

# REPRODUCED SOUND 2018

## PUTTING SOUND IN ITS PLACE

27-29 November 2018 – The Bristol Hotel, Princes Street, Bristol



## TUESDAY 27 NOVEMBER 2018

7:30-9pm **Demonstration & buffet organised and sponsored by d&b audiotechnik**



d&b audiotechnik will present their new sound reinforcement concept known as Soundscape. This system consists of a Source Orientated Reinforcement system, an Enhanced Reverberation system and a 360 degree Spatial Audio system. There will be a half hour presentation of Soundscape and the thinking behind it followed by a demonstration of the various elements of the system. Delegates will be able to see the user interface in action, walk the room and compare the system with a traditional stereo (or dual mono) system.

## WEDNESDAY 28 NOVEMBER 2018

08.00 Registration and refreshments

09.15 **Conference Opening and Welcome – Keith Holland, EAG Chair**

## LOUDSPEAKERS 1 – Chair: Glenn Leembruggen

09.30 Improving distortion and intelligibility in sound reinforcement with wide bandwidth dedicated midrange loudspeakers

*James Hipperson, Funktion One Research*

10.00 Superior HI FI sound

*Ted Fletcher, Daniel Fletcher, Orbitsound*

10.30 Refreshments

## OBJECT-BASED AUDIO – Chair: Paul Malpas

11.00 Multi-zone personalisation for hard of hearing listeners using object-based audio

*Marcos F Simon Galvez, Lauren Ward, Ben Shirley, University of Salford*

11.30 Object-based audio for live sports

*Robert Oldfield, Ben Shirley, Salsa Sound*

12.00 Improvements in perceived intelligibility from source orientated sound reinforcement systems

*Adam Hockley, d&b audiotechnik*

12.45 Lunch

14.00 Peter Barnett Memorial Award 2018

*John Vanderkooy, University of Waterloo, Canada*

15.00 Refreshments

## MODELLING – Chair: Bob Walker

15.30 An ideal workflow for electroacoustic modelling

*Paul Malpas, Ramboll*

16.00 Creating an acoustic computer model with EASE 5 tools

*Wolfgang Ahnert, Stefan Feistel, AFMG Technologies*

16.30 Investigation into the relationship between standing audience density and absorption

*Ross Hammond, Adam Hill, University of Derby, Peter Mapp, Peter Mapp Associates*

17.00 Modelling horn radiation using wave envelope elements

*Patrick Macey, PACSYS*

1730 EAG AGM

19.00 Conference Reception & Dinner on board SS Great Britain

21.15 Recording in the 1970s – a view into a different world?  
*Philip Newell, Consultant*

22.15 CLOSE

## THURSDAY 29 NOVEMBER 2018

08.00 Registration and refreshments

09.00 Tyndall Medal Award:  
Loudspeaker arrays for audio reproduction  
*Filippo Fazi, University of Southampton*

10.00 Refreshments

## ROOM ACOUSTICS AND MEASUREMENT - Chair: Mark Bailey

1030 Guitar soundboard measurements for repeatable acoustic performance manufacturing  
*Ludovico Ausiello, Solent University*

11.00 A new way to portray the acoustics of a fine venue to the layman  
*Tom Taylor, John Taylor, d&e audiotechnik*

## LOUDSPEAKERS 2 – Chair: Adam Hill

11.45 The 'Bass Transmission Index': a new concept for evaluating loudspeaker performance  
*Lara Harris, University of Southampton, Philip Newell, Consultant, Keith Holland, University of Southampton*

12.15 Keeping bass in its place - An evaluation of the practicalities and outcomes of different methods for controlling low frequency sound.  
*Mark Bailey, QSC*

13.00 Lunch

## INTELLIGIBILITY AND SOUND REINFORCEMENT – Chair: Robin Cross

14.15 Getting to the right place: Life safety standards and the speech transmission index as a driver of effective design  
*Paul Malpas, Ramboll*

14.45 A first principles method to rapidly optimise the acoustic gain of a sound system with multiple live microphones  
*Glenn Leembruggen, David Gilfillan, Acoustic Directions*

15.15 Live sound loudspeaker array optimization for consistent directional coverage with diffuse radiation characteristics  
*Adam Hill, University of Derby, Malcolm Hawksford, University of Essex*

15.45 Refreshments

## SIGNAL PROCESSING – Chair: Keith Holland

16.15 Modern sampling: Is Shannon ready for the scrap heap?  
*Jamie Angus, Salford University*

16.45 Dynamic virtual acoustic techniques for improved transaural reproduction  
*Loseb Laghidze, Marcos Simon, Andreas Franck, Giacomo Constantini, Filippo Fazi, University of Southampton*

17.15 Walk-through auralization framework for virtual reality sceneries powered by game engine architectures  
*Daniel Castro, Wood & Grieve Engineers*

17.45 Presentation and visit by Charcoal Blue

18.45 Close