



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

October Meeting Notice Audio vs Video the same or different?

**JJ Johnston - Microsoft
7:00 PM, Tuesday October 24th 2006
Opus 4 Studios
23004 35th Avenue SE
Bothell, WA 98021
425/486-6562**

[Directions to Opus 4](#)

There has been quite a bit said about audio and video, but most often, the similarities and differences are not very clearly discussed, at least in the same place. Here, the presentation will show the similarities and the differences between auditory and visual perception. As we all remember, the final target for almost all audio and video is in fact the human being, therefore the way that the human being perceives the audio and video signals is paramount to understanding how to treat each kind of signal.

About JJ Johnston

JJ Johnston worked 26 years for AT&T Bell Labs and its successor AT&T Research Labs. He is an IEEE Fellow and an AES Fellow. He was one of the inventors and standardizers of MPEG 1/2 audio layer 3 and MPEG 2 AAC. He received his BSEE and MSEE from Carnegie-Mellon University in 1975, and 1976 respectively. Most recently he has been working in the area of auditory perception of soundfields, 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 is a committee member of the AES PNW Section.

[Directions to the Opus 4 Studios](#)

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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