-650-6554
Steve Macatee, Rane, 425-355-6000 - Dan Mortensen, Dansound, 206-525-2113
Bob Moses, PAVO, 206-682-7223 - Rick Smargiassi, Seattle Center Sound, 206-684-7116

PNW Committee Members

Chair David Scheirman, JBL Professional, 206-842-9876 - Vice-Chair Rick Chinn, Uneda Audio, 425-868-0442
Secretary Gary Louie, UW School of Music, 206-543-1218 - Treasurer Allen Goldstein, PAVO, 206-682-7223

1997-98 PNW Officers

AES Pacific Northwest Section
c/o Gary Louie, 4522 Meridian N #201, Seattle WA 98103
<http://www.aes.org/sections/pnw>

Audio Engineering Society Headquarters
60 East 42nd St #2520, New York, NY 10165-2520
212-661-8528 or 800-541-7299
<http://www.aes.org>



AUDIO engineering society, Inc.
60 EAST 42nd STREET
NEW YORK, NY 10165-2520
ADDRESS CORRECTION REQUESTED

FIRST CLASS

PNW SECTION
APRIL MEETING NOTICE