



Immersive 3D Audio: From Architecture to Automotive

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Deadline for manuscript
submissions:

closed (31 May 2022)

Message from the Guest Editors

The subject of immersive and 3D audio represents one of the most important topics in audio engineering, room acoustics, automotive acoustics, virtual augmented reality, and their applications, ranging from applications in music composition to audio for automotive, including 3D audio for gaming.

This Special Issue includes selected papers to be presented at the I3DA Conference “Immersive 3D Audio: from Architecture to Automotive”, to be held 8–10 September 2021, which provides world-leading scientists with a venue to present the latest research in the field and discuss new directions and collaborations.

We welcome the submission of original manuscripts, case studies, and review papers in the field of room and building acoustics and related topics, such as measurements methods in architectural acoustics, methods for 3D sound reproduction, 3D audio for cinemas, augmented virtual reality for audio and video, new materials for room acoustics, signal processing in 3D audio, and musical acoustics.





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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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