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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.

May Meeting Notice Online Webinar 3D Audio

Presented by

**Brian Schmidt - Digipen Institute of Technology
and**

The AES Pacific Northwest Section

A livestream webinar (using Zoom).

Wednesday, May 27th 2020, 4:00PM (Pacific TZ, GMT - 7)

This talk is sort-of in two parts. The first part considers the traditional science of 3D hearing, with a contrast made with the visual system. The second part explores the inherent limitations of a physics/DSP approach, and some of the other elements that are hard (impossible) to solve by 'just throwing a bunch of DSP at it.'

Audio is a sometimes overlooked and often misunderstood element of the VR/AR/XR experience. This session will cover the theory, practice and limitations of 3D hearing for augmented and virtual reality systems as well as some brief history of commercially deployed 3D audio systems. Better understanding the limits not only of current 3D audio technologies but also human hearing perception itself can lead to greatly improved VR/AR/XR experiences, and reduce frustrations all around.

About our Presenter

Brian Schmidt has been creating music, sound, and audio technology for games since 1987. Brian has a credits list of over 130 games for companies such as Sony, Electronic Arts, Capcom, Sega, Microsoft, Zynga, Namco, and many others. Brian spent 10 years at Microsoft as the primary audio architect for the Xbox team, where he was

responsible for technologies such as XMA and XACT. He also created the boot sound for the original Xbox.

Brian received undergraduate degrees in music and computer science from Northwestern University, where he created the dual degree program between the School of Music and the Technological Institute. He went on to complete his master's degree in computer applications in music in 1987, and portions of his thesis work appeared in Computer Music Journal. Brian also presented his thesis work, by invitation, to the Audio Engineering Society (AES) special conference on audio technology. Brian is a frequent and in-demand speaker, as well as the founder and executive director of GameSoundCon, the largest professional conference on game music and sound design. Currently, he is a Senior Lecturer at DigiPen Institute in Redmond.

Details

RSVP Instructions

Zoom accounts have finite attendee counts, so we are using Eventbrite to manage reservations. **You do not need to create an Eventbrite account to reserve a ticket.** [Click to access Eventbrite for this event.](#)

Please give your full name, email address, location, and AES member status. Get this part right, your ability to join the meeting depends on it. We ask for your location because we're curious and your AES member status because we need to report member count at our meetings to HQ. Approximately a week before the event, we will send email to everyone who has responded giving the Zoom meeting link. There will be a reminder email on the day of the event.

If you don't get the notice, do let us know at

When you're live on Zoom, please set your screen name to be your real name in whatever form you wish (John Smith, johnsmith), as long as it includes your first and last real names. If you don't follow this convention, we will not let you join the meeting.

One of the best features of all our meetings is self-introductions from the participants, because it is always fascinating to hear who you are and what you do. We will do our best to have this after the Intermission. On your end, a camera-equipped computer (or tablet) would be nice, as well as a microphone. We don't think that a

smartphone will be a very satisfactory platform to view this meeting, nor will a landline telephone.

It could be that you'll need to send your comments/questions via zoom-chat or perhaps by email. We're still working those details through.

Election Notice

We will hold our annual officer and committee member election at our June meeting. Officers (Chair, Vice Chair, Secretary, and Treasurer) are typically nominated from the existing Committee. Committee members can be anyone interested and willing to help your section produce meetings. Officers serve for one year. Committee members serve for two years, with half electing on odd numbered years, and the other half electing on even numbered years.

The current list of officers and committee members can be found [here](#).

If you are interested in participating, please contact anyone on the list. You must be a member or associate member at the time you assume the position. More information about Officer or Committee duties can be found [at this link](#).

Greg Dixon

AES PNW 2019-2020 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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