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AES Audio Engineering Society - Pacific Northwest Section

Around the Puget Sound, Seattle, Washington, U.S.A.

NOTE: anyone can attend this meeting regardless of their status as an AES member.

AES MEMBERSHIP IS NOT REQUIRED.

January Meeting Notice Sampling Rate Conversion A Saturday afternoon discussion Presented by

James D. (JJ) Johnston - AES & IEEE Fellow The Pacific Northwest Section of the AES Saturday, January 9, 2016, noon-5pm At a Small, Private Audio Research Facility 14727 NE 87th St, Redmond, 98052

Directions to the meeting venue.

IMPORTANT NOTICE:

The space we're using for the meeting is not infinitely large and it has become clear that we need people to RSVP their intentions. We have seats for 36 people. Still, it would be very helpful to know how many people to expect. We do plan to audio and video record the proceedings.

RSVP to:

What is SRC and how do we do it?

This workshop starts with an approximately 2-hour tutorial, with very light math, on what a SRC does, how it works, and what it should and should not do. After a short break, a shorter discussion about testing SRC's, with the assistance of Bob Smith, with examples, some of which represent good, and some of which were surprisingly not so good, taken from commercial software converters.

Before the actual discussion of how and what SRC is, and how it's generally done, there will be a short mention of sampling, and how sampling creates and controls the whole process. Filtering issues will be briefly touched on. Octave/Matlab scripts for generating test signals and plotting the results will be made available.

Our Presenter:

James D. (JJ) Johnston

JJ received the BSEE and MSEE degrees from Carnegie-Mellon University, Pittsburgh, PA in 1975 and 1976 respectively.

JJ temporarily retired in 2002 but worked 26 years for AT&T Bell Labs and its successor AT&T Labs Research. He was one of the first investigators in the field of perceptual audio coding, one of the inventors and standardizers of MPEG 1/2 audio Layer 3 and MPEG-2 AAC, as well as the AT&T Bell Labs or AT&T Labs-Research PXFM (perceptual transform coding) and PAC (perceptual audio coding) and the ASPEC algorithm that provided the best audio quality in the MPEG-1 audio tests.

Most recently he has been working in the area of auditory perception of soundfields, electronic soundfield correction, ways to capture soundfield cues and represent them, and ways to expand the limited sense of realism available in standard audio playback for both captured and synthetic performances. He was most recently employed by DTS Audio and his current status is retired.

Mr. Johnston is an IEEE Fellow, an AES Fellow, a NJ Inventor of the Year, an AT&T Technical Medalist and Standards Awardee, and a co-recipient of the IEEE Donald Fink Paper Award. Mr. Johnston has presented many times for the PNW Section, most recently on the issues surrounding "Dynamic Range." In 2006, he received the James L. Flanagan Signal Processing Award from the IEEE Signal Processing Society, and presented the 2012 Heyser Lecture at the AES 133rd Convention: *Audio, Radio, Acoustics and Signal Processing: the Way Forward*.

Chris Deckard

AES PNW 2015-2016 Section Chair

n.b. The material presented at our meetings is the opinion of the presenter and not necessarily that of the Society. You are encouraged to conduct your own research and to form your own opinions before adopting the presented material as Truth.

Our meetings are open to anyone interested in Audio. AES membership is NOT required for you to attend our meetings.

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