

**March Meeting Notice**  
Presented by  
**The Pacific Northwest Section**  
of  
**The Audio Engineering Society**

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**Home Theatre vs. Cinema Audio Production,  
the Technical Aspects  
with James D. (jj) Johnston  
Chief Scientist, DTS Inc.**

**7:30pm, Wednesday, March 25, 2009.**  
**Opus 4 Studios**  
**Bothell, WA**  
**425-486-6562**

[Parking Info and Directions](#)

In this talk we will compare the acoustics of the home theatre to the acoustics of the cinema theatre, and discuss a variety of issues that create both problems and opportunities for the content producer. We will not address the issue of artistic choice, rather we will discuss methods that can be used to implement the producer/director's artistic intent.

We will review some basics of auditory perception, and then talk about how we can use that to create a better sense of immersion, inclusion, and auditory scene in a home theatre. Some mention will be made of how this differs from Cinema, and why.

In the course of that discussion, a variety of applied acoustics and psychoacoustic issues will be raised. At the end of the talk, if computer and program are willing, we might be able to even demonstrate something.

We'll see you there.

**Steve Turnidge**

*AES PNW 2008-2009 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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