

REPRODUCED SOUND 2021

YOU'RE ON MUTE - THE IMPORTANCE OF AUDIO

Bristol, 16-18 November

TUESDAY 16 NOVEMBER 2021

18.30 Stand + Stare is a Bristol based interactive design studio whose work spans commissions within the heritage and museum sector, one-of-a-kind experiences for commercial clients, dynamic academic collaborations and direct engagement with local communities. In this talk, they will chart their developing relationship with all manner of technology to tell stories that connect people and enhance the human experience.

WEDNESDAY 17 NOVEMBER 2021

0800 Registration and refreshments

0900 Welcome, Keith Holland, EAG Chair

0915 **Peter Barnett Memorial Award:**
Professional speakers using smart transducers



Prof Wolfgang Klippel,
Dresden University of Technology,
Germany

1030 Refreshments

Session 1: Signal processing - Chair, Paul Malpas

1100 Complex valued neural networks for audio signal processing

Vlad Paul, Philip Nelson, ISVR, University of Southampton

1130 How can modern digital to analogue converters achieve 32bit precision?

Jamie Angus, Consultant

1200 Sine-sweep measurements software for Android and iOS apps ecosystems

Dominic Griffiths, Ludovico Ausiello, Portsmouth University

1230 Lunch

Session 2: Measurement and modelling - Chair, Bob Walker

1330 Radar based loudspeaker measurements

Alessio Izzo, Ludovico Ausiello, Portsmouth University

1400 Effect of flexible boundaries on interior vibro-acoustics problems

Kelvin Griffiths, Electroacoustic Design, Patrick Macey, PAFEC

1430 FEM simulations and experimental validation of frequency response prediction for acoustic soundboards

Giuliano Nicoletti, Ludovico Ausiello, Portsmouth University

1500 Refreshments

Session 3: Cinema sound and loudspeakers - Chair, Keith Holland

1530 Virtual holes are hard: challenges in centre audio channel reproduction with LED video walls

Perrin Meyer, Meyer Sound, USA

1600 Layering the senses: exploring audio primacy in multisensory cinema

Mat Dalgleish, Sarah Whitfield, University of Wolverhampton

1630 Multiphysics simulation of a low frequency horn loudspeaker

James Hipperson, Funktion One, A J Svobodnik, T Nozzoli, P Feustein, Mvoid Group

Session 4: Diversity - Chair, Mark Bailey

1700 Diversity presentation and discussion: "You can't be what you can't see"

1830 Conference Reception and Dinner

THURSDAY 18 NOVEMBER 2021

0800 Registration and refreshments

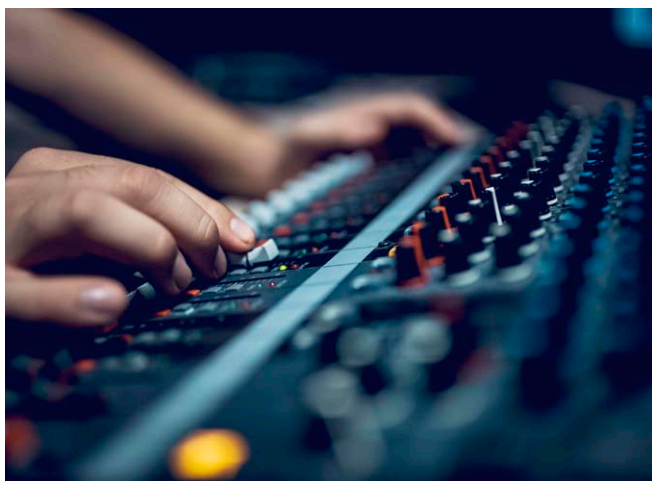
Session 5: Psychoacoustics, subjective assessment and auralisation – Chair, Dan Pope

0900 WHAM.... To Asymmetry and Beyond!
Mark Dring, Bruce Wiggins, University of Derby

0930 Binaural assessment of listening effort: introduction, comparison and reality
Jan Reimes, Ossi Raivio, Head-Acoustics, Germany

1000 Is there an audible difference between standard and 'high-definition' sample rates?
Joseph Fossard, University of Central Lancashire

1030 Refreshments



Session 6: Events, installations, live sound, venues, Part 1 Chair, Adam Hill

1100 Sound pressure levels in close proximity to sound-reinforcement loudspeakers
Ian M Wiggins, University of Nottingham, Ken Liston, Nottingham Trent University

1130 RhumbLine: Plectrohyla Esquita
Margaret Schedel, Nick Hwang, Rob Cosgrove, Stony Brook University, USA

Session 7: Panel discussion – Mark Bailey

1200 An instruction manual for the instruction manuals – understanding specification sheets
Hosted by: Ed Jackson, Ben Todd, Steffan Lewis

1300 Lunch

Session 8: Room acoustics – Chair, Ludovico Ausiello

1400 Statistical optimisation of room dimensions and layout for critical listening applications
Prathmesh Thakkar, Jack Oclew-Brown, GP Acoustics UK

1430 High-performance studio rooms for simple domestic construction
Philip R Newell, Keith R Holland, Consultants

1500 EAG AGM

1530 Refreshments

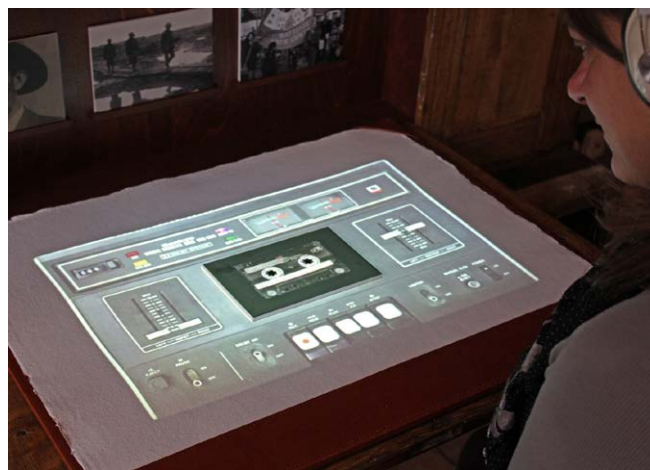
Session 9: Events, installations, live sound, venues, Part 2 Chair, John Taylor

1600 Hybrid Events – Audio
Simon Barrett, Acoustic Associates Sussex

1630 Spatial rendering over distributed fill systems in immersive live sound reproduction
Etienne Corteel, L-Acoustics, France

1700 Designing systems to deliver successful immersive audio experiences
Steve Ellison, Bob McCarthy, Meyer Sound

1730 Close



Above: Stand + Stare (Tuesday evening talk 18:30)